



**PRINTOMON<sup>®</sup>**

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## PRINTOMON UNIVERSE

Printomon is a management and adventure role-playing game full of little monsters called Printomon.

Players within the world will be able to catch and fight them, breed and upgrade them, trade them, and most importantly, print them, so that they can take their favourite Printomon with them on thrilling adventures. All this will be made possible thanks to a dedicated cryptocurrency that will act as a real financial ecosystem; this will allow players to earn money through challenges, missions, PVP and other features under development.

This universe holds innumerable potentialities, including the purchase of PrintoLands where one can build one's own house and receive bonuses, breed and train one's own Printomon or those of other players, thus implementing a system of "jobs" within the game.

In Printomon there will be two game modes:

- PVE, where the player can experience a compelling story, upgrade their Printomon, explore the dungeon in single or multiplayer, face numerous Bosses and participate in major events;
- PVP, for the hardcore, with free or ranked challenges, tournaments and special events, as well as gameplay where players who show the most skill will be rewarded.

All very nice but... aren't we forgetting something?

### 1.1. What are Printomon?

Printomons are creatures born from a special chemical reaction between a special resin called Mother Resin, which contains the DNA and genetic traits of all existing and existent creatures, and the moon's rays and UV rays, which together are the catalyst for a chemical reaction called BioRendering, a kind of natural printing process.

They have the appearance of animals found in nature but with far superior abilities, each belonging to a different species and element; each has its own personality, strengths and weaknesses.

Printomon have also the ability to evolve and draw on the power of their true nature, e.g. laboratory-created specimens will have a cybernetic form while those found in nature will have a primordial form.

Now that we know what a Printomon is, what event brought them to life?

## 1.2. The Birth

05/06/2022, Sahara Desert

It all began when a group of scientists and researchers during geological research conducted by Tweelinglabs, one of the largest scientific companies on the planet, with the aim of finding a source of energy underground in the desert, made a sensational discovery: in a gorge to the south of the Sahara Desert, hidden by a rock formation that had collapsed years earlier, an unusual forest was discovered, with alien and futuristic-looking trees that secreted a sticky, bioluminescent resin.

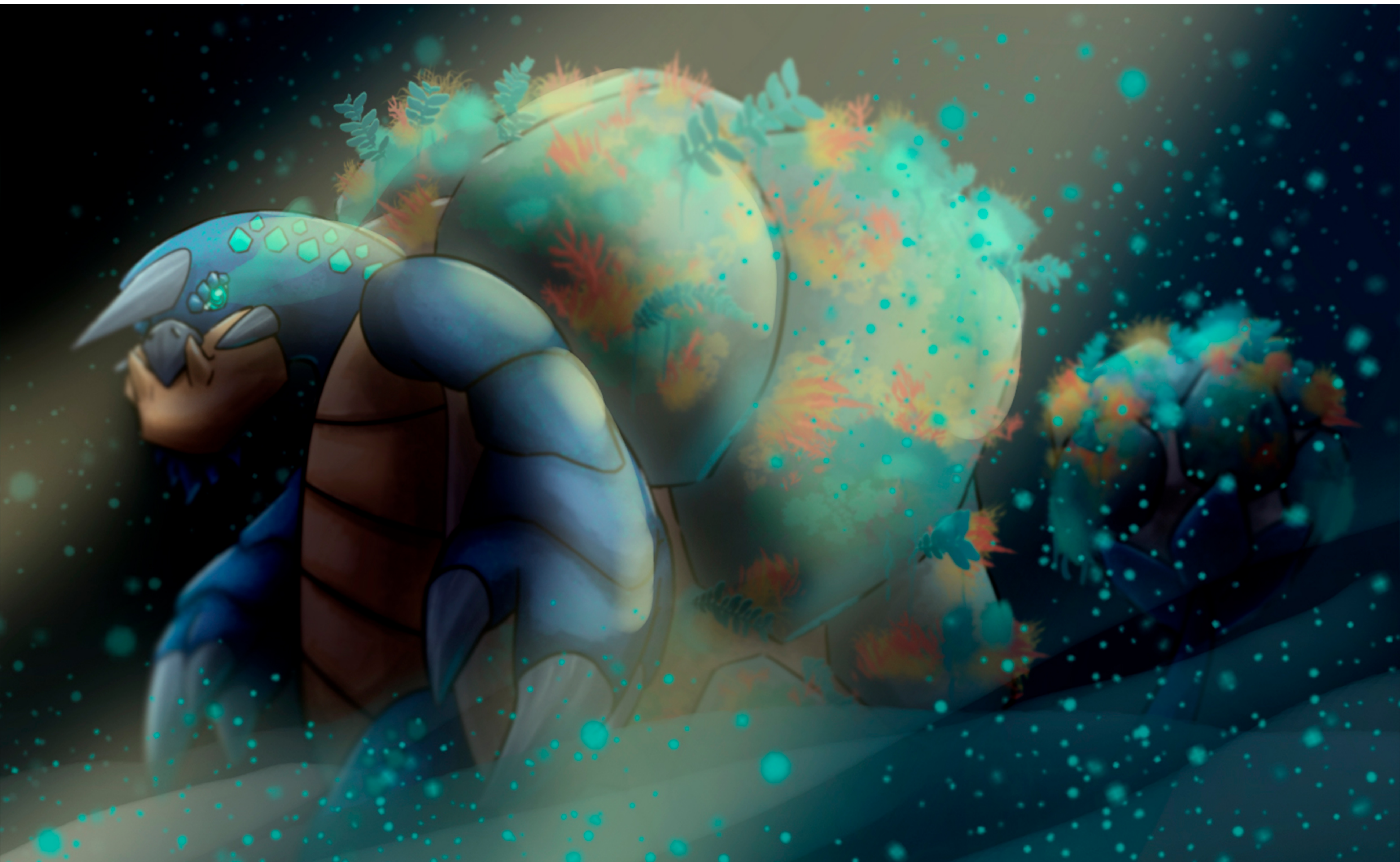
Shortly after the discovery, researchers began to study the resin and discovered that it contained traces of DNA containing countless genes; despite the experiments and tests carried out on this incredible resin, they were forced to stop researching it due to the poor results.

A few months later, a young man called Peter, who was working as a caretaker, found some bottles containing the resin, stored on a shelf in a warehouse. Peter, being a 3D printing and modelling enthusiast, felt lucky to have found those bottles with Bioresin written on them, so he stole them to get some new material for his beloved hobby.



That evening, after dinner, he started a test print to test the new resin before going to bed, leaving the printer to work all night, not knowing the rude awakening he would have the next morning.

That night the full moon was high in the sky, its rays filtered through the window overlooking the printers, and so the miracle happened: the moon's rays hit the printing tray containing the resin and the printer's UV rays, setting in motion a chemical reaction that, in the time it took to print, gave birth to a creature with animal features; thus the first Printomon in history was born.



## PRINTOMONS

Printomons are the star creatures of our fantasy world.

We do not yet know how many types there are in the world, but one thing is certain: every Printomon is different. Even if two Printomonons belong to the same species, they do not necessarily have the same characteristics.

These characteristics fall into four main categories: type, ability, personality and the emotional state.

### 2.1. The type

The type is the element to which a Printomon belongs; they can be of one type and a sub-type which determine their moves and appearance.

For example, our starters are Earth/insect, Water/amphibian and Fire/beast respectively. There are 4 main types: Earth, Fire, Air, Water which determine a Printomon's moves, strengths and weaknesses, e.g. a Fire

Printomon will be at an advantage against an Earth type but will be at a disadvantage against a Water type.

### 2.1.1 The sub-type

Sub-types are the characteristics that determine the appearance and moves related to a Printomon's physique, e.g. our Fire type starter will be able to use its hooves in battle, because being a beast type one of the physical characteristics of beasts could be hooves. There are 16 sub-types of Printomon known so far, they are related to the Printomon's species and are divided into: reptile, amphibian, insect, flying, beast, aquatic dweller, plant, machine, humanoid, paranormal, dragon, dinosaur, mineral, ice, thunder.

### 2.2. Abilities

Each Printomon has an ability determined by its own characteristics; each ability will be

different from Printomon to Printomon and each can only have one.

Skills allow you to have a tactical advantage in play against your opponents or out of fights under certain conditions, e.g. our Earth/Bug type starter, 'Mosbug', has the skill 'anchor': thanks to its suckers Mosbug in fights cannot be thrown off by attacks from opposing Printomons or by weather conditions.

### **2.3. Personalities**

Personalities generally affect the statistics of a Printomon by increasing one statistic at the expense of another but not only; the personality will help us to understand and manage the emotions of our Printomon and will determine the trust and the degree of friendship towards your Printomon Master. There are 30 personality types in Printomon: introverted, shy, brave, gruff, bold, sunny, extroverted, kind, calm, lonely, cunning, naive, determined, lazy, peaceful, sullen, lively, shy, proud, strong, rebellious, taciturn, grumpy, intuitive, sensitive, envious, confident, cautious, decisive, wimpy.

### **2.4. Emotional States**

Our monsters experience emotions but, unlike us, they determine important changes in performance and the quality of relationships with other Printomon.

In Printomon we have 9 main moods: neutral, anger, expectation, joy, trust, fear, surprise, sadness and disgust.

Each mood state can evolve into more complex types of emotional states generated by situations or events; these more complex emotional states are the collection or evolution of the main mood states and are: interest, vigilance, serenity, ecstasy, admiration, acceptance, terror, rage, irritation, boredom, anxiety, thoughtfulness, distraction, disapproval, remorse, contempt, hatred, love, optimism, pessimism, pride, shame, envy, joy.

Emotional states can be monitored by the Printomon Master through its M.L.S (multi-use launch system) also known as the launcher.

Emotions will therefore essentially grant bonuses or maluses both in and out of battle, e.g. a frightened Printomon will be less likely to hit the opponent or an optimistic Printomon will increase the chance of critical hits from other teammates by 2%.

### **2.5. F2P and Holder Printomon Masters**

In addition to these factors, we must make a distinction between a Printomon with a Printomon Master who plays free to play and a Printomon Master who holds our Crypto.

The Printomon in the free-to-play version will not be able to draw any bonuses except through certain events.

The Printomon of our Holders will receive emotion bonuses, experience, an increase in points needed to maximise stats and in addition, when recruiting, the Holder will have a chance to change the ability of the recruited Printomon by selecting an ability exclusive to Holders.



## GRAPHICS AND GAMEPLAY

### 3.1. Setting

Our story is set in a country inspired by our beautiful Italy, rich in biodiversity and breathtaking landscapes, from volcanoes to snowy moors, from beautiful beaches to steep mountains. A place to experience rich and exciting adventures.

Over time, the Printomon's have become an integral part of our great ecosystem, creating a symbiotic relationship with humans and animals. They have all learned to live harmoniously and to help each other through daily challenges and difficulties. But someone, driven by the desire for power and greed, was ready to break this fragile balance. Who would be able to go that far, what twisted and evil mind would have no qualms about prevailing over the weakest? The only way to know is to wait for the release of our game to find out!

### 3.2. Game mechanics and concept

The Printomon game has several mechanics

in store that will keep the player's interest high, making the experience long-lasting and never repetitive.

The game has two main constituent parts, PVE and PVP.

Here we will find combat, capturing, upgrading and farming mechanics; a ranking system in the PVP and a system of 'jobs' in the PVE; challenges against bosses and dungeons to face alone or with friends; special areas to trade and sell Printomon; and the implementation of the day/night cycle and seasons will allow for the existence of weather-driven events, as well as a wide choice of possible customisations within the game that will keep interest high and make it unique.

### 3.3. Fighting

Printomon people love to get involved and fight each other for fun or to win the respect of their peers.

Battles will play a very important role, so we have thought of a fusion of turn-based battles and quick-time-event games for actions such as dodging, charging a move, attacking, defending.

All on an arena where you can move to gain an advantage over your opponent.

In battles there will be mechanics that will confer bonuses, malus, status conditions, advantages and disadvantages. One of these mechanics is that of Printomon types, where they will have a main type among 4 elements (water, fire, earth, air) and in the future subclasses (flying, reptilian, insect, amphibian, etc.), determining the damage calculation (a fire-type Printomon receives twice as much damage as a water-type Printomon).

In PVE fights you can earn experience points, items and rewards to upgrade your team, while in PVP rewards will be rarer and exchangeable in the marketplace, as well as Printokens, a game currency that can also be used in real life by exchanging it for Fiat or other cryptocurrencies.

### 3.4. Breeding

Printomons can be mated, spawning new little creatures of the same species, to be trained and raised on the player's own property or entrusted to other players to do it for us.

Printomon have a unique mating ritual, as if it were a ceremony, where they mate and after creating a small cocoon where both parents will release a part of their genetic makeup through an injection of resin. Once this stage is completed, the parents lose the will to fight given their now maturity and leave in search of a natural place where they can live in peace and harmony.

The new Printomon will be of the same species as the parents but with increased statistics, which can be further improved by means of tools to pass or raise a certain statistic. This makes breeding a great way to acquire a stronger and more competitive team.



### 3.5. Enhancement

There are other ways to make your Printomon stronger, such as increasing their level, stats and performance.

It's up to you to choose the approach and the type of training you want to put them through. In addition to combat, there will be various mini-games where our Printomon can run, swim, jump and do much more, or you can get the chemistry to help you boost them quickly and easily.

The choice is yours!





## CUSTOMISATION

### 4.1. Accessories

We at Printomon know how important it is for players to stand out, so we decided to implement an accessory system for our lovely fighters to make our fellow adventurers unique and fashionable.

### 4.2. Avatar Customisation

Printomon is not just about fighting. We want to give players the ability to customise their appearance to their liking, making it as similar as possible to how it is in reality or sporting lavish and extravagant looks.

The choices are endless, experiment them all.

### 4.3. Land and home customisation

A meta-verse full of possibilities is planned for Printomon, and it is up to you to discover what they will be. Our desire is to create a world where people can meet, fight, talk, have adventures and make new friends.

Each player will have a Land with a house, fully customisable and divided into a personal area and an area for their own Printomon, which will play a very important role both in the game and in terms of investment. It will be possible to decide whether to use it for commercial purposes, to train our own or other people's Printomon, or to use it as an adventure point to host dungeons and events.



## PURPOSE

### 5.1. Job System

Our aim is not only to promote fun, but also to include new jobs and investment positions. Within this world, players will have the opportunity to pursue various careers such as becoming an accessory designer for Printomon, a trainer or a cook, and everyone will be free to live their own experience.

### 5.2. Goals and Objectives

Our goal is to revolutionise the world of blockchain games through Printomon, a true Pokemon-like, fully interactive and customisable RPG.

The promise is to ensure maximum customisation and the creation of new jobs, while maintaining maximum transparency. We really care about this project and our future users, not only because they will be part of our crypto-family, but because we are putting ourselves and our careers on the line to create a world that sets an example for everyone, a digital world to change and raise

awareness for the real one.

Part of the proceeds earned from the game will be donated to charities for the protection and preservation of animals, such as kennels and catteries.

In order to do this we need your support, in return we will always give our best, continue to work hard to keep every promise and ensure maximum transparency.

*"Because we play digital to change reality!"*

# DIFFERENCES HOLDER & FREE TO PLAY

Do I have to spend money to play Printomon?  
Absolutely not!

Printomon will be a game for everyone, the substantial differences in the gaming experience will be influenced by the "financial" choices of the player, in fact Printomon can be played normally by anyone who wants to approach our world without necessarily spending any money; naturally this will limit some choices in terms of gameplay, aesthetics and features.

Those who approach Printomon as a free-to-play game will not be able to access certain areas of the game, but will be able to access them through certain events and only for a short period of time.

Naturally, players who choose not to invest will not have the same earnings as those who instead hold our dedicated crypto, the same will apply to upgrades, character customisation, their own Printomon, accessories or their own land (free-to-play players will not have access to the land). This is not to say that playing Printomon in the free-to-play version will be boring or frustrating, you will simply have to "work" hard to catch up with the holders, this is because we do not aim to create a pay-to-win game, but a new stream of wealth that can help everyone.

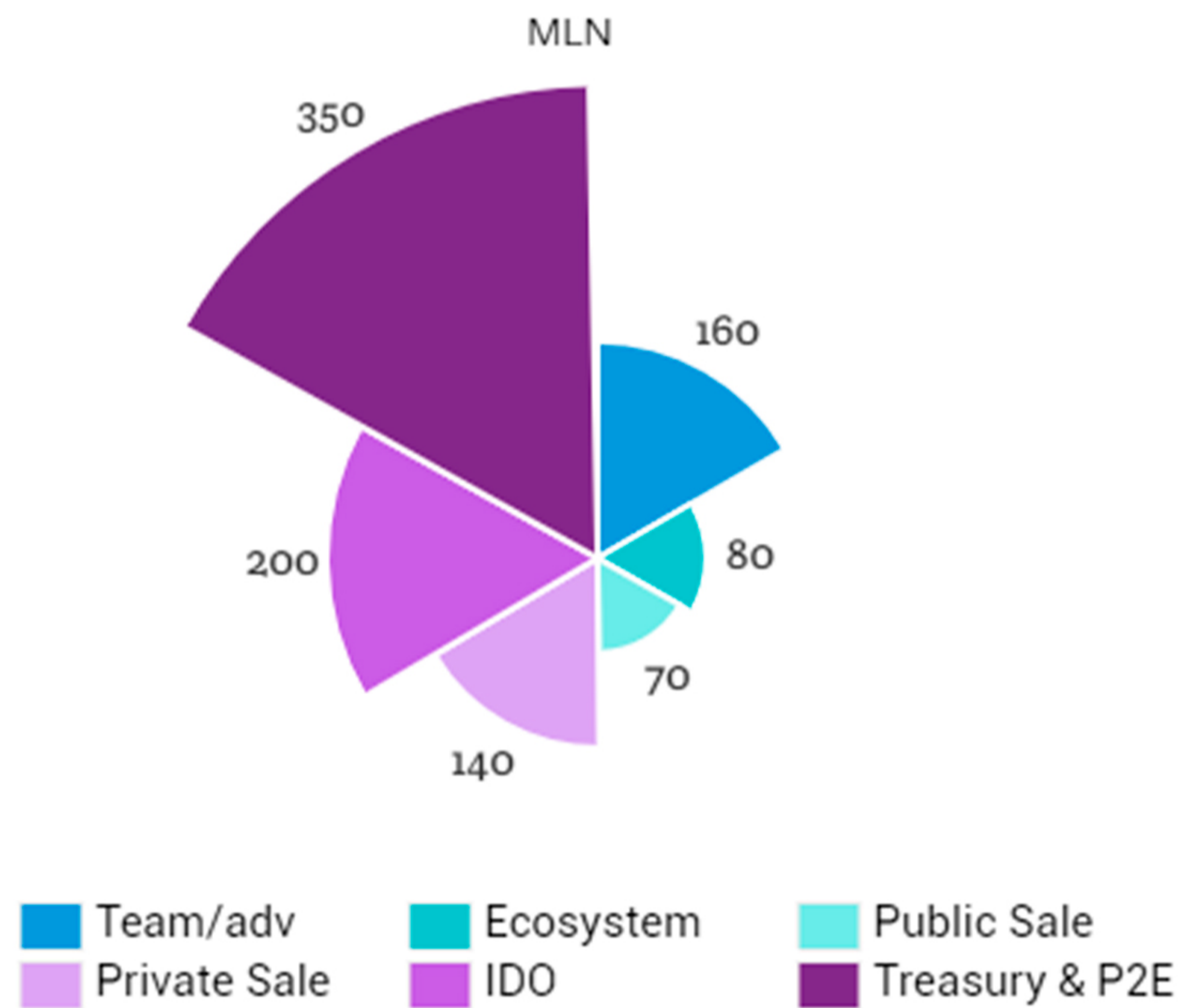
In the following table it is better specified which features will be available and what the actual difference in the users' gaming experience will be.

	FREE TO PLAY	HOLDER
Story mode	V	V
Catching the Printomon	V	V
Visit every location on the game map	X	V
Earning from Crypto	X	V
Earning from Staking	X	V
Earning from Play to Earn	X	V
Access ALL events	X	V
Character Customisation	PARTIAL	V
Accessory customisation	PARTIAL	V
Printomon customisation	PARTIAL	V
Land System Access	BY EVENT ONLY	V
Edit Land	PARTIAL	V
Crafts System	PARTIAL	V
Printomon Enhancements	V	V
Printomon Breeding	V	V
Printomon exchange	NO LEGENDARIES	V
Printomon Sale or Cocoons of Life	X	V
Access Special Events	3 ATTEMPTS	V
PVP Participation	FIRST DIVISIONS AND F2P ONLY	V
Tournament Creation	X	V
Tournament Participation	ONLY BY REQUIREMENTS	V
Club Creation	X	V
Joining a Club	V	V
Dungeon Access	3 ACCESSES PER DAY	V
Joining your own club	ONCE A DAY	MAX 2

# TOKEMONICS

Below is our Tokenomics and how we plan to manage the economy of our game: as shown in the diagram, our Tokenomics will be structured into 6 categories, each category will have a specific function, 3 of which will help us to raise the necessary funds to be able to structure our video game, marketplace and crypto.

At the moment our Tokenomics is provisional but reflects our intentions; at the moment we are focusing on a Private Sale with a token entry to the project which you can access via our limited white-list.



## PRIVATE SALE

Printomon, at the moment, will not have a Presale/Public Sale, nor a real Tokenomics, but a Private Sale.

What is a Private Sale and why did we choose this method of initial sale?

We chose a Private Sale because we care about the success of our project and to make this happen, like all projects, ours also needs funding.

The Private Sale is nothing more than a per capita private sale of one of our entry tokens, this method allows us to select a few investors that we can trust, who will buy the token at a favourable price but will remain committed to our project due to vesting, ergo they will not receive the full amount of tokens immediately, but will have a monthly income of tokens based on the price agreed upon in the Private Sale.

In this way we will be able to keep our project going, start with real marketing and sponsoring, be able to make more donations and expand our team to work on our video game.

To join our white-list, you can contact us privately on our social networks and access our selection.

Please note, in this Private Sale you will not receive an actual token, but an entry token for our future token which will be air-dropped at the time of release in a ratio of 1 to 1 directly into the wallets belonging to the Private Sale, naturally respecting the vesting choices.

# WHO WE ARE

Pietro D'Acquisto: CEO and Co-Founder of Printomon, Crypto and nft Enthusiast.

*"I believe that one single good idea can change the world."*

Donato Ferrari: Co-Founder of Printomon, PHD in Economics and Business Sciences.

Massimo Paese: Graphic and Web Designer, Doctor in Architectural Sciences, eGaming Enthusiast.

Domenico Cortese: Web & App Developer

Nicola Piras: Comic Artist