

EDEN

DISCOVERY

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INTRODUCTION

Eden: Discovery is a joint venture between XPUNKS, the leading NFT project on the XRPL and CXR, a world renowned development firm based in New York. The project has been undertaken with the aim to evolve the gaming experience by drastically rethinking philosophies that have been common practice for generations of games. The game originated as an idea in the latest months of 2021 with a clear vision to create a game that would combine the thrill and excitement of classic competitive survival shooters with the sustained enjoyment of sophisticated digital economy building and fostering strong digital communities. As of Q2, 2023, the game is ready to enter its closed-alpha phase where it will undergo rigorous testing and will be fine tuned to be ready for release as a free-to-play game for the wider public.

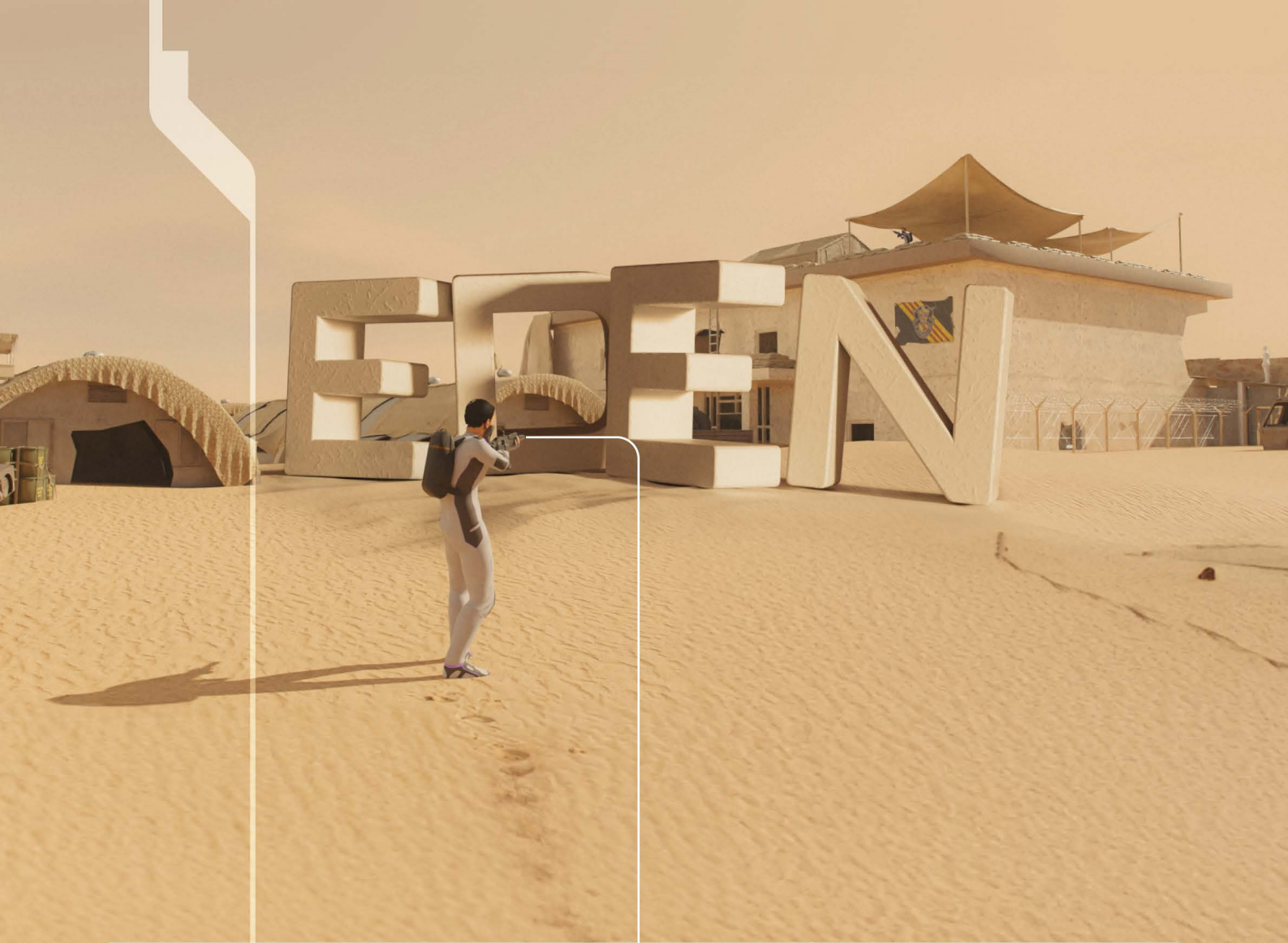


XPUNKS

CXR.AGENCY



XRP LEDGER



THE GAME

THE SETTING

The game is set in a barren, post-apocalyptic earth that has only recently been repopulated by a small group of settlers following the Eden doctrine. You take the role of a settler-clone that has been issued by the Eden Doctrine in order to build the first habitable city, Eden, and to prepare it for the last surviving humans. Your day to day life takes place in a vast, multiplayer city of inter-connected habitat domes. This is where you and your fellow clones spend your time socializing, crafting and hustling for scarce resources or building your own unique neighborhoods. The Eden city is designed to become a truly persistent digital city built for and by the community. However, as a citizen of the Eden city, you will soon realize that not all resources can be easily obtained and that, sooner or later, you will have to start taking risks by venturing into the wasteland.

The background image shows a vast, desolate desert landscape with rolling sand dunes. In the distance, a large, partially destroyed industrial structure, possibly a refinery or processing plant, stands on a hill. The structure has several buildings, some of which are heavily damaged and partially collapsed. A tall, white tower with a control room or observation deck is visible on the right side of the structure. The sky is a hazy, orange-brown color, suggesting a sunset or sunrise. The overall atmosphere is one of a harsh, abandoned environment.

THE WASTELAND

The wasteland is a vast, deserted playable area where you will battle the elements (and much more) in order to obtain valuable resources. This experience will follow the well-known exfiltration gamemode where you and a group of 19 other clones will load into the map simultaneously and have limited time to loot and complete missions whilst defending yourself from hostile drones... and each other. Your core objective is to find an exfiltration point before you run out of oxygen so that you may bring back the treasures you have obtained to Eden. Even though looting the wasteland may be a highly lucrative endeavor, be careful what you take with you because when you die you will lose everything you brought!

RESOURCES

Eden: Discovery features a large selection of items and assets players can own and utilize both within and outside the game. The main categories of items and assets are guns, real-estate, and utility items such as consumables, quest items, armor and crafting items.

GUNS



Eden: Discovery will launch with a selection of guns that has been carefully chosen and modified to fit the time and setting of the game. Every weapon can be modified and customized by the player with the various attachments and replacement parts that can be found or traded in Eden. Weapons in Eden have up to 15 million possible configurations. What makes the weapon system in Eden unique is the option to extract the weapons from the game onto their blockchain wallet, allowing the player true digital ownership of these items. As Eden is a game built by gamers for gamers, this option is completely optional and does not have to be used in order to enjoy Eden. Guns in Eden can only be acquired by finding them in the wasteland, or trading for them with other players either in the game or outside of the game.

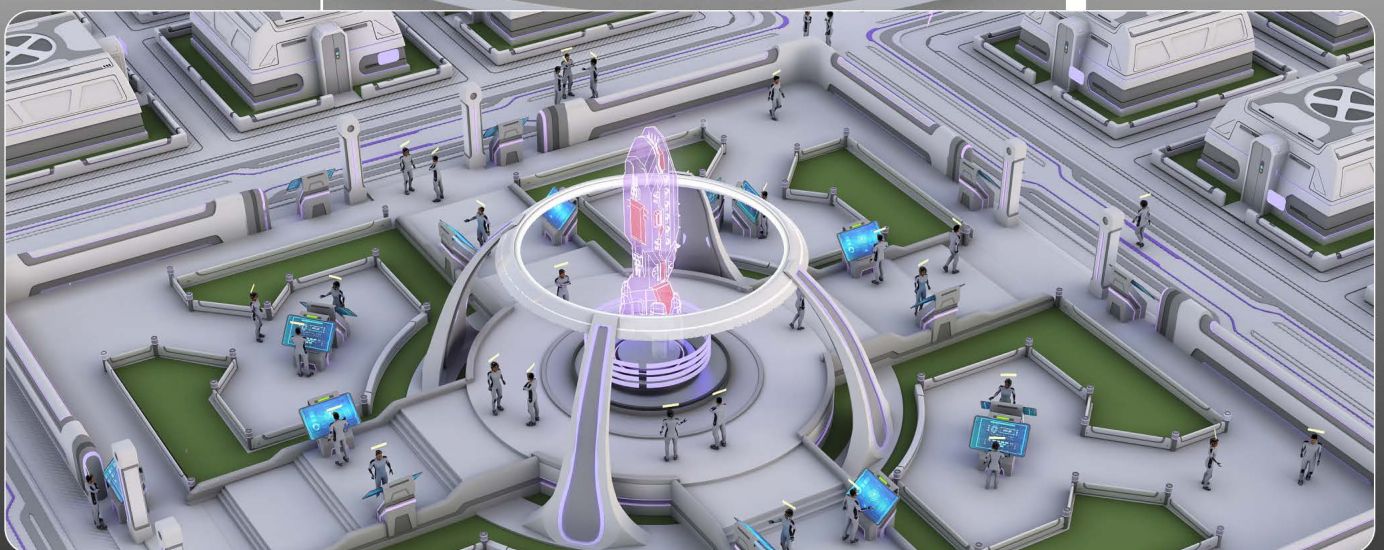
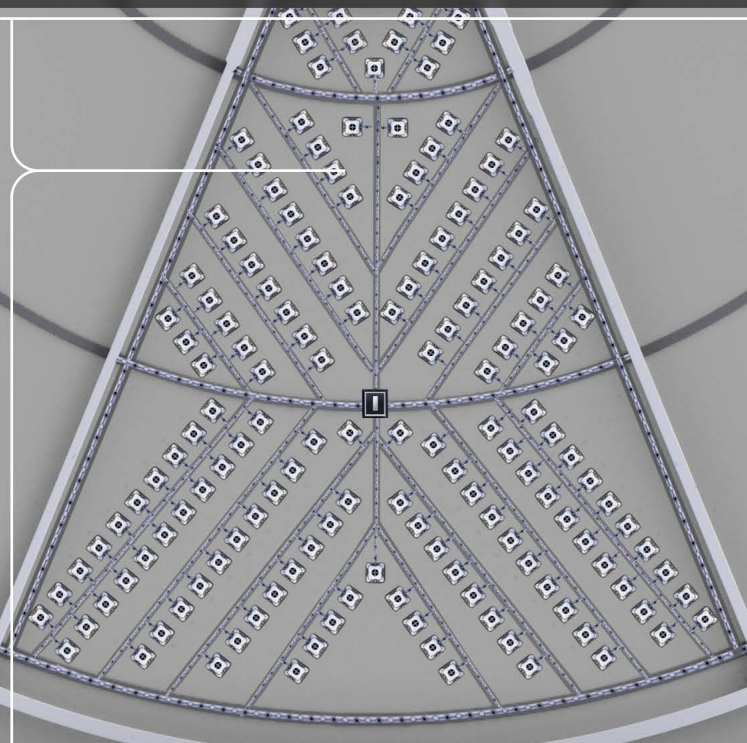
UTILITY ITEMS



Eden: Discovery will feature a selection of consumables, quest items, armor and crafting items that aid the player in surviving the harsh conditions of the wasteland, and crafting valuable items. As of V.1, these items will not be blockchain enabled and will only exist within the game.

REAL ESTATE

The Eden city consists of persistent, player-owned real estate. Meaning that the houses ("pre-fabs"), housing blocks and domes that make up the city are fully owned by the players. Pre-fabs are the core housing units in the Eden city that offer a variety of in-game utility in the areas of crafting, storage and survival. Furthermore, the pre-fabs offer a range of customization options such as the ability to decorate the interior with your own digital art and the ability to display your most prized in-game possessions. As the Eden mission develops, more and more customization options and new forms of utility will become available to these pieces of digital real-estate. Please refer to the chapter: "Real estate, an in-depth look" for detailed information on the available real-estate.



ROADMAP

CURRENT BUILD: V1

Eden: Discovery V1 will launch with the habitat segment of the Eden city built out, which contains 250 domes, each containing 62 pre-fabs, and the central hub, where players can depart to the wasteland and review their results. The pre-fabs all feature unique designs as their aesthetics are computer generated. The core utilities for pre-fabs are fully operational and usable in V1. This includes modular slots which can be upgraded by the player to grant more storage space, crafting options or survival material. Domes and housing blocks will feature a variety of utilities to be implemented in V1.5 pertaining to customization, clan management, land-leasing and more. Furthermore, V1 will launch with a vast wasteland area featuring a deserted naval base where players can enjoy the excitement of the extraction game mode. The wasteland will feature various areas to be explored, which will reveal unique plot-points of the lore to observant players. The wasteland features various types of loot crates, canisters and points of interest for quests. Furthermore, three types of drones (NPCs) will be scouring the wasteland to defend the area from settlers.

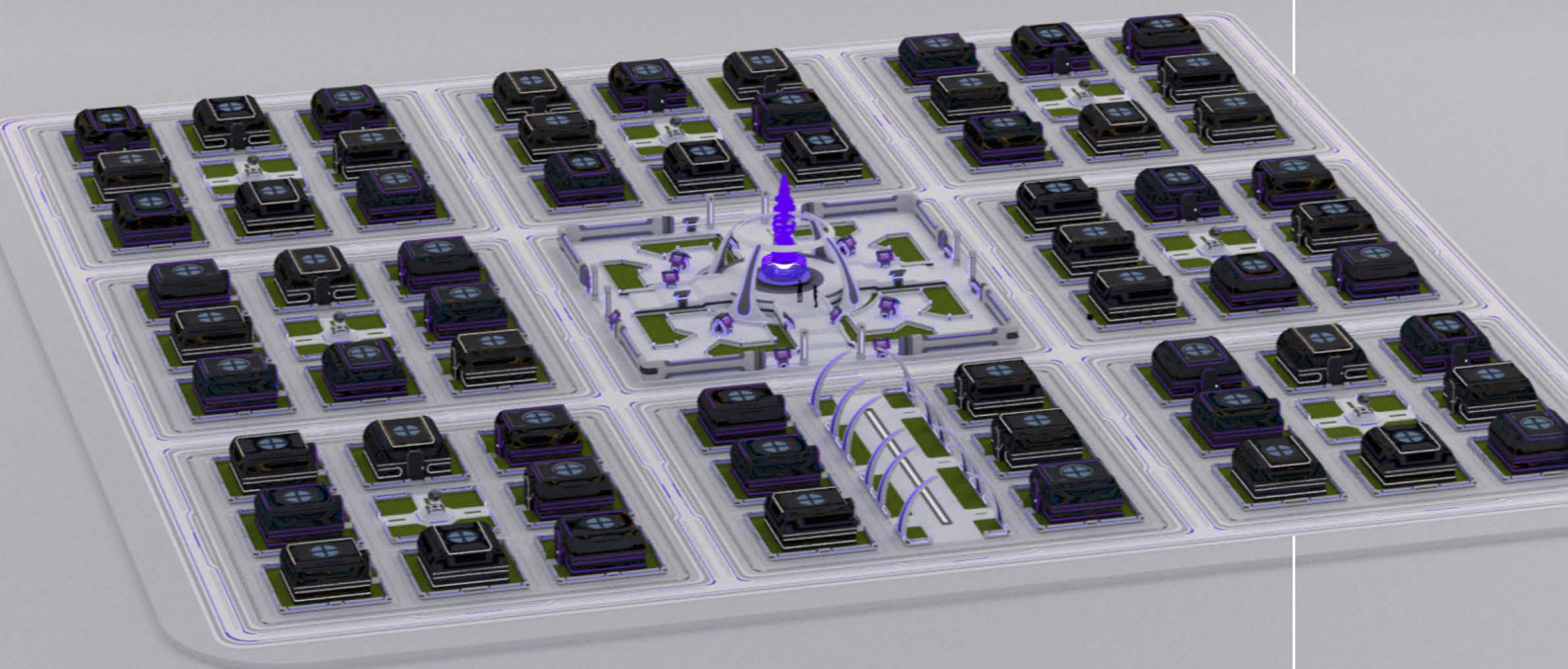


ROADMAP

NEXT BUILD: V1.5

The vision for Eden city is for it to be a massive, vibrant, and community-owned digital city. This means we aim to enable as many options to the player as we can in the areas of customization and granting economic utility to in-game assets. We aim for Eden to become a viable digital economy in which players specialize in- and market their crafts. What is more, the Eden economy should not merely exist out of players following pre-defined gameplay loops but the player should feel empowered to improvise their own crafts and economic activities. An important step towards this vision is to enable more options for players to customize, manage and economize their digital real-estate. Areas of customization may include in-game, resource based build mechanics for pre-fabs, to advanced SDK based customization for housing blocks and domes. Areas of economization may include functionalities such as renting, clan management, storage leasing, retail management and more.

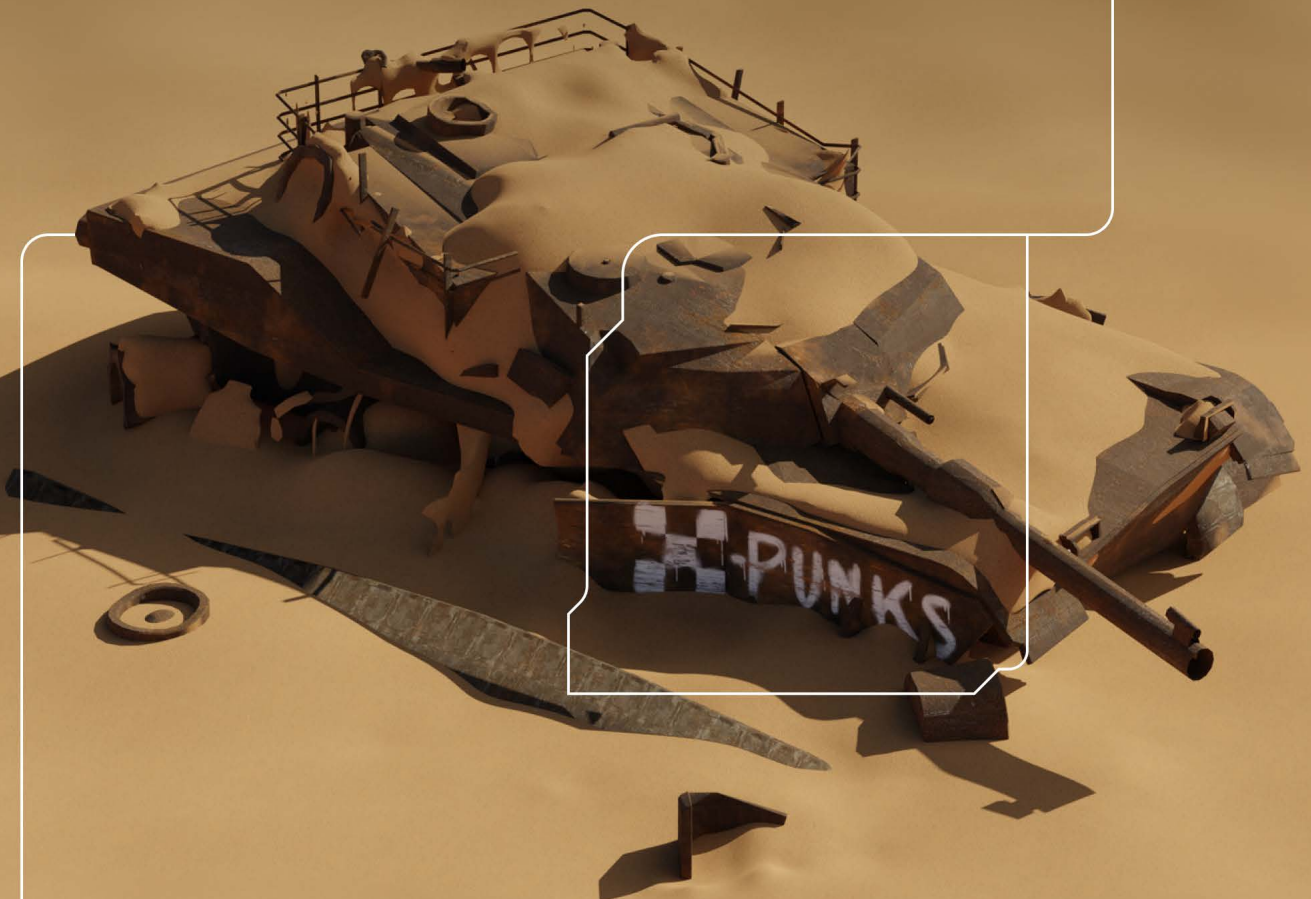
Other prioritized areas of further development include increased character customization, enhancement of gameplay mechanics, playable maps and introduction of new factions.



ROADMAP

V2.0

The vision for V2 is to be a full optimization of many of the core gameplay mechanics and loops whilst also expanding on the Eden universe by introducing a new faction, a set of new playable characters and a city based on the XPUNKS IP. The core tenant of V2 is 'More is better' and this will be reflected in every facet of the game.



ROADMAP

The following visualization provides an overview of what has been built, and what is currently scoped out to be built in V1.5 and V2. It is important to note that factors such as results from Alpha testing, V1 reception and community feedback may change aspects of the roadmap if this is deemed beneficial to the Eden project.

V 1.0

Guns

UI & UX

Domes

NPCs

Lobby

Quest System

Wasteland

Proximity Chat

Utility Items

Anti-cheat

Gameplay

XRPL Integration

Trading

Crafting

Custom On-chain Marketplace

V 1.5

Real Estate Customization

Real Estate Economization

Character Customization

Combat Mechanics

V 2.0

XPUNK Faction & City

Eden Segment 2

More Playable Maps

More Weapons

Utility Items

Crafting V2.0

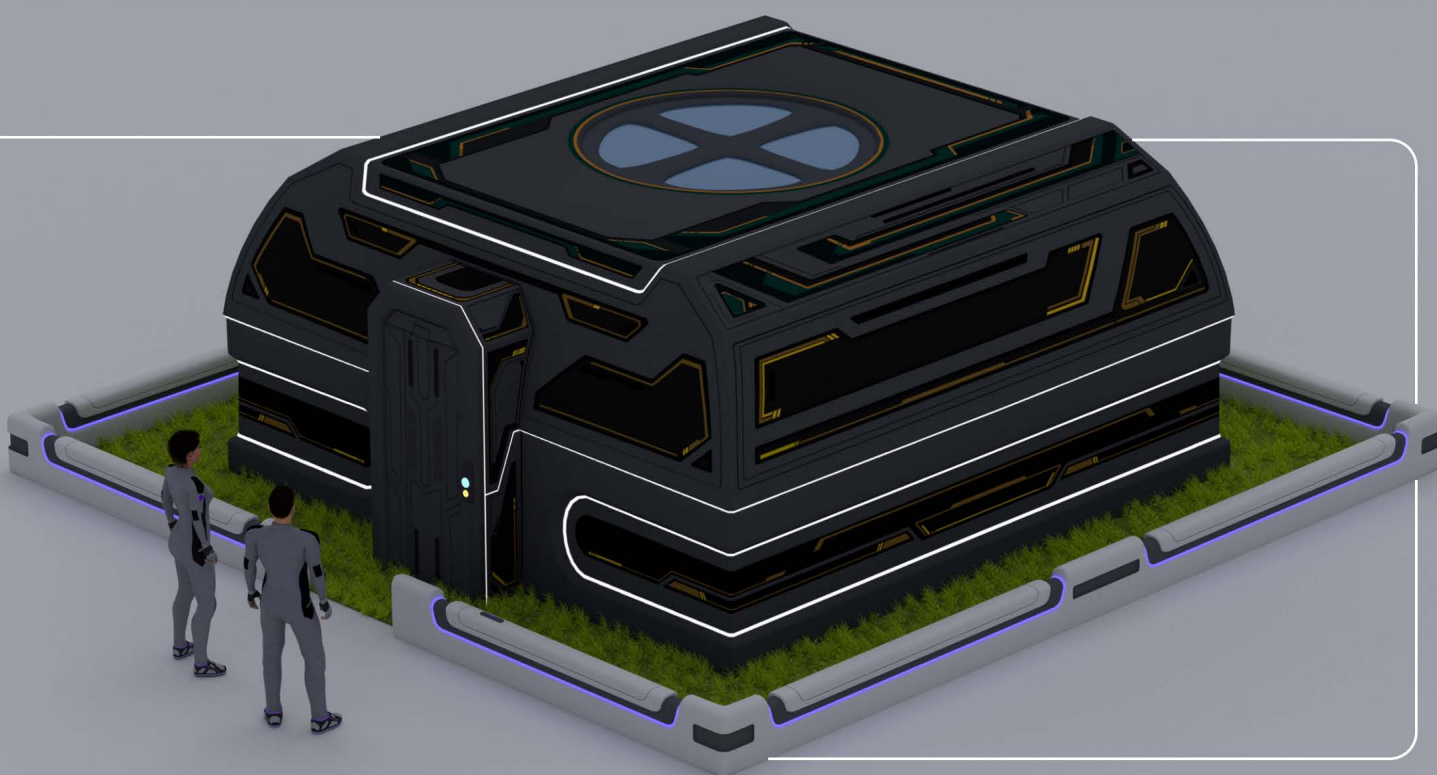
Blockchain V2.0

REAL-ESTATE

AN IN-DEPTH LOOK

PREFABS

Prefabs are individual housing units in Eden. The prefabs are a place where you can recover from your raids to the wasteland, hang out with friends and team members, or craft items for your next adventures.



UTILITY

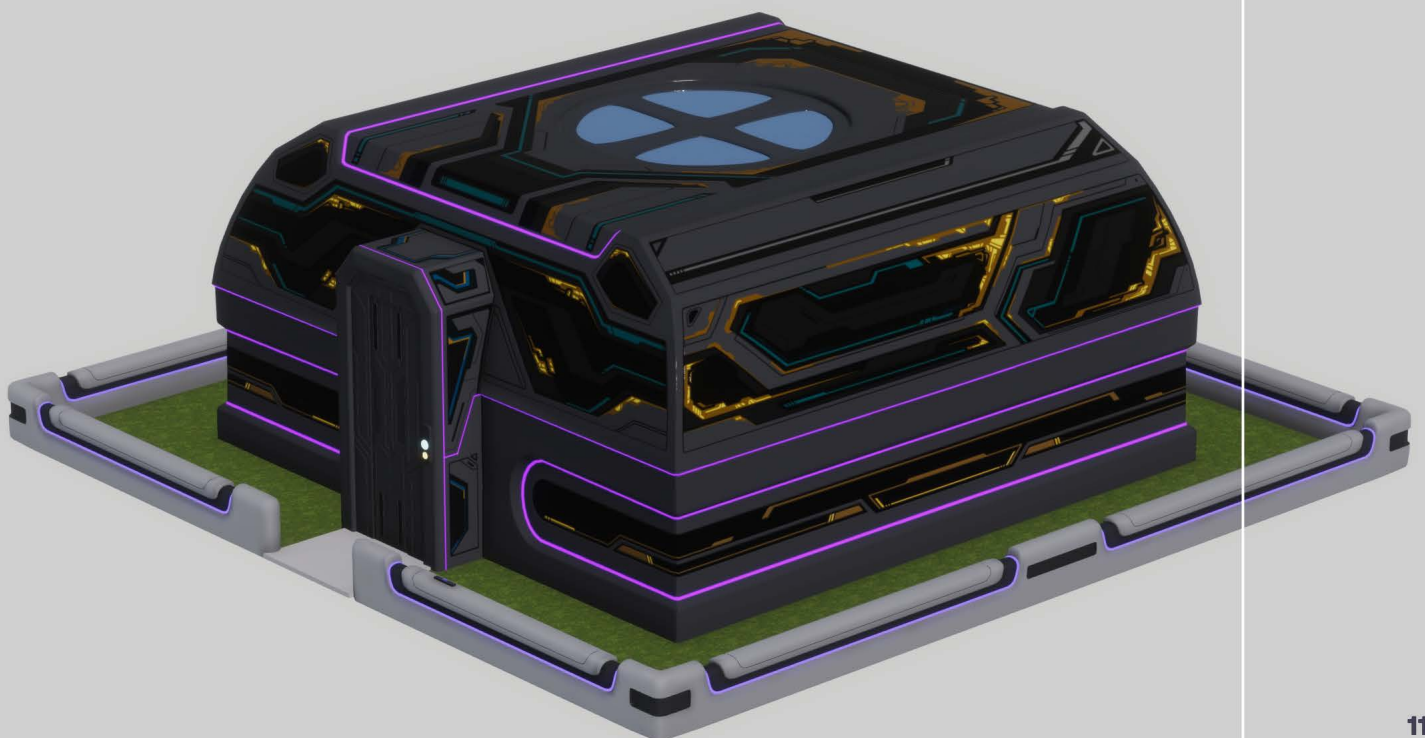
As a player, you can customize the utility of your prefab to your own playstyle and objectives. Each prefab contains 6 equipment slots, allowing you to install utility modules to aid you in matters such as crafting, survival, storage and so on. This system allows you to choose what you specialize in; will you focus on crafting and selling material, will you hoard large amounts of treasure, do you always want to be in perfect shape to venture the wasteland, or are you taking a balanced approach? The versatile utility system allows you to pick your own destiny.

AESTHETICS

In order to help the clones cope with the horrors of the wasteland, the prefabs have been designed to feature a tranquil design, boasting both an aesthetically pleasing exterior and interior. The prefab interior shows a clean, minimalist design. As the owner of a prefab you have the option to decorate the interior with your own digital collectibles. Furthermore, each prefab features a weapon rack where you can display your most prized guns. Lastly, the prefabs exterior haven't been neglected by the settlers, they have been generated programmatically, giving each prefab a unique design.

FUTURE DEVELOPMENT

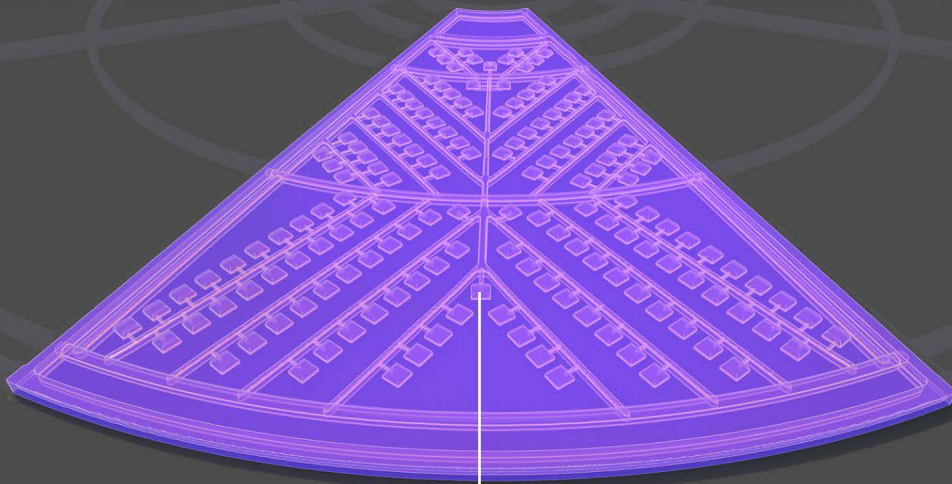
For future phases prefab owners can expect more customization options in both the exterior and interior aspects of their prefabs. Furthermore, more utility modules and economization options can be expected to increase the level of specialization a prefab owner can enjoy in Eden.



HOUSING BLOCKS

Eden domes exist out of housing blocks of 8 prefabs per block. For those wishing to run an optimally located team the housing blocks offer an effective opportunity to make sure your most competent allies are always close by.

The housing blocks can be owned by owning a single digital asset that unlocks ownership to a block of 8 houses. Access and ownership to these housing blocks will already be available in V1.



ROADMAP

The main goal for housing blocks is to lay the groundwork for small scale customization and land management for the players of Eden. In future phases players can expect to see a range of customization and management options for the housing blocks to ideally facilitate the needs of small scale teams and clans. Furthermore, options to economize housing blocks may also be introduced, allowing the owners of housing blocks to rent out prefabs of their blocks to other players for a returning fee.

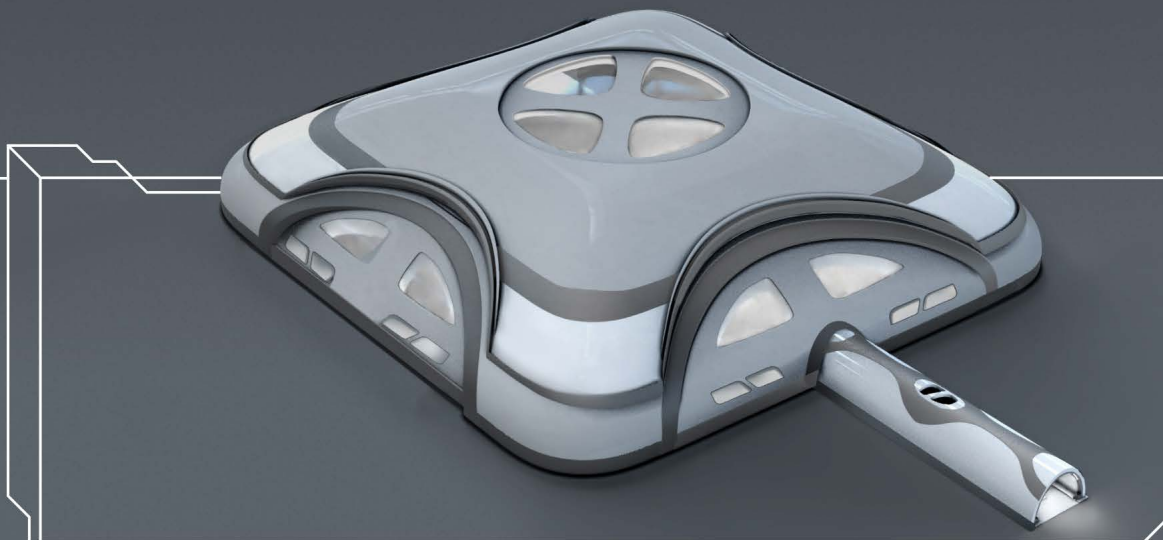


DOMES

For those with the ambition to live a life of influence and civic (or not so civic) duty, the Eden colony is building 62 domes for aspiring governors. Boasting 62 prefabs and a commercial town square, owning a dome is the pinnacle of ambition for any self respecting settler.

AESTHETICS

As the settlers of the Eden doctrine emphasize ambition and economic activity within their colony, 62 domes will be built specifically for settlers that would like to create their own unique experiences and environments for the settlers of Eden. Please note that, as the ambition and importance of domes is high, private dome access and customization will be made available from V1.5 onwards.



UTILITY

There will be three broad categories of Dome utility; property in the Demi-Dome, customization and economization.

PROPERTY IN THE DEMI-DOME

Every dome owner will automatically receive ownership of a prefab in the Demi-Dome: a dome where only dome owners own a prefab. The Demi-Dome is the place where the affluent and influential few can network, collaborate, or boast about their civic achievements to their peers. Access to the Demi-Dome will already be available for Dome owners from V1.

DOMES



CUSTOMIZATION

The core vision for Eden domes is to enable full scale customization for dome owners via a Software Development Kit (SDK). Via this feature, the Eden colony will truly become a community built digital enterprise.

ECONOMIZATION

Owning a dome is not only meant to feed the players' creative drives or to flex one's influence. Private domes can become a lucrative endeavor for governors by enabling functionalities such as land and building leasing or taxing commercial activity. Functionalities for domes will be co-created with the community and, specifically, dome owners to develop the most optimized experience for settlers and governors. These domes will lay the foundation for a cocreative journey. The first leadership of the new world order.

XPUNKS

The XPUNK digital collectible is a set of 10,000 unique digital artworks that represents digital progress and innovation. The collectible launched in October 2021 and has sought to build unique applications for its owners ever since. In partnership with CXR and with support from Ripple, XPUNKS set out to build the first extraction metaverse in Q1 2022; Eden: Discovery.

Eden will function both as a medium for exploring the lore of the XPUNK character and providing a range of digital benefits to its owners. In V1, XPUNK owners can see their collectible as a permanent Battlepass, kicking off with a unique weapon drop for owners that will never again be created in the game. Over the course of V1, XPUNK owners will see regular surprise drops. Furthermore, XPUNK holders will receive early access to Eden, giving them a head start to start building their fortunes before Eden: Discovery opens up to the masses.

V1.5 and V2 will see a consistent increase of XPUNK utility for owners. As the story of the XPUNK character unfolds, so does the totality of XPUNK utility, such as access to unique places and playable characters.

Learn more about XPUNKS on www.xpunks.club

WEAPONS

Eden: Discovery will launch with 6 different types of weapons, which can all be customized and reconfigured to one's own personal liking. Every gun will feature up to 15 million unique configurations. The weapons in Eden can be acquired by finding them in the wasteland, killing other players, trading them in-game, or buying them from other players in the Eden marketplace. Furthermore, players are encouraged to keep an eye out for limited edition guns that may be made available on special occasions or to XPUNKS owners exclusively.

M9C "AL TARIQ"



The M9C "Al Tariq", the latest model in the line of Tariq pistols, was introduced in 2039. Named after the revered medieval Arab warrior, Tariq ibn Ziyad, who led the successful invasion of Spain in 711, this handgun upholds its historical legacy with formidable power and precision. It also boasts a sophisticated balance of weight and efficiency, making it an adaptable tool in the most unpredictable situations. Its advanced ergonomics, coupled with its lightweight frame, facilitate swift maneuvering and steady handling, even in the heat of intense gunfights. The distinct gold medallion embedded into the pistol grip, stamped with a representation of Tariq ibn Ziyad, is not only a historical marker, but a proud badge of authenticity. This version features an improved chambering system, ensuring the smooth cycling of ammunition with minimal jamming. Its precision rifling enhances the firearm's accuracy, making each shot count, while the robust framework promises durability. Equipped with a rapid firing rate the M9C Al Tariq is a formidable companion for any clone braving the wastelands of Al Qasr. Whether it's quick skirmishes or prolonged firefights, let it bang.

PM-24 SMG



The PM-24 SMG is a testament to the evolution of personal defense weapons. Released in 2032, it stands as a successor to the classic PM-84 Glauberyt. The PM-24 continues the tradition of compact, lightweight submachine guns designed for close-quarters combat. It inherits the Glauberyt's reliability and ergonomics, but with a range of enhancements. The PM-24's chambering system is optimized for swift cycling of ammunition, reducing the risk of jams. Its design takes into account both weight and balance, creating a weapon that is not only easy to handle, but also efficient in its operation. An improved recoil management system ensures that every burst remains controlled to maintain accuracy. Unique to the PM-24 is its modular design. It can accommodate various attachments, providing the versatility to adapt to changing battlefield conditions. Its compact form also makes it an ideal weapon for stealthy infiltrations or when navigating the claustrophobic interiors of ruined buildings in the wasteland.

M-24 "INTERVENTION" SNIPER RIFLE



The M24 "Intervention" Sniper Rifle, released in 2040, is the culmination of Remington's forward-thinking strategies after their acquisition of CheyTac. This masterfully engineered firearm blends the best of the CheyTac M200 "Intervention" and the M24E1 / XM2010 to create a sniper rifle that is lighter but no less lethal. The M24 "Intervention" retains the characteristic under-barrel carrying

handle, a hallmark of the original Intervention, enhancing its portability and ensuring comfortable handling even during extended periods of use. Despite its reduced weight, the M24 Intervention doesn't compromise on durability, promising longevity even in the harshest conditions. Once a standard issue for special forces units in the region, the M24 "Intervention's" advanced rifling system facilitates remarkable accuracy. This, along with its faster cycling time, ensures that every shot delivered is as precise as it is deadly.

PREDATOR ARMS 12 GAUGE SHOTGUN



The Predator Arms 12 Gauge Shotgun, introduced in 2030, is a testament to the innovation and resilience of modern firearms engineering. This distinctive weapon, crafted by the ground-breaking team at Predator Arms, has seen use across a variety of high-stakes environments, long before the apocalypse reshaped the world. In its heyday, this tactical shotgun was a staple among special security teams, private military contractors, and elite police forces in the region. The magazine-fed design allowed for a rapid reload rate, a feature that was highly prized in volatile and unpredictable close quarter situations. The high-capacity magazines provided an impressive shot count per load, a tactical advantage that could mean the difference between success and disaster during critical operations. This shotgun was built to withstand demanding environments, with its robust construction offering remarkable durability. The balanced weight distribution ensured a comfortable grip, while the advanced recoil management systems minimized the strain on the user, making each shot as steady as it was powerful.

AK-24 ASSAULT RIFLE



The AK24 Assault Rifle, released in 2024 with follow up iterations released in 2032 & 2038, is a formidable successor in the legendary lineage of the AK series. Widely seen as an upgrade of the world-renowned AK74, it maintains the reliability, ruggedness, and simplicity that made its ancestors iconic, while introducing modern improvements that adapt it to the demands of the new age. From the desolate steppes of Central Asia to the war-torn cities of the Middle East, the AK24 was utilized widely by various armed forces and insurgent groups, due to its remarkable performance in harsh conditions. Its improved gas-operated, rotating bolt system ensures the rifle's consistent functionality, even in the face of dust, sand, or mud. It also showcases several advancements over its predecessors. It features a redesigned muzzle brake, hand guard and a more ergonomic grip and stock options for enhanced control and comfort. However, the rifle's heart remains unchanged - it retains the less recoiling, high-velocity 5.45x39mm round, a testament to the AK series' enduring design philosophy.

XM-7C "SPEAR" ASSAULT RIFLE



The XM7C "Spear" Assault Rifle represents the pinnacle of innovation in weapon technology. This advanced, experimental weapon was in the final stages of testing and evaluation by the legendary 5th Special Forces Group stationed at Al Qasr prior to the apocalypse. As shipments of the XM7C were en route to the Naval base, they fell victim to a series of insurgent ambushes.

The stolen rifles found their way into the hands of different factions, warlords, and rogue elements operating in the region, significantly contributing to the weapon's proliferation around the region. Although relatively new, the XM7C "Spear" was garnering rave reviews for its innovative handguard system that offers enhanced ergonomics and heat dissipation, while allowing for easy customization. This user-centric design encourages adaptability, allowing users to modify the weapon to their specific needs or mission requirements using a variety of attachments and accessories.



NPCs

Eden: Discovery features 3 non-playable characters. Whilst scouring the wasteland for scraps and resources, players may encounter grimey, refurbished military drones, the origin of which is unknown. Clones who have been lucky enough to see one of these killing machines up close and lived to tell the tale describe frantic scribbles and sporadic weld-work on their near-impenetrable hulls. Whoever, or whatever, made these psychotic contraptions must have meant business...

Although the settlers have been able to identify the original models and specifications of the drones, their exact range of capabilities remains unknown due to the significant moderations applied by their mysterious creators.

CLASS 1 AUTONOMOUS "SCOUT" DRONE

Referred to by the settlers as "Scout," this small patrol drone is a refurbished version of the Stratos Guardian X9, developed by the global aerospace and defense company, Orion Technologies. Its development came as part of an initiative to improve surveillance and reconnaissance capabilities in complex urban environments. Manufactured using advanced, lightweight composite materials, it possesses stealth capabilities that make it hard to detect by conventional radar. The Stratos Guardian X9, with its intelligent autonomous navigation system, has been a crucial tool for patrolling the vast desert landscapes and city outskirts in Iraq since 2054. Its implementation has significantly reduced the risk to human life, ensuring that threats are identified and neutralized before they can pose significant danger.



CLASS 2 AUTONOMOUS "ASSAULT" DRONE



Uncreatively referred to by the Eden executives as "Assault", the settlers informally refer to this nightmare as "Boo-merang". Research by the Eden crew showed that the original model for this mid-sized anti-infantry drone was manufactured by the defense giant Aegis Dynamics, called the Phantom Marauder Z3. Deployed initially in 2057, the Phantom Marauder Z3 was designed to provide robust ground support for infantry units. Equipped with cutting-edge, precision-targeting systems, it can swiftly and efficiently neutralize ground threats. Its primary role is to ensure the safety of ground troops in Iraq by eliminating enemy infantry. The Z3 is also equipped with an advanced detection system, allowing it to identify potential threats in a variety of environments, regardless of visibility conditions.

CLASS 3 AUTONOMOUS "HEAVY" DRONE



This large anti-infantry drone appears to be made from scraps of the Hyperion Vanguard Q7, produced by FutureTech Industries. The Hyperion Vanguard Q7, introduced in 2059, marked a leap forward in drone warfare. Utilizing an advanced propulsion system, it was designed to hover over conflict zones for extended periods, providing sustained support for ground operations. Although the settlers have learned the hard way that whoever refurbished these death machines thought this machine would be even more welcoming functioning as a ground unit. This drone is fitted with state-of-the-art heavy machine guns that can neutralize large swaths of infantry with high precision. Its deployment in Iraq represented a significant shift in the nature of combat operations, reducing human risk (for the deploying side, that is) while increasing operational efficiency.

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