

CALYPSO

Lured to Calypso by the Sirens, the Chosen have been given a final chance to earn their place in eternity. However, their time to do so is limited. As their Siren, you will decide how each of your Chosen will spend their remaining time.

Welcome to the Path of Calypso.

GAMEPLAY

OVERVIEW:

Calypso is an experimental project leveraging time, strategy, and game theory. This universe is filled with the **Chosen**, who have been lured by the **Sirens** from some of society's most renowned warrior cultures including the **Gladiators**, **Samurai**, and **Vikings**. Each Chosen has a finite number of actions they can make in Calypso and it is up to you, their Siren, to determine how those actions will be spent. The actions you can choose from include **mining**, **blacksmithing**, **farming**, **cooking**, **fighting**, and **recruiting**.

LEVELING AND STATS:

Each **Chosen** will come with a set of base statistics that are hidden from the **Sirens**. These base statistics determine the Chosen's effectiveness in Calypso and are randomly generated upon the creation of that character. Additionally, each Chosen has two visible levels that can be increased. These levels are known as **Renown** and **Vigor**.

- **Renown (levels 0 to 5)**: Improving your Chosen's **Renown** level will slightly improve all of their hidden base statistics. This skill can be increased by consuming **vegetables** (see the "**Farming**" section below to learn more about growing **vegetables**).
- **Vigor (levels 0 to uncapped)**: Vigor directly relates to the amount of actions each Chosen can make while in Calypso. Increasing your Chosen's **vigor** will allow them to complete more actions during their time in Calypso. This skill can be leveled up by consuming **stew** (see the "**Cooking**" section below to

learn about cooking **stew**). While this skill is uncapped, each additional level will require more **stew** than the previous level.

BLOODNOTES:

The term **Bloodnotes** (\$BNOTE) refers to the primary currency within Calypso. **Bloodnotes** can be earned by interacting with your Chosen, redeemed to create additional Chosen, or bought and sold on the open market similar to other cryptocurrencies such as Ethereum. See the “Fighting” and “Recruiting” sections below to learn about earning and redeeming Bloodnotes.

ACTIONS:

Each Chosen will have a limited number of actions that they can make during their time in Calypso. As their Siren, it will be up to you to determine the most effective use of those actions based on what little you know about your Chosen. As mentioned above, improving your Chosen’s **Vigor** will increase the maximum number of actions they can make. Once a Chosen has run out of available actions, their only remaining option is a **Deathmatch**, for which you will be compensated. There are six different ways to spend your Chosen’s available action points:

1. **Mining:** Spend action points to have your Chosen mine **ore**. This resource is bound to your wallet and cannot be bought or sold on the blockchain.
2. **Blacksmithing:** Spend action points to have your Chosen smith **ore** into **weapons, armor, or tools** (you decide which). **Weapons** and **armor** are used to improve your Chosen’s efficiency in fights, while **tools** are used to improve the efficiency of Blacksmithing and Cooking. All smithed items will have a visible, predetermined rarity (see the “Item Rarity” section below to learn more about item rarity), that will determine its effectiveness and durability. Increasing your Chosen’s **renown**, and using **tools**, will improve the odds of smithing rarer items. Smithed items can be bought and sold on the blockchain or can be sold for a nominal amount of **Bloodnotes**.
3. **Farming:** Spend action points to have your Chosen grow **vegetables**. **Vegetables** can be consumed to level up your Chosen’s **renown**, or, **cooked**

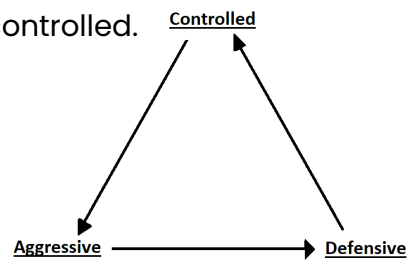
into **stew**. **Vegetables** are bound to your wallet and cannot be bought or sold on the blockchain.

4. **Cooking:** Spend action points to have your Chosen cook **vegetables** into **stew**. **Stew** can be consumed by your Chosen to level up their **vigor**, increasing the total number of actions they can make. All **stews** will have a visible, predetermined rarity (see the "Item Rarity" section below to learn more about item rarity), which will determine its effectiveness. **Stew** can only be used once before deteriorating. Increasing your Chosen's **renown**, and using **tools**, will improve the odds of cooking rarer **stews**. **Stew** can be bought and sold on the blockchain or can be sold for a nominal amount of **Bloodnotes**.
5. **Recruiting:** Spend action points and **Bloodnotes** to have your Chosen recruit a new Chosen to assist you. Recruited Chosen will have a high chance of taking on similar base stats and preferences as the Chosen who recruited them and will come from the same **faction**. This action will be essential to growing your foothold and progression potential within Calypso.
6. **Fighting:** Spend action points to send your Chosen to **the Proving Grounds** for a chance to demonstrate their abilities against rival Chosen. Continued successes within the Proving Grounds will create a source of Bloodnotes for you to use as you see fit.
Equipping **weapons** and **armor** will increase your Chosen's chances of winning. For each fight you have four decisions to make including the type of fight, what weapon class to use, the location, and your Chosen's fighting style. See below for more information about these decisions.

1. **Type of fight:**

- a. **Spars:** Enter your Chosen into a free, one-on-one spar with a rival Chosen of similar skill. Spars are intended to be used to help determine your Chosen's preferences in battle.
- b. **Duels:** Enter your Chosen into a paid one-on-one duel with a rival Chosen of similar skill. Winning a duel will earn you **Bloodnotes**.
- c. **Tournaments:** Enter your Chosen into a paid, bracket style tournament. How you place will determine the amount of **Bloodnotes** you will earn.

- d. **Deathmatches:** Once your Chosen has run out of available actions, your only remaining action will be to enter them into a one-on-one Deathmatch. As the name suggests, only one combatant will come out of each deathmatch alive. Win or lose, you will be rewarded in **Bloodnotes** for your triumph or sacrifice.
2. **Weapon Class:** This determines the type of weapon your Chosen will enter the fight with. Each Chosen will have a hidden and unchangeable weapon preference that they are most proficient with. Weapon classes include: hand to hand, light weapons, heavy weapons, and ranged weapons.
3. **Location:** This determines the setting the fight will take place in. Each Chosen will have a hidden and unchangeable location preference they are most proficient in. Locations you can pick from include: the arena, the battlefield, and the ruins.
4. **Fight Style:** This determines the combat style your Chosen will fight in. Choosing your fighting style can give you an advantage, or disadvantage, depending on what your opponent chooses. Fight styles include: aggressive, defensive, and controlled.



After your selections have been made, it is time to fight! The winner will be determined after a series of back and forth combat and is dependent on the Chosen's base statistics and the decisions made prior to joining the fight. The last Chosen standing wins.

ITEM RARITY:

Every weapon, armor, tool and stew created by your Chosen or purchased on the secondary market will come with a visible, predetermined rarity that will decide its effectiveness and durability. The item levels include: Common, Uncommon, Rare, Epic, and Mythic. The higher the rarity, the more effective, and scarce the item will be.

GLOSSARY:

- **Armor:** Armor sets are used to increase your character's defensive stats in a fight and can be created via blacksmithing or purchased on the secondary market. All armor sets will have a visible, predetermined rarity that will determine its effectiveness and durability.
- **Blacksmithing:** Spend action points to have your smith ore into weapons, armor, or tools (you decide which). Weapons and armor are used to improve your Chosen's efficiency in fights, while tools are used to improve the efficiency of Blacksmithing and Cooking. All smithed items will have a visible, predetermined rarity (see the "Item Rarity" section below to learn more about item rarity), that will determine its effectiveness and durability. Increasing your Chosen's renown, and using tools, will improve the odds of smithing rarer items. Smithed items can be bought and sold on the blockchain or can be sold for a nominal amount of Bloodnotes.
- **Bloodnotes (\$BNOTE):** Bloodnotes are the primary currency within Calypso and can be earned by interacting with your Chosen, redeemed to create additional Chosen, or bought and sold on the open market similar to other cryptocurrencies such as Ethereum. See the "Fighting" and "Recruiting" sections below to learn about earning and redeeming Bloodnotes.
- **Chosen:** The Chosen are the characters you will own and interact with in Calypso. Each Chosen is a unique NFT and will come with a set of hidden base statistics that are randomly generated upon the creation (minting) of that character.
- **Cooking:** Spend action points to have your Chosen cook vegetables into stew. Stew can be consumed by your Chosen to level up their vigor, increasing the total number of actions they can make. All stews will have a visible, predetermined rarity (see the "Item Rarity" section below to learn more about item rarity), which will determine its effectiveness. Stew can only be used once before deteriorating. Increasing your Chosen's renown, and using tools, will improve the odds of cooking rarer stews. Stew can be bought and sold on the blockchain or can be sold for a nominal amount of Bloodnotes.
- **Farming:** Spend action points to have your Chosen grow vegetables. Vegetables can be consumed to level up your Chosen's renown, or, cooked

into stew. Vegetables are bound to your wallet and cannot be bought or sold on the blockchain.

- **Mining**: Spend action points to have your Chosen mine ore. This resource is bound to your wallet and cannot be bought or sold on the blockchain.
- **Ore**: Ore is a resource gathered by spending action points to have your Chosen mine. Ore cannot be traded to other players but can be used to craft Weapons, Armor, and Tools via the Blacksmithing action.
- **Renown**: Improving your Chosen's Renown level will slightly improve all of their hidden base statistics. This skill can be increased by consuming vegetables (see the "Farming" section below to learn more about growing vegetables).
- **Sirens**: The participants in this project are commonly referred to as the Sirens. In other words, if you have made it this far, you are a Siren.
- **Stew**: Stews can be consumed by your Chosen to level up their vigor, increasing the total number of actions they can make. Stews can be created via Cooking or purchased on the secondary market.
- **Tools**: Tools are used to increase your odds of receiving rarer items while Blacksmithing and Cooking and can be created via Blacksmithing or purchased on the secondary market. All tools will have a visible, predetermined rarity that will determine its effectiveness and durability.
- **Vegetables**: Vegetables are accumulated by spending action points to have your Chosen farm. These Vegetables can be consumed to level up your Chosen's renown, or, cooked into stew to level up your Chosen's Vigor. Vegetables are bound to your wallet and cannot be bought or sold on the blockchain.
- **Vigor**: Vigor directly relates to the amount of actions each Chosen can make while in Calypso. Increasing your Chosen's vigor will allow them to complete more actions during their time in Calypso. This skill can be leveled up by consuming stew (see the "Cooking" section below to learn about cooking stew). While this skill is uncapped, each additional level will require more stew than the previous level. It will be up to you as their Siren to determine when it is no longer efficient to level up this skill.
- **Weapons** - Weapons are used to increase your character's offensive stats in a fight and can be created via blacksmithing or purchased on the secondary

market. All weapons will have a visible, predetermined rarity that will determine its effectiveness and durability.