



# MYOS

Three civilizations, one destiny

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## 1 / Welcome Aboard

### 1.A / A 3.0 brand new world

#### **Welcome in the MYOS RpVerse**

The MYOS project orientation is inspired by an analog technique from the Metaverse: the RpVerse. At a time when the Metaverse is not operational, but is rather an out-of-body experience where the senses make the mind travel to unknown places, we have concentrated our resources on character embodiment within a universe imagined from scratch by a team of enthusiasts.

Therefore, the RpVerse offers many advantages for the audience. The game is accessible as long as you have a browser and an internet connection.

You don't need an expensive VR headset or a high-speed internet connection to play our game.

Playing an existing character in a fantastical universe, that's what the MYOS project is offering to its playerbase. The opportunity to interact with a community, making impactful decisions that will influence your progression, be it as a lone wolf or as a united group..

Beyond character incarnation, progression and character evolution are the flagship concepts of the project .

The Damnos, Ylldrash or Ark-IA playable character will earn experience and progress over time, thus increasing its value.

*!/\ MYOS is a fantasy world where the player is coming to life through an avatar. Every decision, every choice or action will have repercussions over the evolution of your character.*



## Welcome to the next generation of gaming

Over the past few years, video games quickly rose to a predominant position in the entertainment industry and as a whole in western society. With that in mind, we are currently at the dawn of a new era, a future where identity and digital ownership are embedded in gameplay .

MYOS incorporates these new technologies of blockchain, web 3.0 as well as a mobile application to provide an immersive experience : **the RpVerse**.

Get yourself a MYOS character and dive into this fantasy world, filled with twists and adventures.

Players can engage in various activities within the RpVerse:

Explore Menulosk planet, harvesting missions, research and for the most daring: combat. Harvest and manage your resources, craft and upgrade your gear as your progress through the story and much more..

The main objective of the game is character progression, with the end goal of being the best and rarest character in the universe. Every in-game decision made by the players will have a direct impact on the RpVerse and its NFTs and the active participation of everyone involved will be rewarded within the game.

MYOS is offering attractive game features meant to generate profits, as well as innovative solutions provided by DeFi.

### 1.B / The MYOS Project

#### The MYOS universe

We did not want to deliver a generic collection, a bunch of characters with no backstory, no soul or explanation whatsoever. The MYOS universe is based on an original fantasy fiction, brought to you by a team of enthusiasts, allowing every player to get immersed and embody his own character.

Each character from our collection belongs to a faction, has a specific backstory and is directly tied to the player's choices throughout his adventure.





## **RpVerse & missions**

The core of our project relies on a new and innovative concept: RpVerse.

Through missions and quests that will impact the upcoming story of this universe, players will face many challenges of different nature: strategic, logical or social interactions will hold a key role to your success advancing in this brand new world.

Decisions made after careful considerations or decisions made on the fly may have repercussions in the future, and will bring different events, lead to unexpected places, to new discoveries.

## **Evolving NFTs**

A key feature we are proud to offer is the very promising and innovative concept of evolving NFTs.

Within such a rich universe, characters will gain experience, achieve goals, complete successes alone or as a group. Leveling up your character will enhance their stats and unlock new features, new ways to itemize your character.

## **Made In France Illustrations**

Illustration is a paramount aspect of our NFTs. MYOS is choosing to adopt 2D illustrations with depth, showcasing our original fiction universe that is bound to our project.

Our current illustrator [Fragan Tgy](#), has worked with a lot of renowned companies in the past, such as [Warner Bros](#), [Ubisoft](#) & a french gaming company named [Spiders](#).



## 2/Game Designs

### 2.A/ Mint Schedule

#### 2.A.1/ NFT Mint

In this new age governed by crypto-currencies and NFTs, the “Mint” is the creation process of an NFT on the blockchain

In the same way that metal coins are minted and then put into circulation, the NFT are also tokens in the same fashion as metal coins are in the crypto-currency world. (aside from the fact that they are non-fongible)

#### 2.A.2/ Mint Schedule

The scheduleled Mint month is set for **November 2022**.

The MYOS Mint will be organized as followed :

- The date and time will be provided/communicated in advance ;
- Whitelist elected players will have an early access to sales ;
- Character creation is random: players won't be able to select or negotiate their assigned faction and specialization ;
- Mint price has yet to be determined ;
- Players aren't restricted to one character, you can acquire several characters from a different faction or specialization.

*!/\ A defined number of NFTs will be put up for sale. The whole purchase process described above is therefore subject to character availability during the sales.*



## 2.B/ NFT Characteristics


### 2.B.1/ Stats

Combat statistics are a core element of your playable character, they determine the potential of what a player might or might not be able to do in the game. Stat points are managed by the player and affect various elements of the game.

 Strength

 Stamina

 Focus




 Swiftiness

 Charisma

 Stealth

### 2.B.2/ Playable Factions

Factions in the MYOS Universe have developed their own abilities, some of which enable them to be more efficient in certain types of missions than others. Each faction has its own passive unique to them:


-  **The Yldrasia Faction**, increased success-rate over the harvesting-type missions ;
-  **The Damnathos Faction**, increased success-rate over the combat-type missions ;
-  **The Ark-IA Faction**, increased success-rate over the expedition-type missions;

### 2.B.3/ Specializations

Each specialization comes with a passive stat boost, giving the player a bonus over a preferred combat statistic. The bonus awards a 5% stat increase overall (including the bonus granted by the player's equipment).





Specializations	Combat statistic
 <b>Splitter</b>	+5% Strength
 <b>Guardian</b>	+5% Stamina
 <b>Wise</b>	+5% Focus
 <b>Phantom</b>	+5% Swiftiness
	+5% Focus & Charisma
	+5% Stamina & Stamina
	+5% Swiftiness & Stealth

### 2.B.4/ Talent trees

Talent trees are common to all characters in the MYOS Universe.

Players can spend their talent points in a multitude of ways, thus offering a very diverse character customization suited to each and every one's need in the game.

We elaborated a massive, ingenious and intricate talent tree, where casual players to the greatest strategists will be able to assert their cunning and tactical supremacy.

### 2.B.5/ Energy

Energy is the primary resource used in the game that enables players to take actions in the game. The Energy Gauge is character based and not account based.

If an account has several characters on it (all factions and specialization included), an energy gauge is attributed to each character on the account.

Energy recharges over time, it takes 24 hours for an Energy Gauge to fully recharge.

During a Scholar Contract, expenditure and energy recovery for a character remains unchanged.



## 2.C/ Rarity IA

### 2.C.1/ Dynamic and Autonomous System

The MYOS project is using an innovative, fully autonomous system enabling the maintenance of a dynamic ranking system among the characters embodied by the players. The ranking system takes into account different variables within the game:

- Character Specialization ;
- Character Rank within its Faction hierarchy ;
- Character Level ;
- Character Trait ;
- Character Generation ;
- Completed missions number by the character ;

*!/\ The entire Rarity IA system is developed within the MYOS smart contracts, and therefore cannot be modified, altered or tampered by anyone, the community or even the internal project staff.*

### 2.C.2/ Specialization


Character Specialization is the first element taken into account within our Rarity IA system. Specialization is an element of rarity on its own, randomly attributed during the Mint process





Specializations	Rarity
<b>Guardian</b>	50 %
<b>Splitter</b>	25 %
<b>Wise</b>	15 %
<b>Phantom</b>	9 %
<b>Others ...</b>	1 %




### 2.C.3/ Hierarchy Rank





The different MYOS Factions, formed after the Great Split, have organized themselves independently, thus establishing their own hierarchy.

 **The Ark-IA Faction Hierarchy** : Their hierarchy is based around resources, more specifically energy necessary to keep functioning humanoids :

Hierarchy : energy	Rarity
 Ion energy	50 %
 Plasma energy	35 %
 Nuclear energy	14 %
 Unknown Power Source ...	1 %

*!/\ "Some Ark-IA repositories, akin to myths and legends, mention unlisted chaotic energy power based humanoids..."*


 **The Damnathos Hierarchy** : Fighters possess soul entities, obtained on the battlefield. Thus, the more expert the fighter is and faces his enemies, the more soul entities he collects over time :





Hierarchy : soul entities	Rarity
 1 soul entity	50 %
 2 soul entities	35 %
 3 soul entities	14 %
 ...	1 %

*!/\ " A few inhabitants of Menulosk claim that they have seen Damnos warriors carrying more than 3 soul entities on the battlefield..." "*





 **The Ylldrasia Hierarchy** : Upon the death of the Ylldrasedra people leader, this folk scattered across the continent, forming several clans united under the same banner:

Hierarchy : clan united	Rarity
 <b>The Jungya clan</b>	50 %
 <b>The Deseya clan</b>	35 %
 <b>The Artiya clan</b>	14 %
 ...	1 %

*"/!\ " Scouts across the 3 clans say that they have seen Ylldrasedra silhouettes wandering nearby the deadly marshes, most likely due to the poisonous concentration levels..."*

#### 2.C.4/ Character Level

Actions performed by the player will earn them experience, enabling them to progress and gain levels. To increase a character level, each player will have to :

- Earn the necessary experience points to reach the next level ;
- Spend resources necessary to reach the next level.

Each new character level will grant the player :

- 5 new combat statistic points ;
- 1 talent tree point.



### 2.C.5/ Character Trait

During the Mint process, each character also receives a character trait which is divided into 4 ranks. The following traits grant a bonus over basic stats.

**Neutral** : No awarded bonus, 55% rarity.







**B Rank** : Awards a 4% bonus over 1 stat, 25% rarity.

**A Rank** : Awards a 4% bonus over 2 stats, 15% rarity.

**S Rank** : Awards a 4% bonus over 3 stats, 5% rarity.

Here are the different character traits listed by rank, associated with the awarded bonuses:

Trait Rank	Character Trait	Bonus Awarded
Neutral	Timid	No bonus
Neutral	Fearful	No bonus
Neutral	Indecisive	No bonus
Neutral	Puny	No bonus
Neutral	Anxious	No bonus

Trait Rank	Character Trait	Bonus Awarded
<b>B Rank</b>	Smart	+4 
<b>B Rank</b>	Agile	+4 
<b>B Rank</b>	Athletic	+4 
<b>B Rank</b>	Cautious	+4 
<b>B Rank</b>	Vigorous	+4 
<b>B Rank</b>	Talkative	+4 



Trait Rank	Character Trait	Bonus Awarded
A Rank	Noisy	+4 🦵, +4 🗣️
A Rank	Feral	+4 ⌚, +4 🦵
A Rank	Insightful	+4 🗣️, +4 🧠
A Rank	Clever	+4 🧠, +4 ⌚
A Rank	Discreet	+4 ⚡, +4 😬

Trait Rank	Character Trait	Bonus Awarded
S Rank	Enthusiast	+4 ⌚, +4 😬, +4 🗣️
S Rank	Versatile	+4 ⌚, +4 😬, +4 🧠
S Rank	Demi-god	+4 🦵, +4 ⌚, +4 🧠
S Rank	Brave	+4 🦵, +4 ⌚, +4 🗣️
S Rank	Dynamic	+4 ⚡, +4 😬, +4 🧠

### 2.C.6/ Character Generation

Different character generations will be released within the MYOS universe, upcoming new generations will be announced as time goes on. The first generation of characters will gain value as new generations are being released, on top of the experience gained throughout playtime.

### 2.C.7/ The Missions

Involvement, exploration and successes are built into the Rarity IA system in a variety of ways :

- **Character Experience** : Missions completion offers experience to the playable character and therefore influences the level of the latter ;
- **Glory Points** : obtainable by successfully completing combat-type missions ;
- **Exploration Points** : obtainable by exploring the world map.





## 2.D/ Progress and Earnings

### *2.D.1/ Experience, mother of Evolution*

One of MYOS objectives is to involve players through a Play 2 Earn model, which means increasing the level of one's character, in order to be correctly classified within the Rarity IA. Performing actions such as: exploration, mission involvement, talent tree completion are elements that allow players to make their character advance and evolve in-game.

How can you earn experience in the MYOS Universe:

- World Map Exploration ;
- Successfully complete missions on the map (combat, harvest and expedition) ;
- Crafting your gear ;
- Upgrading your gear.

### *2.D.2/ Gains & Wealth*

Progress in the game offers players the opportunity to enrich themselves in different ways:

- Increasing the level of your character, will mechanically make you climb the Rarity IA rank system ;
- Progressing through the talent tree enhances your character abilities and consequently makes your character more powerful, thus increasing its value.
- To evolve in a Play 2 Earn environment is to access more efficient and better quality equipment has you invest into the game, with high margin opportunities on purchase and resale values ;
- Simply playing, mission participation, purchase and resale are actions that will allow players to earn \$MYOS, this in-game currency will be useful within the game.

Another important aspect of our P2E is the "stacking" mechanic: Each player holding \$MYOS will have the option to partially or fully stack their tokens, in order to get a profitability



### 2.D.3/ Daily Rewards and Successes

As a gesture of appreciation, the MYOS team offers to reward players for their in-game participation with a daily log-in calendar: salvageable loot in the form of \$MYOS tokens. These rewards will be reviewed monthly, based on the number of tokens in circulation, used or stacked.

Beyond the scheduled daily-adventure calendar, some achievements will have to be completed in order to gain \$MYOS tokens. Here are some achievements examples:

- Discover X fields of the World Map ;
- Complete X Combat-type Missions ;
- Reach Level 10 with a Character ;
- And much more to come ...

### 2.D.4/ Ads

In-game advertising has been controversial for quite some time and still remains a subject of debate.

The MYOS team has taken a firm stand on this matter: We do not want to pollute our community and our content with aggressive advertisement. Therefore the entire game will be devoid of advertisements.

That said, advertising videos will be made available to players on a dedicated webpage and will offer in-game bonuses, should you choose to visit the webpage to harvest those rewards. After watching a set number of videos, the player will gain various bonuses such as: Temporary experience bonus gains, reduced mission completion time, energy gauge recharge, etc..(non-exhaustive list)

*!/ \ These bonus rewards can only be claimed once per day, per type of reward and per character.*



## 3/ Game Versions

### 3.A/ Version 1.0

#### 3.A.1/ Version 1.0 Overview

We, the MYOS team, came up with innovative concepts, economic systems and features for our Play 2 Earn: From the way you will earn any type of currency to the way you will upgrade your character.

The MYOS team is very diverse, our shared experiences as avid gamers, passionate RP players and WEB 3.0/Cybersecurity experts are coming together to design different versions of the game, each release will include its own set of new features.

The 1.0 version will be accessible to NFT owners and will serve as an introduction to the MYOS Universe.

*!\\ The different elements presented in the different versions 2.0, 3.0, ..., are likely to be modified, removed, or simply reassigned. Other elements imagined by the team may also appear in future game versions.*

#### 3.A.2/ World Map

### World Map Overview

For many years, each faction lived isolated from one another, preoccupied with their own agendas (technological advancement, spiritual ascension, commune with nature) leaving aside the exploration of their world.

In the MYOS 1.0 version of the game, the accessible world map will be restricted to the Menulosk planet.


### Map Exploration

Map exploration is an essential aspect for the progression of any playable character. Each accessible region is associated with a level of difficulty and unique properties, players will have to discover those regions to have these infos displayed on their interface.

Map exploration is available to any playable character and can be pursued at any time (however it's still subject to character availability).



A few important points about map exploration :

- Region discovery is an action in its own right, which makes the character unavailable until exploration is complete ;
- Map exploration does not consume energy  ;
- Intel gathered during map exploration is shared amongst factions: If a player has several characters from a faction, they will share exploration intel between them.
- Exploration of adjacent fields is only possible when at least one mission has been completed on the current field.


### *3.A.3/ Missions & Events*




#### **Missions Overview**

Missions are the main activity any playable character will pursue in the game, they can be found during map exploration. They will award experience and resources in order to craft gear and equipment. Mission difficulty increases potential rewards a player can obtain. However, the farther the mission is, the more difficult the mission will be to complete successfully.

A certain type of missions can be repeated endlessly, some others can only be completed once (special missions)

#### **Missions Categories**

Several types of missions can be found in the MYOS Universe, each type is offering a different type of reward (resources, glory points, gold) as the player is spending some Energy. 

- **Harvesting-type Missions** : common resources, low Energy cost  ;
- **Expedition-type Missions** : rare resources, moderate Energy cost  ;
- **Combat-type Missions** : \$MYOS and glory points, high Energy cost  ;



## Engage a Mission

Each playable character in the MYOS Universe can engage in any type of mission mentioned above. Engaging in a mission and successfully completing it grants experience and various rewards.

A few important key aspects to know before engaging in a mission :

- Glory points will only be granted once per singular mission (all missions-type included);
- Aside from special missions, each mission is repeatable ;
- Combat-type missions award new glory points each time they are completed ;
- Missions with higher difficulties comes with higher energy costs and higher stats requirements ;
- Characters below minimum stats requirements can still engage missions above their stat levels. However, success rate will be altered proportionately to one's character stats ;
- 50% of the minimum required stats by the mission are mandatory for a character to launch a mission;
- A player owning multiple characters can launch squad missions, with a maximum of 3 characters per mission. Characters stats are added together, the final experience reward will be shared between the characters members of the squad .





## Commitment Stance

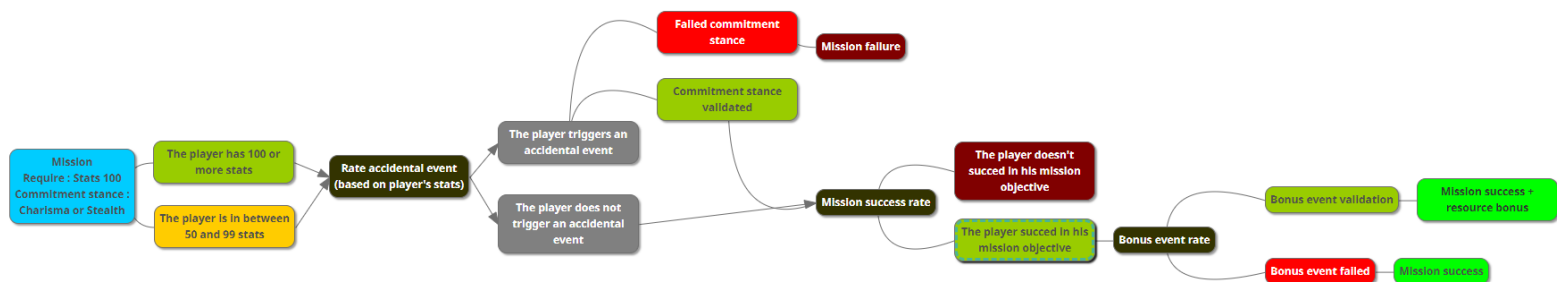
Whenever a player chooses to engage in a mission, the player will have to determine the character stance for that said mission.

For squad missions, a Team Posture can also be assigned for a designated mission.

There's 2 possible stance to adopt :

- **Elusive Stance** : Takes into account the character's ability to dodge, sneak in or remain discreet. (Stealth points  ) ;
- **Conviction Stance** : Takes into account the character's ability to bargain, influence and deter. (Charisma points  ).

*!!\ Once the mission is started, posture cannot be changed.*



## Mission completion

Mission success rate takes into account different elements :

- **The mission area** : Mission difficulty increases with the explored region level ;
- **Character stats** : Each mission has a recommended stats level . Characters below minimum stats requirements can still engage missions above their stat levels, thus reducing the success rate ;





## Mission Events

During missions, events may occur. The MYOS mission system integrates two types of events in Version 1.0 :

- **Bonus events** : these events offer increased rewards ;
- **Accidental events** : these events occur during a mission and “challenge” two character skills. Failing the challenge will prevent the player from continuing the mission and trigger mission failure as a result.

*! \ Only Stealth  and Charisma  skill points are used for the resolution of incidental events.*



### Bonus events

These events can be viewed as an opportunity for a character to increase profits, if the designated mission succeeds. The rate of occurrence is relatively low, but these events can substantially increase the amount of gains awarded by a singular mission.

*! \ These events can only occur if the mission is successful.*

### Accidental events

These events are spontaneous and random adventures during a mission initiated by a character. They differ in essence by difficulty, complexity and location. Unresolved incidents could result in mission failure.

*! \ The appearance of an accidental event does not necessarily lead to mission failure. The character must use his Charisma  or Stealth  to pass the event.*



### 3.A.4/ Gear & Craftsmanship

#### Gear and Equipment

Within the MYOS Universe, players have the ability to craft their own gear, every crafted piece can be equipped or sold on the marketplace. Crafting and upgrading your gear will increase one's character stats.

Items are categorized into different tiers and levels, enabling a real sense of character progression.

*! \ Weapons are bound to specialization, every other equipment slot is interchangeable without any applied restrictions.*

#### Equipment slots

A character can equip up to 6 items, each item is displayed over the character sheet with a dedicated slot :

- Weapon
- Helmet
- Shoulders
- Chest
- Legguards
- Gloves



## Craftsmanship

In order to craft any piece of gear, a certain amount of resources is required. As long as a player owns enough material (account wide), there is no limit on the number of pieces of equipment a player can craft.

Each tier of equipment has an X number of stats points randomly assigned among the 6 combat stats.

**Tier 1** : 50 points randomly distributed in total (capped at 25 points per stat)

**Tier 2** : 100 points randomly distributed in total (capped at 50 points per stat)

**Tier 3** : 200 points randomly distributed in total (capped at 100 points per stat)

*! \ Any piece of equipment crafted by a player will get a random set of stats as well.*

*! \ This crafting mechanism has been designed with the Gambling Compliance Act in mind, as this project involves NFT and P2E models.*

## Upgrading your Gear

Once the crafting process is complete, an item starts at Level 0 upon creation

Gear can be upgraded up to 3 times :

- Improvement level 1 ;
- Improvement level 2 ;
- Improvement level 3.

In order to upgrade your gear, a few requirements need to be validated :

- To upgrade a piece of equipment from Level 0 to Level 1 :
  - merge 2 pieces of equipment Level 0 **and**
  - pay a fee to merge the 2 items :

**Result** : Yields a total 10% stat increase, randomly distributed over the targeted Level 0 item.

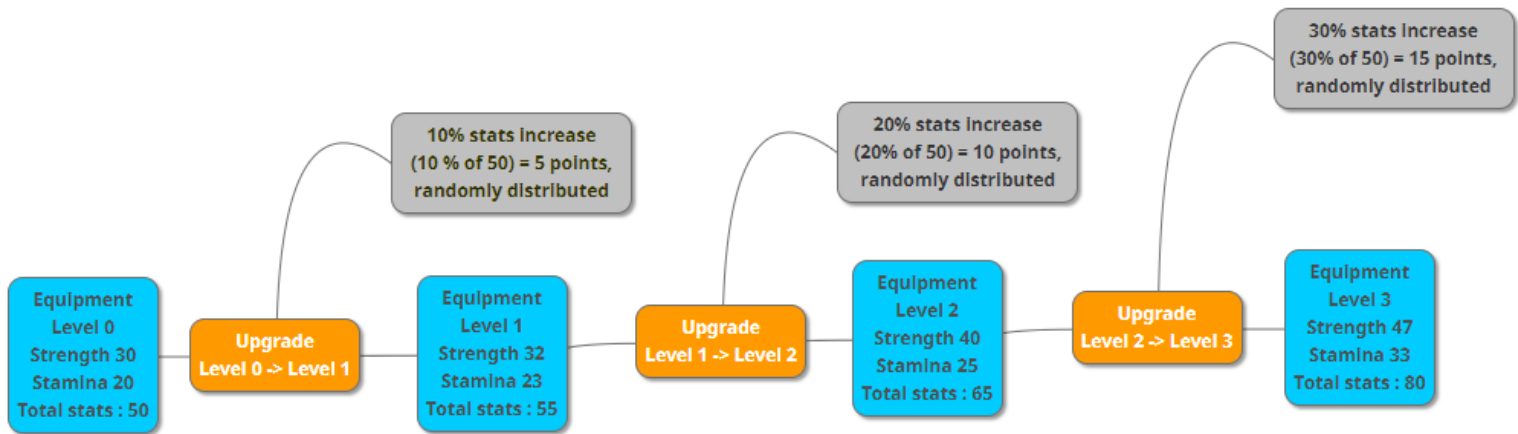


- To upgrade of piece of equipment from Level 1 to Level 2 :
  - Merge 2 pieces of equipment Level 1 **and**
  - pay a fee to merge the 2 items together.

**Result** : Yields a total 20% stat increase, randomly distributed over the initial Level 0 item.

- To upgrade a piece of equipment from Level 2 to Level 3 :
  - Merge 2 pieces of equipment Level 2 **and**
  - pay a fee to merge the 2 items together.

**Result** : Yields a total 30% stat increase, randomly distributed over the initial Level 0 item.



It's noteworthy to mention that upgrades have a success rate depending on gear level.

A Level 2 upgrade has a much lower success rate than a Level 0 upgrade.

One piece of equipment will be selected as the upgrade recipient, the other selected piece will be destroyed in the upgrade process.

- **Upon successful completion** : the player will be awarded with a higher level piece of equipment ;
- **Upon failure** : the higher level piece of equipment is not crafted. The player recovers the 2 pieces of equipment however the merging fee won't be refunded.



## Equipment sales

Players can list their pieces of equipment on the market, rendering them available for immediate purchase on the secondary Marketplace.

*/>\ Items cannot be equipped on a character while simultaneously being listed on the Market.*

*In order to put up an item for sale, the player has to remove the piece from the selected character.*

*/>\ A sales contract = an NFT.*

## Gear Recycling

Players may find themselves with spare items or simply unwanted gear (stats deemed unattractive for a type of character, hard to sell on the marketplace, personal choice, etc..).

These items can be recycled to recover 40% resources from the initial item value.



### 3.A.5/ MYOS Resources

There are different types of resources within MYOS:

- **Green resources** : 3 common resources, this resource can be obtained through harvesting-type missions completion ;
- **Blue resources** : 2 rare resources, this resource can be obtained through expedition-type missions completion ;
- **Purple resources** : the epic resource, this one is the rarest and can be obtained through combat-type missions completion ;
- **Faction resources** : Each faction possesses a unique resource which is randomly generated as a reward on any type of mission. They will be necessary for the high level of character and equipment.

These 3 resources (from green to purple) can be found in **Tier 1, Tier 2** and **Tier 3** content.

### 3.A.5/ Scholar System

#### **What is the Scholar concept ?**

The Scholar system is the ability for a player to loan one of his/her characters to another player, framed by a contract between the two parties. Just like a property, the borrowed character can be delivered with or without equipped gear.

The gains and resources obtained through these loans are shared between the owner and the "renter" on a set rate, previously defined in the binding contract mentioned above.

#### **Why would you join the Scholar system in MYOS ?**

Scholars are a simple way for all NFTs to be used in-game, while also making it available to people who can't afford to invest in a Mint in the first place.





## ⚙️ How the Scholar works

Integrated within the web 3.0, the operation and technicalities of the scholarship is managed in full by Smart Contracts functions.

The Scholarship system has no negative impact on a character involved in a contract. (ie:character progression, character gains or character evolution as a whole)

Regarding resources obtained through a scholarship contract, the earning distribution is fixed upon contract elaboration by the owner, within a limit of a 30% to 70% ratio split.

There is no limit on the number of contracts a character owner can submit to the system.

Contract period is determined by the person who lends their NFT.

### *3.A.6/ Online Shop/ In-Game Shop*

An In-game shop will be available upon release, players will be able to purchase various items ranging from a simple commodity to a few quality of life improvements. Despite not offering any additional content, these items will grant temporary bonuses to a given character.

All purchases within the store will require \$MYOS game tokens..



## 3.B/ Version 2.0

### 3.B.1/ 2.0 Version Overview

The 2.0 version of the game will bring to the MYOS Universe new features and improvements. This new version, just like the following ones, will be available to every player for free.

*!\\ Several ideas are already implemented in this 2.0 version. However, the versions presented here (excluding v1.0) are likely to be modified, removed, or simply reassigned further down the line. Other elements imagined by the team may also appear in future game versions.*

### 3.B.2/ Guilds

Guilds will offer players the opportunity to gather under a united banner and common interests. Being part of a guild enables them to participate in co-op missions, manage storage, resources and equipment together as well as DAO management (Governance tokens), enhanced stacking options and much more!

### 3.B.3/ PvE group content & Bestiary

PvE group content will be released in v2.0.

Co-op missions, Raid boss encounters, shared loot and earnings, etc..

A bestiary will be accessible and searchable directly in-game, enabling any player to access information about the creatures one may encounter during playtime.

### 3.B.4/ Governance Token

The governance token enables players to take part in impactful decisions made in-game through a voting system.

Governance tokens are randomly generated throughout in-game activities and will reward the most active players. This token won't be purchasable nor exchangeable on auxiliary platforms.



## 3.C/ Version 3.0

### 3.C.1/ 3.0 Version Overview

The 3.0 version of the game will bring to the MYOS Universe new features and improvements. This new version, just like the following ones, will be available to every player for free..

*!\\ Several ideas are already implemented in this 2.0 version. However, the versions presented here (excluding v1.0) are likely to be modified, removed, or simply reassigned further down the line. Other elements imagined by the team may also appear in future game versions.*

### 3.C.2/ Lands

The 3.0 version comes with an exciting new feature, players will be able to own titles on particular pieces of land.

These titles of property will enable players to design up to 3 missions of their own. Players will be able to select a wide array of parameters (title, location, story, objectives,...). This land will be listed as an explorable and interactive field of the existing world map just like any other region of the MYOS Universe .

Any mission completed on a property will grant the land-owner a portion of the collected resources.

### 3.C.2/ PvP Combat

A Play 2 Earn MMO wouldn't be complete without being able to confront other players right? With that in mind, players will be able to engage in PvP Combat and challenge one another by placing bets over conflict resolutions.

Once PvP combat has ended, the victor will earn the opponent's placed bet as well as glory points.

A battle system taking place in several turns, with some tactical and strategic aspects that will put players' skills to the test across Menulock.

This version will include new features related to pvp such as: practice, duels, ranked matches,...



## 4/ Game Tokenomics

### 4.A/ Disclaimer

**/!\ Legal writing of the disclaimer in progress**

### 4.B/ \$MYOS Token

The \$MYOS token can be obtained through multiple ways in the game :

- by completing combat-type missions;
- as a reward for daily-adventure calendar ;
- by fulfilling achievements ;
- personal stacking ;
- by following MyOs activities on social media (airdrop, discord, ...).

The \$MYOS Token will have different uses :

- in addition to the various resources of the game (fongible token), it will allow to set a real impact upon the DeFi by offering stacking options and return on investment to the player ;
- useful within the game, in the "In Game" shop, in order to obtain time-limited bonuses for characters ;
- It will be necessary to spend \$MYOS Token in order to level up your characters and improve gear levels.



#### 4.C/ MYOS Token allocation



Topic	Utility and use
<b>Play-To-Earn</b>	In-game rewards pool
<b>Ecosystem, Liquidity &amp; Developpement</b>	Ecosystem, Liquidity Pool, CEX / DEX
<b>Stacking</b>	stacking rewards pool
<b>Private Sales</b>	ICO
<b>Team</b>	Reserve for the team
<b>Advisors</b>	Business partners

*!/\ With the evolution of the DeFi ecosystem, figures mentioned above are likely to change over the development process .*



## 5/ Additional Information

### 5.A/ Technical Aspects

#### 5.A.1/ blockchain

After several months of reflection, research and questioning, we have finally found a solution to our security needs and requirements. The Polygon blockchain, layer 2 ethereum, perfectly meets our expectations for security, scalability, and our technical needs (Solidity).

Documentation Polygon : <https://polygon.technology/>

#### 5.A.2/ Smart Contracts

##### **Smart contract**

Smart contracts are irrevocable digital programs, deployed on a blockchain, that execute a set of instructions developed beforehand.

##### **Where can you find our contracts ?**

Game Contracts are the backbone of this project, it is essential for us in a web3.0 project to emphasize transparency and communication with our community since those contracts will integrate parts of the player's investments.

Every MYOS official game contracts can be found here:

<https://github.com/fahust/MYOS/tree/main/contracts>





### 5.A.3/ Credits

A project like MYOS and many others, requires many skills, human resources and lots of motivation. Fortunately, most of these prerequisites were met by our team in order to bring this game to life.

That said, we wouldn't be where we are today, without the participation, help and support of some people/communities that we would like to thank here :

- **Marc LTN** : for his availability, responsiveness and his relevant comments over the many hours he spent proofreading the MYOS fiction backstory;
- **Geoffrey PGS** : for his ideas, his fantasy writing that will leave a mark all over the MYOS Universe ;
- **CryptOcelot** : for his unwavering interest in the project since its inception (back when the project did not exceed 1500 members), Many thanks!;
- **Titouan JLD** : - Founder and former member of the MYOS team due to professional obligations - for his work and his ideas, his relationships and his foolproof good mood!
- **The MYOS community** : and finally we'd like to thank our community, for its motivation, powerful ideas, the involvement in various MYOS missions and an ever growing interest in the project, right from the start of this adventure.

A sincere and profound thank you !

