

Kakele 4

Play to Earn NFT MMORPG - Official Whitepaper

<https://www.kakele.io>

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Summary

Kakele is a retro-style 2D open world massive multiplayer online role playing game. In Kakele, you join players from all over the world to fight monsters, explore mysterious caves, complete tasks and quests, collect items and much more!

The Kakele Online game is developed by ViVa Games. Kakele was launched in February 2020 and its staff is composed of 2 developers, 5 senior community managers and 7 community managers.

Kakele is a cross platform game, available on Android ([Play Store](#)), iOS ([App Store](#)) and PC ([Steam](#)). The game is available to download on our [website](#). Kakele is focused on fair gameplay. That is, there is NO pay to win, no ads and you can play it for free, accessing the same game content as if you were a premium player. We regularly release updates. The game is in active development with new updates every two months or so.

Kakele counts with unique pixel art graphics, sound and music. You are able to customize your outfit, build your own house and upgrade your equipment in the blacksmith. In Kakele, you choose among 5 different vocations, with unique attributes, weapons and spells. The game world is persistent and composed of items, quest puzzles and world markets. There are over 200 quests and tasks to explore. The map has more than 1 million tiles, populated with 100+ non-player characters (NPCs). There are periodic dungeons bringing together all players, with over 10 challenging bosses to defeat and over 100 different monsters to battle against. Yet, there are over 20 outfits available and 1000+ different equipment, potions and items to collect.

In Kakele, we provide balanced battling mechanics. You may choose your preferred PvP mode between open and optional. You may form guilds and battle other groups to conquer castles with unique rewards.

Game Economy

The following sections describe the current Kakele's economy, the coins available in the game and how players acquire them.

Gold Coins

Gold coins are the primary asset in the game. You use these coins to buy food and potions, new spells, equipment, create market offers and so on. You can get these coins by defeating monsters, completing quests and tasks or selling items to NPCs or other players.

Kakele Coins

Kakele coins can be bought with real currency. They are used to set your account [premium](#), pay house rents, buy outfits, change name, change name color, change pet name and color, and other game cosmetics. Players can put Kakele coins for sale in the game market.

Reputation Coins

Reputation coins are acquired by helping other players. These type of coins are non-transferable and can be used to buy items that reduce the experience death penalty. These coins can be used to buy unique decoration items as well.

Items

Game items can be looted by defeating monsters and bosses, completing quests or events. Some basic items are available in the game NPC shops. Players can buy items in the game market or trade directly with other players.

Market, Trade and Mail

Kakele offers an in-game market where players can buy and sell items and Kakele coins. Players can place offers and bids and with a small fee, these are exchanged by the market broker without needing the player to be online.

Players can announce offers in the trade game chat and can trade items directly with other players using the trade game feature. No taxes are applied.

Finally, Kakele has its own in-game mail delivery system. With a 10K Gold tax, players can send items, Gold and Kakele coins to another player using that system.

NPC Shop

Kakele has several shop NPCs that sell basic items to the players, including low-tier equipment, potions and others. Almost all items in the game can be sold to NPCs.

Game Servers

The game is split into several servers. Each server is a unique copy of the game map, and players can create characters and join a unique server. Players must pay 500 Kakele Coins to transfer servers, and some additional restrictions for transferring may be imposed, such as transfer from a non PvP server to a PvP server, or recently launched servers. This split is necessary due to the low-latency network requirements of the game, so that players can connect to the server with closest proximity to them.

Play to Earn Model

In Kakele 4, we are shifting the game business model from [Free to Play](#) to Play to Earn. "What does that mean"? We are glad you asked! In simple terms, we will:

1. Allow players to buy and sell their account characters, in a Kakele game character market so to speak. The transactions will all happen within the game and it will be handled by us, ViVa Games, with a small fee in Kakele Coins. Players will buy and sell characters using Kakele Coins, which are transferred between their accounts.
2. Players will be able to buy and sell ingame items for Kakele Coins, using the server markets.

3. Finally, players will be able to sell and buy gold using [NANO](#) cryptocurrency! You will also be able to buy Kakele Coins using NANOs.

We want to enable players that want to make money with the game to do so!

List of compatible Crypto wallets: <https://hub.nano.org/i/wallets/2> (for instance Nault.cc)

Buying NANOs: <https://hub.nano.org/i/trading/3> (for instance Binance)

Character Market

In Kakele, you will be able to sell characters for Kakele Coins. Players will be able to list their character for sale, inside the game app, for a Kakele Coin price of their choice, minimum of 50 Kakele Coins.

There will be a tax on listing a character for sale of 50 Kakele Coins. The auction will last 7 days. If someone puts an offer within the 7 days, then the character is sold. If someone puts an offer within the LAST 1 hour, then the auction is extended for another 1 hour. If no offer is made, the listing is not removed until 30 days (it is extended in increments of 1 day).

Cancelling an offer costs 50 Kakele Coins if not at the final 1 hour or no offers were made, or 500 Kakele Coins if at the final 1 hour. Characters for sale are locked and cannot login, change name, change servers or be deleted.

A player will place at least the *minimum competing offer*, and the Kakele Coins are immediately charged. If someone beats them to the offer, then the coins are returned. Making an offer must be at least 10% more than the current best offer. If they succeed in the offer, 10% of the coins are paid in tax, and 90% sent to the seller. The character is then transferred to the buyer.

Players can only place offers if they have less than the max players allowed for an account (5 free and 10 premium). Players can have at most 5 buy offers active at any time. Cancelling an offer costs $\max(50, 10\% \text{ of the offer})$ Kakele Coins if not at the final 1 hour, or $\max(500, 10\% \text{ of the offer})$ Kakele Coins if at the final 1 hour. Cancelling a bid will reset the auction and extend it for 3 days.

Ingame Market

In the game, there is a NPC that allows you to create offers to buy or sell items and/or Kakele Coins. Players can use this system to sell their assets for Gold or Kakele Coins, even when they are offline. There is a tax in Gold coins of 1% to create offers.

Gold and NANO Swap

Players will be able to exchange Gold Coins for NANOs and vice versa, within the game app, this is called *swap*. Each server will have its own pool of Gold and NANOs, which are called the

Server Liquidity Pools. Each pool will set the swap price using the *Automated Market Maker* technique, that is, the following formula will determine the price of swapping, per game server:

$$Gold * NANO = K$$

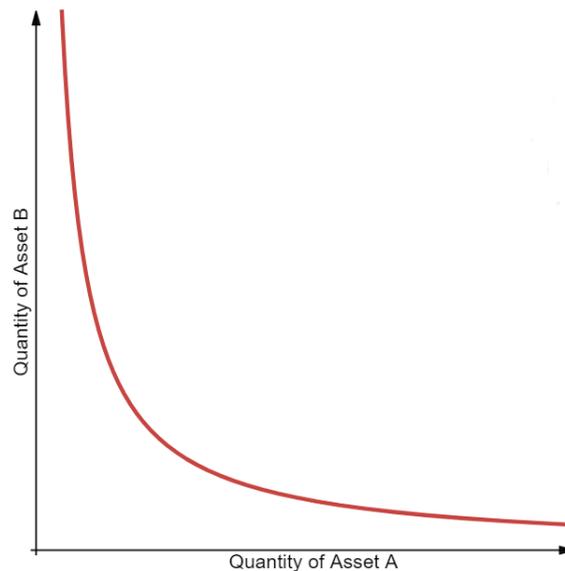
There will be a minimum value of 1KK (1 million) Gold and 1 NANO, because the pool contents is likely to be depleted as players exchange Gold and NANOs. Exchanging G' Gold at any point in time will get you N' NANOs:

$$N' = NANO - \frac{K}{(Gold + G')}$$

Similarly, exchanging NANOs for Gold will follow the following formula:

$$G' = Gold - \frac{K}{(NANO + N')}$$

The following graph shows how much the price of each asset increases or decreases depending on how much coins are available in the pool:



For each transaction, there is a 20% Gold burn and a tax of 10 Kakele Coins (about \$0.10). The “burning” means 20% of the Gold being added or removed is destroyed forever. This is to help reduce the Gold inflation in the game, and make it so that players can get more NANOs exchanging with Gold.

NANO Drops

Dropping a crypto currency into a pool means slowly adding that currency to the total available amount. Each server will contain, at launch, 1KKK Gold (1 billion) and 2 NANOs in their pool. In the initial launch, there will be about \$1000 in each server **NANO Drops**. This value is slowly added to the pool across the month, so that there are no big jumps in the swapping price. At the end of the first month, if no one swaps any coins, the value of 10KK Gold will get a player about \$9.90! You should expect a high volatility in price, specially in the beginning, since the pool sizes are likely to be small and grow over time.

Players will also be able to buy Kakele Coins using NANOs, and **100%** of the proceeds will be manually added to all the servers' NANO Drops (divided equally between the servers). These coins are added at the beginning of the following month (we intend to automate this, but not for the first version).

In addition to that, at the beginning of each month, the total of **Server Factor** * (\$3.00 * **Premium Accounts** + **XNO KC Purchases**) will be added to each server NANO Drops. An account is considered only if it still has more than 15 days of premium left, and there is a character of level 100 or more. Only characters that have logged in the server in the last month are considered. The **Server Factor** is the proportion of eligible players in that server over all servers. Only a single player per server in each account is considered. In Nov 2011, there were 967 Premium Accounts in Kakele!

The remaining game proceeds will be used to improve and maintain the game. We spend on server, tooling and services costs, new game assets (for instance sprites), we hire the senior community managers for their work and we will reinvest about 20% back in advertising.

Public Data

Because the mechanisms described above are controlled in a centralized manner, the list of eligible players in each server and liquidity pools information per server will be made public on our website, and updated with the rankings (every 3-6 hours or so). At the beginning of each month, we will publish a summarized stats with it, including the amount of NANOs used to buy Kakele Coins, and each server factor.

NFT System

There will be [NFTs](#) to be discovered within the game quests, contests and events. The Kakele NFTs will be created using the [Binance Smart Chain blockchain](#).

Each NFT will give unique ingame benefits, such as access to exclusive outfits and house decorations, and access to exclusive Discord channels. When a player transfers their asset to another account, their benefit is transferred to the other account.

Staking & Lending

We will open the possibility of players to lock in assets for a certain time (Gold, NANOs and/or Kakele Coins) in Kakele, and they will receive more assets (interest) in exchange. In addition to that we will experiment with **Lending**, where a player commits an asset (say Gold) in exchange for NANOs, and has a time to pay it back or the Gold is never returned.

Players will also be able to be a **Liquidity Provider (LP)**, in which they add NANOs and/or Gold to the servers Liquidity Pools, and in exchange they will receive a percentage of the Gold being burned, proportional to their contribution to the pool. Moreover, they will gain unique LP NFTs!

Milestones

The milestones below include the major *Play to Earn* features that we plan for the next updates. In addition to these features, we will also be working on new game systems, improving current systems, game balancing, new quests, items, monsters, outfits and so on!

Name	ETA	Features
3.6	December 2021	<ul style="list-style-type: none">• Ingame market accepting Kakele Coins as a form of payment• Character Market
4.1	March 2022	<ul style="list-style-type: none">• Buying Kakele Coins using NANOs• Gold and NANO Swap• NFTs without ingame benefits
4.2	June 2022	<ul style="list-style-type: none">• NFTs with ingame benefits• Liquidity Providers
4.3	September 2022	<ul style="list-style-type: none">• Staking and Lending• Other potential crypto products

FAQ

When will Kakele 4 launch?

We are aiming at the beginning of 2022, but we will be rolling out features one by one. So you may see the character selling market still this year in Kakele 3.6! Please refer to the *Milestones* section above.

What will happen with the current servers and existing players?

Nothing! The existing servers and players are still going to be kept and running. New accounts and players will join the same existing servers.

What if all players decide to cash out all their assets? That sounds like a lot of money.

And it is! But, we won't have enough cash at the start of course. The way it will work is with server liquidity (this is somewhat the same as liquidity pools as you may hear in the decentralized crypto world). Check the *Gold and NANO Swap* section above.

What is *server liquidity*?

It is simply how many NANO and Gold coins are available per server. That determines the price of swapping a coin for the other automatically, using the Automated Market Makers as described before.

How many NANOs each server will have available?

We expect to have at least \$500 worth of NANO coins per month per server to start with. As players purchase Kakele Coins, we will be reinvesting part of the money back to the servers' liquidity as well, in addition to the Premium Accounts, direct NANO to Kakele Coins purchases and players swapping Gold for NANOs!

Is anything changing with Kakele Coins?

Nope, Kakele Coins are staying the way they are. Do not confuse them with cryptocurrencies, Kakele Coins are just a digital concept available only in Kakele, and owned and controlled by ViVa Games.

Why not use the Binance Smart Chain tokens?

We still haven't discarded that idea. But, we have found that working with NANOs is simpler and cheaper. Also, we predict that the volatility of a Kakele crypto token would be too high to pass it on to players, and some will not be comfortable with that. So you can get your cash in NANOs, and then you can choose whether to trade that with other coins or assets, or to cash it out. There are also fees involved with the BSC, read below.

Why using NANO as a cryptocurrency, and why not using real money or other cryptos?

NANO is great for small transactions, and most importantly: ZERO fees. That is right! Most other cryptocurrencies have some cost for each transaction (some very high, regardless of the amount being transacted), and real money always has fees and international boundaries for transactions. NANO is simple and fast. Learn more about it [here](#).

Cryptocurrencies scare me and I am totally a newbie using them. Will there be support to handle it?

Of course! Also notice this crypto feature is only for those wishing to make money with Kakele. If that is not the case for you then you can keep playing the same way! You will be able to get support from our Discord. It is super simple, and we will create some tutorials about it. If you can't wait to experiment with NANOs, you can try out [Nault.cc](https://nault.cc) to keep your XNOs (and convert them to other cryptos), and then use [Binance](https://binance.com) if you want to cash them out (Do not keep your balance in Binance! Always keep your coins in your local wallet!). There are other alternatives out there (we will list them in the future), any that you are comfortable with will work! All we will need is your NANO account address.

Will selling characters, items and gold not using the game be legal from now on?

The advantage of using the Kakele game systems is that everything is done in a safe manner and you cannot get scammed by direct deals with players. Trading outside of the game will still be legal, although discouraged. Announcing the direct deal sale of characters, items or gold in the game will still NOT be allowed. You can do that in your guild Discord or other groups, but not inside the game or official Kakele channels.