

HAVOC WORLDS ACCORDS

REV 2

HAVOC!
WORLDS

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Disclaimer

Everything that is about to be stated in this whitepaper is not set in stone. Depending on market sentiment & conditions, practicality, and plausibility, the Havoc Worlds team may apply improvements along the developments. We will strive to stick to the following goals as faithfully as it allows. As adjustments will be present along the way, the litepaper will be updated as needed.

Introduction

We have written this document to guide the community on our journey towards becoming a multimedia powerhouse and on all forms of businesses that Havoc Worlds will cater in the future.

Currently, there is a lack of a publicly-accessible macroscopic roadmap as to where the project is heading, leaving the community members in the dark. Additionally, the lack of communication from the team contributes to the decrease in the community's sentiment.

This paper aims to let the community and future members know where we are heading by laying out our plans, the project's future utilities and the action plans moving forward and explaining how the different seasons supplement one another in relation to their staking prowess and distribution.

Having this as our guidebook, we hope to increase the project's overall status in terms of community sentiment, community engagement, market share, and value.

Mission

Havoc Worlds aims to create a globally-appreciated art by utilizing the Cardano network.

Vision

Havoc Worlds will be a juggernaut in the creative industry, aiming to produce multimedia works of art, centered around the Havoc Worlds universe.

Overview

Havoc Worlds consists of unique and randomized characters from different factions battling their way against the Seekers for their rightful place in the cosmos.

Brand Identity and Artstyle

In our highly competitive market, we understand the importance of establishing a strong brand identity that sets us apart from our competitors. That's why we have decided to focus on our creative team's art style.

We believe that our inhouse talents are invaluable in this space. By allowing them to focus on a style that they are already familiar and skilled in, we can ensure that the quality of our work will be consistent. This will not only help us establish a strong visual identity but will also build trust within the community.

Moreover, by giving our creative team the freedom and flexibility to focus on their preferred art style, we are encouraging them to express their creativity to the fullest. This will not only result to better output but will also ensure that they are engaged and passionate about their work.

In conclusion, we acknowledge that there are potential risks involved in focusing exclusively on a particular art style. We, as a team, believe that the benefits of focusing on their style and passion far outweigh the risks. Of course, we may miss out on opportunities to work on projects that require a different style or approach, but we believe that the benefits of focusing on their strengths make this decision well worth it.

Macro Roadmap

Havoc Worlds Ecosystem

Season 1 - OG Drop - Establishing an Intellectual Property

- Skada Entrada Collection
 - Airdrops
 - The Duel
 - Nimbus
 - Grim Retribution
 - Upgrades
 - The Day of the Machia
 - Industrialization Initiative
 - Luminaries Collection
 - Comics

Season 2 - Staking - Implementing a Reward System

- Nova Collection
 - Airdrops
 - Upgrades TBD
 - Luminaries Collection
 - Comics

· Non-custodial NFT Staking

- Merchandise and Real Life Collectibles

· \$VOQ

· Holder's Pool

Season 3 - Reinvesting & Expansion - Building the Ecosystem Sustainability

- Third Collection
 - Airdrops
 - Upgrades TBD
 - Luminaries Collection
 - Comics

Season 4 - Creative Studio - Providing Creative Services

- Fourth Collection
 - Airdrops
 - Upgrades TBD
 - Luminaries Collection
 - Comics

- Marketing
- Web UI
- Music
- Animation

DAO

Season 5 - Tech Solutions - Discovering Innovative Ideas

- Fifth Collection
 - Airdrops
 - Upgrades TBD
 - Luminaries Collection
 - Comics

- dApps
- Metaverse Integration
- Research and Development

Collections

Current

Season 1 - Skada Entrada Collection

Season 1, at the time of writing, currently consists of 6 webcomic chapters including the Prologue. The story revolves around five central Earth-based characters namely, Astrid, Dervis, & Phobos, as well as Miro & Bacho, and three aliens or the in-universe term, Xenos, from the planet Kreos, Krom, Srok, & Kardan. This season is currently planned for 9 to 10 chapters.

Purpose

Season 1 is the introductory phase for those wanting to be a part of the Havoc Worlds' ecosystem. Being a holder allows you to access the different features & upgrades that we will be implementing as the development progresses. Ultimately, the key to accessing everything stems from **Season 1**.

Current Holder Benefits :

1. Three Airdrops

A. The Duel (Fungible Token)

Previously, you needed to hold at least one Duel Token to access the Havoc Worlds comics. A respected group of holders from our community then suggested publicizing the access to the comics so that more people would be able to read and enjoy the story. Previous chapters are now accessible to the public except for the latest chapter, which requires you to hold at least one Duel Token.

B. Nimbus

The Nimbus airdrops were distributed with no utility in mind. They were released as a collectible art piece featuring the Havoc Worlds' in-universe companion.

C. Grim Retribution

The Grim Retribution airdrops were given to all of the early supporters of the community. This was our gesture of thanks for the early believers.

2. Comics

A. As of this writing, 8 chapters (including the Prologue) of our comic series have already been made available to the public. As of February 2, 2023 and going forward, the latest release is only exclusive to those who hold The Duel tokens, while the earlier chapters can be accessed by everyone.

3. Upgrade Events

A. The Day of the Machia

Having Dervis announced as part of the festivities of The Day of the Machia, the first upgrade event coincided with the release of Chapter 1. The Day of the Machia is an in-universe event that celebrates the victory at the Battle of Zarpaso Outskirts, in honor of General Zarpaso, a former revolutionary during the War for Ascendance. General Skarde, the current head of Skada Entrada's defense committee and de facto leader of the faction, announced the participants at the start of Chapter 1. The Day of the Machia is a military training recruitment where only the finest soldiers of the faction are included. Those recruited can get their uniform and gear "upgraded", as well as their social status, although not everyone is as excited. Just ask Dervis.

B. Industrialization Initiative

At the end of Chapter 2, the Industrialization Initiative upgrade event was announced, coinciding with the introduction of Miro and Bacho, the miners at the Zarpaso Outskirts. Spirolith mining is a prosperous industry and it is Skada Entrada's main source of income, using the mineral to trade with other factions, in exchange for various commodities and access to territorial waters that are otherwise contested. The importance of spirolith has not yet been revealed in the story.

4. Luminaries Collection

A. The Luminaries collection features the pre-made characters of Havoc Worlds' initial mint, as well as key players that have made an appearance or will appear in the Havoc Worlds comics. Highlighting the unique sets of traits that differentiate Havoc Worlds from other NFTs, our in-house artist, Wamza, brings a new perspective to these recognizable individuals.

Upcoming

Season 2 - Nova Collection

Merch and Staking

Season 2 of this project is an exciting time for users and investors alike, as it brings together several new features that breathe new air into the project. The first major addition is the launch of a merchandise shop, which will allow you to purchase a variety of products using the project's native token (\$VOQ), ADA, or fiat.

Another key feature of Season 2 is the introduction of non-custodial staking capabilities. You will be able to earn additional **\$VOQ** tokens by holding your coins in a designated staking wallet, rewarding long-term holding in the platform. This will not only help increase the token's value but also foster a stronger sense of community and participation. Also, the project will be implementing a rewards system wherein a portion of the sales made by the HW ecosystem, will be allocated to a "**Holder's Pool Basket**" which will then be distributed to the holders accordingly

Overall, Season 2 promises to be an exciting and transformative time for the project, as it continues to grow and evolve into a truly decentralized ecosystem. With the introduction of the merchandise shop, non-custodial staking capabilities, and rewards, you will have more opportunities than ever before to engage with the platform and contribute to its long-term success.

Season 3

Expansion and Reinvesting

It is crucial to seek opportunities for expansion and investing constantly. Expanding into new markets or product lines (within and outside the crypto space) can help increase revenue and profitability, while investing in new technology or innovation can help improve efficiency and competitiveness.

By expanding our reach on which markets we see viable, we can tap into new customer bases and potentially gain a competitive advantage over different projects. Expanding our products and services offering can help us stay relevant in a constantly evolving market and diversify our revenue streams.

DAO implementation would also take place this season. This would entice members to be more actively involved in the development and betterment of the project.

Season 4

Creative Studio

Starting a creative studio that defines the niche and identity that we represent. It is essential to know what type of creative services we will be offering and who our ideal clients will be. By having a clear understanding of our niche and target audience, we will be able to further build our brand identity and develop a strategy to reach our potential target markets.

Assembling a team of talented and passionate creatives who share our vision and values would be challenging. Hiring the right people can be another challenge on its own but it is critical to find individuals who can bring unique skills and perspectives to the table. Building a strong team that collaborates well is essential to delivering outstanding creative work.

Season 5

Tech Solutions

We envision starting a tech solutions company that aims to cater different services, not only in the crypto space but also in the traditional business setting. We are aware that development nowadays relies heavily on innovation which is why we see it fit to align ourselves in this sector so that the project, as an entirety, could benefit from in-house research and development and holders alike would get to enjoy the rewards from the profit earned.

We believe that, in the future, this move would allow us to leverage the assets and IP's that the project had previously built a foundation on and will continue to build.

UTILITIES

Art

Art is not just a means of aesthetic expression but also a utility in and of itself. By using HW NFTs, we can verify the authenticity and ownership of the artwork, making it a valuable asset that can be bought, sold, and traded. The art serves as a unique selling point for the project, attracting buyers and collectors who are interested in both the art and the perks behind it. Furthermore, the art also adds value to the NFTs by providing a tangible and unique visual representation of the digital asset. Thus, art is not just a decorative element but a crucial part of the NFT utility, enhancing the overall user experience and the value of the HW NFTs.

Merch Store

The merch store allows people to purchase various products that Havoc Worlds will release: from apparel, toys, accessories, and collectibles that are part of our foundational lore. Every product will be made with intent and quality – staying true to our purpose of bringing top-tier, high quality outputs that are not limited to NFTs alone.

The store is currently in the pipeline and people will be able to access it through our website. It is also worth noting that you can purchase the items using Fiat, \$ADA, or the native token (\$VOQ) which will be released soon.

Services

With the team's extensive experience in the field of arts and design, holders and community members alike will have access to avail our in house services using their \$VOQ tokens. More services may be added along the course of the project development.

Current Services Offered:

1. Branding
2. Commission Artworks
3. Web Design
4. More services to offer in the future

Staking

Staking will play an essential role in driving the success of this project. Not only will it provide a mechanism for securing the network and validating transactions, but it will also incentivize you to hold onto your tokens for the long term. This creates a virtuous cycle that sustains the project and rewards its loyal holders.

One of the key benefits of staking is that it provides a sense of ownership and participation to token holders. Instead of simply buying tokens and hoping for their value to increase, staking allows you to effortlessly participate in the project's growth and development. By holding onto your tokens and contributing to the project, you will earn rewards in the form of additional tokens, creating a feeling of earning, instead of buying

This sense of ownership and participation is a powerful motivator for holders, as it fosters a deeper connection to the project and a stronger sense of community. Rewarding long-term holding in the ecosystem would help stabilize the token's value and increase demand, creating a sustainable model for growth and rewarding its loyal community along the way.

Overall, staking will be a critical driving factor of this project, sustaining its growth and rewarding its holders for their commitment and participation.

In-depth information on staking calculations and processes will be made available in a separate Tokenomics Paper.

Points And Other Multipliers of Staking:

Aside from the Season 2 multiplier, extra points will be given to all holders owning a Premade, Machia Upgrade, Luminaries, and Industrialization Upgrade NFT. Each special NFT has a corresponding additional point.

Point System:

Day Of The Machia Upgrade	= 1.25 points
Industrialization Upgrade	= 1.5 points
Premades	= 2 points
Luminaries	= 3 points
Amount of Season 1 NFTs	= 1 point

For example, If a Person A holds ten Season 1 NFTs and two of them are Premades, the value of his/her Season 1 Points (A_n) would be **12**.

Analysis:

2 out of 10 NFTs are special NFTs (Premades). This means that the remaining 8 NFTs are regular ones.

8 (Regular NFTs) 1 (Equivalent Point)	= 8 points
2 (Premades) 2 (Equivalent Point)	= 4 points

Adding both points together, you'll get 12 Season 1 Points (A_n).

In-depth information on staking calculations and processes will be made available in a separate Tokenomics Paper.

\$VOQ

One of Havoc Worlds' journey is the materialization of the project's native token, Havoc Token (\$VOQ). \$VOQ is the principal token of the Havoc Worlds' ecosystem that resides in the Cardano Blockchain. It can be used for all the transactions built around the ecosystem. All community members and holders can sell, hold, and use \$VOQ to interact with the different categories surrounding the network. The native tokens will be introduced in the upcoming season (Season 2) of the Havoc Worlds project.

The total maximum supply of \$VOQ Token is 100,000,000. \$VOQ tokens will be available as rewards when staking Season 1 Havoc Worlds NFTs

This ensures that early adopters of Havoc Worlds NFTs are rewarded ...

The token can be used in the following ways:

1. Using \$VOQ to purchase merchandise.
2. Using \$VOQ to avail services that we will soon be offering.
3. By having \$VOQ you can take part in HW Governance

In-depth information on staking calculations and processes will be made available in a separate Tokenomics Paper.

Holder's Pool

The holder's pool is our offer that rewards you for holding onto your tokens. It is a mechanism used to reward long-term holding of the tokens and to build a strong community of token holders.

The pool of tokens is taken from a portion of the HW existing and soon to be companies' net profits and are to be distributed among holders and distribution will vary according to the different base points and multipliers that your specific NFT has.

The holder's pool is similar to traditional companies giving out rewards to their holders. The rewards are a portion of the company's profits that are distributed to its holders. Similarly, a holder's pool is a portion of the company's profits that are distributed to its token holders.

The purpose of the holder's pool is to reward the token holders to hold onto their tokens for a longer period of time. This can help stabilize the token's price and create a more committed community of token holders.

DAO

\$VOQ Token Holders are incentivized to pass the best proposal and to keep core features fees competitive at the best rate possible as they gain the most of all the participating users are properly incentivized as it drives utility to the protocol and the usage of protocol.

In addition to the merchandise shop, Season 2 also introduces a new project feature; Decentralized Autonomous Organization (DAO). This DAO will allow you to participate in the project's decision-making processes by voting on important issues related to the platform's development and direction. This democratic approach to governance is a significant step forward in the project's quest to become more decentralized and community-driven. A unique feature that the project's DAO wishes to implement, is that Human and Xeno factions get to elect a representative to pitch their proposals to the general community.

The proposals added and made by the DAO will entirely be for the project's benefit and they would require the involvement of the project's other IP's and would be left to the HW team's discretion.

Havoc Worlds Coalition

In the future, members who actively participate in governance decision-making will receive rewards in the form of \$VOQ tokens. This incentive will steer to higher voting engagement and promotes the importance of community participation in a decentralized ecosystem.

Comics Production

As the lore progresses, the production of physical comic books will be on the line. With the team's creative dedication and attention to detail, this showcases not only Havoc Worlds' lore but also immerses and engages the community through owning a physical book.

This will also be considered as an intellectual property of HW.

Concept arts about the NFTs, Characters and Landscapes.

Music Production and Label

This involves working with artists and musicians to develop ideas and turn them into finished tracks that will supplement the riveting universe that Havoc Worlds has created.

Animation

HW will open its doors to further propel our passion to expound on our Havoc Universe's compelling lore. The idea is to bring our comic book to life through animation. By defining our brand and artistic style, we want to create a distinctive visual identity that sets us apart from other animation studios.

As a prerequisite in creating the game: Animation is key in gaming, especially in a first-person perspective where the player sees everything through their character's eyes. It is essential to have high-quality animations that are smooth and seamless to provide an immersive gaming experience.

Gaming

Creating a gaming studio focused solely on our unique lore and animation.

Developing a unique and engaging lore is crucial in creating a successful game. Creating a world where players would want to immerse themselves in and that will keep them coming back for more. This involves developing a backstory, characters, locations, and a narrative that all tie together and create a cohesive world.

Balancing gameplay and story: Balancing gameplay and story is also crucial in creating a game. We need to ensure that the game mechanics are fun and engaging, and that the story and lore are integrated into the gameplay seamlessly.

Producing a unique and engaging world, and delivering high-quality animations and gameplay. We will create a compelling game that the Havoc Worlds' community will love.

Intro to the Team

Core Team



Tutheneim - project manager; handling the overall project; having dipped his hands into multiple domains of business prior to joining Havoc Worlds, Tutheneim is more than well-equipped to establish the project as a powerhouse in the CNFT space.



Ultra MK - marketing, PR; handling the ticket concerns on our Discord server, Ult. Mk meticulously addresses each concern with eagerness and sincerity to hear out the community's suggestion. With 8 years experience as a graphic designer in various settings, he has an encompassing knowledge of how to communicate with different individuals from all walks of life.



Parapraxis - merchandise, treasurer; a hobbyist and graphic designer by trade, Parapraxis is tasked with designing the prototypes for our future merchandise, having already established connections with 3D modelers internationally. He also currently handles the finance side of the project.



Chiron - operations, backend; having been a crypto enthusiast before joining Havoc Worlds, Chiron was a welcome addition to the project. He is the project's liaison with our backend developer and stakepool partner, PHRCK, communicating and cooperating with them whenever a new chapter of the comic is about to be released on the website.



Crescent aka **Wamza_** - creative director; with more than 5 years of experience as a graphic designer in the corporate setting, our creative director wanted to express his creative talents afresh. With the burgeoning NFT and crypto community starting to thrive, he made the decision to bring his talents to us.



Paragon - animator; entrusted with creating enticing teasers for the project, Paragon is our resident VFX/animation artist. He has breathed life to the Humans and Xenos in our Day of the Machia and Industrialization Initiative upgrade events.

Creatives

Psychowar - An avid anime connoisseur, Psychowar draws the lines, literally, and brings color to the comics, working hand-in-hand with Ninci.Art. He is a passionate graphic designer with experience in a variety of industries.

Ninci.Art - She is a seasoned graphic designer with a keen eye for the minute details and a penchant for harmonizing the suitable color combinations for the cover pages for the comic chapters. She works with Psychowar on the comics' line art and storyboarding.

Raczdian - Writer; committed to making an accessible and timeless story suitable for all ages, Raczdian has been with the team during the conceptualization of the Havoc Worlds universe.

Developer



PHRCK

PHRCK Stakepool is a dedicated stake pool operator for the Cardano blockchain network, and a passionate supporter of the project.

More information on their website staking.rocks

Collabs

- Happy Hoppers
- Mandrilz
- Pendulum
- Apprentices
- Disco Solaris
- Cardano Lands
- Art of woman
- Danketsu
- Virtua

DEFINITION OF TERMS

1. HAVOC WORLDS UNIVERSE - REFERS TO THE STORY
2. Intellectual Property - AKA "brain child" this term refers to all original contents being made by HW team
3. "You or your" means HW NFT holders
4. "We, our, or us" refers to HW team
5. "Havoc Ecosystem" means all businesses under the HW brand
6. "Juggernaut" means to be an overwhelming force in the NFT space
7. "The project" refers to Havoc Worlds as an entity