



The roar of the crowd subsides as you spare a glance around the stadium. Hundreds of thousands of spectators all around the world watch you expectantly, eager to see what strategy you've brought to the Kryptomon World Championship Finals.

Your gaze lands on your Kryptomon team, a smile forming as you remember the years of training, the countless battles, the many hardships you've faced together all to bring you to this one moment. Blaze, your Fire Kryptomon roars, as if sensing your gaze as he summons the inferno he's so well known for.

"Today we show the world just who the best Kryptomon trainer is!"

Introduction

In 1996, the gaming industry radically changed with the release of two of the most iconic games in the world. Tamagotchi, the concept of having a digital pet that you could take care of while on the go, along with Pokemon, a franchise that needs no introduction. Together, they shaped future generations of gaming. But it didn't stop there. The Pokemon brand extended into the Training Card Game market, the Film & TV industry (with over 24 seasons and counting) and embraced new technologies such as augmented reality with Pokemon Go, to become one of the worlds largest and most successful franchises.

In 2017, CryptoKitties revolutionized the digital pet concept by bringing it to the blockchain. Each cat was unique with different attributes and we loved the idea, though something was missing. What would you do with your cat? Would it grow over time? Besides a store of value, what would the cat **do**?

In a flash of inspiration, the Kryptomon concept was born. What if we were to take the best parts of everything we loved about Pokemon, Tamagotchi and CryptoKitties... and put them all together?

The Team and Our Motivation

To begin with, it's worth taking some time to go through who we are and why we believe so strongly in Kryptomon.

The founding team comprises several colleagues who formerly worked at a major venture building company in Europe that frequently does business with leading multinational enterprises. This means that we have the experience and knowledge necessary to launch a new venture, from ideating solutions to solve specific business requirements all the way through to launching an MVP (Minimum Viable Product). But above all, we have the passion to deliver a product that gamers will love because this is what we love doing!

The biggest reason why we believe in Kryptomon however, is the fact that we're gamers ourselves. A group of 80's/90's kids who grew up with Pokemon and Tamagotchi and know first hand their ability to keep entire generations spellbound when done right. Heck, several of our team members still play Pokemon to this day!

While GameFi and NFTs are certainly gaining traction in the Cryptospace today, we see a huge gap in the market. NFTs like CryptoKitties are **static** and don't do anything besides being a store of value. While there's nothing inherently wrong with that (*gold bars are much the same*), NFTs could be so much **more**. Kryptomons **will** be so much more.

A Kryptomon will be a digital pet on the blockchain, a pet that, like Tamagotchis, will need to be taken care of and trained. Taking inspiration from Pokemon, Kryptomon trainers will then be able to battle it out against each other, vying for supremacy to determine just who the best trainer in the world really is. Finally, using blockchain technology, your Kryptomon will be **yours**. It will be unique and belong solely to you, with proof of ownership found right there on the blockchain.

We want to create the world that we could only imagine while playing those games as kids. A world of magic and mystery, of intrigue and adventure. And we'll do so by following the two principles of every great startup – co-creation and transparency. We don't pretend to have all the answers or know exactly what season 48 of Kryptomon will look like today, but we'll co-create the game going forward alongside the feedback and suggestions from our community. It's our sincere belief that the community around a game is the most important factor to its success and we'll always try to keep you informed ahead of time if there are any delays or changes to game mechanics.

Disclaimer

This whitepaper acts both as a future roadmap as well as a guide for our current trainers, though do note that the information below is still subject to change going forward. Several functionalities described (breeding, quests etc) will be implemented in future updates to the game and will not be available in Version 1.

Overview

Welcome to the wonderful world of Kryptomon. Kryptomons are digital collectible pets built on the BSC blockchain that can be bought using our dedicated BEP-20 token KMON. To be the best Kryptomon trainer in the world you'll need to care for your Kryptomons, train and breed them to create new Kryptomons with exciting new traits and higher levels of power!

Every Kryptomon has a unique but partially mutable genetic code made up of 38 different parameters that will determine everything from its visual appearance to its prowess in combat. Much like a real pet, your Kryptomons require attention and failure to provide this will see them "freeze" (*simulated death*) and "unfreezing" them (simulated revival) will require the use of special items available on our marketplace for a yet undefined amount of KMON.

Kryptomon DNA

Gene Vs Parameters

Let's talk genetics. As the overview alluded to, every Kryptomon is unique as it is made up of 38 different parameters that are randomly determined at the moment of its birth. This genetic code plays a large part in determining everything from its visual appearance to its prowess in combat. However, it is important to first define the terminology that will be used in the following sections.

- **Parameter** – The genetic code is made up of 38 different parameters. Eg: “Fire Gene” and “Fire Talent” are both parameters of a Kryptomon.
- **Gene** – A Kryptomon is born with 8 different elemental “gene” values that partially determine its affinity to the 8 different elements (covered below).

So long as you understand that **all genes are parameters, but not all parameters are genes**, you may continue. The table below lists all 38 different genetic parameters that make up a Kryptomon.

Genome Parameters	Trainable, Fixed	Range	Constructor	Battle	Tamagotchi
FIRE GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
FIRE TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
WATER GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
WATER TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
ICE GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
ICE TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
GROUND GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
GROUND TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
AIR GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
AIR TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
ELECTRO GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
ELECTRO TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	

GHOST GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
GHOST TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
GRASS GENES	Fixed	0-100	Palette, Body Parts	Elemental Attack	
GRASS TALENT	Fixed/ Trainable	0-100	Palette, Body Parts	Elemental Attack	
COLOR	Fixed	0-100	Palette		
SEX	Fixed	0, 1	Body		
GENERAL TALENT	Not Used				
ATTACK	Fixed	0 -100		Physical Attack	
RESISTANCE <i>(previously Defence)</i>	Trainable	0 -100		Elemental Defence, Physical Defence	
SPECIAL	Not Used				
X FACTOR		0, 1		Elemental Attack	
GROWTH TALENT FACTOR	Not Used				
CONSTITUTION	Trainable	0 -100		HP, Physical Attack	
STAMINA <i>(previously Health Points)</i>	Fixed	0 -100		HP	Breeding times
SPEED	Boostable	0 -100		Move Turn Order	Breeding cooldown
AFFECTIONS	Fixed	0 -100			Caring frequency
CRAZINESS	Fixed	0 -100		Elemental Defence, Strength of Critical Attack	
INSTINCT	Fixed	0 -100		Physical Defence, Evasion Damage Reduction Efficiency	
HUNGER	Fixed	0 -100			Frequency of feeding
LAZINESS	Not Used				
BRAVE	Fixed	0 -100		Physical and Elemental Attack	
SMART	Boostable	0 -100			Frequency of Training
BODY SIZE			Body Size		
EGO	Fixed	0 -100			Feeding

SKIN TYPE	Not Used				
GENERATION					

The Three Types of Parameters

Parameters can largely be split into three different “types”, namely Fixed parameters, Trainable parameters and Boosted parameters.

It’s important to note that a Kryptomon’s genetic parameter at birth does not reflect its final stats at level 50. It would be more accurate to think of a Kryptomon’s genetic parameters at birth as the “potential” of a Kryptomon that will grow as you level up your Kryptomon. A Kryptomon with 80 Attack at Level 1 for example, could have a final Attack of 4000 at maximum level and this is calculated via a different formula depending on the type of parameter it is.

Fixed Parameters:

Many of the 38 different parameters are decided at birth and can never be changed throughout the lifetime of a Kryptomon. An example of this is the “Attack” parameter.

Think of these parameters as the inherent potential of a Kryptomon. If we were to compare two Level 50 Kryptomons, the Kryptomon with an Attack of 80 at Level 1 will always have an Attack value that is higher than another Kryptomon that had an Attack of 50 at Level 1.

Trainable Parameters:

These represent parameters that can be improved with training. The maximum value of a trainable parameter is pre-determined at birth and is related to the value you see when viewing the genetic code of a Kryptomon, while its “actual” value will start much lower than the theoretical maximum and be viewable on the Kryptomon dashboard when training is released in Version 1.

For example:

- *Kryptomon A has a Resistance of 80 at Level 1.*
- *Kryptomon B has a Resistance of 50 at Level 1.*
- *Kryptomon A will always have a higher Resistance value than Kryptomon B IF they are both trained to the same level.*
- *However, because each trainable parameter has a level of its own that are independent of each other, it is fully possible for Kryptomon B to be trained to have higher overall Resistance stat than Kryptomon A, if Kryptomon A has had less Resistance training.*

There are 4 trainable parameters: “Talent” of Main Family, “Talent” of Secondary Family, “Resistance” and “Constitution”.

For more information on what Main Family and Secondary Family are, see the Elemental Parameters section below.

Boosted Parameters:

Boosted Parameters are special “types” of parameters that change depending on the Love of your Kryptomon. Similar to Fixed Parameters, they grow based on a fixed formula that is dependent on the “inherent potential” of the Kryptomon, which is represented by the value of the genetic parameter it has at birth. However, a Kryptomon that’s been well taken care of and has a higher Love score will see the value increased temporarily by a yet undefined % beyond its normal value.

Elemental Parameters (Family Selection)

Every Kryptomon has 8 different elemental genes and a corresponding elemental talent parameter. The multiplication of these 2 values then gives you the affinity the Kryptomon has to that particular element. For example: A Kryptomon that has a “Fire Gene” value of 50 with a “Fire Talent” value of 5 would have a Fire affinity of 250.

The **Main Elemental Family** of a Kryptomon (more commonly referred to as “Main Family”) is therefore the highest elemental affinity it has while the **Secondary Elemental Family** (more commonly referred to as “Second Family”) is the 2nd highest elemental affinity a Kryptomon has.

It is therefore very possible to have a Kryptomon that has a Main Family of “Fire” and a Second Family of “Water” despite the two elements being opposed to each other. From a battling perspective, the remaining genes and talents then go unused, though they can still be useful from a breeding perspective.

Battle Parameters

In battle, the various genetic parameters come together to form a set of “Battle Characteristics” that will determine a Kryptomon’s prowess in combat. For example, though “Critical Attack” is not one of the 38 genetic parameters, it is calculated based on a formula of which one of the inputs is the Kryptomon’s “Craziness” parameter value.

Below, we take a look at how the different genetic parameters influence a Kryptomon’s Battle Characteristics.

- **Physical Attack**
 - A Physical Attack is made when a Kryptomon uses part of its body to inflict damage on an enemy.
 - The generic parameters that influence the strength of a Physical Attack are “Constitution” and “Attack”.

- **Elemental Attack**
 - An elemental attack is made when a Kryptomon calls upon the power of the elements it has an affinity with to strike the enemy.
 - The genetic parameters here that determine the strength of the Elemental Attack are “Elemental Talent” and “Elemental Genes”.
 - We cover this in more detail under the “Battle” section of the whitepaper, but a Kryptomon will always have 3 elemental spells in battle. The element of those spells are dependent on the Main and Second Family the Kryptomon belongs to and it’s elemental affinity (calculated by multiplying Elemental Talent and Elemental Genes) will affect the strength of the corresponding spell.
 - For example, a Kryptomon could have a Main Family of “Ground” and a Secondary Family of “Fire”. When using a Fire based elemental spell however, it is the Fire Talent and Fire Gene values that will determine the strength of the Fire spell.
- **Health Points (HP)**
 - This represents the durability of a Kryptomon or it’s ability to withstand damage. Kryptomons with high HP will be able to take more hits in battle before having to bow out
 - HP is influenced by the “Constitution” and “Stamina” parameters.
- **Physical Defence**
 - The ‘natural armor’ that each Kryptomon possesses, reducing the damage inflicted by incoming physical attacks. After all, who cares if you have low HP if no damage ever makes it through your impenetrable Physical Defence?
 - This characteristic is governed by the “Resistance” and “Instinct” parameters.
- **Elemental Defence**
 - If Physical Defence is the natural armor that protects a Kryptomon from Physical Attacks, then Elemental Defence is the mystical armor that protects a Kryptomon from elemental based Elemental Attacks.
 - This is influenced by the “Resistance” and “Craziness” parameters.
- **Evasion**
 - Why get hit when you don’t have to? A high evasion allows Kryptomons to partially dodge incoming attacks, reducing the damage inflicted.
 - The “Instinct” parameter determines this battle characteristic.
- **Critical Attack**
 - Fight smarter, not harder! Why only do 10 damage when you could do much more by aiming at the enemy’s vulnerable points? A Kryptomon that has a high Critical Attack will have a higher probability of successfully targeting the enemy’s weak points.
 - The strength of a Critical Attack is influenced by the “Craziness” parameter.
- **Move Turn Order**
 - Strike first! An enemy can’t counterattack if he faints! The Move Turn Order determines which Kryptomon attacks first in battle.
 - The “Speed” parameter determines the Move Turn Order.
- **X-Factor**

- Rare Super Kryptomons have a unique advantage in battle. Regardless of its Main or Second elemental family, all elemental attacks made by a Super Kryptomon will always be super effective against any Kryptomon (*as if it always had the elemental advantage*)

While not a battle characteristic in itself, the “**Braveness**” genetic parameter does play a part in determining the Physical and Elemental Attacks of a Kryptomon. It will never reduce a Kryptomon’s Physical or Elemental Attack, but only boost it if the following conditions are met:

- A Kryptomon with a high Braveness score will receive a boost when fighting a stronger enemy. The braver the Kryptomon, the larger the boost.
- A Kryptomon with a low Braveness score will receive a boost when fighting a weaker enemy. The more cowardly a Kryptomon (low Bravery), the larger the boost.

Care Parameters

There are 3 main “scales” associated with caring for your Kryptomon with each one affected by different genetic parameters. In this section we’ll touch on the specific genetic parameters associated with each scale, though for more information on how you can properly care for your Kryptomon, check out the [Tamagotchi Mechanics](#) section.

- **Feeding Scale**
 - Affected by the “Hunger” and “Ego” parameters where:
 - Kryptomons with higher “Hunger” values will need to consume food more often in order to satisfy their hunger.
 - Kryptomons with higher “Ego” values have a far more refined palate and won’t like every item of food you put in front of it.
- **Caring Scale**
 - Affected by the “Affection” parameters where Kryptomons with higher “Affection” values will need to be cared for more often to keep happy.
- **Health Scale**
 - Affected by the “Constitution” parameter where Kryptomons with higher “Constitution” values will require less Care items to be used in order to keep happy.

Training Parameters

We’ll go into more detail on how the training mechanic works in a separate section, but for completeness, the parameter that affects the speed at which a Kryptomon completes it’s training is dependent on the “**Smartness**” parameter.

Breeding Parameters

As with training and care, we go into more detail on how the breeding mechanic works in its own section. It’s worth mentioning here however that the two genetic parameters that affect breeding are:

- **Stamina**
 - The number of times a Kryptomon can breed is based on both its age and its “Stamina” parameter. The higher the “Stamina”, the more times it will be able to breed.
- **Speed**
 - Breeding is a tiring activity and Kryptomons have to rest in between breeding sessions. The “Speed” parameter affects the cooldown time in between breeding sessions, where a higher “Speed” equates to a shorter cooldown period.

Unused Parameters

After lengthy discussions, excel spreadsheet modelling and the game mechanic revamp following the advice from experienced developers from our partnership with a AAA game studio, it was determined that the following genetic parameters temporarily go unused in all game mechanic calculations.

- **General Talent**
 - This parameter was originally created to determine how far a Kryptomon would be able to train its “Elemental Talent” parameter.
 - However, following the decision to allow every Kryptomon to have just 2 elemental families (Main and Second Family), we decided to allow every Kryptomon to train its “Elemental Talent” to the maximum possible value instead of being restrained by the “General Talent” parameter.
- **Growth Talent Factor**
 - This parameter was originally designed to restrict or increase the difficulty of allowing a Kryptomon to reach its full potential.
 - In the redesigned system, this use case has been fulfilled by the “Smartness” parameter and is therefore unnecessary at present moment.
- **Laziness**
 - Similar to the Growth Talent Factor, this parameter was originally designed to restrict or increase the difficulty of allowing a Kryptomon to reach its full potential.
 - In the redesigned system, this use case has been fulfilled by the “Smartness” parameter and is therefore unnecessary at present moment.
- **Special**
 - Currently, attacks are either physical or elemental based attacks. There are no immediate plans to include a third category of attacks, hence the shelving of this parameter.
- **Skin Type**
 - The current Kryptomon design does not account for skins. For more information on which body parts a Kryptomon might have, check out the Visual Characteristics section of the Whitepaper.

Visual Characteristics

Catch Em All?!

For the collectors out there who are just looking for the *best looking Kryptomon* and are not too worried about how battles or training will work, we've got you covered! With over 500 different game assets to permutate through (*we've got 48 different Kryptomon horns alone for example*), there are a nigh infinite number of possible combinations of Kryptomon to discover and collect!

Talk about taking "Catching Em All" to a whole new level!

Physical Characteristics

A Kryptomon is composed of a combination of several Body Parts, Accessories and a Color Palette, all of which are influenced by the genetic parameters that a Kryptomon is born with. The following is a full list of all assets that might make up a Kryptomon:

- Body
- Head
- Legs
- Tails
- Wings
- Spikes
- Horns
- Ears
- Eyes
- Mouth
- Hair
- Tattoos
- Color Palette

As mentioned above, several genetic parameters play a part in influencing the physical characteristics of the Kryptomon at birth. They can broadly be split into 2 categories – Elemental Parameters and everything else:

Elemental Parameters

As covered in the Kryptomon DNA section, every Kryptomon will belong to two different elemental families.

- The Main Family determines the main color palette the Kryptomon inherits along with the body parts that it'll be made up of.
- The Second Family is responsible for the color palette of each individual body part in addition to the color of the tattoos on the Kryptomon (if any)

Other Parameters

While the elemental parameters will determine if a Kryptomon has a particular body part, the body part asset used will also be dependent on the magnitude of the genetic parameter associated with the body part in question. As the following table shows, there are 48 different variations of several body parts along with its associated genetic parameter.

Part	Assets Per Main Family	Total assets	Gen	Family
Legs	8	48	Speed	1st Family
Tails	8	48	Ego	1st Family
Wings	8	48	Brave	1st Family
Spikes	8	48	Resistance	1st Family
Horns	8	48	Attack	1st Family
Ears	8	48	Affection	1st Family
Eyes	8	48	Smart	1st Family
Mouths	8	48	Hunger	1st Family
Hairs	8	48	Crazy	1st Family
Main Color	10	80	Color	Family 1
Secondary Color	10	80	Color	Family 2

For example, there are a total of 48 different “Horn” assets that a Kryptomon could have, 6 for each Main Family. As the “Horn” body part is related to the “Attack” genetic parameter, a Fire Kryptomon

with a high “Attack” value might be given the “Fire_Horn_1” asset while a Fire Kryptomon with a low “Attack” value might be given “Fire_Horn_6”, or even have no horn at all!

In order to ensure visual variability, a Kryptomon is coded to always have a Body, Head, Legs, Eyes and a Mouth, though it may or may not have Tails, Wings or Spikes. However, one of the three Accessory type body parts, Horns, Ears or Hairs will always be present.

The figure below demonstrates the large variation in visuals despite the two Kryptomons being identical in all but one body part (its hair).



Tamagotchi Mechanics

Your Kryptomon might be an elemental powerhouse capable of summoning the wind and calling down lightning to smite your foes, but underneath that mighty exterior is a big ol' softie who just wants to be pampered and cared for.

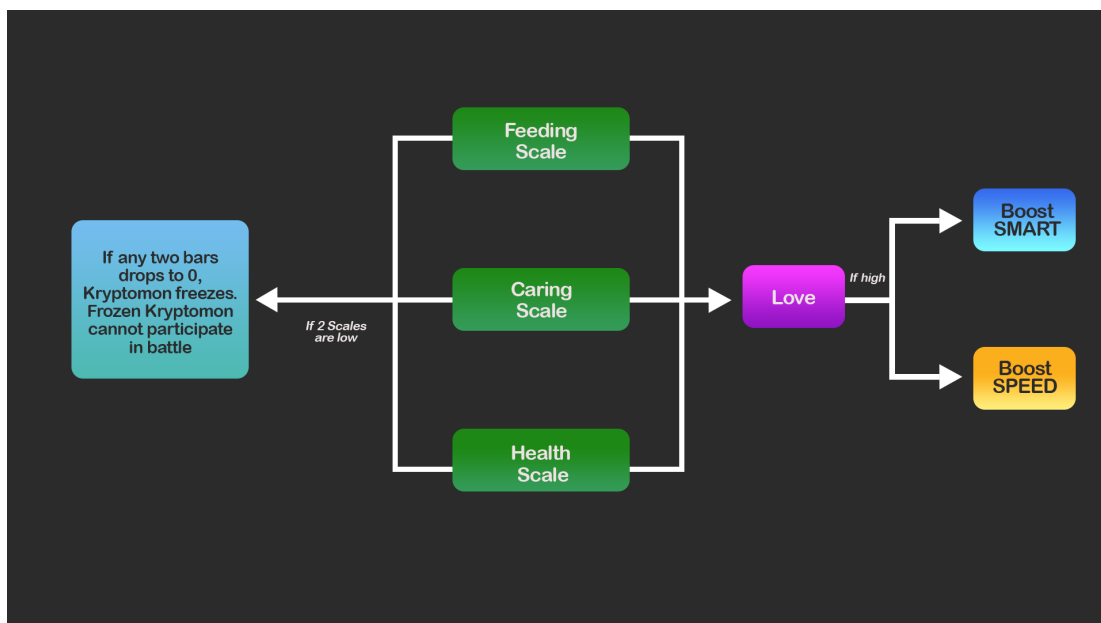
As a trainer, it's your job to make sure your Kryptomons are well taken care of. Not only because your Kryptomons are living beings that deserve all the cuddles you can give, but also because a loving Kryptomon is a Kryptomon with high Boosted Parameters, which means more lightning to smite more foes.

Love

A numeric representation of how happy your Kryptomon is with you, every Kryptomon has a Love level that will fluctuate between 0 and 100 depending on the trainer's actions in the Feeding, Health and Caring scales (*discussed below*).

Each scale moves independently of each other and will all need to be kept in the upper ranges in order to increase a Kryptomon's Love score. A Kryptomon could be very healthy and be given plenty of cuddles, but you can't expect it to love you very much if it's not been fed for over a week!

As discussed in the Kryptomon DNA section of the whitepaper, a Kryptomon with a high Love level will see its "Smartness" and "Speed" parameters temporarily increased. Not only will these parameters be boosted above their supposed values thus making them more effective in battles, it's also important to note that Kryptomons must have a minimum level of Love before being willing to participate in battles or PVE adventures.



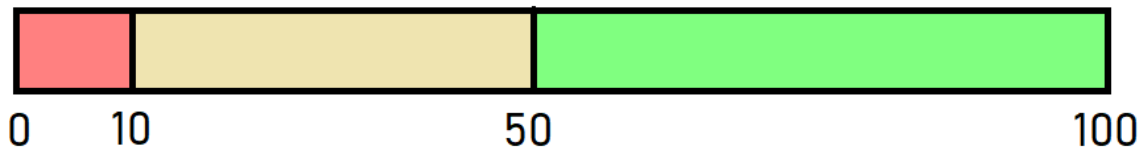
Freezing

Should 2 of the 3 scales ever fall to 0, your Kryptomon “freezes” representing the Kryptomon’s version of death. While frozen, the Kryptomon will not be available for use and no actions can be performed with it.

While you can still revive or “unfreeze” your Kryptomon using a special “Unfreezing Potion”, available from the Kryptomon marketplace, an unavoidable consequence of being frozen is a temporary percentage decrease in its “Constitution” parameter which will last for several days before slowly recovering to its initial value. In addition, similar to how you’d expect a human’s muscles to atrophy after passing away, a Kryptomon will suffer a permanent drop in all 4 trainable parameters (though they can be retrained to get back to their original levels).

The Three Scales

There are 3 main areas of focus associated with caring for your Kryptomon, all of which will need to remain at a fairly high level in order to keep your Kryptomon happy (a high Love score). The scale (shown below) is a visual representation of how content your Kryptomon is in each of the 3 areas of care.



There are 3 scales in total, one for each of the aforementioned areas of focus. These are the:

- Feeding scale
- Health scale
- Caring scale

Your progress on each scale gradually decreases over time. In addition, participating in battles or PVE adventures will cause each scale to decrease faster than normal.

An active Kryptomon that’s battling constantly in the arena will get hungry much quicker!

Feeding

As with any living being, a Kryptomon needs to eat! At birth, every Kryptomon is assigned a “Hungriiness” genetic parameter that will determine the frequency at which the Kryptomon needs to be

fed. A Kryptomon with a high “Hunger” value would therefore see its “Feeding scale” decrease much quicker compared to a Kryptomon with a low “Hunger” value.

Feeding a Kryptomon will require the use of Food items, which can be obtained from ‘Lootboxes’. There are currently 15 different types of food divided into 3 different categories, with 5 Food items each in the Standard, Medium and Premium categories.

Once again taking inspiration from the real world, Kryptomons will each have their own palettes, preferring 2 specific food items over others while outright disliking another 2. Feeding a Kryptomon their preferred food will result in a larger boost to the “Feeding scale” while attempting to feed them the food they dislike will cause a smaller boost to the scale.

The “Ego” genetic parameter also comes into play here, with more egoistic Kryptomons seeing significantly less of an increase to their Feeding scale when fed a hated food compared to those with a low “Ego” value. In real world terms, you can liken this to an egoistic pet absolutely refusing to eat foods it dislikes!

A final thing to note is that there is no method of easily determining a Kryptomon’s preferred and hated foods. Players will simply have to experiment with different food items in order to obtain this information, which might be an additional requirement on Kryptomon breeders in order to sell his/her Kryptomons!

The table below lists the full list of 15 food items and their respective categories.

Apple	Standard	Reference
Fish	Standard	Reference
Chicken leg	Standard	Reference
Water	Standard	Reference
Candy	Standard	Reference
Grape	Medium	Reference
Starfish	Medium	Reference
BBQ	Medium	Reference
Milk	Medium	Reference
Ice cream	Medium	Reference
Watermelon	Premium	Reference
Lobster	Premium	Reference
Steak	Premium	Reference
Tea	Premium	Reference
Cake	Premium	Reference

Health

With the various battles a Kryptomon participates in, it's no surprise that injuries may build up over time. Or it might just be getting sick! At birth, every Kryptomon is assigned a "Constitution" genetic parameter that will determine the "immune system" of the Kryptomon, Kryptomons with a low "Constitution" will often fall sick, resulting in a decrease in the Health scale. Unlike the Feeding or Caring scales where the related genetic parameter determines the "speed" at which the scale decreases, the Health scale is special in which the related genetic parameter (*Constitution*) determines the "probability" of the scale decreasing.

Treating a Kryptomon will require the use of Medicinal items, which can be obtained from 'Lootboxes'. There are currently 15 different types of Medicines divided into 3 different categories, with 5 Medicinal items each in the Standard, Medium and Premium categories.

The table below lists the full list of 15 Medicinal items and their respective categories.

Bandage	Standard	Reference
Potion 1	Standard	Reference
Pill 1	Standard	Reference
Vitamin1	Standard	Reference
Injection 1	Standard	Reference
Bactericidal patch	Medium	Reference
Potion 2	Medium	Reference
Pill 2	Medium	Reference
Vitamin2	Medium	Reference
Injection 2	Medium	Reference
Salve	Premium	Reference
Potion 3	Premium	Reference
Pill 3	Premium	Reference
Vitamin3	Premium	Reference
Injection 3	Premium	Reference

The use of the medicinal item will increase the Healing scale and serve as a stopgap measure in countering the disease. However, unless the Healing scale is brought up to a full 100 points in order to completely cure the disease, the Kryptomon will continue to see its Health scale decrease until the disease has run its course.

In addition to the disease mechanic, the Health scale will also decrease

- If the **Feeding scale** falls to 0
- **After battle:** A Kryptomon will lose points on the healing scale equal to a % of HP lost during battle. These represent the injuries sustained by your Kryptomon while fighting.

Caring

Sometimes, even the strongest of warriors just need a hug and your Kryptomon is no different! At birth, every Kryptomon is assigned an “Affection” genetic parameter that will determine the frequency at which the Kryptomon will want to be given attention. A Kryptomon with a high “Affection” value would therefore see its “Caring scale” decrease much quicker compared to a Kryptomon with a low “Affection” value.

In addition, training and battles are draining activities that will leave even a battle hardened Kryptomon in need of some cuddles. You’ll therefore also see the Caring scale decrease after each training session and battle, with the results of the match also influencing the degree at which the scale decreases for the latter.

Expressing your love and care for a Kryptomon will require the use of Toy items, which can be obtained from ‘Lootboxes’. There are currently 15 different types of Toys divided into 3 different categories, with 5 Toy items in each of the Standard, Medium and Premium categories.

The table below lists the full list of 15 Toy items and their respective categories.

Feather toy	Standard	Reference
Ribbon	Standard	Reference
Yellow gift box	Standard	Reference
Comb	Standard	Reference
Kiss in the bottle	Standard	Reference
Ball	Medium	Reference
Rustling ribbon	Medium	Reference
Blue gift box	Medium	Reference
Toothbrush	Medium	Reference
Hug pack	Medium	Reference
Fluffy toy	Premium	Reference
Rainbow ribbon	Premium	Reference
Ringing balls	Premium	Reference
Red gift box	Premium	Reference
Love perfume	Premium	Reference

Training Mechanics

No warrior is born with the strength and skill required for battle and the same is true for your Kryptomon team. Any aspiring Kryptomon trainer will need to spend time training their Kryptomons to realize the full potential of their army.

Trainable Parameters

There are 4 genetic parameters that can be improved with training. These are:

- Talent of Main Family
- Talent of Secondary Family
- Resistance
- Constitution

Levels

All Kryptomons will have 5 different levels that begin at Level 1 and go up to a maximum of Level 50. These levels are:

- Overall Level
- Talent of Main Family Level
- Talent of Secondary Family Level
- Resistance Level
- Constitution Level

The overall level of the Kryptomon will determine its battle characteristics in regards to Fixed and Boosted parameters like Attack and Speed while the remaining 4 levels correspond to the trainable parameters. Just because two Kryptomons both have Level 50 Resistance doesn't mean they're equal! At birth, a Kryptomon's trainable genetic parameters determine the maximum limit a particular trait can be trained to while it's "actual" value will start much lower than the theoretical maximum and be viewable on the Kryptomon dashboard when training is released in Version 1.

To put this into an example: When buying a Kryptomon egg off the Kryptomon marketplace, you might see that the Kryptomon has a "Constitution" parameter of 80. This means that the Kryptomon, when hatched might only have an actual "Constitution" of 80 at Level 1 but has the potential to improve its "Constitution" value all the way to a maximum value of 4000 at Level 50 with training.

It's also worth noting that each parameter is trained independently of each other. It is therefore very possible to have a Kryptomon that has maxed out its Resistance with a Level 50 in Resistance, while only having a Level 1 Constitution.

How Training Works

Training requires the use of training tickets obtainable from 'Lootboxes', with each training session focusing on only one parameter. As the level of the parameter being trained increases, more complex and intense training sessions will be needed, which in turn increases the time required to complete each session. Unlike Food, Medicinal or Toy items, there are no categories that differentiate training tickets, with all training tickets being equal.

The "Smartness" parameter of a Kryptomon also comes into play when training. A smarter Kryptomon might find ways to train smarter instead of harder, increasing its training efficiency and reducing the amount of time taken to complete a training session.

These training sessions are an integral part of the process in bringing up your Kryptomon and will be one of the few things baby Kryptomons can do before growing up into adulthood. As such, we're committed to keeping these training sessions an unavoidable part of being a strong trainer and will not be entertaining any "pay-to-win" ideas that will allow a player to skip the training process.

In the future, we intend to add to the training system by incorporating PVE battles as an additional form of training for Kryptomons. Not only will you be able to complete your daily challenges and find items when attempting PVE, but you'll also be contributing to the levels of specific trainable parameters. More detail on this will be released in due time.

Battle Mechanics

Vie for supremacy and glory of being the best Kryptomon trainer in the world or stand up against the legions of evil as a stalwart defender of the Federation. Whichever your choice, your Kryptomons will be your staunchest allies in the battles to come and understanding the principles of battle will be your key to victory.

Core Mechanics

- Battles in Kryptomon are 1 vs 1 turn based strategy, where your wits and knowledge will play no small part in allowing you to vanquish stronger foes.
- Trainers will be matched against each other based on the levels of your Kryptomon in order to ensure an enjoyable experience for everyone involved.
- Each Kryptomon has access to 4 different actions in battle, consisting of a physical attack and 3 elemental spells.
 - Physical attack – Always available for use
 - Elemental spells – Are subject to cooldowns and will not immediately be available at the start of the battle. Knowing when and which elemental spell to use is the key to turning the tide of battle.
- Kryptomons will learn different elemental spells as they grow in level, with max level Kryptomons having a roster of various spells to choose from. Prior to combat, trainers will be able to select 3 from the roster to bring into the battlefield, thus increasing the need for strategy and understanding of your opponent's Kryptomon lineup in order to achieve victory.
- Accurately grasping the elemental make-up of your opponents team and bringing the appropriate counters will allow you to deal extra damage with your attacks.
 - Note that extra damage due to an elemental advantage will only be applied on attacks using elemental spells. Physical attacks do not benefit from the bonus damage.
 - For example:
 - A Kryptomon using the water element "Flood" spell on a Fire Kryptomon would deal bonus elemental damage.
 - A Water Kryptomon using its claws to scratch a Fire Kryptomon with a physical attack would not deal bonus elemental damage.
 - As Kryptomons have 2 elemental families, it is only the Main Elemental Family that determines the effectiveness of spells used against them.
 - For example: The water element "Flood" spell would only deal bonus elemental damage to a Kryptomon if it belonged to a Fire Main Elemental Family.
 - The "Speed" parameter of the two battling Kryptomons will determine who goes first.



Battle Modes

There are 2 modes of battle always available to players – team and duel battles. While everything in the Core Mechanics section applies to both modes, the following will address the differences between the two.

Team Battle

- Trainers will need to gather a team of 3 Kryptomons to participate in a Team Battle.
- Kryptomons can be switched in and out of battle without losing a turn, but the act of doing so will set off a “Switch cooldown”, which will prevent swapping your Kryptomon out of battle until the cooldown has passed.
- A defeated Kryptomon will leave the battlefield and the trainer will choose its replacement. Should there be no remaining Kryptomons in fighting form, the battle ends.

Duel Battle

- Trainers pick only 1 Kryptomon to bring into battle.
- The switch mechanic doesn’t apply here as only 1 Kryptomon is available for battle.

In addition, players will also have the chance to participate in the **Kryptomon League**! This will be a huge world championship tournament that occurs either every 6 months or on a yearly basis where the strongest Kryptomon trainers will duke it out in a bid to not only walk away with a substantial KMON prize but also the prestige of being crowned the “Best Kryptomon Trainer”.

In order to ensure the Kryptomon League remains inclusive to all trainers, the following tournament format ensures that any trainer will have an equal chance to prove his/her worth on the big stage, regardless of when they join Kryptomon.

Kryptomon League Format

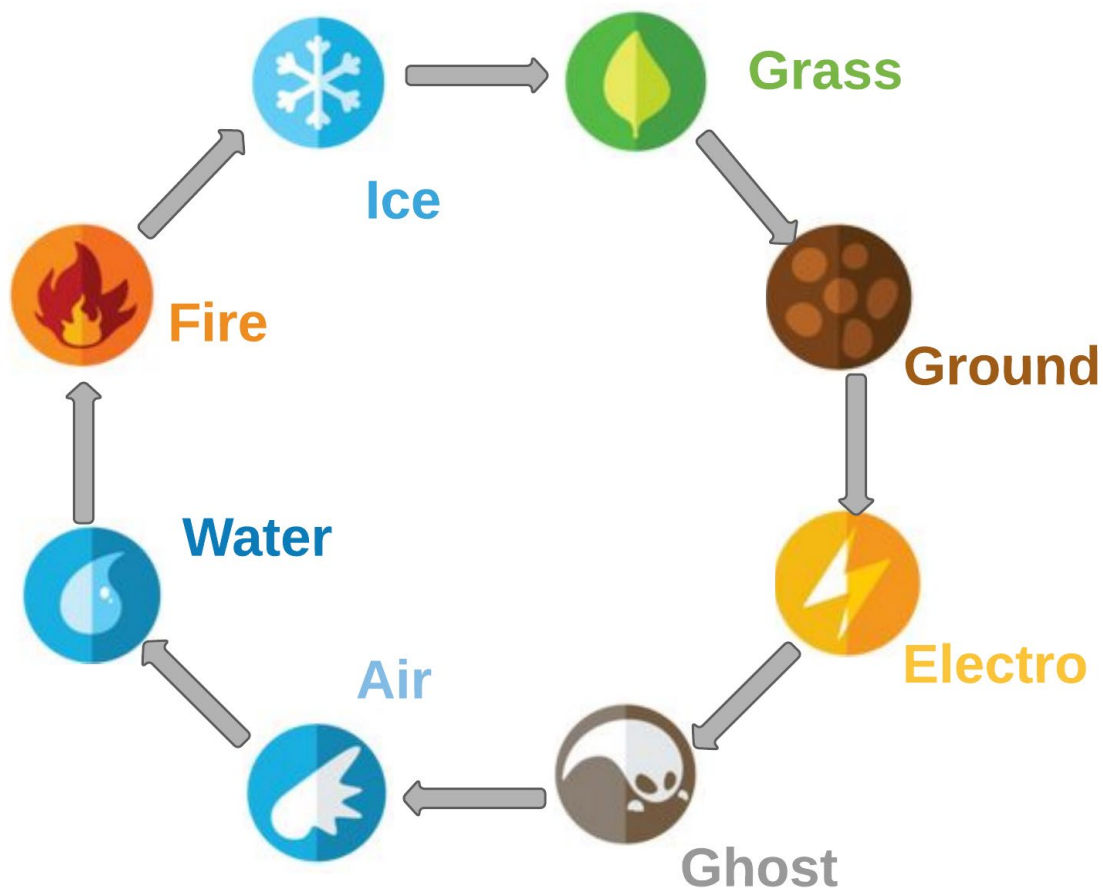
- Mini tournaments will be held periodically throughout the year that will serve as “Qualifying Rounds”. Winners of these mini tournaments will earn the right to participate in the next tournament, as well as a KMON prize.
- Trainers must continue to win each Qualifying Round in order to eventually earn the right to participate in the Kryptomon League. However, it will also be possible for trainers to buy a spot to participate in any Qualifying Round or the Kryptomon League itself, though the cost of doing so will be increasingly substantial the closer we get to the Kryptomon League.

This format was put in place to ensure that Kryptomon trainers who join us in March 2022 for example, would still have a chance to participate in the Kryptomon League despite having missed January and February’s Qualifying Rounds. They could choose to purchase a spot in the March Qualifying Rounds for 1000 KMON and earn their way through the April, May, June Qualifying Rounds, or choose to directly purchase a spot in the Kryptomon League in July for 20,000 KMON.

All dates and KMON figures used in the above section are examples only and do not reflect the actual figures and time frames that will be used.

Elemental Spells

- Each elemental family will have access to a yet undefined number of spells. They can be split into 3 distinct categories:
 - Main spell
 - Support spell
 - Ultimate spell
- All spells are subject to cooldowns, unlike a physical attack that can be used every turn without limit. Support spells are the exception, they can be used only once per battle.
 - Main spell – Cooldown of 2 turns
 - Ultimate spell – Cooldown of 3 turns
- All cooldowns are Kryptomon specific and only the active battling Kryptomon will see its cooldowns ticking down. This prevents players from using Kryptomon A’s ultimate spell, switching it out for 3 turns and having it switch back in with its Ultimate spell ready to fire once more.



Critical Hits

To add an element of unpredictability to battle, we've introduced critical attacks into the mix. These are game changing attacks that could easily reverse the tides of battle, instantly bringing down what might have previously seemed like an insurmountable foe. Only the craziest of Kryptomons, willing to risk life and limb, are capable of such attacks, which is why the damage calculations for critical attacks are highly dependent on a Kryptomons "Craziness" parameter.

To ensure that critical attacks added to the strategy element of a battle, the probability of a critical attack was coded in such a way that trainers will have to weigh up the pros and cons of each attack every turn. For every turn that a critical attack does not occur, the next turn will see an increased probability of a critical attack. Both physical attacks and elemental spells have the ability to critically hit an enemy.

So the question is... will you use your Ultimate Spell this turn or the next?

Evasion

Where critical attacks belong to the realm of crazy Kryptomons who enjoy doing large bursts of damage, Kryptomons that practice the art of Evasion prefer to just... take as little damage as possible. Learning to trust their gut and listen to their inborn battle instincts, Kryptomons can partially dodge out of harm's way and reduce the damage inflicted by the opponent's attack. This ability to sense and attempt to prevent damage is an instinctive trait, which is why the damage reduction on a successful evade action is highly dependent on the Kryptomon's "Instinct" parameter.

Legends tell of a Legendary Kryptomon who has mastered the art of Evasion, being able to completely dodge out of harm's way. To this day, it is said that no one has been able to defeat said Kryptomon in battle

Breeding

With the exception of the 50,000 eggs used to introduce Kryptomon to the world via a series of airdrops, marketing campaigns, lore challenges etc, the Kryptomon team will never again mint a Kryptomon egg. The only known method of creating new Kryptomon is via breeding.

The basic rules governing breeding are as follows:

- A male and female Kryptomon will be required.
- Kryptomons can breed only upon maturing into an adult.
- Kryptomons with close family ties cannot breed with each other.
 - Parents cannot breed with their children.
 - Siblings will not be allowed to breed amongst themselves.
 - Half siblings will not be allowed to breed amongst themselves.
 - Grandparents WILL be allowed to breed with their grandchildren.
- The number of times a Kryptomon is able to breed will be dependent on its age and its “Stamina” genetic parameter. This is further detailed in the table below.
- The “Speed” genetic parameter determines the cooldown required between each breeding session.
- The genetic parameter of the child Kryptomon will be closely related to the parent’s genetic parameters, though mutation may occur!
- Mutation probability is dependent on the Kryptomon’s generation, with lower generation Kryptomons (Gen 0, Gen 1 etc) having a lower probability of mutation when breeding.
- Players will be required to pay a fee in KMON in order to breed

Age	Months	Breeding Quota per year
Young	0-1 month	0 times
Young adult	1-12 months	12-18 times
Old Adult	12-24 months	6-13 times
Old	>24 months	1 time per year

Breeding Quota by Age

** This section has been intentionally left sparse while the exact formulae and details of breeding are still being ironed out. More details to come in the future.*

Rent your Kryptomon

Given that the genetic parameters of the parent Kryptomons will have a large impact on its children and the fact that the number of times a Kryptomon can breed is not infinite, we expect a secondary market

for Kryptomons with good genes to form. As such, we've also introduced the idea of "renting" out your Kryptomon for breeding, which will be facilitated on our Kryptomon marketplace.

Players with rare Kryptomons or Kryptomons with genes well suited for breeding will be able to display them on a "Breeding Marketplace" for other trainers to browse through. Should a browsing trainer find a Kryptomon (K1) that's a good fit to breed with their Kryptomon (K2), they will be able to contact the owner of K1 to discuss the terms of their partnership.

The rules to this "Rent to Breed" mechanism are:

- Trainer 1 (T1) owns Kryptomon 1 (K1) and puts it up on display for a price. Trainer 2 (T2) is browsing for a good breeding partner for their Kryptomon (K2) and accepts T1's offer.
- The buyer (T2) will be responsible for the breeding cost paid to the system.
- The buyer (T2) will pay T1 the price that was set for "renting" K1 to breed.
- Both the cost of breeding and the price quoted by T1 will be paid for in KMON.
- The resulting egg will be owned by T2.
- The remaining breeding counts for both Kryptomon K1 and K2 are decreased by 1.

Kryptomon Through The Seasons

In the future, Kryptomon will be introducing Seasonal Events, bringing with it a plethora of new, limited edition collectibles that can only be collected during the event. This can take the form of:

- Special seasonal items to care for your Kryptomon
- Seasonal decorations to spruce up the Kryptomon living area
- New backgrounds for your Kryptomon dashboards
- Kryptomons with seasonal visual characteristics
 - Do note that these seasonal visual assets are purely aesthetic in nature and will in no way alter the genetic or battle parameters of a Kryptomon.
 - In addition, these seasonal characteristics can not be inherited by offspring when breeding Kryptomons with special seasonal visual assets.

Seasonal events will occur on a 3-month basis and last approximately 1 month. Upon completion of the event, all methods of obtaining the seasonal items mentioned above will be permanently removed from the game.

We will also be working with our Game Studio to design new quest chains, furthering the narrative on Kryptomon while rewarding trainers who successfully complete the quests within the 1 month time frame with valuable prizes. For trainers who aren't able to dedicate their time during busy holiday seasons, don't fret! These seasonal quest chains will follow a "Battle Pass" system, ensuring that all progress made by trainers who don't finish the quest chain doesn't go unrewarded.

Game Economy

Except for the initial cost of purchasing your first Kryptomon, the game follows a Play To Earn model that will allow players to earn the in-game currency (KMON) without the need for any further spending on the player's part. These rewards are financed by the **Game Fund**, which is in turn funded largely by purchases of 'Lootboxes' (discussed below) and various other in-game actions that will require the use of KMON.

Lootboxes

Standard Lootboxes

As Kryptomons will only be willing to go on PVE quests or attempt daily challenges if they're kept happy, players are provided with Standard Lootboxes on a daily basis for free. These will contain standard Food, Medicinal and Toy items, in addition to training tickets required to train your Kryptomon.

Used properly, these items should be sufficient to not only keep your Kryptomons alive and happy, but also to participate in PVE at least 3 times a day. It is from the PVE mechanics (discussed below) that a player may then earn more KMON to be sold for a profit.

Players can obtain Standard Lootboxes via:

- Purchasing from the Kryptomon Marketplace
- Distributed for free every day
- Earned from PVE campaigns
- Staking KMON tokens
- Completing Quests

The number of Kryptomons owned* by a trainer will also affect the number of free Lootboxes provided to a trainer.

- Between 1 - 3 Kryptomons: 3 Lootboxes per Kryptomon
- 4th Kryptomon - 2 Lootboxes
- 5th Kryptomon - 1 Lootboxes
- 6th and up - 0 Lootboxes

*Frozen Kryptomon do not count towards the number of Kryptomon owned when determining the number of free Lootboxes to be provided.

Medium & Premium Lootboxes

While unnecessary to play the game at a basic level, Medium & Premium Lootboxes serve to enhance a players experience by providing training tickets and Medium or Premium categories of Food, Medicinal and Toy items used in caring for your Kryptomon.

Players can obtain Medium and Premium Lootboxes via:

- Purchasing from the Kryptomon Marketplace
- Earned from PVE campaigns
- Staking KMON tokens
- Completing Quests

PVE Economy

PVE (Player Versus Environment) is the first of several means that trainers will be able to earn rewards by playing the game, giving Kryptomon its Play-To-Earn status. These come in the form of Quests and Daily Challenges and will always follow certain “rules” that we’ve put in place to ensure they are accessible to everyone:

- Both quests and daily challenges will always be free to play.
- Trainers will only need a minimum of 1 Kryptomon to participate in PVE, though the difficulty and reward for completing them are scaled appropriately to the size of the team.
 - A team of 3 Kryptomons will earn more rewards compared to a solo Kryptomon when completing the same quest.

Quests

The Kryptomon universe is a vast and exciting place filled with magic and mystery at every corner. Will you brave the darkness and delve into the ruins to find clues of how Kryptomons came to be? Who will be the first to defend our world from the horde of darkness?

There are a plethora of exciting storylines just waiting for trainers to discover and players will interact with the world via a series of quests! In addition to experiencing the Kryptomon storyline, these quests are an opportunity for trainers to earn one time rewards, boosting their overall Play-To-Earn earnings.

Quests are organized into quest chains, with 10 quest chains to begin with though more quest chains will be added seasonally in future releases of the game. Each quest must be completed to unlock the following quest in the quest chain, so a player can’t immediately attempt quest 8 without first completing quests 1 through 7 in a particular quest chain.

Quests also get progressively more difficult as you progress through the quest chain, with the final quests in the chain requiring a substantial time investment and effort from players. The rewards for completing these quests also scale up in parallel with their difficulty, providing additional rewards for our more dedicated trainers and the incentive for casual trainers to improve.

Daily Challenge

Where quests allow players to experience the Kryptomon storyline and earn one-time rewards, the Daily Challenges are the bread and butter of the Play-To-Earn economy. As the name suggests, trainers will be given a challenge every day and have 24 hours to complete it to earn KMON.

Players must complete the entirety of the daily challenge in order to qualify for the Lootbox reward, though players will earn KMON when reaching certain milestones in the daily challenge. From the many rounds of simulations and playtesting that has been done, we expect that completing the full challenge should take players no longer than 2 – 3 hours.