



Level 1



DungeoNEAR

The Dungeon Goblins

WHITEPAPER





Level 2

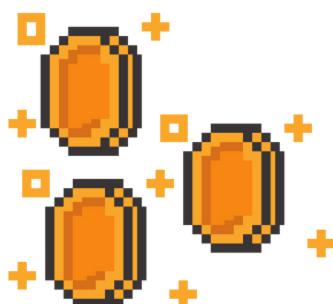
“The degen world of NFTs awaits!”

Dungeon Goblins is a generative NFT series released by the ‘DungeonNEAR’ platform. Each goblin will be randomly generated, unique, and with a matching audio track.

What is the “DungeonNEAR” Collective?



DungeonNEAR is a degen NEAR gaming and social gaming platform, releasing its first proof of concept NFT collection as “Dungeon Goblins”. This NFT collection is the foundation for a new “P2E(play to earn), S2E(stake to earn)” game model funded by our native token, Jargon.





Level 3

“Follow us Goblin! Your
Dungeon awaits!”

The Dungeon Goblins NFTs are the first generative visual and audible art NFTs on NEAR. Our goal is to provide artists, visual and audible, a way to plug their creations into video games and other various platforms as well as give more value to their NFTs for themselves and for those who hold, own, and stake them.

This NFT style of; a visual and audible, generative creation, will open up the NFT community to people who are visually impaired. Each NFT will contain a generative short musical composition that will contain rarity levels that match up to its visual components.

Each NFT earns from multiple pools of in-game “purchased” items, as well as free mints and WL mint spots in future NFT drops by the Jargon Ecosystem.

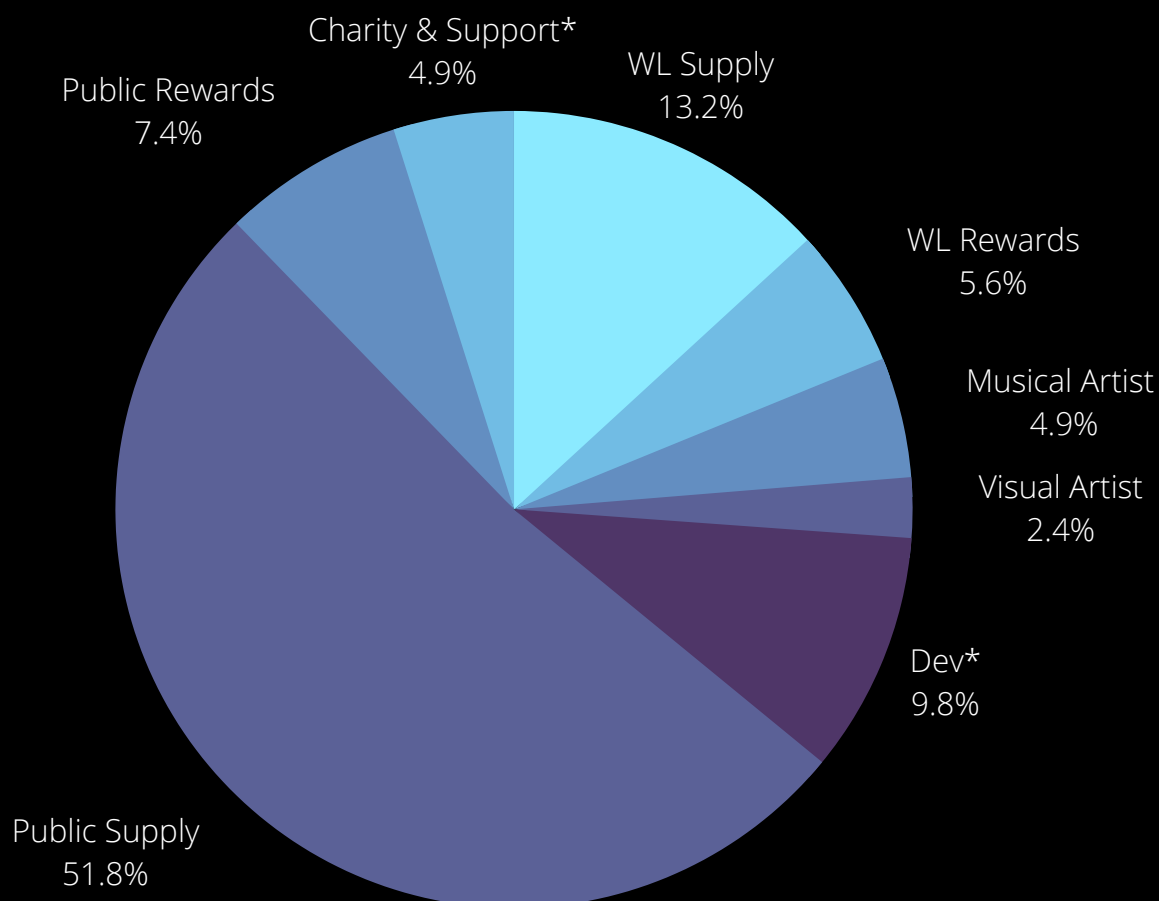
NEXT





Level 4

Tokenomics



Total Supply: 5777

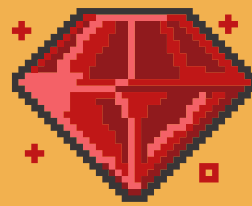
WL Mint Price: 10N
Public Mint Price: 20N

**Dev and Charity & Support Supply locked for 6 months





Level 5



Benefits of Holding a DungeonNEAR Gen1 NFT:

-  Earn a Royalty from our Parlor Games
-  Earn a Royalty from every DungeonNEAR NFT traded
-  Earn a Royalty for your held traits from the the in-game purchases
-  Earn a Royalty from every game played of Dungeon Goblins as well on future DungeonNEAR games
-  Earn in game trait based items and rewards
-  Free Jargon NFT mint(5-8N mint price)
-  Whitelist Spot for Jargon NFT mint
-  Stake-to-Earn Jargon

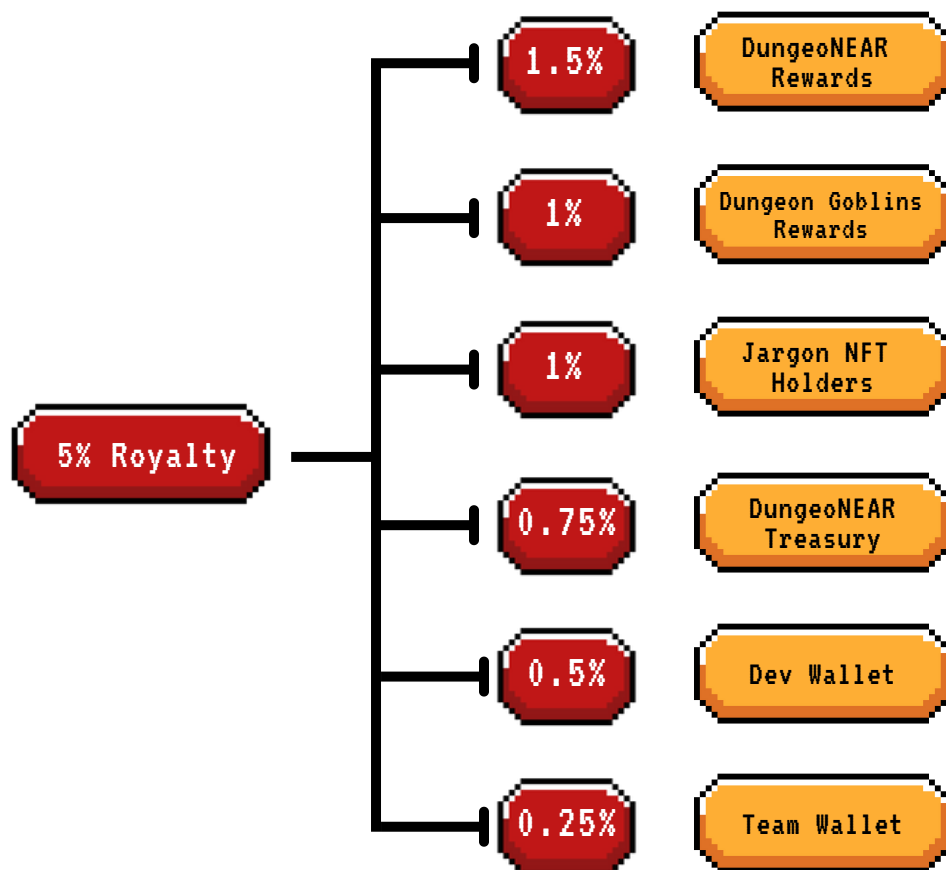


Level 6



Parlor Games

From every win(&loss), a total of 5% royalty will be charged



Parlor Games will be games you would find in a medieval drunkards parlor. Dice Rolls, Coin Flips, Card Games, Stop a Thief, Be a Thief, and who knows what else! Details of these games will be released over time and developed quickly after Mint.



Level 7



Dungeon Goblins Trade Royalty





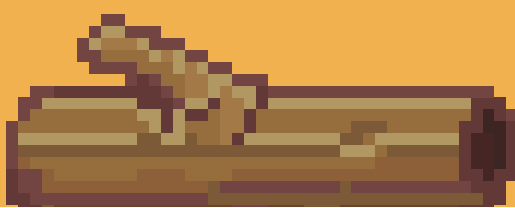
Level 8

Earn a Royalty for your held traits from the “Dungeon Goblins” game:

The game will allow for in game item purchases which are also the traits available for the DungeonNEAR - Dungeon Goblins. These traits will be rewarded and purchasable with in game rewards(as Jargon), Jargon, or NEAR.

From the items(traits) that are purchased in game, there will be a cascading upflow to higher ranked traits, as well as pool percentages.

NEXT





Earn a Royalty from every game played on
“Dungeon Goblins” game:

Each play of “Dungeon Goblins” and internal
mini-games, will cost a small amount of NEAR
or Jargon. From this amount:

- 10% goes to Holders
- 47% goes to Jargon Treasury
- 23% goes to DungeonNEAR Treasury
- 10% goes to “Dungeon Goblins” Rewards
Wallet
- 5% goes to JackPot
- 5% goes to Charity, Non Profit for Visually
Impaired and Women in crypto/gaming org.



Dungeon Goblins Game

Every “New Game” of Dungeon Goblins will require the user to either stake their NFT, an amount of Jargon or NEAR, or pay an up front cost in NEAR or Jargon.

Play to Earn & Stake to Earn Mechanics.

1. Play to Earn

- a. In game there will be multiple of minable, discoverable, and winnable materials that can be bought and sold on in game marketplace or used to craft trade, and improve upon different items.

2. Stake to Earn

- a. When you stake your Dungeon Goblin NFTs, for each trait your Goblin has, you will receive a portion of the rewards pool from any in-game crafting, trading, or purchasing of the corresponding item.

In-game Rewards

1. Jackpots

- a. Seemingly unbeatable levels and side quests that will have pools built up from failed attempts.

- b. In-game jackpot wheel

2. Lotteries

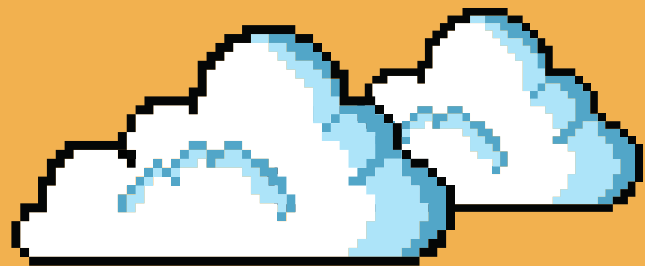
3. Mini games

4. PVP battles and mini games

5. Materials caches, currency caches, item caches

6. Marketplace rewards

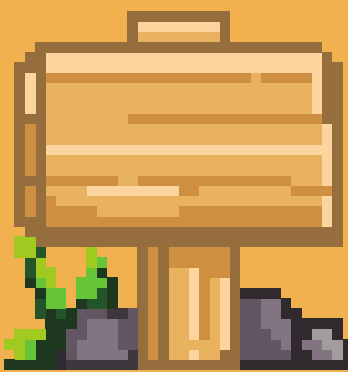




Use of Funds from Dungeon Goblins NFT

Mint:

- 5% goes to Musician
- 2.5% goes to artist
- 5% goes to marketing team
- 10% goes to “DungeonNEAR” Treasury Wallet
- 5% goes to “Dungeon Goblins” Rewards Wallet.
- 5% goes to Charity, Non Profit for Visually Impaired and Women in crypto/gaming org.
- Remaining Funds Raised will go to developing, marketing, and growing the Dungeon Goblins Game, the Audio-Bits Ecosystem of creators, and the Jargon Token Project.





ROADMAP

Q3 2022

- Mint first DungeoNEAR NFT for Dungeon Goblins
- Get NFT verified on paras.id and set up NFT trade royalty pool
- Release staking platform to earn Jargon
- Release game design team info

Q4 2022

- Release Parlor Game mechanic and functionality
- Release Dungeon Goblins Play to Earn & Stake to Earn reward mechanics
- Release two Parlor Games
- Release Dungeon Goblins Images and Updates

Q1 2023

- Release three Parlor Games
- Release First images of Game
- Release limited access demo of Dungeon Goblins
- Release Dungeon Goblins Gen2

Q2 2023

- Dungeon Goblins Beta
- Partnerships with other NFT games