ARKER

THE LEGEND of OHM

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Arker: The legend of Ohm

Arker is a game which will place you in the role of controlling a hero with his pet in order to regain control of the kingdom of Ohm. But for this you will not fight alone! You will have the opportunity to be part of a clan to achieve your goal but it will not be easy! the enemy will always try to defeat you and your clan. Skills, runes, equipment, characters, pets and incredible PVP / PVE content will make your stay in Ohm unforgettable.

Arker is inspired by the mythical games of Korea fast-play and will not only be a fun game but it will allow you to share moments with other friends and obtain great rewards.

The Arker model is based on "play to earn" from the beginning you will be able to obtain items which can be sold in the marketplace that will make you obtain financial rewards.

Player can win rewards by:
- Fighting against other players will allow you to earn FoA tokens.
- Playing PVE you can get rewards or items that can be sold in the ingame marketplace.
- Performing daily missions.
- Competing in the guild war.
- Holding special events.

Our vision

From Arker we want to establish a new economy-gaming-RPG ecosystem so that anyone in the world can benefit from economic rewards for playing our game. Sharing, collaborating, and having fun are our goals!

Gameplay

The game currently has 2 battle modes:
- **Battle - Normal PVP:** To play in this mode it is necessary to buy a ticket that has a cost of a fixed amount of FoA tokens. Other users with another ticket can join your battle and fight. Winner receives FoA tokens and experience as rewards. Losers receive experience.

- **PVE:** Destined to obtain FoA tokens you can complete 10 missions per day. That game mode will require skill to defeat the monsters.

New game modes[1]:
- **Guild War:** Establishes a world war in Ohm's kingdom. To participate in the event 10 players will form a guild and fight against another one. In the guild war the winner who accumulates the highest total score will get a great reward in tokens.

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[1] Modes that will be released in the future, please check the roadmap.

PEPITO GRILLO

6   481,28

LOGROS

Partida diaria semanal	90,00	1/7
Consigue el rango: Maestro	1	1435/2600
Gana a cien Berserkers	1	23/100
Gana una partida en la que el oponente acabe con 0 puntos de vida	40,00	Completado
Victoria diaria	10,00	0/1

JUGAR   CLANES   HABILIDADES   EQUIPAMIENTO   MERCADO   ARCAS   0

Nelson208 (N208 Team)
Pepito Grillo / Berserker (N.7)

ESPERANDO
33

psycho23m (Beasts)
Izarian (N.27) / Alegator

164   92   120   109

Nelson208
N208 Team

PEPITO GRILLO

6   481,28

CLANES   #7

Beasts	5 miembros	Puntuación 1256	+0	1
BUSHIDO	6 miembros	Puntuación 1231	+0	2
Darkers	5 miembros	Puntuación 1162	+0	3
LEGIT	5 miembros	Puntuación 1123	+0	4
ALOHA	2 miembros	Puntuación 915	+0	5

JUGAR   CLANES   HABILIDADES   EQUIPAMIENTO   MERCADO   ARCAS

Nelson208 (N208 Team)
Pepito Grillo / Berserker (N.7)

TU TURNO
36

ARKER
Enemigo (N.15) / Monster 1

209   0

Nelson208
N208

EQUIPADAS
PEPITO GRILLO / BERSERKER

HABILIDADES
Solo para Berserker

Coste: 112/120

ENEMIGO DERRIBADO
COMÚN

Reduce la destreza de la habilidad del rival en 1.

NIVEL MÍNIMO 0

EQUIPAR
VENDER

JUGAR

Village

The village will be cities for your characters which will be completely customizable and will provide improvements. The villages will have different buildings:

- **Power generator:** This building will allow a faster power generation.
- **Energy Sanctuary:** It will increase the maximum energy.
- **Sanctuary of the race:** improves the capacities of the race.
- **Ancient sword:** It improves the attack of the champions by 2%.
- **Crystal altar:** Improves the HP of champions by 2%.
- **Clover building:** Increase the luck ratio of daily roulette.
- **Experience building:** You leave the characters there and they get a % passive exp.
- **Visual:** Add only visual decoration so that FoA can be spent on it.
- **Roulette:** You click and the roulette wheel starts to spin, when the wheel stops you get a prize (Item, ability, pet or nothing). One spin free every 24 hours.

Items, abilities and pets

- Items are equipable objects that can give your hero an extra amount of life or energy during battle. In the future, arker will release items that can be equipped as helmet, armor, weapon or boots, and can be exclusive for a single class or a minimum level. In addition, the item equipped as a weapon will give an active ability that may be used by the hero once per combat.
- Abilities are the attacks that your hero can perform during a battle. Each ability has a cost of wisdom, so the player can give his hero eight abilities with a maximum wisdom in total. Once in a battle, four of the abilities previously given to the hero will be randomly selected.
- Pets can accompany you during the game which will give you benefits in your battles. Each pet will have a special ability.

Game mechanics

1. Preparation:

To bring the hero to battle, the player must prepare them by equipping their character with different skills that are capped to a maximum wisdom.

2. Matchmaking:

The matchmaking system will choose the most suitable player among the available ones so that the difference between levels of both heroes is the minimum possible. To do this, the system will initially search for a rival with a maximum difference of up to three levels. If not possible, the search range will be extended to a difference of six levels. If a rival is not yet achieved, the hero will fight against a balanced bot for his opponent.

⚔️ 3. Turns:

Once in combat, the system will randomly select four of their eight equipped abilities for each hero. The player with higher accuracy will be the player who starts first. The hero chosen to attack first will have 60 seconds to choose one of their four abilities, as well as an amount of energy to use along with that ability. Once selected, the other player will be notified of which ability the opponent will use, but not what amount of energy is to be used. Thus, the player must think what ability and amount of energy to use to overcome his opponent's attack, again with a 45 seconds limit to choose. Once both have chosen, the hero who has used a more powerful ability, taking into account the energy used together will do the damage to the other hero. The next turn, the other player will start the round. In this way, the battle will end when a hero has exhausted all his life or both players have used their four abilities.

📦 4. End of the game and rewards:

At the end of the game both players will get rewarded with experience. The winning player will receive, in addition to greater experience, 90% of the total FoA bet by both player in the game. The FoA will allow the player to purchase all kind of items. With FoAs, the player can purchase arks that will contain six items. Four of these will be normal, the fifth will have a 50% chance of being normal, 40% of being rare and 10% of being very rare, and the sixth will have a 70% chance of being rare and 30% of being very rare. Players will be able to sell their items at the internal Arker Marketplace.

Play-to-earn

Players will have daily missions available to get FoA tokens completely free of charge. To do this, they must log in daily and play a game against AI (free). This will allow you to get daily reward tokens.

ARKER Tokenomics

ARKER token is only used for governance and cannot be used in-game.

Total token supply	2,000,000,000 ARKER
Listing price	0.01$ / ARKER
Circulating supply at launch	27,350,000ARKER

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IDO (1.1%) *20% unlock at listing. 30 days cliff. Then 4 months of linear unlock*	**0.009$ (22,220,000 ARKER)**
Seed Sale (11.25%) *3% unlock at listing. Then 1 month vesting cliff and 18 months of linear unlock*	**0.0040$ (225,000,000 ARKER)**
Private Sale (10.8%) *5% unlock at listing. Then 1 month vesting cliff and 18 months of linear unlock*	**0.0070$ (215,780,000 ARKER)**
DEX Liquidity (2.25%)	**45,000,000 ARKER**
CEX Liquidity (5.25%)	**105,000,000 ARKER**
Special events & Tournaments (24,35%)	**487,000,000 ARKER (17,000,000 / month)**
Rewards (15%)	**300,000,000 ARKER (8,300,000 / month)**
Team (15%) *Starting after 6 months of launch (27 months lineal)*	**300,000,000 ARKER (11,000,000 / month)**
Advisors (7%) *Starting after 6 months of launch*	**140,000,000 ARKER (8,750,000 / month)**
Ecosystem fund (8%)	**160,000,000 ARKER (7,000,000 / month)**
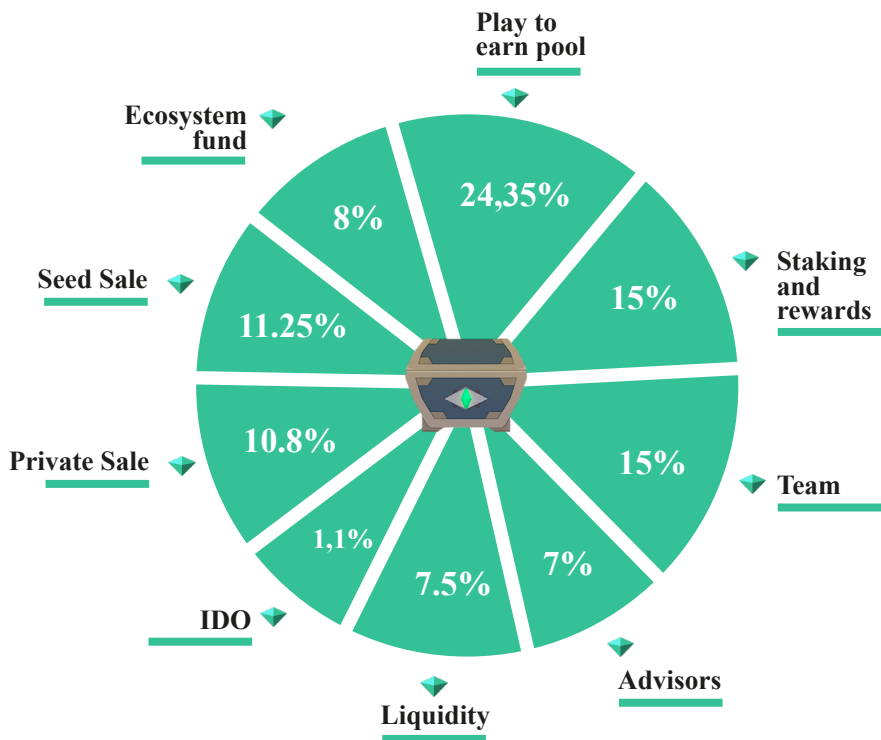
Economics

Total tokens circulation / token unlock - Arker
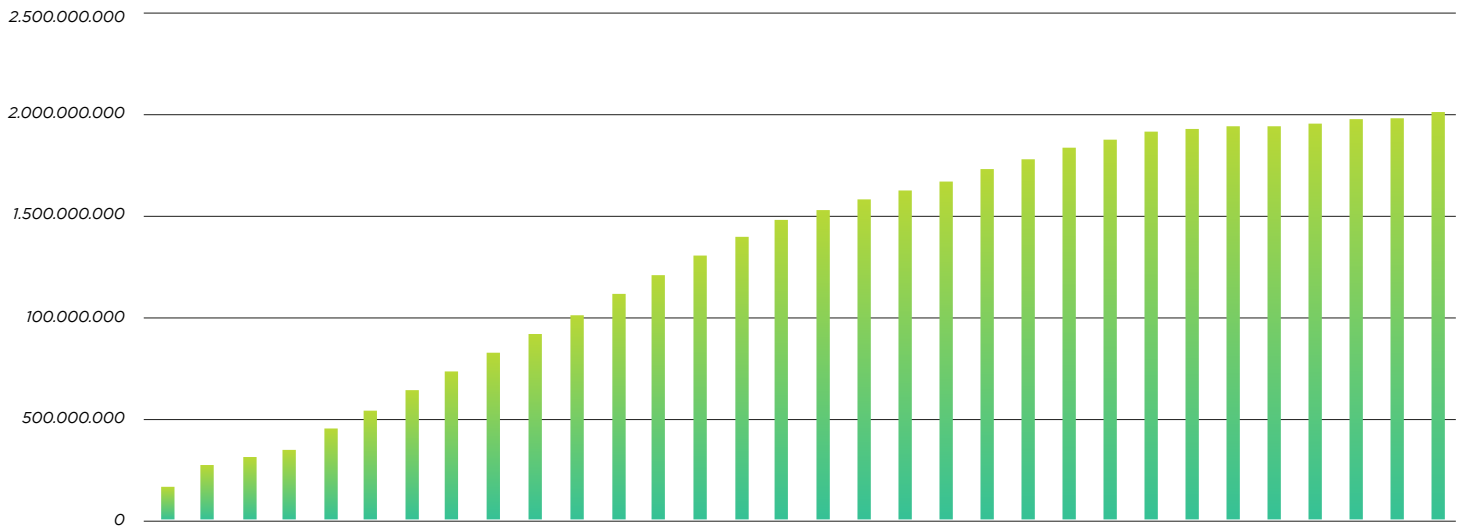
Governance

The ARKER token will allow holders to make decisions about future updates in the game. Holders will be able to actively participate in game development, marketing campaigns, and artistic designs through Decentralized Autonomous Organization voting decisions with their ARKER token, so the greater number of tokens someone has in possession, more voting power in the decision making. Once the term is over, the decision is executed if there are more votes in favor than against. Our idea is to encourage both players and developers alike, allowing the ecosystem to grow. In this way, over time, the decentralization of our game will become absolute and players will be incentivized to hold the token.

All budgets approval (decision-making on how to spend the amount of tokens reserved to carry out marketing campaigns or contests, etc) and marketing decisions will be decided by this governance system, and funds will be held in a mulsti-sig cold wallet controlled by the core team. At least 2 out of 3 signatures will be required.

Initial distribution of the funds raised by the sale of the ARKER token:

- 55% Development expenses
- 20% Marketing
- 10% Exchanges and partnerships
- 10% Administrative costs
- 5% Business development

Fragments Of Arker (FoA) Tokenomics

The in-game currency used for rewards, in-game items, etc. This token will be used as payment of items/skins/NFTsfts/battles in-game.

Total token supply	**540,000,000**
Listing price	**0.015$ / FoA**
Circulating supply at launch	**75,000,000**
Initial market cap	**1,110,000$**
Fully diluted market cap	**8,100,000$**

Liquidity (6.18%)	**33,372,000 FoA**
Rewards and ecosystem funds (13.82%)	**74,628,000 FoA**
Play To Earn (Game pool) (80%)	**432,000,000 FoA**

FOA Token will be tradable in the FOA/BNB pair.

Deflationary Mechanism

Every time a player makes an in-game purchase paying with FoA 85% of the value will go back to the game pool, and the other 15% will be burned.

ARKER ⇌ FoA Exchange

With part of the money raised from the sale we will add liquidity in two pairs on a decentralized exchange:

- ARKER
- BNB and FoA
- BNB

We will not facilitate any other form of exchange.

However, given the nature of the blockchain, any user can create a new pair of one of our two tokens against other tokens.

Distribution

Liquidity 6,18%

Rewards and cosystem funds 13,82%

80% **Play To EarnPool**
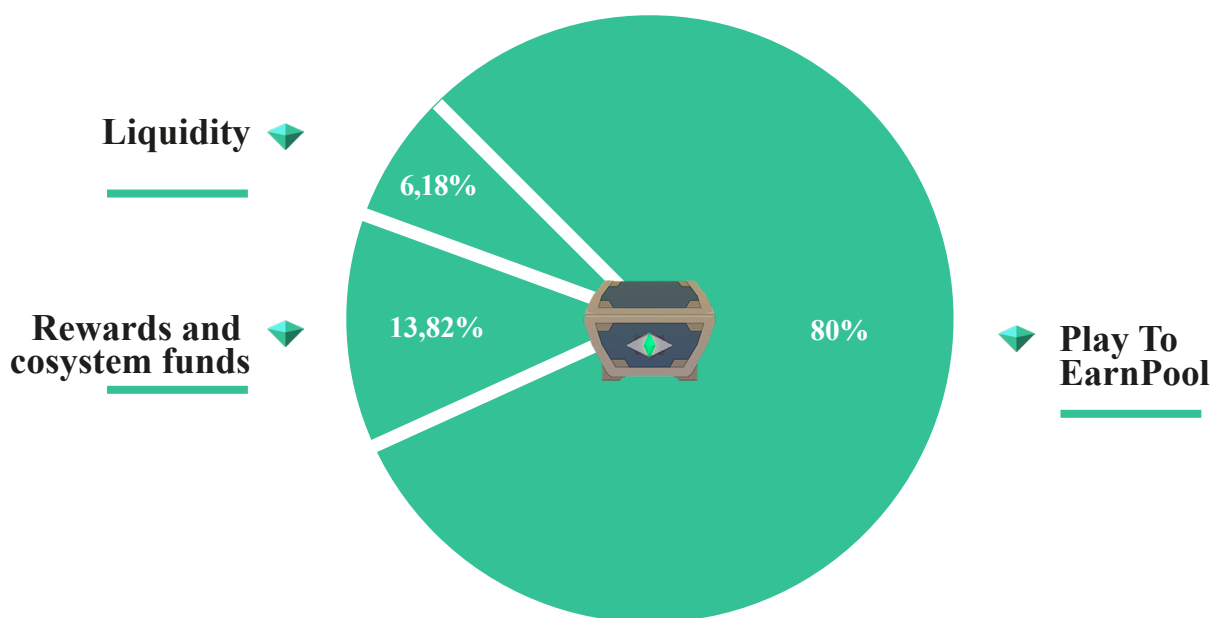
Technology

The game is developed in unity and the off chain servers are based on NodeJS + MongoDB technology. Those will ensure the real-time games and the mechanics, while maintaining the on-chain security. All the funds are managed via game smart contracts made in solidity and run on the BSC network. The Arker game combines both on-chain and off-chain technology to get the best of both worlds.

Special Events

Sometimes we can do giveaways where the winner can get a small amount of FoA or ARKER as a marketing campaign. For in-game events, for example, users can get double the FoA of the usual reward or during a precious specific time, for registering in the game, users can get a small initial amount of FoA. For off-game events, like contests or bug hunting, users will get ARKER tokens in this events. Always for marketing purposes.

Tokenomics

Arker

ARKER is a BEP 20 governance token for the Arker metaverse.

Holders will be able to shape the future of the Arker's universe along with their events, next exclusive NFTs and much more.

To be able to start earning Fragment Of Arker and unlock the full Arker experience, players will need to get some ARKER tokens to obtain their first pets. Those pets will give boost to the character that they are partnering as well as unlocking the Play To Earn capabilities.

Fragments Of Arker

Fragments Of Arker (FoA) is a BEP 20 token for the in-game economy of Arker.

Players will get rewarded with this tokens for playing daily and completing quests, also the FoA is the heart of the metaverse's economy. Create a guild, join the PVP battles, buy items and much more.
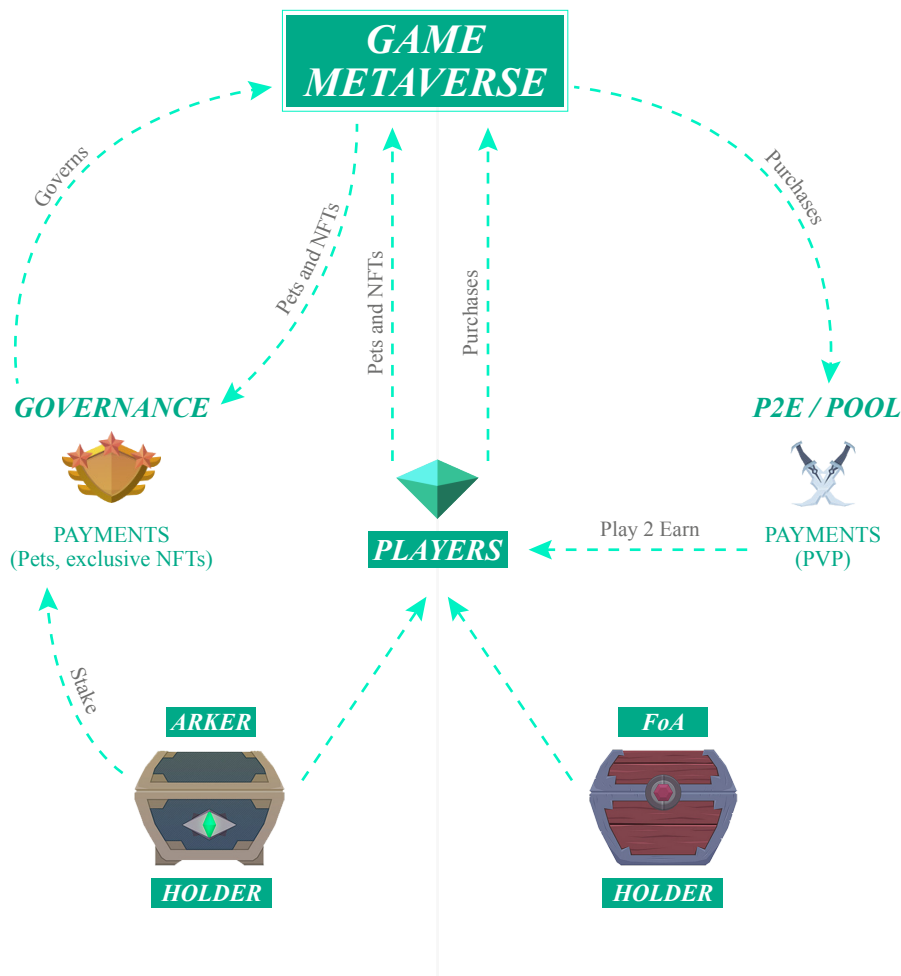
Terms and conditions

General

This document is for informational purposes only and is not an offer or sale of shares of Arker Labs or any other associated company. The possession of any of the tokens (ARKER or FoA) does not confer to the holder any ownership rights over Arker Labs or any other right. Feedback from the community will be taken into account; however, the possession of the tokens does not entitle you to participate in decision making or in any commercial development direction related to Arker Labs. Because the tokens and network are based on the Binance Smart Chain (BSC) protocol, any protocol failure in BSC can have a significant adverse effect on the network or tokens. In addition, advances in cryptography or technological advances, as well as the development of quantum computing, can risk the tokens and the Web. You are responsible for implementing reasonable measures to ensure the security of your wallet or other storage mechanism that you use to receive and store the tokens you receive, including private keys or other credentials required to access such funds. If your private keys or other access credentials are lost, you may lose access to your tokens. We are not responsible for such losses. Arker Labs has consulted and been advised by lawyers about the legal framework regarding the operations of Arker Labs and its ICO in different jurisdictions.

Risks

ARKER or FoA do not in any way represent a formal or legally binding investment. Due to unforeseen circumstances, the goals described in this document are subject to change. While it is our intention to achieve all the goals described in this document, all individuals and parties that acquire ARKER or FoA do so at their own risk. Blockchain technology has been monitored and scrutinized by different regulatory agencies around the world. The BSC network, as well as ARKER or FoA, could be affected by one or more regulatory actions by governments, including restrictions on the use or possession of digital tokens such as ARKER or FoA, which could prevent or limit the utility or purchase of this token in the future.

Limitation of liability

TO THE EXTENT PERMITTED BY THE APPLICABLE LAW: IN NEITHER CASE ARKER LABS WILL BE RESPONSIBLE FOR INCIDENTAL, CONSEQUENTIAL, DIRECTLY OR INDIRECTLY DAMAGES (INCLUDING, BUT NOT LIMITED TO, THE LOST OF REVENUES, LOST OF BENEFITS OR PROFITS) THAT COME UP OR RELATIONED WITH THE SELL, USE OF TOKENS OR RELATIONED WITH THIS TERMS, REGARDLESS BY THE FORM OF ACTION. In addition you release Arker Labs any such responsibility, claims and/or damages (currents or indirect) of any type or nature, known or unknown, that come up or are relationed with disputes between users, as well as acts or omissions by third parties.

Reviews

This terms constitute an agreement between the user and us with regard to the exchange of the ARKER token. May be necessary to update this terms and conditions to enforce the applicables laws or regulations or fix errors. All changes shall include in the present document and always be enforceable and application with the most recent date (all documents will be marked with "Revision X.Y (Date)" in the footer of each page)