



**DOOM
GOONS**

LITEPAPER

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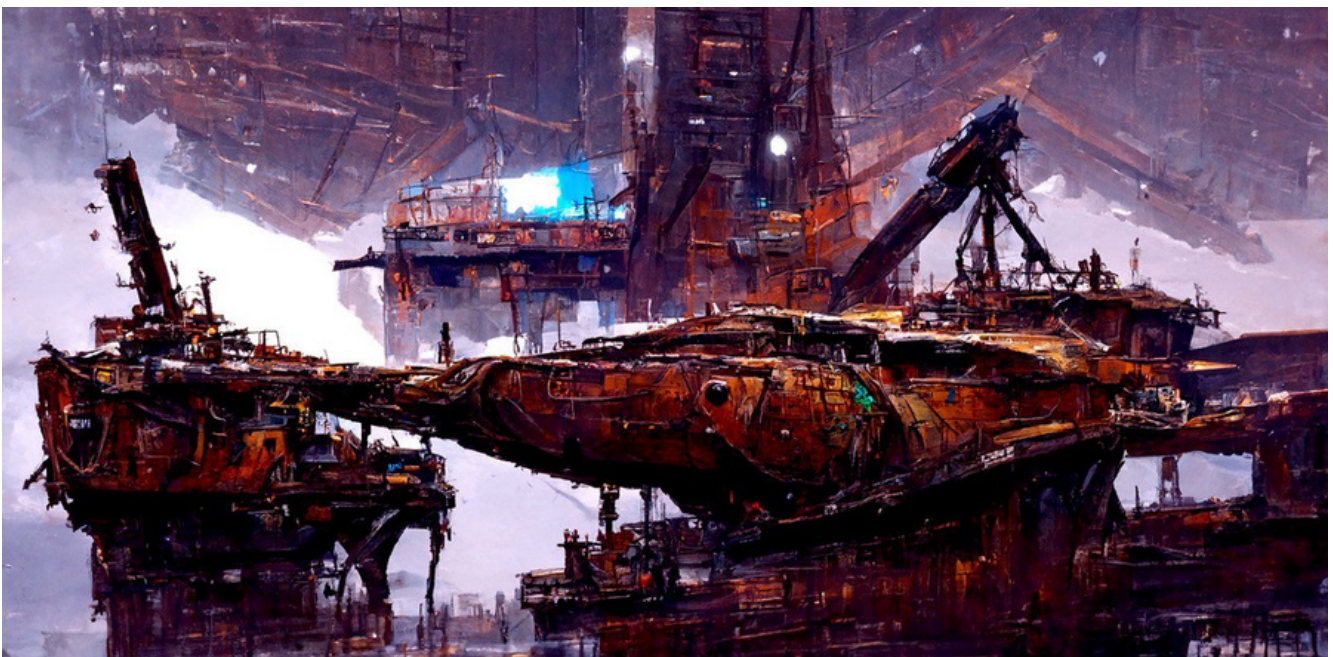
INTRO

WELCOME TO THE UNIVERSE OF THE DOOMGOONS, ALIEN CREATURES INSPIRED BY CONVENTIONAL ANIMALS FROM THE PLANET EARTH; THESE ARE THE MAIN CHARACTERS OF OUR EXTRAORDINARY STORY.

WE AIM TO BUILD A SOLID COMMUNITY THAT REACHES ALL KINDS OF AUDIENCES FROM VETERAN P2E PLAYERS TO NOVICE ONES.

ALL DOOMGOONS GENESIS HOLDERS WILL BE REWARDED WITH BENEFITS AND INCENTIVES THROUGHOUT OUR LONG JOURNEY.

OUR PURPOSE IS TO CREATE AN UNIQUE METAVERSE WITH A PLAYER-OWNED ECONOMY, MULTIPLE UNIQUE IN-GAME FEATURES, REAL WORLD EVENTS THAT WILL LINK OUR USERS FOR AN INDEPTH EXPERIENCE AND AN EVOLVING FUTURE.



DOOMGOONS STORY

1 - PLANET EARTH

2223 A.D.

HUMANITY IS IN THE MIDST OF FIGHTING THE LAST WORLD WAR.

A SANGUINARY WAR STARTED BECAUSE OF THE MOST POWERFUL SOURCE OF ENERGY, AN ANCIENT SUBSTANCE KNOWN AS KLOHOM. NOT ALL THE CIVILIZATIONS IN THE UNIVERSE THAT HAVE DISCOVERED THIS TREMENDOUS POWER OF SOURCE COULD MANAGE ITS IMMENSE POWER, INDEED FOR MANY OF THEM IT HAS BEEN THE CATALYST OF THEIR OWN EXTINCTION.

MORE THAN TWO CENTURIES SINCE KLOHOM WAS FIRST DISCOVERED, HUMAN CIVILIZATION WAS ALSO ON THE BRINK OF COLLAPSE. THE CONTENTION BETWEEN THE NATIONS TO GATHER EVERY LITTLE PART OF THE KLOHOM WAS FUELED BY GREED AND ANGER, THIS INTURN WAS THE CATALYST FOR THE END OF THE WORLD. THE EARTH NOW IS A DARK PLACE, THE LAST HUMANS HAVE BEEN TAKEN CONTROL OVER BY THE KLOHOM, TURNING THEM INTO ZOMBIES THAT ROAM THE PLANET. THIS PARTICULAR EVENT RELEASES INTO THE DEEP SPACE AN ENERGY THAT ONLY THOSE WHO'VE ALREADY DISCOVERED AND USED THE ANCIENT SUBSTANCE CAN PERCEIVE.

FEW DECADES LATER SOMEONE FELT THIS ENERGY...

THEY ARE THE MAIN CHARACTERS OF OUR STORY.

2 - DOOMGOONS

BILLIONS OF LIGHT YEARS AWAY, IN A FAR AWAY UNIVERSE CALLED KLOHOMVERSE (KLOHOM DERIVES FROM KLOHOMVERSE), LIVE A CIVILIZATION CALLED DOOMGOONS. THE UNIVERSE THEY RESIDE IN IS COMPLETELY DIFFERENT THAN ANY WE HAVE EVER KNOWN AND THAT LEADS TO THEM HAVING SOME OF THE MOST UNIQUE TRAITS OF ANY CIVILIZATION IN THE UNIVERSE. THE MAIN FEATURE OF THIS SPECIES IS THEIR COMPLETELY TRANSPARENT BODY THAT ALLOWS YOU TO SEE THROUGH THEM TO THEIR ENTIRE SKELETAL SYSTEM; THIS OCCURS BECAUSE STARS ARE EXTREMELY RARE IN THEIR GALAXY AND CONSEQUENTLY NATURAL LIGHT IS NON-EXISTENT.

THE EXTRAORDINARY ABILITY TO ADAPT TO THESE EXTREME CONDITIONS COMBINED WITH A SUPERIORLY DEVELOPED LEVEL OF INTELLIGENCE MADE THE DOOMGOONS THE MOST EVOLVED SPECIES IN THE HISTORY AND ALLOWED THEM TO BE THE FIRST EVER CIVILIZATION TO MANAGE IN A POSITIVE WAY THE INCREDIBLE POWER OF THE KLOHOM...

3 - KLOHOM

WHAT IS KLOHOM?

THE ANCIENT ESSENCE OF THE UNIVERSE, MORE COMMONLY CALLED "KLOHOM" IS A CHEMICAL COMPOSITION THAT IS PERIODICALLY SYNTHESIZED THROUGHOUT THE UNIVERSE; MANY CENTURIES OF EXPERIMENTATION AND SCIENTIFIC STUDIES HAVE OCCURED TO FULLY UNDERSTAND ITS COMPLEX FORM AND THE POWERS IT POSSESSES.

THIS POWERFUL ELEMENT, IF USED WISELY SIGNIFICANTLY INCREASES THE EVOLUTIONARY CURVE OF A CIVILIZATION, BRINGING IT TO NEW KNOWLEDGE AND TECHNOLOGIES THROUGH AWAKENING THE ANCIENT AURAS WITHIN IT.

THE KLOHOM STRONGLY AMPLIFIES AND ABSORBS THE FEELINGS AND EMOTIONS OF ALL WHO INTERACT WITH IT AND COMPLETELY ENSLAVES THEM TO IT THROUGH THE LIGHT AND DARK WITHIN THEIR SOULS. DARK SOULS WHO COME IN CONTACT WITH KLOHOM END UP OBSESSING OVER IT UNTIL THE ANCIENT ELEMENT COMPLETELY OVERTAKES THEIR MINDS AND MAKES THEM GO INSANE. LIGHT SOULS WITH WISE NATURES INTERACT DIFFERENTLY WITH THE KLOHOM AS IT REMAINS NEUTRAL IN FORM AND HELPS THE SPECIES TO EVOLVE POSITIVELY

4 - THE QUEST FOR KLOHOM

AFTER MILLENNIA OF KLOHOM-INDUCED HYPER-EVOLUTION, THE 5 RACES OF DOOMGOONS (LEPUS, ORION, URSA, TAURA, LYRAS) LIVE MIXED BETWEEN SPECIES DIVIDED INTO 8 FACTIONS. THE COMPETITION BETWEEN THESE FACTIONS IS FIERCE BUT ALWAYS PEACEFUL AND THE BATTLES THAT TAKE PLACE DAILY ARE REALLY JUST GAMES TO SHOW OFF NEW WEAPONS AND POWERS. THESE COMPETITIONS USUALLY OCCUR IN THE FORM OF 3 VS 3 BATTLES THAT TAKE PLACE ALL OVER THEIR PLANETS.

DUE TO THEIR MUCH WISER NATURE AND UNLIKE MANY OF THE CIVILIZATIONS ACROSS THE MULTIVERSE THAT HAVE FOUND THE KLOHOM, DOOMGOONS ARE ABLE TO MANAGE THE SUBSTANCE WITHOUT KILLING EACH OTHER. BUT IN DOING SO THE SUBSTANCE BECOMES AN INTEGRAL PART OF THEIR LIVES MAKING THEM COMPLETELY DEPENDENT ON IT.

PRECISELY FOR THIS REASON OVER THE YEARS THE DOOMGOONS HAVE CONSUMED PRACTICALLY EVERY RESERVE OF THE LIFE FORCE PRESENT IN THEIR WORLDS WITH THE AIM OF SYNTHESIZING THIS SUBSTANCE MORE AND MORE UNTIL REACHING A POINT OF NO RETURN. INEVITABLY, JUST LIKE HUMANS, THE KLOHOM WAS SLOWLY LEADING TO A DISHONORABLE DESTRUCTION OF THE SPECIES AND A BREAKDOWN OF THE ANCIENT WAYS OF THE DOOMGOONS. THEIR ONLY SALVATION IS TO SEARCH THE ENTIRE UNIVERSE TO FIND NEW SOURCES OF KLOHOM BUT IT HAS BEEN 1000S OF YEARS SINCE THEY FOUND WHAT THEY THOUGHT WERE THE LAST RESERVES OF KLOHOM IN NEIGHBORING UNIVERSES; UNTIL THE DAY THEY RECEIVED AN ENERGY PULSE FROM A PLANET CALLED EARTH.

IN AN ATTEMPT TO SAVE THE SPECIES, THE DOOMGOONS GOVERNORS DECIDE TO GROUP THE STRONGEST 25000 DOOMGOONS FROM ALL FACTIONS AND START A NON LETHAL COMPETITION WHERE ALL THE PARTICIPANTS WILL MEASURE THEIR SKILLS AND ABILITIES, IN ORDER TO ESTABLISH WHICH ONES OF THEM WILL HAVE THE CHANCE TO JOIN THE GREATEST KLOHOM RECOVERY MISSION OF ALL TIMES.

THIS IS WHERE OUR STORY BEGINS...

WHAT IS DOOMGOONS NFT

DOOMGOONS METAVERSE

DOOMGOONS NFT IS AN ONLINE VIDEO GAME SAGA MOSTLY INSPIRED BY POKEMON AND AXIE INFINITY WHERE THE USERS OWN NFTS CHARACTERS THAT CAN BE COLLECTED, BRED, UPGRADED OR USED TO COMPETE WITH OTHER PLAYERS IN SKILL AND STRATEGY-BASED GAMES TO WIN OTHER NFTS OR TOKENS.

DOOMGOONS METAVERSE IS BUILT ON THE POLYGON/MATIC LAYER 2 SOLUTION AND UTILIZES A DUAL TOKEN ECONOMIC MODEL.

PLAYERS WILL BE ABLE TO BUY AND TRADE THEIR DOOMGOONS USING WRAPPED ETHEREUM TOKENS (WETH) OR DOOMGOONS TOKENS (DMG) ON OUR OWN MARKETPLACE AND PLAY THEM IN OUR FIRST GAME **DOOMGOONS LEAGUE** (EXPECTED 2023).

THEY WILL ALSO HAVE THE CHANCE TO UPGRADE THEIR STATS, BREED/MINT NEW GENERATIONS OF DOOMGOONS WHICH CAN BE PLAYED AND FURTHER BRED.

THE INITIAL SUPPLY OF DOOMGOONS GENESIS NFTS WILL BE **25000** WHICH WILL BE SPLIT INTO **5 SALES** OF **5000** NFTS. EVERY SALE WILL BE A RACE STARTING FROM **DOOMGOONS LEPUS**.

DOOMGOONS TRAITS AND STATS

THE TRAITS THAT DETERMINE DOOMGOONS RARITY AND MOST OF THE TIMES BATTLE ABILITIES ARE **AURAS** (4 DIFFERENT FOR EVERY RACE) AND **CLASSES**. THERE ARE 8 CLASSES FOR ALL 5 DOOMGOONS RACES WHICH ARE:



AURAS ARE LIKE SUB-RACES, EACH RACE OF DOOMGOONS HAS 4 DIFFERENT TYPES OF AURA FOR A TOTAL OF 20. THIS PARTICULAR TRAIT IS VERY IMPORTANT FOR A DOOMGOON BECAUSE IT INFLUENCES A DISTINCT STAT AND DENOTES A SPECIFIC TYPE OF HIDDEN ABILITY WHICH CAN BE EVEN UPGRADED WITH CERTAIN ITEMS.

THESE ARE DOOMGOONS LEPUS AURAS:

- MERKUR** AURA THAT CALLS FOR SPEED AND AGILITY
- AKRIVI** AURA THAT RECALLS ACCURACY AND PRECISION
- OBIKOS** AURA THAT CALLS FOR THE POWER TO DOUBLE (UBIQUITY)
- VOITHON** AURA THAT AWAKENS THE HEALING POWER



AURA MERKUR

EVERY DOOMGOON HAS 4 PARTS: **HEADGEAR**, **BACK**, **SHOES**, **HANDS/ WEAPONS** WHICH HAVE THEIR OWN CLASSES AS WELL. THESE PARTS CAN BE UPGRADED IN ORDER TO ENHANCE EACH INDIVIDUAL CHARACTER AND TO INCREASE THE RARITY RATE DROP OF NFT BATTLE REWARDS.

A central illustration of a Doomgoon character, a rabbit-like creature with a red helmet and a white and grey mechanical suit. The character is holding a blue and yellow weapon. Surrounding the character are four callout boxes with red headers and white text, each pointing to a specific part of the character's gear. In the top right corner of the infographic is a circular logo with a blue 'DG' symbol.

HEAD GEAR

HELMETS
&
HATS

WEAPONS

GUNS
RIFLES
SWORDS
& MORE

BACK

JETPACK
REBREATHER
SPIKES
RADIO PACK
MECHWINGS
& MORE

SHOES

SHOES
BOOTS
SANDALS
SNEAKERS
& MORE

JUST LIKE AXIES THESE PARTS CLASSES DETERMINE THE DOOMGOONS STATS WHICH ARE 5 AND CAN GO UP TO 1000 POINTS.

THESE STATS ARE:

- HEALTH
- SPEED
- STRENGTH
- FORSAIGHT
- INTELLIGENCE

IN THE DOOMGOONS METAVERSE, THERE ARE EXTRA EQUIPMENTS AND WEAPONS WHICH CAN BE MINTED AS BATTLE REWARDS IN DOOMGOONS LEAGUE V1 AND TRADED IN OUR MARKETPLACE; RARITY AND CLASS WILL MOSTLY SET THE PRICE OF THESE ASSETS..

DOOMGOONS HAVE ALSO CLOTHES, COSMETICS AND OTHER TRAITS THAT ARE NOT RELATED TO THE GAMEPLAY BUT JUST INFLUENCE THEIR RARITY.

ALL OF THESE TRAITS CAN BE GENETICALLY INHERITED BY THE DESCENDANT DOOMGOONS THROUGH BREEDING, WHICH WILL HAVE A COST IN IN-GAME ASSETS.



DOOMGOONS LEAGUE V1 GAMEPLAY

THIS IS A VERY BRIEF SUMMARY OF WHAT **DOOMGOONS LEAGUE V1** WILL LOOK LIKE AND HOW THE GAME MECHANICS WILL WORK. WE EXPECT TO RELEASE IT IN 2023 AND WE'LL ALWAYS KEEP THE COMMUNITY UPDATED ABOUT GAME DEVELOPMENTS.

DOOMGOONS LEAGUE V1 IS A TURN-BASED CARD GAME WHERE YOU CAN BATTLE YOUR DOOMGOONS IN 3 VS 3 GAMES AGAINST OTHER PLAYERS. THE GAME MECHANICS ARE QUITE SIMILAR TO AXIE V2 WITH FEW CHANGES, THE GOAL IS ALWAYS TO DEFEAT ALL 3 OPPONENTS, AND THE FIRST ONE TO REMAIN WITH NO DOOMGOONS LOSES. THE 2 PLAYERS START WITH THE SAME NUMBER OF CARDS AND EACH ROUND THEY WILL DRAW 3 CARDS UNTIL THE END OF THE BATTLE. **ENERGY** IS VERY IMPORTANT CAUSE EVERY CARD PLAYED WILL COST AN AMOUNT OF IT, SOMETIMES UP TO 4 OR 5 FOR SPECIAL SKILLS. EVERYONE STARTS WITH 4 ENERGIES AND EACH ROUND 3 ENERGIES ARE ADDED.

DURING THE BATTLE YOUR 3 DOOMGOONS WILL ALWAYS STAY IN THEIR PLACE BUT, UNLIKE AXIE, DEPENDING ON THEIR PARTS AND THEIR EQUIPMENT, AT THE BEGINNING OF THE BATTLE, THEY CAN HAVE THE ABILITY TO FLY AND POSITION THEMSELVES AT DIFFERENT LEVELS OF HEIGHT. BUT WHAT IS THE ADVANTAGE OF BEING HIGHER UP AND CONSEQUENTLY AT A GREATER DISTANCE FROM THE OPPONENT? THE ANSWER IS BECAUSE FROM A GREATER DISTANCE ATTACKS CAUSE MORE DAMAGE TO OPPONENTS AND JUST LIKE IN AXIE INFINITY WHEN YOU ATTACK, UNLESS YOU HAVE A CERTAIN SKILL TO TARGET A SPECIFIC OPPONENT, YOU WILL ALWAYS HIT THE CLOSEST DOOMGOON.

THEREFORE THE SAME BATTLE COULD TAKE PLACE ON 3 DIFFERENT LEVELS OF HEIGHT WHICH WE WILL CALL **GROUND, SKY AND SPACE**.

TO BE COMPETITIVE IN THIS GAME PLAYERS NEED TO FIND THE RIGHT TEAM COMPOSITIONS AND GOOD SYNERGY BETWEEN THEIR DOOMGOONS ABILITIES/PARTS AND THEIR TYPES OF EQUIPMENT AND WEAPONS AND EVEN THE RNG FACTOR CAN SOMETIMES MAKE THE DIFFERENCE IN A DOOMGOONS LEAGUE CHALLENGE



GENERAL TOKENOMICS

AS THIS IS JUST A LITEPAPER WE'LL DO A GENERAL SUMMARY OF OUR ECONOMY BRIEFLY EXPLAINING A FEW CONCEPTS ABOUT OUR 2 TOKENS, NFT ITEM DROPS, AND BURNING SYSTEM METHODS. TOKEN SUPPLY AND TOKEN DISTRIBUTION DETAILS WILL BE AVAILABLE ON OUR FULL WHITEPAPER WHICH WE WILL RELEASE IN SEPTEMBER.

AS PREVIOUSLY MENTIONED WE HAVE 2 TOKENS. THE GOVERNANCE TOKEN IS DMG (DOOMGOONS) AND, OUR UTILITY TOKEN, WHICH WILL BE INTRODUCED INTO OUR ECONOMY IN A SECOND MOMENT, IS KLHM (KLOHOM).

DOOMGOONS TOKEN

DOOMGOONS TOKENS (DMG) ARE ERC-20 CRYPTOCURRENCY TOKENS THAT CAN BE EARNED BY PLAYING OUR GAMES AND USED TO CRAFT ITEMS, TO BUY ASSETS ON OUR MARKETPLACE, TO BREED NEW DOOMGOONS, OR TO UPGRADE DOOMGOONS PARTS AND AURA'S LEVELS.

AFTER OUR SECOND COLLECTION RELEASE, WHICH WE EXPECT TO RELEASE AT THE END OF THE YEAR, WE'RE GOING TO ALLOCATE A PORTION OF DMG TOKENS ACROSS 8 MONTHS TO OUR HOLDERS TO REWARD THEIR TRUST, BASED ON HOW MANY DOOMGOONS THEY OWN EVERY WEEK AND ON THEIR RARITY. IN THIS WAY OUR EARLY INVESTORS WILL HAVE SOME OF OUR GOVERNANCE TOKEN AS LIQUIDITY TO USE IN OUR IN-GAME ECONOMY AS SOON AS THE GAME RELEASES. THE REST OF DMG TOKENS WILL BE PUT INTO CIRCULATION THROUGH A PRIVATE SALE AND ABOUT 35% WILL REMAIN IN OUR TREASURY AND WILL BE USED TO SUPPORT OUR ECOSYSTEM ONCE THE P&E MODEL STARTS. THERE WILL BE ATLEAST 5 YEARS VESTING PERIOD FOR OUR OWN TOKENS UNLOCK AND WE'LL RELEASE THEM PERIODICALLY AFTER 5 YEARS. YOU WILL FIND MORE DETAILED INFORMATIONS ABOUT GOVERNANCE TOKEN ALLOCATIONS IN OUR UPCOMING WHITEPAPER.

KLOHOM TOKEN

KLOHOM TOKENS (KLHM) ARE ERC-20 CRYPTOCURRENCY TOKENS THAT CAN BE EARNED IN DOOMGOONS METAVERSE AND MAINLY USED FOR BREEDING DOOMGOONS,UPGRADING DOOMGOONS PARTS OR AURAS AND CRAFTING ITEMS AND WEAPONS.

UNLIKE DMG THIS TOKEN WILL HAVE AN UNLIMITED SUPPLY AND WILL NEED TO BE BURNED CONSTANTLY BY PLAYERS TO KEEP OUR ECONOMY IN BALANCE. THIS TOKEN WILL BE RELEASED ONCE WE'VE RAISED ENOUGH CAPITAL FROM PRIVATE INVESTORS AND ONCE OUR GAME-ECONOMY IS WELL ESTABLISHED. AS YOU HAVE PROBABLY ALREADY READ IN THE DOOMGOONS STORY PART, THIS TOKEN WILL BE VERY CENTRAL IN THE DOOMGOONS NARRATIVE AND WILL BE THE PROTAGONIST OF MANY TALES THAT WE WILL TELL YOU SOON.

NFT ITEMS DROPS AND BURN MECHANICS

IN DOOMGOONS LEAGUE PLAYERS WILL EARN MOSTLY AS BATTLE REWARDS OTHER NFTS LIKE CRAFTING MATERIALS, ITEMS, WEAPONS OR EVEN OTHER DOOMGOONS CHARACTERS. THESE NFT DROPS WILL MAINLY DEPEND ON THE RARITY OF YOUR CHARACTERS OR ON HOW MANY BATTLES YOU MANAGE TO WIN CONSEQUENTLY: FOR EXAMPLE, IF YOU HAVE 3 TOXIC CLASS OR LIGHT CLASS DOOMGOONS YOU WILL HAVE A FAIRLY HIGH PROBABILITY OF FINDING NFT OF THAT SAME CLASS/RARITY. THE SAME FOR AURAS: THE MORE RARE THE AURAS, THE MORE VALUABLE THE REWARDS ARE.

THESE NFT REWARDS, IN ADDITION TO BEING TRADED, CAN BE BURNED JUST LIKE DMG AND KHLM TO CRAFT OTHER WEAPONS AND EQUIPMENT OF HIGHER RARITY IN CERTAIN CASES, AND COULD ALSO BE USED, IN OTHER CASES, TO BREED NEW DOOMGOONS.

AS WE HAVE ALREADY SAID PLAYERS WILL BE ABLE TO BURN THESE ASSETS WITH THE FOLLOWING METHODS:

1. DOOMGOONS BREEDING/MINTING
2. UPGRADING DOOMGOONS PARTS
3. CRAFTING WEAPONS
4. CRAFTING EQUIPMENTS
5. LEVELING UP DOOMGOONS AURAS

NOTE: BURNING MECHANICS ARE STILL BEING DESIGNED AND LOTS OF DETAILS AND SPECIFICS ARE UNDER REVIEW AND SUBJECT TO CHANGE.



DOOMGOONS GOONS

LEPUS ROADMAP

MAR
2022

CONCEPT
CREATION



WEBSITE AND
LITEPAPER

JUN
2022

JUL
2022

WHITELISTING
AND FREE-MINT
GIVEAWAYS

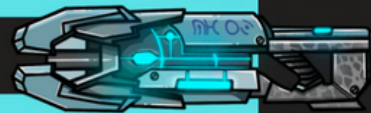


SMART
CONTRACT

JUL
2022

AUG
2022

DOOMGOONS
LEPUS
PRE-SALE



DOOMGOONS NFT
WHITEPAPER

SEP
2022

OCT
2022

DOOMGOONS
LEPUS PUBLIC
SALE



TEAM



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