

Psyker

SOLANA NFT FIGHTING GAME



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1.0

[OVERVIEW]

A STRUGGLE FOR THE GENRE. AN OPPORTUNITY FOR REVOLUTION.

Fighting games have relied on a similar formula over the past few decades. There has not been much change or evolution aside from small changes to game mechanics. The introduction of Web3, NFTs, and GameFi provides the opportunity to innovate and provide new ways for players to interact, play, and earn within the fighting game genre.

Psyker is a nightmarish cyberpunk world where lab-created nanobot parasites have 'leaked,' transforming some of Solana City's residents into biomechanical genetically engineered fighters known as Psykers.

Making the Fighting Genre More Streamlined

We've simplified the genre to get you to the enjoyable portion of the game as quickly as possible. All actions are performed with button presses, combos are simple, and move lists are short enough to fit on one screen. We've sifted through the chaff to get to the meat of the genre, so you can see why fighting games are so great.

Psyker is difficult to master, not because of the combinations or the execution, but because making the correct judgments is difficult. This game is made for tournament players who are dedicated to their craft.

2.0

[GAME UNIVERSE]

AN EVER EVOLVING SCI-FI DYSTOPIA.

2.1 GAME PURPOSE

Psyker's setting combines science-fiction and dystopian themes. Psyker is an innovative and action-packed fighting game. Only your abilities can determine the outcome of the fighting matches. Psyker is an ever evolving game universe called the Psykerverse.

Features:

- Cross-platform
- F2P and P2E
- RnG Loot System
- Skill-based Gameplay
- NFT P2P Market

Content:

- Story Mode (normal, hard, psyker difficulty)
- PVP Arcade Mode
- PVE Arcade Mode
- Ladder Mode
- Best of # Series
- Token & NFT Rewards
- Tournaments

2.2 GAME LORE

Psyker Universe

Step into a dystopian cyberpunk world where man-made nanobot parasites have 'leaked' from a lab, turning some of Solana City's inhabitants into biomechanical genetically modified warriors, called Psykers. Solana City is ravaged by violence, chaos, and is on the brink of collapse. The protagonist, Z, embarks on a journey to piece together

what's left of Solana City, while learning to use their newly acquired abilities against those who get in their way.

Psyker Fighters (Classes)

- Street Thug
- Bounty Hunter
- Cyborg
- Reptoid

2.3 GAMEPLAY

PVE Story Experience

Stage-based story-driven events. 15 stages of bosses to go through to beat the story mode.

PVP experience

Go head to head with other players in matches and fight.

Seasonal Ladder & Rankings

Each season (every 3-4 months) there will be a climbable leaderboard based on ELO rating of players.

Tournaments

Participate in automatic eight-player tournaments.

Tournament-style matching is typically more entertaining and unpredictable than traditional "always 50-50 win rate" matchmaking.

The point system is as straightforward as Health bars: you get one, two, or three points for victory, depending on your position in the tournament.

Team Battles

Play a best-of-three to five match with three to five characters.

Play a different matchup each game.

one

You'll repeat your characters before moving on.

You must win with all three characters!

This mode is very varied. You'll play a wide range of matchups, rather than the most unfair, as in counter-pick systems.

Psyker Mode

At the outset of each match/fight, both players have a limited amount of energy that they can use to activate "Psyker Mode," which converts their character into a Psyker. They can morph at any time when the letter "P" appears in the "Psyker Indicator" beneath the players' life energy indicators. The Psyker Indicator illuminates blue when sufficient energy is stored for transformation. When the Psyk Indicator is fully charged, the word "Psyk" appears, and the player can activate Psyk Mode by pressing a particular button.

Psyker Mode enhances the number of available fighting moves, increases the character's weight, restores 3% of the character's life energy, and boosts the character's jumping ability. When you enter Psyker Mode, the Psyker Indicator becomes blue. As the character sustains more damage, the blue zone diminishes in size. The blue zone does not recharge throughout the current round. When the blue zone is depleted to zero, when the character is struck by an opponent's effective technique, the Psyker Mode negates.

Gamemodes

- Tournaments
- Team Battle
- Arcade Mode
- Survival Modes
- Daily Challenge
- Online PVP
- Spectator Mode
- Tutorial

A Novel User Interface Approach for Online Play

Online Gaming with a Friend

To challenge a friend, navigate to your friends list and click on the crossed swords next to their names. That is all. When they accept, you and your friend are immediately immersed in the same game flow as if you were sitting next to one another in the same room.

Online Observation of a Friend

To watch a buddy play, navigate to your friends list and click on any name. That is all. You'll automatically keep an eye on your friend while they compete online against a variety of opponents and even in a variety of game settings.

This is so straightforward and fantastic, yet we've never seen it implemented in this manner in another web3 fighting game.

Decision-Making

Ensure that your moves are released when you desire.

Commands for Movement

All movements are performed with button presses; no joystick motions such as quarter circles or 360s are used. Getting your moves to emerge should not be a challenge.

Buffer for Input

When you touch a button slightly before your next move is permitted to be released, we understand what you intended. Your next move is executed as quickly as possible, courtesy of our substantial 8-frame input buffer.

From the Get-Go, You're Playing the "Authentic Game"

When you achieve expert-level play, the game does not deteriorate into input glitches.

Combos

Combos are quick and easy to perform. The trick is to make the correct strategic decisions in order to land a combination. Grave's most frequently used combo is jump A, A, cancel to B.

Streamlined Move List

Characters have a dozen or so moves, which allows us to fit them all on one screen while still leaving room for some comments about their qualities. We ensure that each move in the game serves a purpose and contributes to the game's overall success.

2.4 NFTS



NFT Items & Loot

NFT Items/Cosmetics

- Outfits/skins
- Weapons and Body items
- Intro Animations
- Victory Animations
- Special KO Animations

Powerup Decks

- Collectible NFT cards players can equip before matches in both single player, story, and arcade mode.

Each fighter will have 5 slots of NFT items that can be equipped:

- Helmet
- Arms
- Chest
- Legs
- Weapon

Each items comes with a stat roll:

- Intellect (decreases psyker recharge time)
- Strength (increases damage)
- Mobility (increases jump height and movement speed)
- Discipline (increases attack speed)
- Vitality (increases health)

Loot Table RnG System

Four Levels of Loot:

- Common
- Rare
- Epic
- Legendary

3.0

[TECHNOLOGY]

CUTTING EDGE VISUALS MEET THE BLOCKCHAIN.



3.1 SOLANA

Solana is a blockchain network that is quick, secure, and open. Its features give Psyker the tools it needs to create the Psykerverse, which will help it gain worldwide popularity.

Solana is designed to process up to 50 000 transactions per second (TPS), with fast block completion and cheap transaction fees.

With over 1300 global validators, Solana is capable of expanding to hundreds of millions of users.

The Solana network is trying to reach 1 million transactions per second and record-breaking block times. This performance offers the Psyker ecosystem with a solid foundation that includes all of the key layers for creating a Psykerverse with amazing long-term development potential.

3.2 STARDUST

Stardust is a blockchain SaaS service from a third party that allows game publishers to effortlessly generate and integrate blockchain assets into their games. Our in-game products and internal marketplace rely on Stardust to connect to the Solana Network blockchain. Using Stardust, Psyker will be able to give a variety of features to all members of its ecosystem, including digital tradable NFT assets, access to digital marketplaces, various payment methods, blockchain explorers, and more.

3.3 UNREAL ENGINE

The Psyker team is dedicated to using cutting-edge game engine technology in our development.

We're excited for the complete release of Unreal Engine 5, which will allow us to take advantage of all of the amazing features it offers:

Chaos - In real-time, a physics engine capable of achieving cinematic-quality levels of destruction.

Niagara - Simulations with millions of particles are possible thanks to a state-of-the-art particle system.

Nanite - A virtualized micro polygon geometry solution that enables real-time frame rate rendering of film-quality elements.

Lumen - For realistic dynamic lighting, use a fully dynamic global illumination approach.

3.4 GGPO

Top-of-the-line Networking Technology

We are unaware of any other combat game that utilises a more advanced networking technology. Apologies if it seems jerky, but it is that excellent.

Method of Reversa

Psyker makes use of GGPO's rollback networking. When you hit a button, the resulting image appears on your screen quickly, just as it does during offline play. Occasionally, your opponent's character will revert to normal, but this is extremely unlikely. Generally, you'll get fluid, responsive gameplay, even across countries.

4.0

[GAME ECONOMY]

100M PSYK TOKENS. LIMITLESS USES.

4.1 PSYK TOKEN

PSYK token is utility-based and is used for multiple functions. PSYK token is utilized throughout the network for rewards, staking, fees, and governance.

PSYK tokens will be minted (pre-mined) on the Solana network with a total of 100,000,000 PSYK tokens. This number was chosen to create an effective game ecosystem and decentralized government system.

4.2 TOKEN UTILITY

Utility:

- Fees
- Rewards
- Access to PSYK exclusive events & products
- Staking

Governance:

- Automated Solutions Decision Making
- Integration Voting
- Community Projects
- Decentralized Competitive Dispute Resolution

4.3 TOKENOMICS

Total token supply	100,000,000
Initial Circulating Supply	2,800,000

Distribution	%	Vesting
Seed	5	10% unlocked TGE; 90% linear monthly unlock for 24 months
Private	15	10% unlocked TGE; 90% linear monthly unlock for 24 months
IDO/IEO	2	20% unlocked TGE; 80% linear monthly unlock for 6 months
Team	15	Locked for 6 months; 100% monthly linear unlock for 30 months
Advisory	2	Locked for 6 months; 100% monthly linear unlock for 30 months
Airdrop	1	Locked for 3 months; then 25% every 3 months
Marketing	20	Locked for 1 month; then 30% unlocked on 2nd month, 10% monthly linear distribution
Staking & Rewards; Reserve, Yield Farming, DAO	40	

5.0

[THE VISION]

WEB3, NFTs, AND GAMEFI COLLIDE.

5.1 PSYKERVERSE

A social space for players to interact in a virtual setting. Use your character as your avatar. Explore parts of Solana City. Customize your own avatar's living quarters where you can display all your collectables. Interact with other players, trade, form guilds, and uncover mysteries with each other.

5.2 DAO

For the implementation of DAO platform governance mechanics, Psyker will need to use information about the players, their in-game preferences, and their goals for future game development paths. This information will make it easier for the Psyker team to examine quantitative data and deliver better gaming experiences and incentives to ecosystem members. PSYKER will never gather personal user data, and the platform will follow a stringent International and GDPR Privacy Policy that users must explicitly authorize.

5.3 GAMEFI

PSYK tokens must be locked and staked inside the ecosystem in order to obtain privileges and get access to the gaming ecosystem's special functions/levels/upgrades/areas.

Earnings from staking will be proportionate to each user's spending/contribution in comparison to the other users. Without continued participation, a user's matching token incentives will rapidly dwindle.