



# KAIJIN UNIVERSE

## WHITEPAPER

VERSION 2021.12

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With this whitepaper you will get comprehensive information about the Kaijin Universe environment, game design and other game related details.

We will constantly update this document as we progress in our game development. During this progression we also encourage the community to participate on game design decision, as we plan to include your involvement in various aspects of this upcoming game.

NFTs will also play a major role, where we plan to have special cosmetic features for each NFT which will be than a unique character in the game.

Version: 2021.12

- First version

### Executive Summary

Kaijin Universe is a multiplayer cinematic Arena Brawler – 5 vs. 5 PvP Game with single/co-op features set in the world of Kaijin.

This Game will have different game modes in different Arenas. Playtime will be 15-20 minutes. As time progresses, we will offer a Battle Pass for

We want the gamer to enjoy our gameplay with an easy to learn and hard to master approach.

Unique Characters will play a role in the initial development time, where NFT Holders will be able to have not only Pre-Alpha access, but also their unique character in the game itself.

Common as well as limited skins will be available for non NFT-Holder.

### Blockchain for NFTs

Currently we are observing the blockchain markets and will decide mid January on which blockchain we will provide our NFTs

Target: 10.000 NFT



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### NFT

Following benefits are available for NFT – Holders

- Unique character in the Game when connected via wallet
- First 100 NFTs will be the early birds
  - They will have a bird in the game, which will accompany them during the game
- Pre-Alpha Access - also for upcoming Battle Passes and are the first to play new Maps as soon as they are available
- Special Voting -> Design Input/Feedback
- Special channel on our discord server
- Airdrops of special gear, tattoos, ... to further make your NFT unique (you even can decide where you want to have your tattoo... -> old NFT and the airdrop will be burned, and you will get a new NFT)

### Platform

- Initially PC
- Later also on Mac and mobile platforms

### Game Engine

- Unreal Engine 5

### Languages

Initial for launch:

- English
- Spanish
- German

### Core Gameplay

Players will fight in a 5 vs 5 arena in different modes.

Each of the 4 classes (Tank, Assassins, Support, Mage) will have different attributes and different attacks as well as different races and their passive skills.

Camera is freely movable around the character in a fixed distance.



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### Main Modus:

- Special Bases on the map (to hold for a certain time)
- Catch the flag as a secondary archivement

Different modus like "Last man standing – Battle Royale" and more will also be available

### Mechanics:

- Idle
- Running
- Jumping (but not like Fortnite...) -> to jump over logs and other obstacles
- Single Attack
- Special Class Attack
- Special Weapon Attack
- Special Element Attack
- Passive Skill for each race

## 4 Character Classes

- Tank
  - Samurai
  - Melee
- Assassins
  - Ninja
  - Melee
- Suport
  - Monk
  - Ranged Combat
- Mage
  - Magicians
  - Ranged Combat

Errors and changes excepted. Further versions will follow. All data without guarantee.