

# **Havoc Worlds**

**\$VOQ Token Staking  
& Tokenomics**

Quova /'kwō,və/ (singular), Quovas /'kwō,vəs/ (plural)

**Symbol: \$VOQ**

### **Name Origin**

In 46 AT, prior to the War for Ascendance, Haskedemia launched a new currency that could be used worldwide, regardless of country or identity. They called it the Quova. Stemming from two words of an archaic language 'quo', "something received or given for something else" and 'vas', "a vessel". Literally, it was meant as a "vessel for something to receive or give".

### **History**

The Haskedemia drew a lot of flak for introducing the currency, partly because it was unregulated and they did not invite academics and financial regulators to review the Quova before announcing it. The timing of it, too, was suspicious, having been released preceding the pandemic of 47 AT.

During the War for Ascendance, \$VOQ was widely used throughout the duration of the conflict. Despite its tenebrous start, stateless citizens could easily purchase or exchange \$VOQ for goods and services.

As factions started to form, \$VOQ was the only acceptable form of payment, most notably by Skada Entrada. As factions begin trading with each other again, the value of \$VOQ will only soar higher.

## **Native Token :**

One of Havoc Worlds' journeys 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.

## **Utility :**

**\$VOQ** tokens can be used as a medium of exchange for any merchandise through the online Merch Store, any services that the team would be offering, or any other item in future events and developments that the Havoc Worlds team will launch. Thus, holders possessing the tokens may use them for future transactions. The amount or price for the swaps is up to the team's discretion. The purpose is to maximize the utility of \$VOQ token in order to propel an ecosystem wherein the community are as engaged as possible.

Tokens can be traded for:

1. *ADA*
2. *An NFT Upgrade*
3. *Merch*
4. *Services*
5. *Tickets For Future Events*

The team planned and designed the utilities similar to a reward system to give holders the experience of earning items rather than buying them. This is to show the team's gratitude for the unceasing support to the Havoc Worlds project.

## Tokenomics :

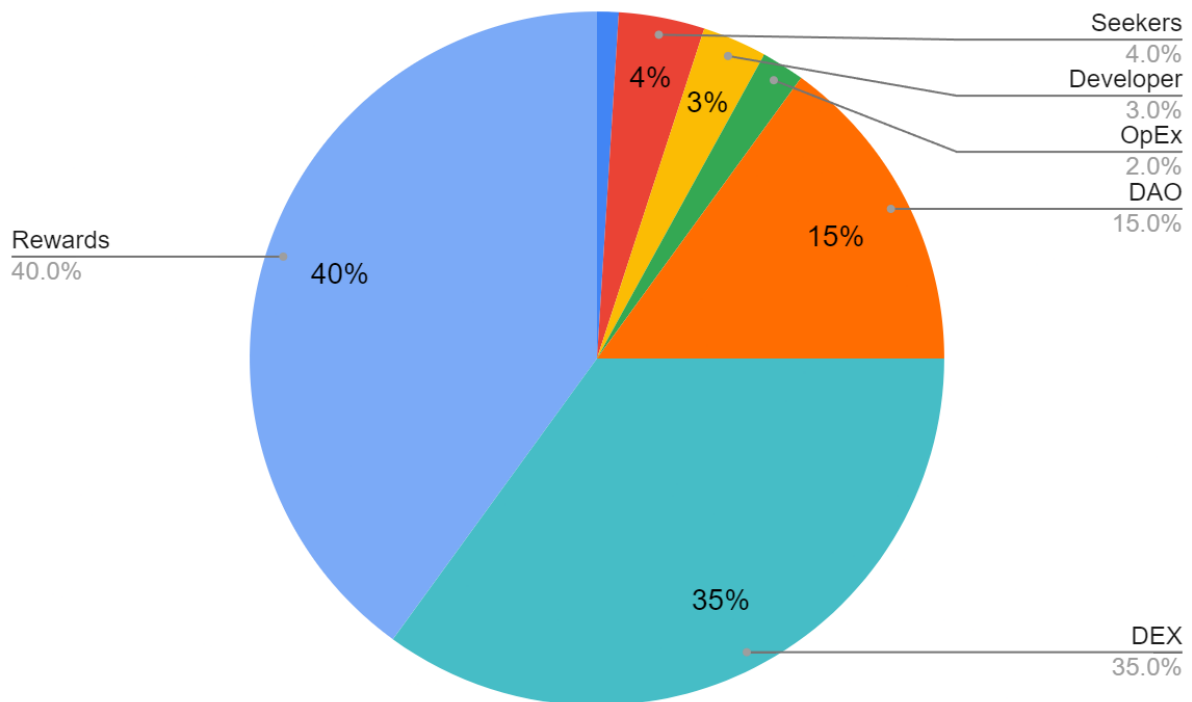
- *Supply*

There will only be a maximum of **100,000,000 \$VOQ** tokens to be supplied.

There will only be a fixed maximum supply of **100,000,000 \$VOQ** tokens.

- *Distribution*

The distribution of tokens will be done according to the Pie Chart provided below.



Each holder will initially be given free **\$VOQ** tokens depending on the quantity of Season 1 NFTs they have. One Season 1 NFT is equivalent to **100 \$VOQ** tokens.

## **Drifters 1%**

\$VOQ Tokens will be airdropped to all diamond-handed Divines. (timeframe?) -

## **Havoc Team 9%**

- **4% Seekers**
  - **1.6% of the 4% Tokens allocated to the Team, (\*Vesting period). Will be emitted every - 1 month**
- **3% dev**
- **2% operational expense**

## **DAO 15%**

15% of \$VOQs are allocated for the DAO wallet, fully decentralized — these are managed by all Drifters participating in HW Governance and future innovations. The DAO will be a future utility of the community.

## **DEX 35%**

35% of \$VOQs will be allocated to DEX farming and pool liquidity. Provided on SWAPS\* (sundae? min?) - 30% of S2 profit will be allocated to \$VOQ liquidity pool

## **Rewards 40%**

40% of \$VOQs are designated towards Havoc Worlds NFTs staked.- emission curve

- *Staking*

Havoc Worlds Season 2 will introduce NFT Staking in the project. This new addition to the project rewards holders with **\$VOQ** tokens depending on how many Season 1 and Season 2 Havoc Worlds NFT they have. Additionally, owning special NFTs like Machia, Industrialization, and Premades will grant a holder higher staking rewards.

By staking your Havoc Worlds NFTs on the staking dashboard, users will start accruing daily \$VOQ Tokens as rewards. The emission rates will vary depending on many factors, and the exact amounts will be announced later. (Based on emission curve)

## 1. Why should holders Stake?

- Holders who stake their NFTs are rewarded with **&VOQ** tokens. These tokens have utilities which can be used in exchange for certain items. (Refer to **Utility** above)
- This would incentivize active participating holders while supporting the project as it reaches key milestones along the way.

### **Rewards Logic and Distribution:**

Rewards are generated based on certain factors and points from a holder's Havoc Worlds NFT Collection. These help identify and boost the amount of tokens being rewarded. The more factors a holder possess; the more rewards they'll receive.

Furthermore, the value of the staking rewards may vary depending on the emission value set in that particular period.

This is the main formula used for the production of rewards:

$$R = \left( \frac{SP}{SP_t} \right) \cdot E$$

Where:

**R** = (Staking) Rewards

**SP** = Staking Points

**SP<sub>t</sub>** = Total Staking Points

**E** = Emission

The value of the Total Staking Points can be computed by summarizing all the Staking Points of all holders participating in the Staking. However, Staking Points can be calculated using another formula.

$$SP = A_n \left( 1 + B_n X \right)$$

Where:

$A_n$  = Season 1 Points (*Season 1 NFTs and extra special NFT points*)

$B_n$  = Quantity of Season 2 NFTs

$X$  = Season 2 Multiplier (**0.25** or **0.5**)

The default value of  $X$  is **0.25**. However, if a holder owns a **S2 premade**, the value will be set to **0.5**.

### **Additional Points And Other Multipliers:**

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:**

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

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.

$$8 \text{ (Regular NFTs)} \times 1 \text{ (Equivalent Point)} = \mathbf{8 \text{ points}}$$

$$2 \text{ (Premades)} \times 2 \text{ (Equivalent Point)} = \mathbf{4 \text{ points.}}$$

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

## **SAMPLE COMPUTATIONS:**

This is the table that will be used for the sample computations of rewards.

<b>Holder s</b>	<b>Season 1 NFT</b>	<b>Season 2 NFT</b>	<b>Machia Upgrad e</b>	<b>Industrializat ion Upgrade</b>	<b>Premades</b>	<b>Luminarie s</b>
<b>A</b>	251	60	2	4	5	0
<b>B</b>	69	41	3	0	3	1
<b>C</b>	52	34	0	0	0	0

*Staking Points Computation for Holders:*

- **Holder A**

$$SP = A_n (1 + B_n X)$$

$$A_n = 240 + 2 (1.25) + 4 (1.50) + 5 (2)$$

$$= \underline{258.5}$$

$$B_n = \underline{60}$$

$$X = \underline{0.5}$$

$$SP = 258.5 (1 + 60(0.5))$$

$$= \underline{8013.5}$$



- **Holder B**

$$A_n = 62 + 3 (1.25) + 3 (2) + 1 (3)$$

$$= \underline{74.75}$$

$$B_n = \underline{41}$$

$$X = \underline{0.5}$$

$$SP = 74.75 (1 + 41(0.5))$$

$$= \underline{1607.125s}$$

- **Holder C**

$$A_n = \underline{52}$$

$$B_n = \underline{34}$$

$$X = \underline{0.25}$$

$$SP = 52 (1 + 34(0.25))$$

$$= \underline{494}$$

The Total Staking Points ( $SP_t$ ) is simply the summation of all Staking Points ( $SP$ ).

$$SP_t = 8013.5 + 1564.125 + 494$$

$$= \underline{10071.625}$$

*Reward Computation for Holders:*

The Emission value varies per week. In this sample computation, say the value is 100,000.

$$E = 100,000$$

- **Holder A**

$$R = \left( \frac{SP}{SP_t} \right) \cdot E$$

$$SP = 8013.5$$

$$SP_t = 10071.625$$

$$E = 100000$$

$$R = \left( \frac{8013.5}{10071.625} \right) \cdot 100000$$
$$= \underline{\underline{79565.11486}}$$

- **Holder B**

$$SP = 1564.125$$

$$SP_t = 10071.625$$

$$E = 100000$$

$$R = \left( \frac{1564.125}{10071.625} \right) \cdot 100000$$
$$= \underline{\underline{15530.01626}}$$

- **Holder C**

$$SP = 494$$

$$SP_t = 10071.625$$

$$E = 100000$$

$$R = \left( \frac{494}{10071.625} \right) \cdot 100000$$
$$= \underline{\underline{4904.868877}}$$

The total tally of rewards will be:

**Holder A** = 79565.11486 \$VOQ tokens

**Holder B** = 15530.01626 \$VOQ tokens

**Holder C** = 4904.868877 \$VOQ tokens

Summing up all rewards will be and should be equal to the Emission value set in that particular week or period. In this example, the total is 100,000.

\$VOQ will have its valuation after season 2 mint however people will be able to earn it when the staking platform goes live. Additionally, HW Holders will also gain additional multiplier points when adding their S2 NFTs to the staking platform.

Further developments and future use cases will be announced via our discord channel.

[Havoc Worlds Discord](#)