

Whitepaper



This white paper is an evolving document and as such there may be information within that is updated or changed throughout development. Last updated 20th February 2022.

Deesse is a blockchain enabled, idle Role-Playing Game (RPG) or Card Placement Game (CPG) with progress-based and skill-based features with the incorporation of the Play-to-Earn mechanic, allowing players to earn tokens and NFT in the gameplay. Deesse will be available on both mobile apps and web pages.



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Introduction

Background

Deesse.art represents the next generation of gaming platforms, bridging the gap between decentralised finance (DeFi), gaming, and art. Leveraging the power of blockchain technology, Deesse.art aims to create an immersive gaming experience where players can earn rewards through the \$LOVE token and participate in a thriving NFT art marketplace.

Decentralised Wallet Integration

Connecting your wallet, such as Metamask, Trust, etc., allows you to convert an in-game Goddesses team and seamlessly manage your assets within the game environment.

NFT Goddesses Characters

The Déesse goddesses are not merely visually appealing; they are also imbued with unique powers. With tremendous beauty and charm, these captivating characters hold incredible abilities that players can unleash. There are infinite ways to grow your Goddesses, either individually or as a team, offering a rich and immersive gaming experience.

\$LOVE Token

LOVE is the native Déesse token, listed on Huobi, with more centralised exchanges (CEXs) to be added during 2023/2024. Additionally, players can redeem LOVE tokens from its synthetic \$DEAR, earned through various games on the Deesse platform.

Engaging Battles and Strategic Improvement

Participate in thrilling battles and continually refine your strategies. The more you fight and enhance your gameplay, the more rewards you'll accumulate daily.

In-Game Earnings

Earn valuable in-game assets such as Diamonds and Gold, alongside \$DEAR tokens (synthetic to \$LOVE native tokens). These can be exchanged at a 1:1 ratio every 18th of the month, providing additional utility and incentives for players.

NFT Goddesses Upgrades and Strategy Enhancement

Players can upgrade their NFT goddesses, honing attributes and lineup strategies. Through intelligent gameplay and the correct combination of up to 6 goddesses in your combat line, you can increase your income and level up your goddesses exponentially.

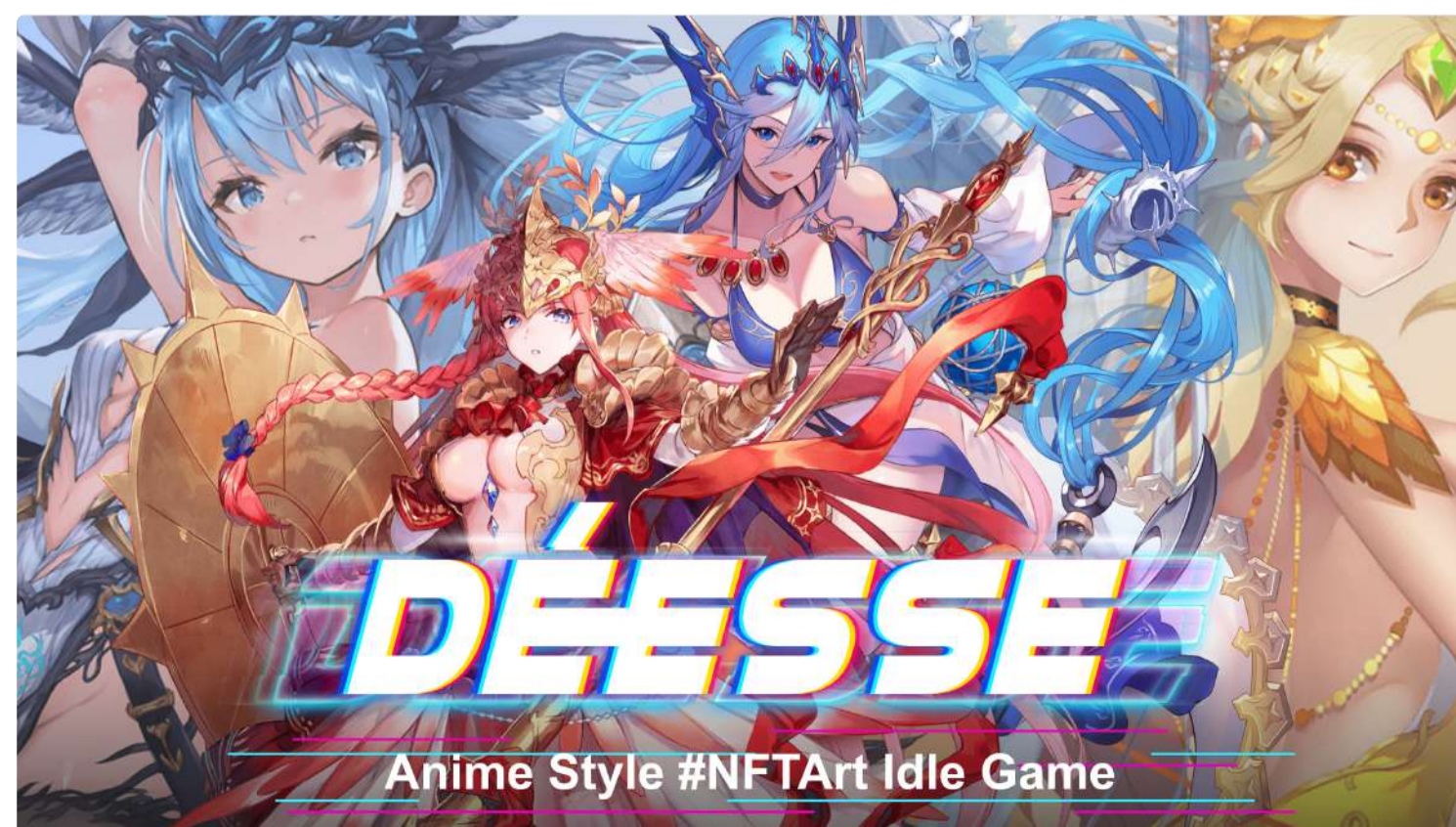
Rarity Improvement and NFT Minting

Each NFT Goddess can be upgraded through different categories, including N / N+, R / R+, SR / SR+, SSR / SSR+, UR / UR+ / UR++ / UR+++ / UR++++ / UR+++++. Upon reaching the maximum level for each category, players can decide whether to mint or continue advancing.

NFT Trading

Once your NFTs reach MAX LEVEL, they can be MINTED and TRADED within the Déesse marketplace, allowing players to benefit from their in-game accomplishments and create a thriving economic ecosystem.

The deesse.art platform encompasses a diverse range of features that cater to both casual players and dedicated gamers. With a focus on the sharing of LOVE and an integrated system that rewards collaboration and skill, deesse.art is poised to become a leading force in the Play, Make Art, Share with the NFT landscape.



The Storyline

Here's our storyline

The game is set in a fictional world where Human civilization has fallen and evils released from hell because Goddesses keeping the world peace and prosperity suddenly disappeared.

In order to restore Human civilization, game players will travel with maidens on a challenging journey around the world following clues left by missing Goddesses. Monsters need to be conquered, evil be cleared. Once mission accomplished, maidens will transform into Goddesses.

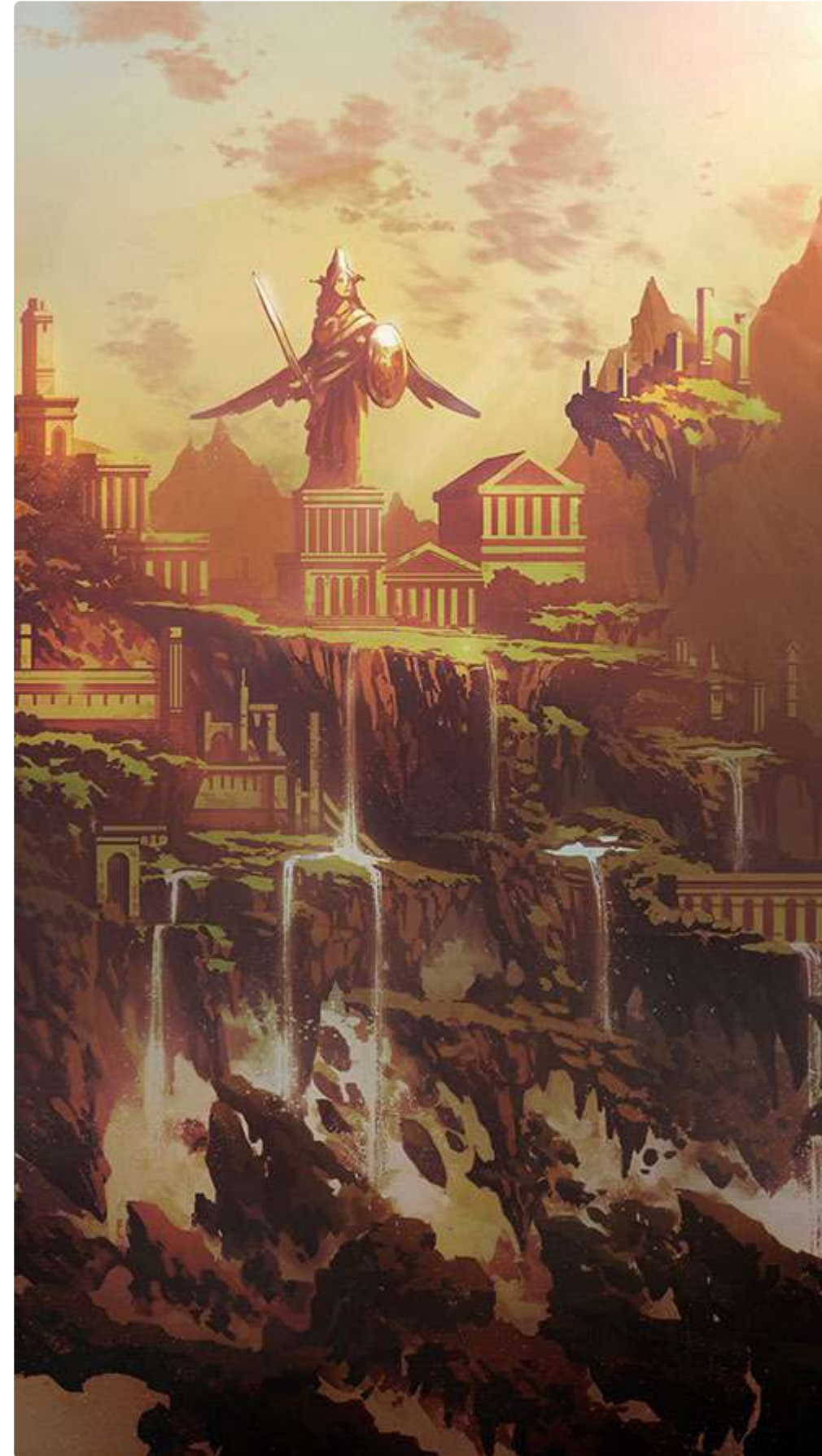


The Mission

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Here's our Mission

Your mission is to awaken the divinity of the maidens through battles, allowing them to ascend to Goddesses, reclaiming the bonds between humans and Deities and recovering the human civilisation. So... Let's get started!



2. Gaming Platform

Overview

Deesse.art gaming platform introduces a wide variety of games catering to different preferences and skill levels. Gamers can participate in tournaments, individual play, or collaborative gaming experiences, with the opportunity to earn \$LOVE tokens as rewards.

Key Features

Interoperability: Seamless integration with various blockchain networks.

Play-to-Earn Model: Gamers can earn \$LOVE tokens through their participation and success within the platform.

Community Engagement: A strong focus on community-driven development and decision-making.

WHAT IS DEESSE

- ◆ **The Game**
Deesse is a Blockchain-Enabled, idle Role-Playing Game (RPG) or NFT Card Placement Game (NFT CPG).
- ◆ **Mechanism:**
Collect NFTArt & Rewards tokens
- ◆ **Multi-Chain**
Eheterum, BSC, Polygon, StarkEx (new trend) & more coming
- ◆ **Graphic theme**
Japanese anime style
- ◆ **Language**
English, Japanese, Korean, Spanish, Chinese, France
- ◆ **DAO Governed**
Decentralised Autonomous Organisation
- ◆ **Storyline**
"Déesee" is set in a world where Goddesses mysteriously disappeared but have dispersed clues to their whereabouts. Players need to travel the map to look for clues with maidens that holds abilities of Goddesses. The goal is to awaken the divinity of the maidens allowing them to ascend back to a Goddess.

Game mechanism



Basic design

Attributes	What are they
Camp	There are 3 camps in the game (Japan, Greek, Norse)
Restraint	Camp restraint relationship : Japan-Greek-Norse-Japan
Class	Four classes in the game (vanguard, wizard, archer, helper)

HOW TO PLAY

Decentralised Wallet: Connecting the wallet to convert in-game your Goddesses team (Metamask Trust, etc.-)

NFT goddesses characters: Not only tremendously beautiful, charming and sexy. The Déesse goddesses possess incredible powers that will only be released thanks to the player's abilities. Infinite ways to grow our loves individually or as a team.

\$LOVE token: Listed on Huobi with more CEXs coming during 2023/2024, LOVE is the native Déesse token. Can also be redeemed from its synthetic \$DEAR after earning them in any games of the deesse platform.

Join battles and improve strategies: The more you fight, refining your strategies, the more you will earn in game daily.

Earn in-game assets and token: Earn Diamonds and Gold to be used in game and \$DEAR tokens as \$LOVE native token synthetics, to be exchanged in 1:1 ratio each 18th of each month.

Upgrade NFT goddesses, attributes and line-up strategies: By improving your game strategies and the combination of your combat line made up of up to 6 goddesses, you will increase your income and level up the goddesses exponentially.

Improve NFT Rarity and Mint NFTs: Each NFT can be upgraded up to its maximum level per category: N / N +, R / R +, SR / SR +, SSR / SSR +, UR / UR + / UR ++ / UR +++ / UR ++++ / UR +++++ reached this maximum level for each category we can decide whether mint or continue climbing

Trade your earned NFTs: Once your NFTs reached the MAX LEVEL can be MINTED and so TRADED on the Déesse market place

Gameplay

Gameplay design and mechanics are subject to change. The current details are up to date as of 11th August 2023.

You will need at least one NFT character cards (Card) to start the game (four-six Card is preferred, as one Card will have a lower winning probability). Cards can be acquired by borrowing, purchasing, completion of in-game task, participation in community event (Whitelist campaign) etc.

Each Card represents one Goddess character (out of 40), and it will be one of the four roles (warrior, wizard, ranger, support), coming from one of the three mythologies camps (Japanese, Greek, and Nordic), bearing either one of five rarity levels (N, R, SR, SSR to UR).

Players can upgrade their Card's capabilities index by using wearables, equipment, gear, and other in-game items. These cards can also be levelled up upon winning battles and advancement to higher levels, unlocking new skills or capabilities.

The most important strategy is setting up the battle line-up. You can choose to team up with different Cards (max six) in each battle and position them accordingly. The capability composition of team members and their position (two rows, three Cards in each) will determine battle result. **The character Cards in the front row will suffer more damage, so players have to adjust the Card's position according to their roles and capability index.**

After the setup, players can click the battle button to enter the game. **In the battle, you will win the battle by defeating all the enemies within the specified turn. If all character Cards on your side is defeated, or if you are unable to defeat all the monsters within the specified turn, the battle will result in a lost.**



Summary



Game scene	Upon entering the game, the default is the main interface map, which is a non-combat map. The map shows a comprehensive information display for players. Players can find out information such as currency, Goddess attributes level, account level and Goddess graphic drawings.
Main storyline	The main storyline is reflected in our gameplay. It mainly consist of collecting equipments, currency, and also unlocking various settings and other gameplay.
Offline rewards	You can get offline rewards according to the current level even when the game is not active, and you can get a bonus for quick collections.
The altar	The 6 Goddesses with the highest levels will automatically enter the altar. Players can share levels by placing other Goddesses on the altar. Altars upgrades are through increasing the maximum level of each Goddess upgrade.

PvE adventure mode

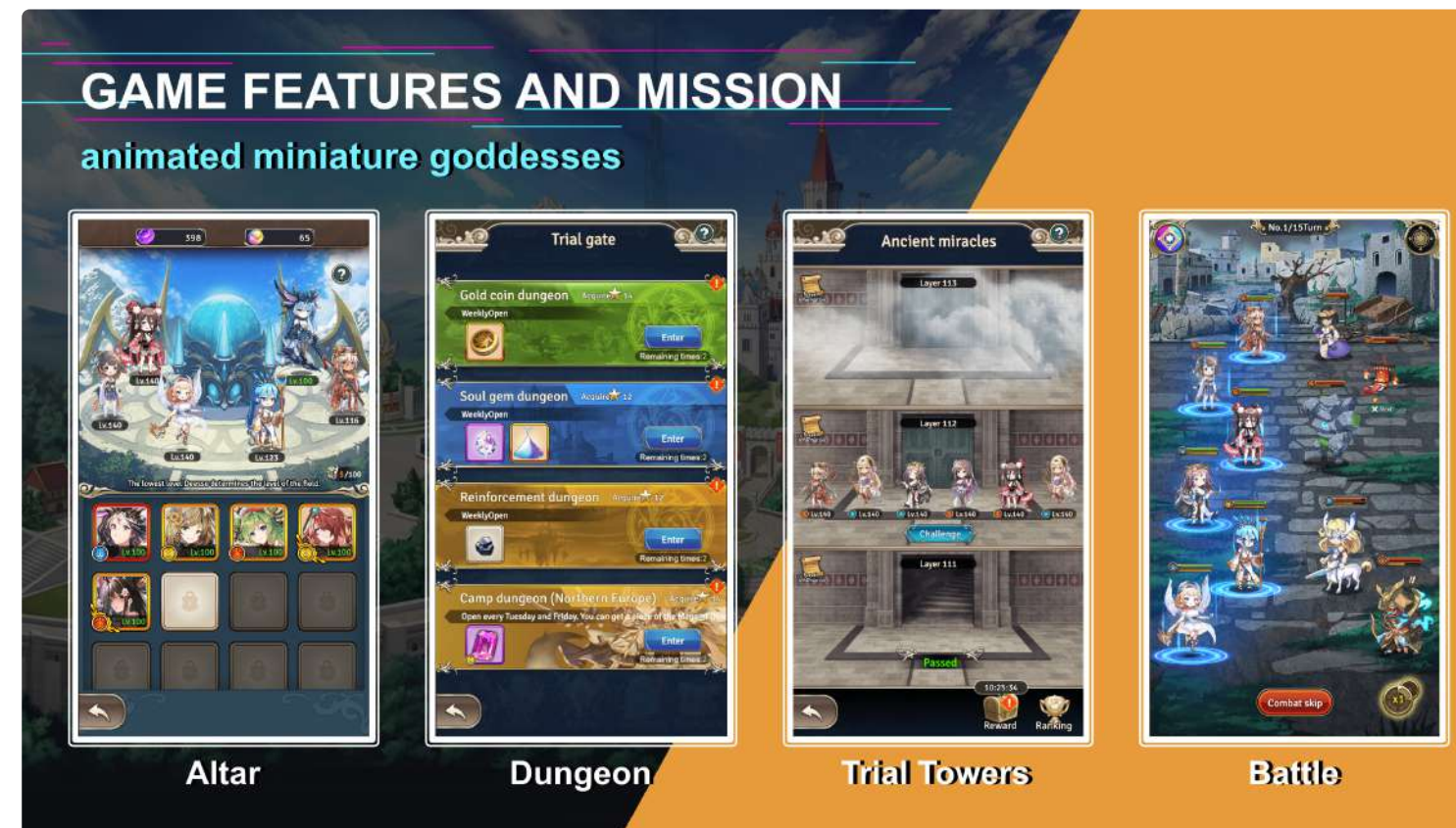
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PvE adventure mode is where players progress either in single player or in co-op mode

For new players, playing PvE through our adventure mode will be a great way to familiarise yourself with our game mechanics as you will be against relatively easier monsters. However, be prepared as the difficulty level increase will catch you off guard if you are unprepared!

Play through our open world adventure to earn rewards including:

- Gold - required to level up your Goddesses and your Player Account Level
- Diamond - required to enter specific mysterious tasks
- Soul stones - combine these with gold to level up your Goddess Weapon
- Achievements
- Vouchers - combine these with other required items to get unique gears, skins, etc.
- Miracle potions - combine these with gold and soul stones to synthesise goddesses



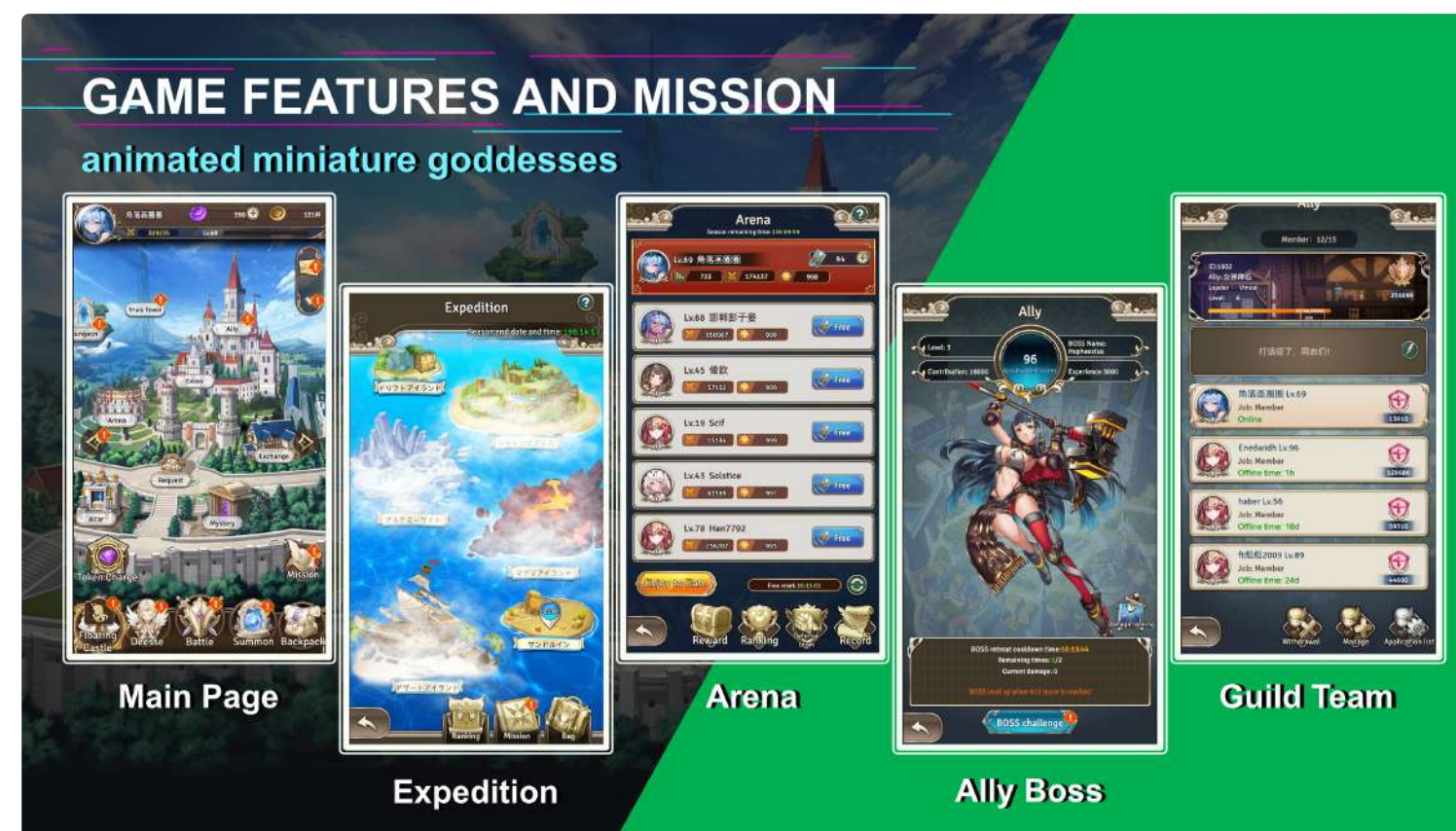
PvP battle royale mode

PvP battle royale mode is a fast paced all-out brawl in a contained map with players duking it out in the ultimate test of skills

One of the game modes of Deesse will feature a 3rd person PvP battle royale set around an arena environment. The map itself will feature an array of spectacular environments including Dungeons, Mysterious regions, Altar, and Tower of Trial.

Players will be able to select their lineup before starting the match. Choose wisely and pay special attention to your opponent's lineup. The key to victory is bringing a balanced team composition. The benefit of owning multiple Goddesses is advantageous as the flexibility you have will be able to round out an otherwise imbalanced team comp.

To enter the PvP battle arena in either big scale competition such as leader boards or small scale match rounds, players will have to pay for entry tickets. The algorithm of the system (on-chain smart contract) will pick a well-matched group according to the player's level.



Guild mode



Guild mode where players can complete guild only tasks such as quests, missions, raids

Players will gain access to a variety of specific Guild activities in Deesse after either creating their own Guild or joining one.

Guilds will also gain access to various quests around the metaverse. These will likely require to be completed in real time, either on your own or with a group. The group size varies, depending on the mission. Rewards will be distributed to the participants, and a small percentage will be distributed to the Guild itself.

While the game is under development, new features and benefits of partnership with guilds are being rolled out on an ongoing basis, including premium pass to Beta game, token public offering whitelist, NFT whitelist, content creation, and extra bonuses for strategic planning.

In-game items

- NFTs (in game resources) / non-tradable

Players can purchase or play to earn in-game items such as equipment, gear, weapons, armours, skin etc. Some items can help upgrade capabilities or level up NFT Cards' skills e.g equipment, gear, weapons, armours while others only have cosmetic or social value e.g skin. Those items cannot be traded at market place directly. The value of those in-game resources embeds with enhancement on the capability index of NFT Card, will help improve the reward ratio for gamers.



- FTs (in game currency) / tradable

Gold is the universal in-game rewarding token, which can be used to purchase in-game resources or exchange with platform token LOVE at a certain ratio. DAO will decide the exchange ratio each quarter and build it into a smart contract. Therefore, even though Gold itself cannot be traded at the marketplace directly, it is still considered a liquid asset due to exchangeability to platform token LOVE.

As a reward token with unlimited supply, the emission and consumption are carefully designed to manage the inflation pressure. Initial consumption is lower than emission to incentivise players. The game treasury will give back a portion of funds from private/public or NFT sale to early adopters and supporters in the format of Gold reward. Over time, the Gold consumption, which was needed to level up, will outpace reward emission. Regardless, players still benefit from higher yields due to value appreciation of NFT Goddess character cards and platform token LOVE in the event when the game economy becomes larger, more vibrant and robust. In the long run, the curve of emission and consumption will cross again. As platform treasury should accumulate sufficient funds to reward long term players in higher magnitudes.

In conclusion, there will not be significant inflation issues on the in-game currency token of Gold due to the supply & demand dynamics and exchange rate as the platform's token LOVE is carefully managed.



There are another two tokens issued in the game as rewarding incentives, diamond and stone, which cannot be exchanged to Platform tokens (non-tradable) but can they be consumed in the game to purchase equipment, gears, weapons, armours, skins or use to unlock story lines.



Equipment	Goddesses equipments include: weapons, coat, shoes, headdress, gloves, rings
Equipment quality	Equipment quality is divided into white, green, purple, orange (equipment set), R, SR, and SSR. The higher the equipment quality, the better the equipment attribute.
Equipment Obtain	Playing in different settings is the main way to obtain a variety of equipment. Players can also buy and assemble materials from our in-game store and allied stores. In addition, upgrading one's equipment will also improve one's equipment attributes.
Equipment Upgrade	Equipment upgrade improves the equipment basic attributes. Equipment strengthening level is parallel with the equipment level. Materials used for equipment strengthening are: gold coins, iron, titanium silver, and steel.
Equipment inlay	Each piece of equipment can be inlaid with 4 gems. Treasure slots can be opened by spending diamonds. Gemstones are divided into blood stones, attack stones, speed stones, and defense stones, with 10 grades for each gem.
Artifact	Each item has two artifact stats (Legendary artifact and Peerless artifact), with a default level of 0. Activate artifact properties and upgrade the artifact levels by using the unique experience stone and legendary Experience Stone. The maximum level of an artifact is 60.

Game strategy

You can select the Goddesses you want by clicking on its avatar to play, you can also drag the Goddess to change her position.

Core lineup characters: Deesse has exceptional gameplay mechanics that allow people of different niches to come together into one massive community, with the common interest surrounding our constantly developing card placement game. Amazing drawing works and professional voice artists casting the voices of the Goddesses provides one a wonderful experience.

These are the recommended battle strategies for PvE.

Novice lineup

Core lineup characters: Athena, Hestia

Recommendation reasons: When Iris and Hecate are grouped together, they are able to maximise damage and reduce the enemy's overall health. Themis strongly protects the frontline while Hephaestus causes damage on the other side. Hestia improves the combat effectiveness of Athena, making her strong enough to handle any endgame outcome.

Advanced lineup

Core lineup characters: Iris, Hecate

Recommendation reasons: When Iris and Hecate are grouped together, they are able to maximise damage and reduce the enemy's overall health. Themis strongly protects the frontline while Hephaestus causes damage on the other side. Njord and Freya provide higher survivability and support. They are strongly recommended to make the enemy feel helpless.

Striker alliance

Core of the lineup: Tsukuyomi, Takiribime

Recommendation reasons: Apollo's and Amatsuhikone's strong damage aura and attribute bonuses aid to improve Tsukuyomi's life and Sakuya's violence output. Ooyamatsuminokami ensures the survival of Sakuya, maintaining the growth of her output, and creating a lineup with an explosive output.

The battlefield harvest

Core of the lineup: Gandálfr, Poseidon, Favna

Recommended reasons: Relying on Gandálfr's set to kill, she will eliminate the enemy's strongest combat effectiveness. With Poseidon's and Favna's strong gain and benefit reduction effect, in combination of Selene's and Prometheus's powers to enhance the team combat effectiveness, and Amenouzume to enhance the team survival, this makes a perfect all-rounder harvest lineup.

Guardian shield

Core lineup characters: Thor, Loki, Skogul

Recommendation reasons: Thor, Loki and Skogul reduce their enemies effectiveness. Mimir and Vidarl enhance the output and control ability, reaching the ultimate reduction towards the enemies. Verdandi's assistance further strengthens the lineup's survivability, making it impeccable.

World destruction

Core lineup characters: Gandálfr, Poseidon, Favna

Recommended reasons: Relying on Gandálfr's set to kill, she will eliminate the enemy's strongest combat effectiveness. With Poseidon's and Favna's strong gain and benefit reduction effect, they will increase Omoikanenokami's output and destroy the first restraint of core attacks to form the second core, Amenouzume enhances the team's survival. This lineup requires an alliance with a high level, please choose wisely.

Flame harvest

Core lineup characters: Iris, Hecate

Recommendation reasons: Iris and Hecate are able to cause mass damage, reducing the enemy's overall health. Njord and Freya provide improved survivability and support, with continuous tactical control. Clotho's ability to attack an enemy's weak point with an explosive output, provides an unmatched flame harvest..

Auxiliary alliance

Core lineup characters: Kamuoitihime

Recommendation reasons: Kamuoitihime provides group damage and improves the auxiliary energy recovery speed.. Amenouzume and Verdandi ensure the survival of the team. Mimir and Vidar abilities to increase their output and enhance the combat effectiveness of the team allows them to increase the team's fighting capacity through a series of targeted control and suggestions. Ukanomitama's appearance creates a qualitative leap to the team.

GAME PLAY EXPERIENCE: [go to > game.deesse.art](https://game.deesse.art)

- Start** ♦ Check your earnings from the previous battle and your new friends on the daily updated friendship list
- Pre-Battle** ♦ For each mission you have to set your own line of play. Which goddesses do you want to field?
- Ultimate animations** ♦ While the goddesses use their powers and attack
- Damage dealt** ♦ Level up your goddesses to increase the effectiveness and therefore the damage done to your enemies
- Infinite gaming experience** ♦ Browse every castle, shop, temple or special room, increasing your growth opportunities. You will never stop honing your technique and thus grow your position.

3. In-game economy

How can players make money?

Native Token \$LOVE

Rewards: Players, artists, and users earn \$LOVE tokens by playing and creating NFT art to get rewarded.

Trading: \$LOVE tokens can be traded or utilised within the NFT art marketplace.

Sharing of LOVE: The \$LOVE tokens foster collaboration and community by enabling sharing between users, players, artists, and partner crypto projects."Sale of NFTs and Character cards

- Upgrading tools and selling them;
- Lending other players characters;
- Battling with other players;
- Design in-game items such as cosmetics, skins, and wearables

We hope and believe that you will be a strong man both in Déesse and in the real world. You must believe it too.

NFT in-game & out-game Marketplace

DEESSE.art extends its innovation to the world of digital art through its NFT (Non-Fungible Token) marketplace. Here, artists can mint, sell, and trade unique pieces of digital art, with the \$LOVE token as a key means of transaction.

Decentralised Ownership: Full ownership and control over digital assets.

Curation and Discovery: An advanced algorithm to showcase a wide variety of art.

Community-Driven Growth: Regular events, partnerships with artists, and community collaboration.



Goals of the Economy

A Balance between Bootstrap Growth or Sustainable Play, create, share, earn

Executive Summary

The Economic Paper is for informational purposes only. We do not guarantee the accuracy of the conclusion you might reach, and this Economic Paper is provided "as is".

The synergistic value of Blockchain & Games

A key value driver of Deesse is the monetary reward system delivered through our robust, well-balanced in-game economics, supported by both in-game rewarding system and blockchain empowered token mechanics.

Another is the excitement, joy and fulfilment from the gaming experience when a player engages in-game activities and advances to higher levels via formulating strategy, practicing tactics, overcoming hurdles and winning battles. Unlike Decentralized finance (DeFi), with a quantitative and straightforward goal of generating APR/APY% returns, GameFi is a complex dealing with both the "Qualitative" & "Quantitative" aspects of the game and a balanced content-rich gameplay to engage the willing players to spend time, effort and money in the game.

Over the interim period, the game will interoperate with other platform and Metaverse projects, creating a larger economic ecosystem. For example, in-game assets could be transferred and used in another games, ecosystem or external developer, and creators can build gaming feature or content in our existing platform and vice versa. Cross platform games create more network effects through social interactions and community-building aspects among gamers.

This agenda also includes bringing more traditional gamers into crypto space through our game platform, starting with our existing application user base. This game is not only for crypto players. Instead, we aim to introduce the "Play, Make Art, Share" 3 concepts to a wider audience.

Goals of the Economy

The development team is dedicated to creating a world class game to drive innovation, regardless of technology, social and economic, by leveraging on blockchain technology. The main goal of game economics is to align the interests of various game participants such as gamers, developers, designers, creators, guilds, miners, scholars, investors etc. by providing a well designed in-games incentives over a long period of time. The returns to the game participants directly corresponds to their contribution to the gaming ecosystem. Contribution could be in the format of monetary value, game playing time, developing games features, promoting and marketing the games, community building etc. In the end, all participants will benefit from the value appreciation of the gaming platform.

Game Economics

A Balance between Bootstrap Growth or Sustainable Play/Enjoy & Earn

Deesse is a Role-Playing Game (RPG) with progress-based features such as adventures, levelling up (PVE, Solo) and skill based features (PVP; Solo). Entry barrier into the game is low as player can start with only one* NFT Character Card (Card) and there is a low cost distribution towards low rarity Card.

In the PVE, players will be rewarded when they unfold storylines, which is associated with in-game activities including battles against monsters, staking/exchanging assets, exploring and completing mysterious assignments. The reward includes in-game currency (Gold, Diamond, Stones) or items (equipment, gears, weapons, skins etc). Unlike Gold, which is exchangeable to platform tokens (LOVE) and in-game items, Diamonds and stones can only be exchange for in-games items. The in-game items have functionalities to upgrade a Card's capability index or skill level-up while character skins are just for cosmetic appearances.

PVE is an important step to bootstrap user growth by lowering the entry barrier and encouraging the spread through word-of-mouths as all players will enjoy the games whilst getting rewards regardless of their level. At PVE level, the game should attract a sufficiently diversified group of players, with game resources (Cards, in-game items) distributed, skills being trained up, and battle experiences.

The next level is a skill based PVP-style gameplay with a betting structure allowing the winners to take distribution of the pooled stakes. To enter the PVP battle arena, such as big scale competition like leader boards or small-scale match rounds, players are required to pay for entry tickets. The algorithm of the system (on-chain smart contract) will pick a well-matched group according to the player's level. Lineup strategies and the understanding of strengths of each character are the keys to victory. The game platform will profit from the PVP activities by taking the organisation charge and commission from reward pools.

On the entertainment side, Deesse is also an idle Card Placement Game (CPG), with unique 2D artistic designs, animated appearance and renowned voice actor dubbing. The in-game gameplay experience is entertaining enough for willing players to spend time, effort and money on in-game activities. Based on historical data, each paid user spent averagely USD 10k+ purchasing on in-game items and takes around one year to complete all tasks and upgrading their cards to the highest level.

**: even though players can start with one Card, the chance of failure is high due to weak capabilities index. Therefore, best combination is to team up with four-six Cards (four as minimum). Also, high rarity Card, which needs to be purchased, would give players extra advantage in levelling up and reward earning whilst low rarity card would take players more money, time or effort to progress to higher level.*

Traditional Player

:

In order to bring our existing user base into the crypto sector, the game platform will allow users to top up games credit via traditional payment gateway e.g credit card, Paypal, bank transfer etc. Then the game engine will create an in-game wallet for them to hold all crypto assets NFT, FT etc. The wallet address will be used to authorise transactions. The in-game hot wallet is not a decentralised, self-custody wallet like Metamask but serves as an interim solution to bring traditional player into crypto space (just like CEX, user can use fiat to buy crypto and stored the crypto into CEX hot wallet).

Based on our current data statistics, DAU 100k would come from non-crypto users. Additionally, those traditional, non-crypto gamers tend to value more on entertainment part of the game than economic incentives, balancing out and diluting predatory users, who primarily focus on short term, economic return

Guilds

:

Guilds (such as [YGG](#) & others) in general are independent within the game itself, but they have an important role to play in our ecosystem. They will own the human aspect of the game, acting partially as a gaming recruitment economy, education ground and providing exposure to the games via their investment in the in-game assets. And perhaps in the future, they might even hold big enough assets to even change the direction of the game itself, similar to how convex holds more CRV than curve itself and is able to have a larger say with the governance votes. Therefore, we will partner with industry renowned guilds when the game starts rolling out in Q1 2022.

4. In & Out Game NFTs

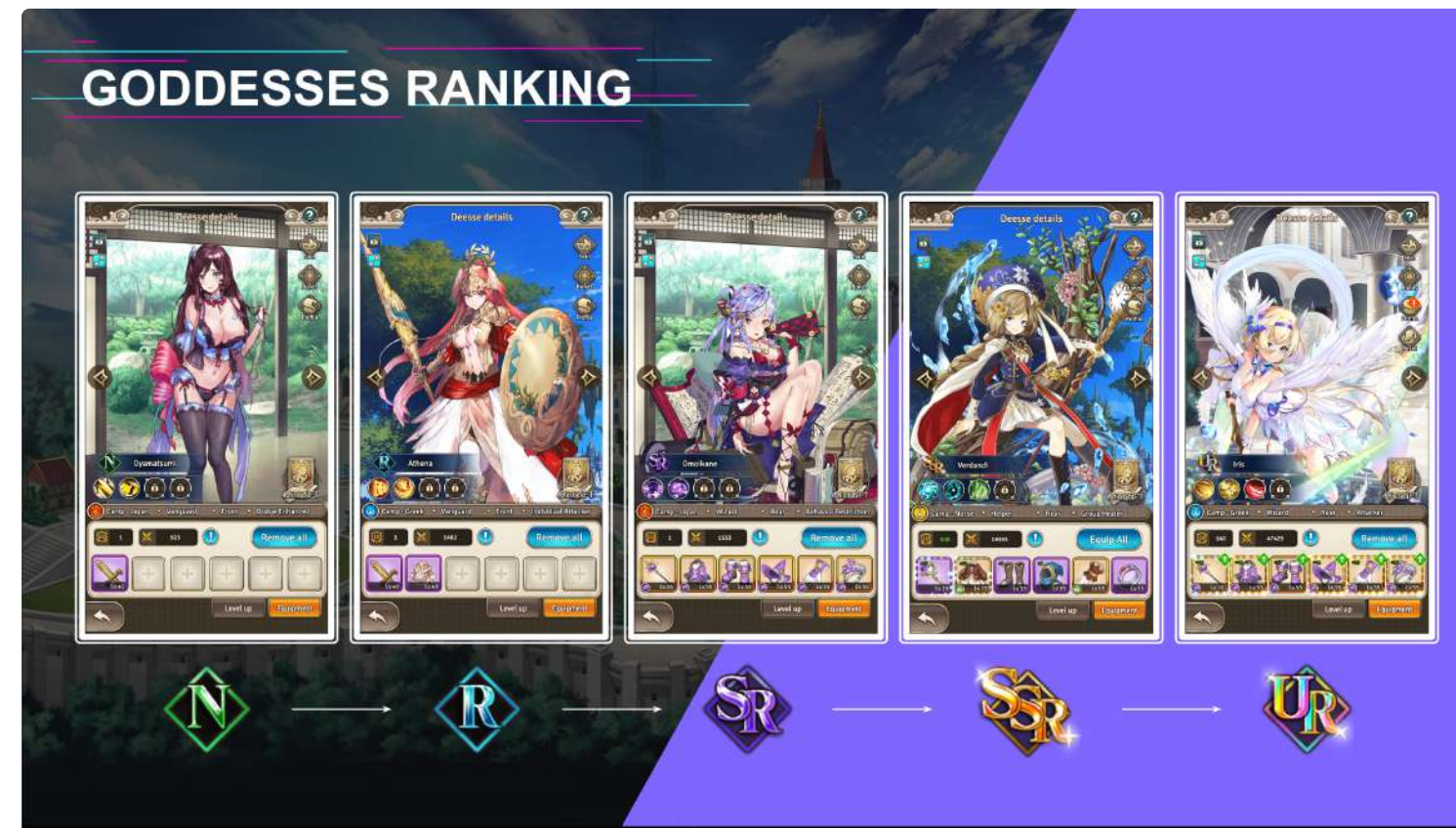
Deesse.art extends its innovation to the world of digital art through its NFT (Non-Fungible Token) marketplace. Here, artists can mint, sell, and trade unique pieces of digital art, with the \$LOVE token as a key means of transaction.

Key Features

Decentralised Ownership: Full ownership and control over digital assets.

Curation and Discovery: An advanced algorithm to showcase a wide variety of art.

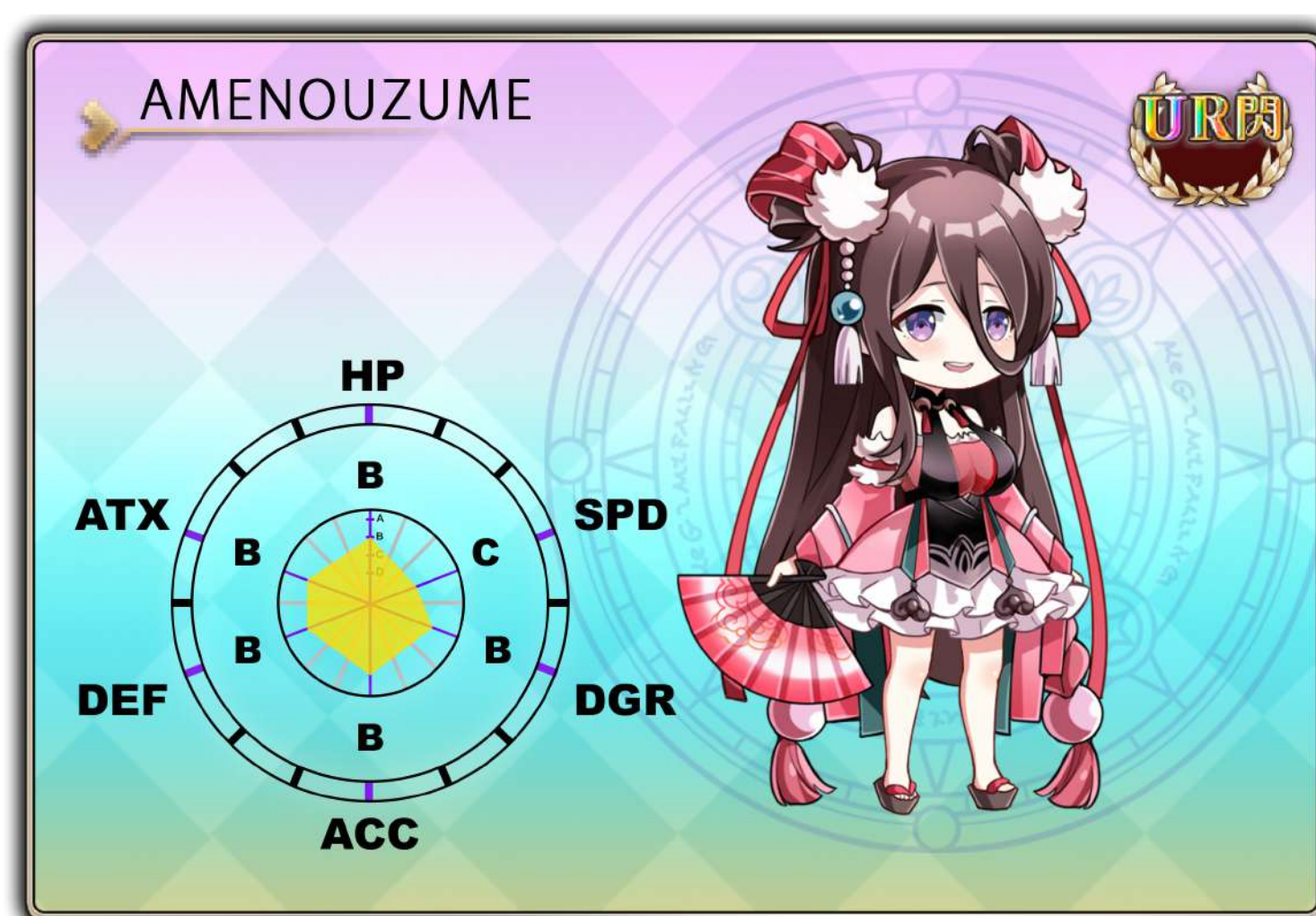
Community-Driven Growth: Regular events, partnerships with artists, and community collaboration.



Character cards

The Goddess quality levels are N, N+, R, R+, SR, SR+, SSR, SSR+, UR, UR+, UR flash, UR flash (1-5 stars). Game resources and items are tokenised. Unlock mysterious events such as battles, taverns, resurrections for great rewards. Players can set Goddesses to battle with them in Secret realms that can be reset without limitation - opening up every 72 hours. Quintuple strategy: Fighting with 5 Goddesses to protect one Goddess. Sharing of levels after placing Goddesses on the altar. Commission based bounty missions. Players can initiate requests to their friends to forge alliances and foreign aid.

Here are one of our fabulous girls:

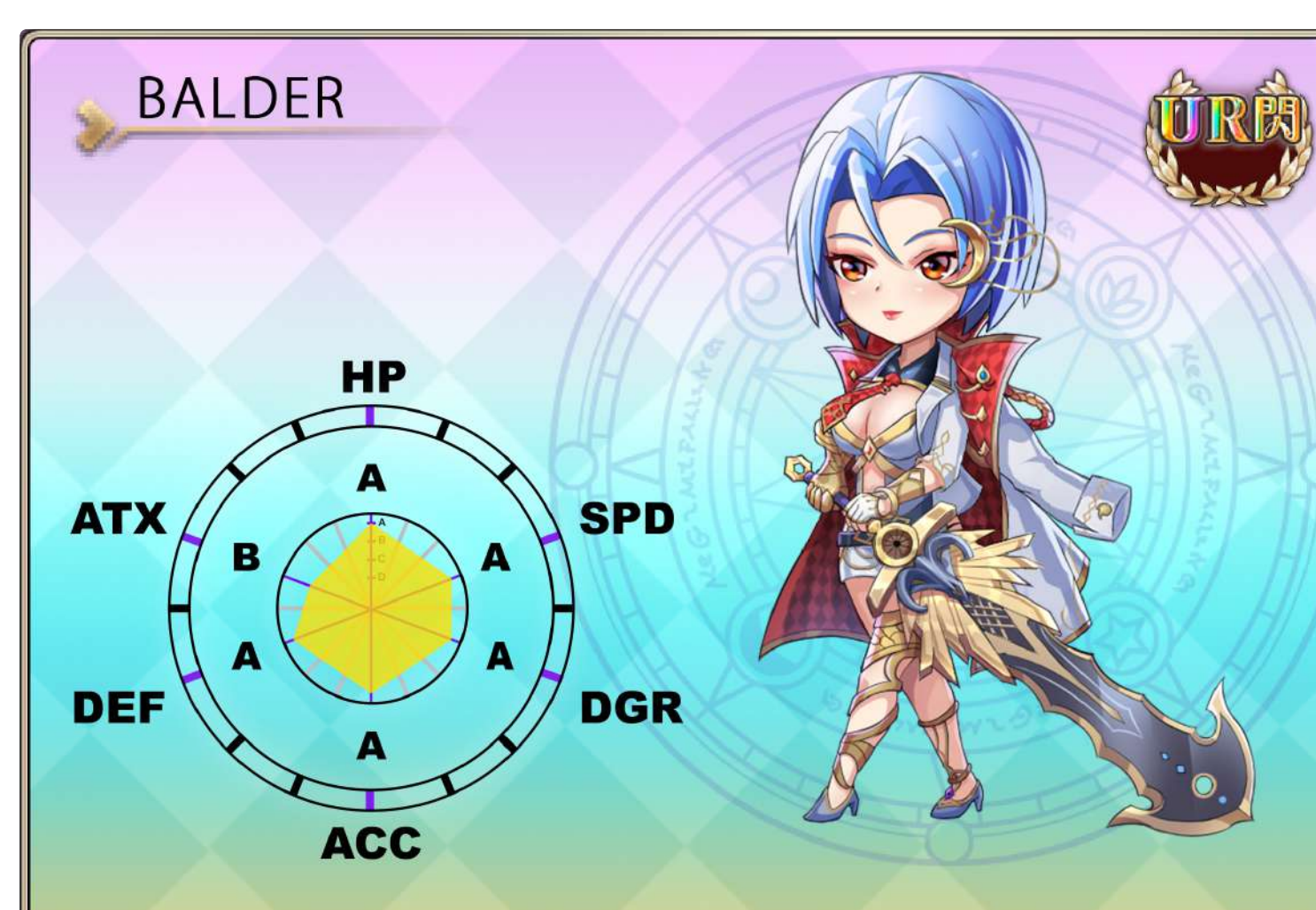


This is Amenoizume. In [Japanese mythology](#), she is the celestial Goddess who performed a spontaneous dance, enticing the [sun goddess Amaterasu](#) out of the cave in which she had secluded herself and had thus deprived the world of light.

Amenoizume decorated herself with [club moss](#) and leaves of the [sakaki](#) tree, lit bonfires, and made a platform of an upturned tub. Her inspired cries and divine dancing, during the period where she exposed herself, so delighted the Gods that they roared in laughter, awakening the curiosity of the sun Goddess.

In our game setting, she is a support from the Japanese camp. Her HP, Attack, Accuracy, DGR, and Defense levels are up to B level, with decent speed at C level. These attributes are enough for her to be a good leader in a team and attack the enemy forcefully.

If you praise her, she will get carried away. She is an honest and cheerful girl, but she suffered a lot growing up. Other than facing poverty, she suffered from many different kinds of abuse. Many unreasonable things had happened to her, and she even felt that her life was just as it is. She had already given up resistance, and listened to fate. Amenoizume is reliable, and she is cautious (she's afraid that her clothing will be taken off one day). Because her former boss (Amaterasu Daishen) is often rude to her. "You... even if you flatter me, I won't take things off!" Daily conversations like this can seem a little overreactive, giving the impression that he is expecting something.



Balder, Old Norse Baldr, in Norse mythology, she was the daughter of the chief God Odin and his wife Frigg. Beautiful and just, he was the favourite of the Gods. Most legends about him concern his death. Icelandic stories are often about how the Gods amused themselves by throwing objects at her, knowing that she was immune from harm.

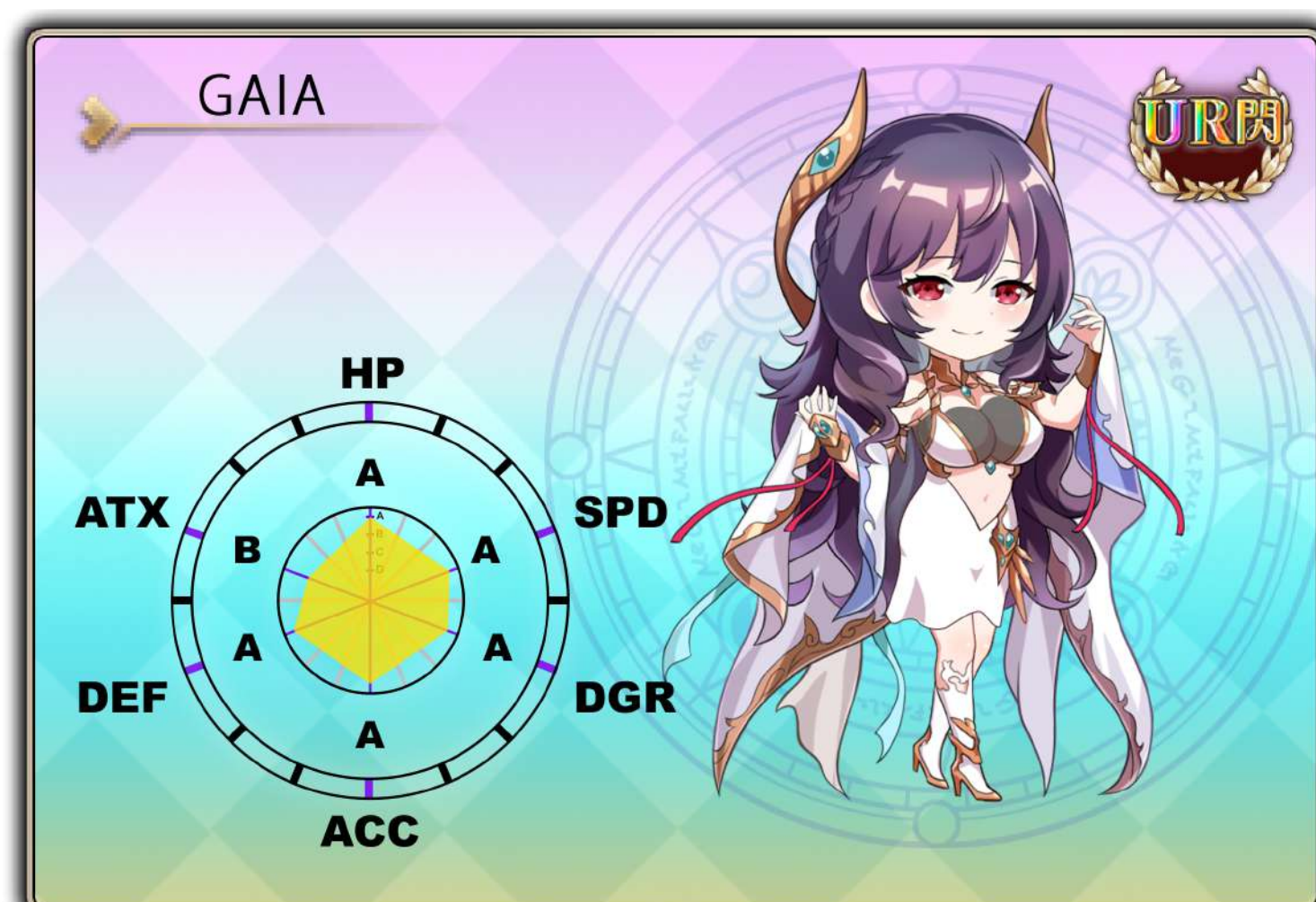
The meaning of her name is "white", "glorious", "lord" and "master". Because of her appearance being too high and dazzling, people can't bear to look at her directly. Her skin is fair and without any blemishes, and even her hair is said to be radiant.

Balder's wisdom and spirit are known to be flawless in the God Realm, but she has one shortcoming, her indecisiveness. One day, Balder had a dream with a premonition that she was about to die. Knowing that this was an unavoidable fate, her mother Frigga made an oath. As long as this oath is around, nothing in the world can hurt Balder. As a result, she became invincible.

The maiden of this Goddess in our game setting is a 17 year-old girl who is just as popular in school. She is tall, graceful, actively in sports, and can speak different languages very well. In the school, she always plays various male protagonists. She became an idol and many school girls went after her, and she enjoyed it. She often called younger kids "kitties."

However, one day, she suddenly felt very anxious. Although she was very happy to be sought after by cute girls, as a girl she also wants to be favoured by men. So she feels very confused. "That's not bad, that's not bad, it's hard to choose between the two...". When she realised her indecision, "I don't deserve to be everyone's idol!". Sometimes she wanted to give everything up to just be an ordinary girl.

Perfect but unstable, this attribute has been carved into Balder's blood ever since.



Gaia was the Greek goddess of Earth, mother of all lives.

The ultra-primitive god in Greek mythology is the mother of all Gods, the most respected and prominent God amongst all Gods, Gaia and Chaos (Kaos) were born during the same time, and she is also the first ultra-primitive Goddess. She is the deification of the earth, the first true creator of the world and one of the original natural forces (the earth) that was able to create life. Her appearance marks the beginning of aligning chaos from disorder to order, and also marks the beginning of all things. She is described in "The Book of Gods" as follows: Conflict and chaos came from Gaia, the mother of all Gods, and it was this great mother who gave birth to all the Gods in the bright universe. In her body, we have seen both creation and destruction, both order and chaos, and in general, darkness and chaos are her essence.

Gaia in our game is about 20 years old, 175 cm tall, and has characteristics such as "motherhood", "elegance", and "the coexistence of madness and lust". She's caring, tolerant, and powerful. In order to protect her children, she did not hesitate to fight against the Three Thousand Worlds.

She enjoys wearing a loose robe and a feather garment like a scarf.

She has inherited the orphanage that has been passed down from great-grandmother, grandmother, and mother for four generations as it's a big female family, and all family members are full of motherhood. Because she spoils her children so much, she sometimes has sex with her sons, and even married them... Her father and grandfather are both from orphanages.

If she meets an abandoned child on the street, she will take them back to the orphanage without hesitation and raise them as her own child. Although she was young, she is called "mother" respectfully by everyone, and she was also happy about it.

She is full of love. If she knows someone is a child abuser, she will fight against them. Thanks to her, the bad guys stayed away from the orphanage.

Due to her strong characteristic of motherhood, she was selected by the God Surrender Plan and inherited Gaia's Godhead.

Join our game and see what they can do!

Goddess Upgrade



You can select Goddesses to upgrade by adding the necessary corresponding materials. Upon meeting the requirements, the quality of the Goddess will be improved. It will retain her level and equipment. Consumables and worn equipment will be put into the backpack. Upgraded Goddesses will have stronger attributes.

MERGING RULES & AVERAGE VALUE

Rarity	Amount Needed For Fusion
	-
	9 x
	9 x
	6 x
	3 x 1 x

→

	1 x 2 x 2 x
	1 x 2 x
	1 x 2 x
	1 x 2 x
	1 x 2 x
	1 x 2 x

Goddess specific skills

⋮

All Goddesses have their own skill sets, and the player can choose different skills for the Goddesses, triggering more COMBOs in their battles. The Goddess unlocks the specialization tree when she reaches a specific level. Select an unlocked specialization and click 'Equip'.



Cultivation



You can upgrade, evolve, equip, and match specialization skills to increase the effect of each Goddesses attributes. As the Goddess level increases or breaks through, you can unlock various Goddess's own skills and exclusive skins.

Goddess reset



Materials used to upgrade Goddesses will be returned upon resetting. Goddesses' level will change back to level 1 and Goddess quality will remain unchanged.

5. \$LOVE Tokenomics

\$LOVE token is the core of DEESSE.art's economic model. It serves as both a reward mechanism within the gaming platform and as a means of value exchange within the broader DEESSE.art ecosystem.

Token Functions

Rewards: Players, artists, and users earn \$LOVE tokens by playing and creating NFT art to get rewarded.

Trading: \$LOVE tokens can be traded or utilised within the NFT art marketplace.

Sharing of LOVE: The \$LOVE tokens foster collaboration and community by enabling sharing between users, players, artists, and partner crypto projects."

Token Function & Distribution

Token Functions

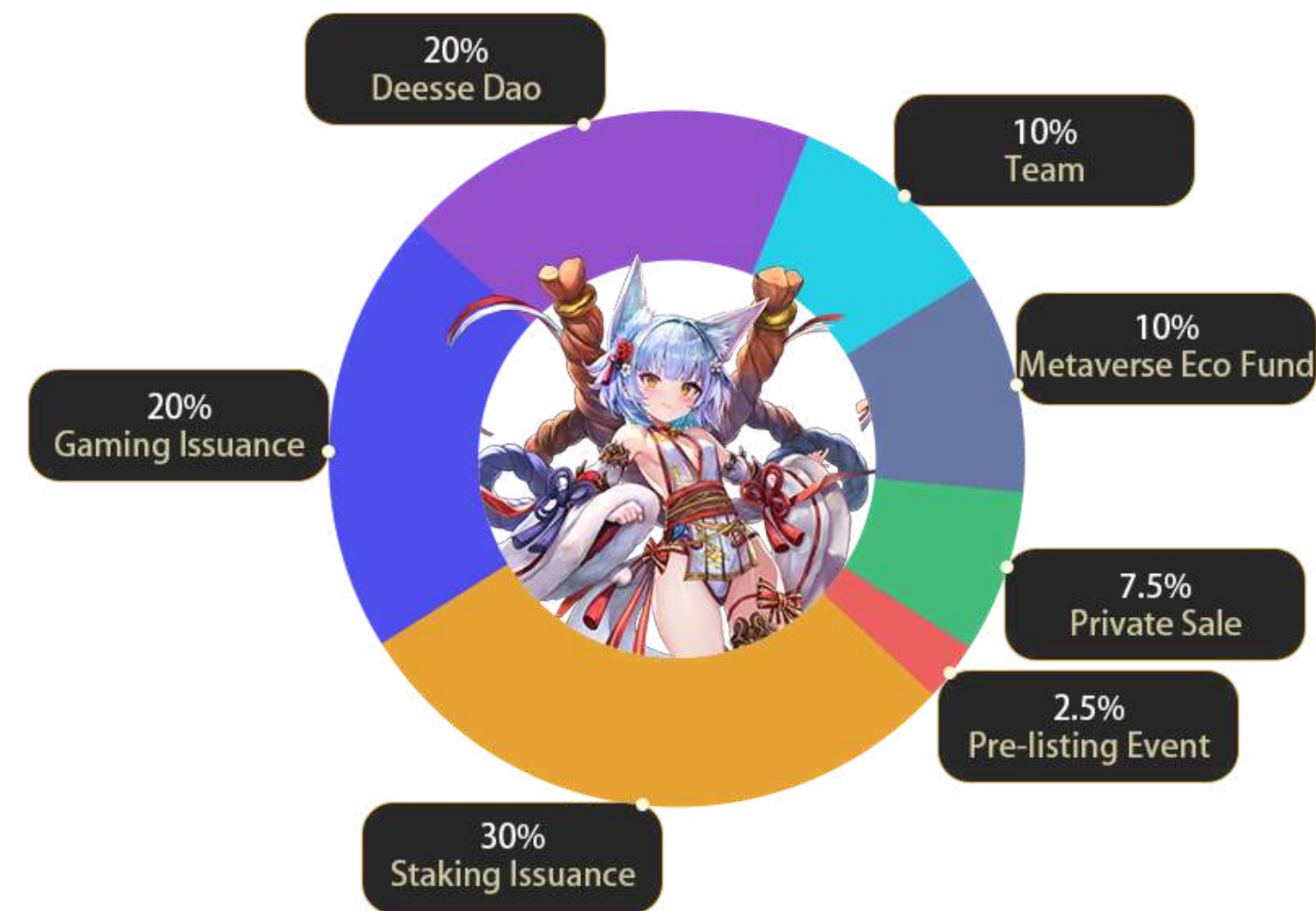
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Token Distribution

The distribution of \$LOVE tokens is designed to encourage participation, reward contribution, and ensure the long-term sustainability of the platform. The token distribution includes allocations for development, marketing, partnerships, community rewards, and reserves.



Allocation	% of Total Supply	Token Amount (billion)	Vesting
Private Sale	7.5%	1.5	5% initially, 3 month cliff then 12 month vesting
Metaverse Eco Fund	10%	2	6 month cliff 3 year monthly vesting
Staking Issuance	30%	6	3 year monthly vesting
Gaming Issuance	20%	4	3 year monthly vesting
Team	10%	2	1 year cliff 3 year monthly vesting
Deesse Dao	20%	4	3 year monthly vesting
Pre-listing Event	2.5%	0.5	Fully unlock (Subject to changes based on CEX or IDO platform request)

Token Economy

In line with the hybrid model to bootstrap growth and sustainable rewards system, we have designed four tokens mechanism as the key catalyst of games economics.

- **FTs (Character Cards) / tradable**

Players need to hold the cards to participate in the gameplay. Each Card represents one type of Goddess with different rarity levels and capabilities index. Combination of different character cards forms different levels of combating/defending power as well. Player need to strategically think of which character cards they need to hold/deploy to win battle, unlock storylines or complete tasks.

In theory, there is an unlimited supply of NFTs as the game desires to bring in unlimited gamers. Nevertheless, the quantity and pricing of NFT is carefully calculated based on the bonding curve (demand vs supply) as well as in-game APR/APY algo. Eventually DAO will make key decisions on the quantity of newly circulated NFTs with careful consideration on the inflationary impact.

Only low rarity level character card can be minted. High level character card can only be synthesised or be progressively developed. We believed it is a fair NFT creation mechanism to ensure sure both platform and existing NFT holders can extract value while we are able to expand our user base growth.

The NFT is a programmable with ability to level up its grade, capabilities and skills. Also, six low rarity level Card can be synthesised into high level ones. NFT is one of the most valuable assets in the games, and it is tradable in 3rd party trading platforms and in-game marketplaces.



- **NFTs (in game resources) / non- tradable**

Players can purchase or play to earn in-game items such as equipment, gear, weapons, armours, skin etc. Some items can help upgrade capabilities or level up skill of NFT Cards e.g equipment, gear, weapons, armours whilst others only have cosmetic or social value e.g skin. Those items cannot be traded at market place directly. The value of those in-game resources embeds with enhancement on the capability index of NFT Card, which will help improve the reward ratio for gamers.



- **FTs (in game currency) / tradable**

Gold is the universal in-game rewarding token, which can be used to purchase in-game resources or exchange with platform token LOVE at a certain ratio. DAO will decide the exchange ratio each quarter and build it into a smart contract. Therefore, even though Gold itself cannot be traded at market place directly, it is liquid assets due to exchangeability to platform token LOVE.

As a reward token with unlimited supply, the emission and consumption are carefully designed to manage the inflation pressure. Initial consumption is lower than emission to incentivise players. The game treasury will give back a portion of funds from private/public or NFT sale to early adopters and supporters in the format of Gold reward. Over time, the Gold consumption, which was needed to level up, will outpace reward emission. Regardless, players still benefit from higher yield due to value appreciation of NFT goddess character cards and platform token LOVE given the game economy becomes larger, more vibrant and robust. In the long run, the curve of emission and consumption will cross again. As platform treasury should accumulate sufficient fund to reward long term player in higher magnitude.

In conclusion, there won't be significant inflation issues on the in-game currency token Gold due to supply & demand dynamic and exchange rate to platform token LOVE are carefully managed.

There are another two tokens issued in the game as rewarding incentives, diamond and stone, which cannot be exchanged to Platform token (non-tradeable) but can be consumed in the game to purchase equipment, gears, weapons, armors, skins or unlock story lines.

- **FTs (Platform token LOVE) / tradeable**

LOVE is the platform governance token over the treasury. The treasury currently accrues and collects revenue via private/public sale of LOVE, NFT Card sale, transaction fees, in-game items sales, cosmetic sales, tournament entry fees, licensing fees, facilitation of competition in PVP and more, as new opportunities present themselves. As a governance token, LOVE would also be used for making proposals and voting for decisions on game development and directions.

Given the fact that Gold and LOVE are inter-exchangeable, LOVE token would also serve as an indirect in-game currency or reward token for PVE players. With initial bootstrapping of growth via early distribution of governance token, which will slowly taper down over time, the platform aligned early users interests via stake in the game. In time to come, the narrative of Play-to-Earn from the bootstrapping phase will transition over to PVE late stage mode (Enjoy to Earn) and then PVP skill-based zero-sum Play-to-Earn narrative (both are more self-sustainable modes).

The design of Deesse tokenomics (hybrid of one and two token models) is to avoid inherent pain point embedded with two token models. Namely the second in-game currency token will be constantly dumped in the market due to inflation, putting great price pressure, even Axie SLP cannot avoid the vicious downward cycle.

In conclusion, the price/inflation pressure on the Platform token is limited due to

1. **The token value** - backed by treasury which collects fee from investment, NFT sale and various in-game activities
2. **The exchange rate** - controlled between Platform token LOVE and inflationary in-game currency Gold
3. **The number of Platform token** - capped as 20 billion
4. **There are multiple usages for platform token**

- Governance token (proposal and voting)
- Used as a booster for in-game stones to buy in-game features/weapons
- Access to PVP leader board (consumed)
- Exchange for in-game currency Gold (consumed)

6. Roadmap

The DEESSE.art roadmap outlines the stages of development, including the launch of new games, marketplace enhancements, partnerships, and continuous community engagement.


ROAD MAP

Q1/Q2/Q3/Q4 - 2023 Q1/Q2 - 2024




Q4 2023

- Reward system optimization
- AMAZON Kindle e-book publishing "Deesse storyline NFTart"
- Partnerships boost (existing partner)
- New Partnerships development
- Lending/Borrowing feature (MetaOne/YGG Sea)
- Web 2 market encroachment (Apple Store - Play Store)
- In-game and on-chain NFTs economic & financial model balancing
- New goddesses release and old goddesses variants creation
- Marketing Campaigns: first budget on ADV test & market data analysis



Q1 2024

- New CEX DEX potential listing
- DAO concept: Decentralised Community Launch
- X Bridge: Cross-Chain Bridge
- Déesse game on more public chains
- New goddesses release and old goddesses variants creation
- Marketing Campaigns: iPhone+Android Déesse App advertising
- Marketing Campaigns: budget on KOL + WEB ADV + SOCIAL MEDIA




Q2 2024

- NFTart out-game: Global Sale & Trading campaign
- New CEX DEX listing (Asia + Global)
- Burning Mechanism Introducing (Tokenomics)
- New goddesses release and old goddesses variants creation
- Marketing Campaigns: budget on KOL + WEB ADV + SOCIAL MEDIA

Q3 2024

- #ShareToEarn concept: vision and design
- DEESSE Game 2.0 Alpha release
- DEESSE Game Idols Beta release
- New goddesses release and old goddesses variants creation
- Mass Adoption: 1 million players target & 100K+ NFT sale



Q4 2024

- #BookOfLove concept: add stories to "The Book of Love" Amazon Kindle
- New game rooms launching
- DAO concept: expansion
- Listing on all TIER 1 Centralised Exchange
- LIVE Events, conferences, own parties, celebrations, "Meet the staff".
- Land on the METaverse: partnership and integration with Metaverse influencers, Déesse Goddesses as Digital Humans production
- Déesse merchandising: Goddesses miniatures, Tshirts, Hat, Gadgets.

7. Security Measures

DEESSE.art prioritises the security and integrity of the platform. Comprehensive audits, secure smart contracts, and regular monitoring are employed to safeguard user assets and information.

More



DEESSE.art represents a new frontier in digital entertainment, merging gaming with art through a decentralised platform. With the \$LOVE token at its core, DEESSE.art encourages active participation, rewards creativity, and fosters a thriving community of gamers and artists. The future of gaming and digital art is here, and DEESSE.art is leading the way.

This whitepaper is a general introduction to the fictional DEESSE.art platform. For more detailed specifications, customised development information, or collaboration inquiries, please consult the official [LINKTREE - Deesse.art](#) documentation or contact the project team directly.

Socials



Follow our Twitter: https://twitter.com/deesse_dao

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Visit our Medium: https://medium.com/@deesse_2021

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