DEVIANTS´FACTIONS

LITEPAPER

0.2

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DEVIANTS'FACTIONS

OVERVIEW

Deviants' Factions is a Play & Earn Trading Card Game where each card is an NFT. It proposes an **immersive narrative experience** for players, presenting a setup that provides fictional explanations to **real-world events** and the **Crypto scene.** During each match, players will uphold the principles of one of four Factions struggling for the course of History.

Players will use **8-card custom-built decks** to battle each other. Their objective: to **destroy the opposing Headquarters.** For this, they'll use their Characters and Technologies to attack and defend throughout the match. Ownership of the NFT powered cards –minted in **limited editions or Sets–, in-game rewards** on a dual token ecosystem, where players farm the NFT asset **Volition (VOL)** and compete in a **tournament system** with prizes in **$DEV**, our native token.

$DEV use cases are intertwined with the very essence of the game. They include staking, participation in **Governance decisions** that will alter events in storytelling and card design, **crafting** cards and other cosmetic NFTs, entering **tournaments**, improving your $DEV **earning ratio**, and more.

Guilds and Scholarship systems both **reduce the entry barriers** for new players and provide a way for big spenders to **accrue value** from their collections. Our elegant set of rules makes learning **Deviants' Factions** a pleasant experience, while the astronomical combinatory of game sequences grant experienced players a renewable challenge upon emission of new sets.

Our cross-disciplinary team of **veteran game developers**, with over 15 years of experience, designed a solid P&E strategy, beautiful artwork, a compelling immersive narrative, and fun and interesting game mechanics.
Deviants' Factions holds every technical element to further power up a game that's mostly already developed.

CONTEXT
Immutable X & NFTs

During the last few years, NFTs experienced a notorious and justifiable boom, feeding on a diversity of mostly art collections projects that found in this technology the tools for a secure method to protect digital ownership. Currently, the total volume for the NFT market surpasses the 20 billion dollar mark, making it a greatly attractive environment for future investment. The Ethereum blockchain alone holds more than 11 billion dollars in value between all the projects that populate it.

Far from saturation, further development of NFT projects has shown the multiple uses that the technology is capable of accomplishing. Most notably, the gaming industry found a great tool to offer their player bases true ownership of their in-game assets, as well as new ways to reward them through Play & Earn models that grow in sophistication constantly.

Our game will be focused on the **community** and will contemplate their **engagement in crucial decisions** that will affect the game's progress. Needless to say, Immutable X provides zero-fee NFT trading, thus allowing game mechanics, LiveOps, and earning mechanisms to be at the center of our community's activities – not the cost of transactions.

Immutable X is a blockchain specialized in gaming, a fact that deeply resonated with our vision and understanding of how value is created for communities. IMX users not only are crypto enthusiasts but also gamers eager to discover new fun and profitable game experiences. The blockchain long term vision involves a focus in mainstream adoption, which is a challenge and opportunity that our team takes vigorously. This factors strengthen **Deviants' Factions**, a project that aims to be the leading Play & Earn NFT game in the blockchain landscape

CONTEXT
Trading Card Games

Card games like Magic or poker have long joined the list of online card games. Users are playing at all times on many platforms, streaming or playing at an amateur level. The degree of competitiveness that comes with these games has given them recognition as E-Sports for gamers and enthusiasts around the globe. Some of the games that are worth mentioning include PokerStars, Magic, The Gathering, HearthStone, among others.

Today, the existence of Cryptocurrency and blockchain NFT programming has given birth to a new class of online games: Blockchain games, whose main components are NFTs. The main characteristic of these games is that they provide unique, unforgeable, and tradable goods. Additionally, they provide models that allow players to get money by playing **(Play & Earn)**. Some blockchain games that stand out are Axie Infinity, Alien Worlds, Splinterlands, and Gods Unchained.

Deviants' Factions focuses on users by transferring the value of matches to the player, fully strengthening their Play & Earn capacity to generate revenue as investors. As a card game, **Deviants' Factions** has the same market and collection value as physical games while maintaining all the advantages of going digital. It has low entry barriers: a reduced deck —8 cards are enough to play— and fewer card types that nonetheless allow for a deep card combinatory. All this, supported by a game design with high strategic potential, will enable **Deviants' Factions** to position itself within the E-Sports scene less than a year after its launch.

Deviants' Factions can be played competitively without diminishing the casual gaming experience, allowing all kinds of users to live a Play & Earn experience.

Our game seeks to minimize investor risk and provide the best immersive experience by bringing together professional design and narrative, social media management, and an innovative tokenomics proposal. The whole team is aligned with the idea of providing our community of investors and players with the best gaming experience and the safest conditions to have their investments grow with us.

THE GAME

Deviants' Factions offers an **immersive narrative experience** for their players. The team creates fictional explanations to real-world events, constantly forcing the **players to feel like a part of the story:** an invitation to impersonate a Deviant, a highly evolved human being with one or several **enhanced abilities.** Deviants hold ideological differences on how their relationship with normal humans, or Undeviants, should be conducted. Therefore, in order to have a say in History, most of them have aligned into four stronger, dominant Factions.

Factions

As we already mentioned, there are four factions in the game, each holding different perspectives on humanity's nature, and thus, its fate. This quartet includes the information-driven Awaken; the Entropy, who seek to dismantle power; the Inhumans that bolster Deviant supremacy; and the Owners, burdened with absolute power and, therefore, absolute control. Let's look at each of the factions in more detail:

Awaken

In a world filled with corruption, selfishness, and destruction, the Awaken are here to shine light into darkness. Gifted with many abilities both in combat and politics, this faction has its eyes fixed on one thing: information. The path of truth will wake those who are numb in the middle of a conflict that involves every living being on the planet. However, even though they feel the need to wake others, they are certain that not everyone is prepared to deal with the costs of enlightenment.

Entropy

The members of this Faction only respect the Law of Entropy, the Second Principle of thermodynamics: a system always evolves to its most likely configuration, the one with the most entropy. Occupying various flanks around the globe, Entropians are slick and sneaky Deviants, always aiming to break the wheel of power by doing what they do best: disrupting and dismantling hierarchies.

THE GAME

Inhuman

Inhumans consider themselves to be starkly superior to Undeviants and reject the idea of belonging to humankind. They recognize Deviants as the heirs of a decaying world and regard humans as mere nuisances that need to be eliminated. Installed in different positions of power, Inhumans have only one purpose: to free this Earth of the old and make way for the new.

Owners

Masters of their destiny and that of many. These Deviants have the skills, charisma, and resources to shape the future at their will by all means necessary. Coming from diverse backgrounds and cultures, Owners believe that the future of humanity must be shaped by order and control. Control that can only be exercised by those who are competent. Members of this faction are aware of Deviant superiority, which leads to the responsibility to hold control over those who are unable to control themselves.

THE GAME
Game Mechanics

Each card will be an NFT. They'll **sell in Booster Packs** containing one or multiple of them. Each booster contains a number of cards with a specific **rarity:** common, uncommon, rare, and legendary. There are different types of NFTs. Some of them represent cards, like HQs, Characters, and Technologies, while other NFTs will hold different value, such as cosmetics.

To play a match in our **browser-powered game**, each player will choose a Headquarter —an ops center for a Faction— and an 8-card deck built with Characters and/or Technologies in any combination. The only deck-building restriction is that you can't use more than one card with the same name. The **goal** of the game is to **destroy your opponent's HQ while protecting yours.** To achieve this, you'll attack your opponent with your Characters, often equipping them with Technologies that enhance their abilities and provide further defense for your HQ.
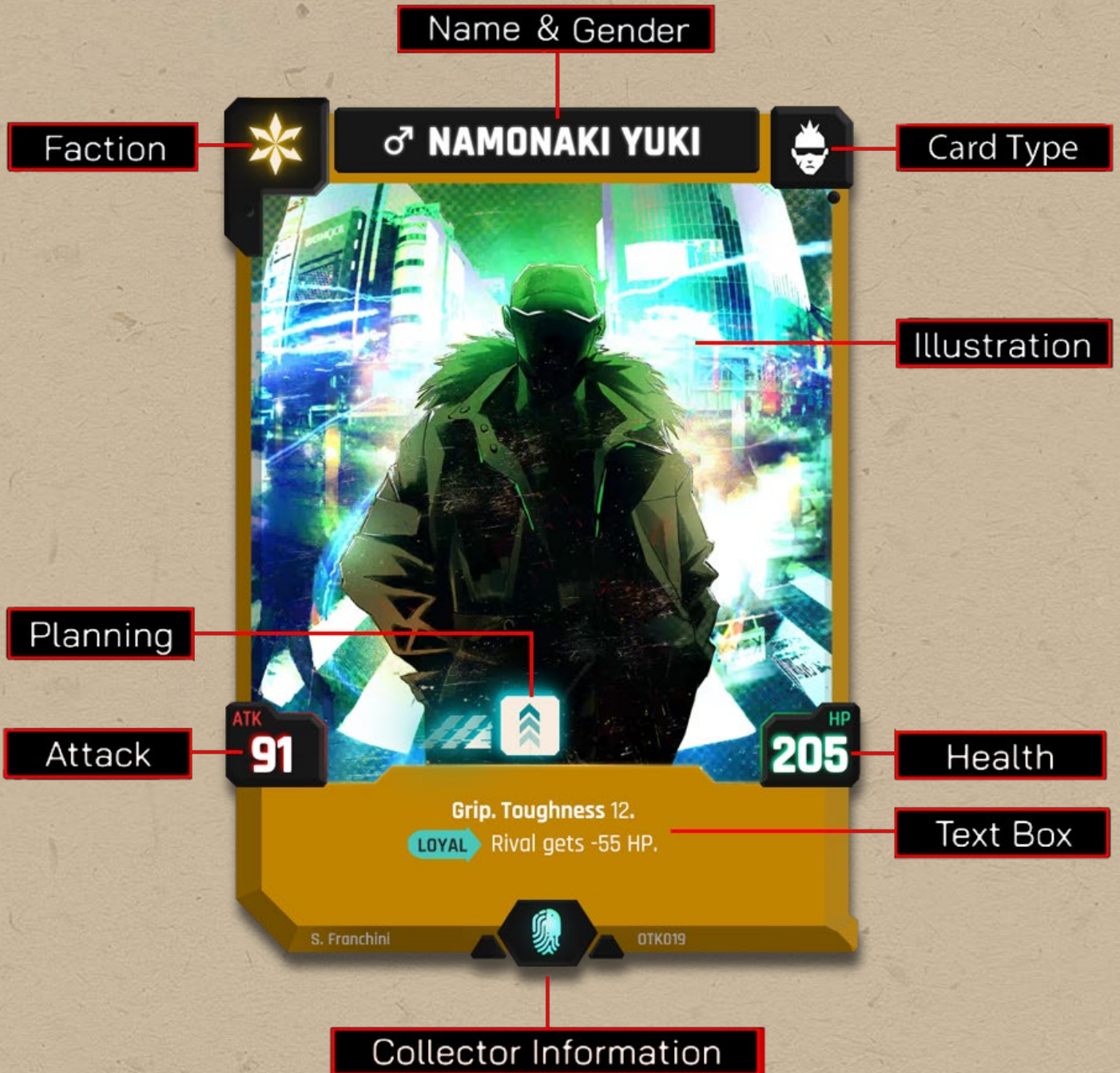
Players **start with 3 cards** in their hands and play **simultaneous turns**. During a turn, both players draw a card. Then, a player plays a card from their hand and the other player follows. Finally, attacks are automatically declared if Characters are ready for it (i.e., came into play a certain number of turns before). The process repeats until the Structure Points of one of the two Headquarters are reduced to 0.

Cards may also hold some of several ongoing and triggered abilities, which creates a complex decision tree for players to think about! That makes the central question of the game become: Which one is the optimal play pattern given cards on my hand and my opponent's actions and reactions?

THE GAME
Card Anatomy

Name & Gender

Faction

♂ NAMONAKI YUKI

Card Type

Illustration

Planning

ATK
91

Attack

HP
205

Health

Grip. Toughness 12.
LOYAL Rival gets -55 HP.

Text Box

S. Franchini

OTK019

Collector Information

TOKENOMICS

Deviants' Factions will adopt a dual token strategy, with a native token called **$DEV** and an NFT based currency called **Volition (VOL).** As mentioned above, a token derives its price from its use cases and the main goal of our team is to **make the $DEV as useful as possible.** Deviants' Factions proposes an ecosystem that **optimizes earnings** for players and investors while safeguarding the low entry barriers that we envision for the growth of our community.

Players will earn VOL by playing matches, completing achievements and challenges, and participating in general in **Deviants' Factions** LiveOps program. The main utility of the VOL token is to craft tournament tickets for events that will reward competitive players with $DEV. This way, players will be able to monetize their day to day earnings without impacting the price of $DEV. Furthermore, as an NFT based currency, VOL isn't inclined to drop in price due to sells. On the contrary, that schematics might strengthen.

Play & Earn Core Loop
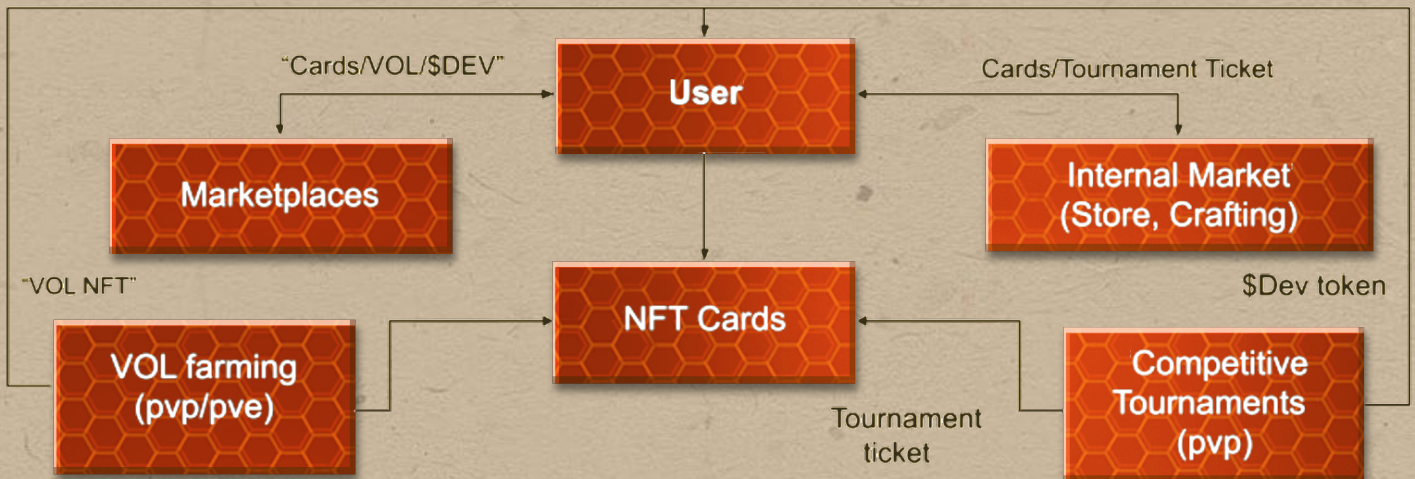
The main cycle of the game is born from the dynamics in which players must decide which role they wish to perform within the ecosystem: as a non-competitive player or as a competitive player. Both roles have a reward structure. Although the most attractive one is the competitive mode, it also has higher entry barriers, when compared to non-competitive play. The expected distribution of such players is represented in the following graph, which shows the number of players according to their earnings in the Play & Earn mode:

TOKENOMICS
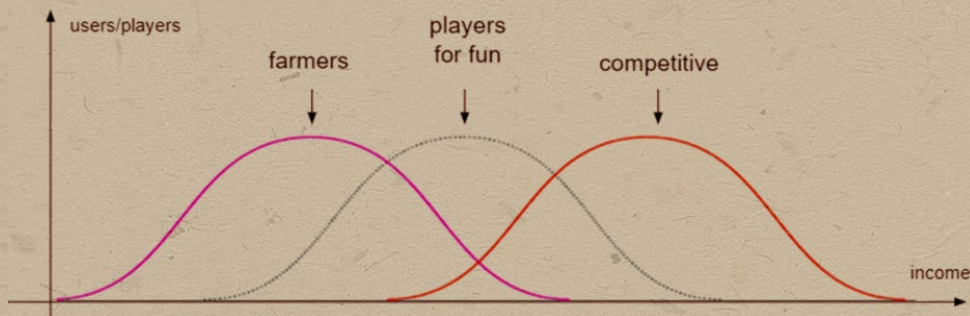
Roles are related to the user's use of the tokens and not to whether or not the user farms, since farming is an activity performed by all players within the instrument's LiveOps.

01 **Non-competitive player:** this type of player is either not able or willing to risk part of their assets and aims to have fun and earn small in-game profits. Their main function is to invest time and obtain the VOL Tokens, which are used to craft Tournament Tickets. Consequently, these users have two options:

A Sell the token in the secondary market, obtaining a profit for it, so that it can be acquired by a competitive player who is not willing to invest their time but their money to participate in tournaments.

B Hold the token to generate a shortage and its respective price increase and then sell it and profit for it.

02 **Hinge player:** this type of player is willing to invest or risk part of their wealth, looking for small profits within the game, in addition to investing their time obtaining the VOL Token. These users have three options:

A Sell the token in the secondary market, obtaining a profit for it, so that it can be acquired by a competitive player who is not willing to invest their time but their money to participate in tournaments.

B Use the token to craft Tournament Tickets and gradually shift to become a competitive player.

C Hold the token to generate a shortage and its respective price increase and then sell it and obtain a profit for it.

TOKENOMICS

03 **Competitive player:** this type of player is motivated to prove their ability in the game and is only looking to win. Since they do not have the time to earn Volition NFTs by farming, they usually get it from the marketplace, buying it from another player. This does not detract from the fact that they can do it indirectly or during the development of their own modality (by fulfilling objectives without necessarily being focused on them).

$DEV Utility

01 **Staking:** Players will access several benefits from staking their $DEVs. Staking is a way for us to reward our community members for having a long-term mindset and locking up their $DEVs.

A player can **increase their earning tier** by simply allocating their $DEVs on our servers, making every match even more profitable!

Governance executed by our players through staking will include decisions on storytelling —furthering our immersive narrative–, game design, game mechanics, and other community decision-making.

02 **Crafting:** Players will be able to craft special NFT cards by burning $DEVs alongside other NFT assets from the game. Some cards will be available only through this method, creating an opportunity for value extracted from special or promotional cards.

03 **Vanity items and cosmetics** will sell for $DEV, giving our incredible artwork new stages to shine and giving value to our community.

Deviants' Factions is open to **collaboration and integration** mechanisms with other projects and protocols of the Immutable X ecosystem. We understand these as **opportunities** to give value to our community and create different ways of having fun. **Guilds and Scholarship** systems are also tools for strengthening our community while giving new, valuable gaming alternatives to players.
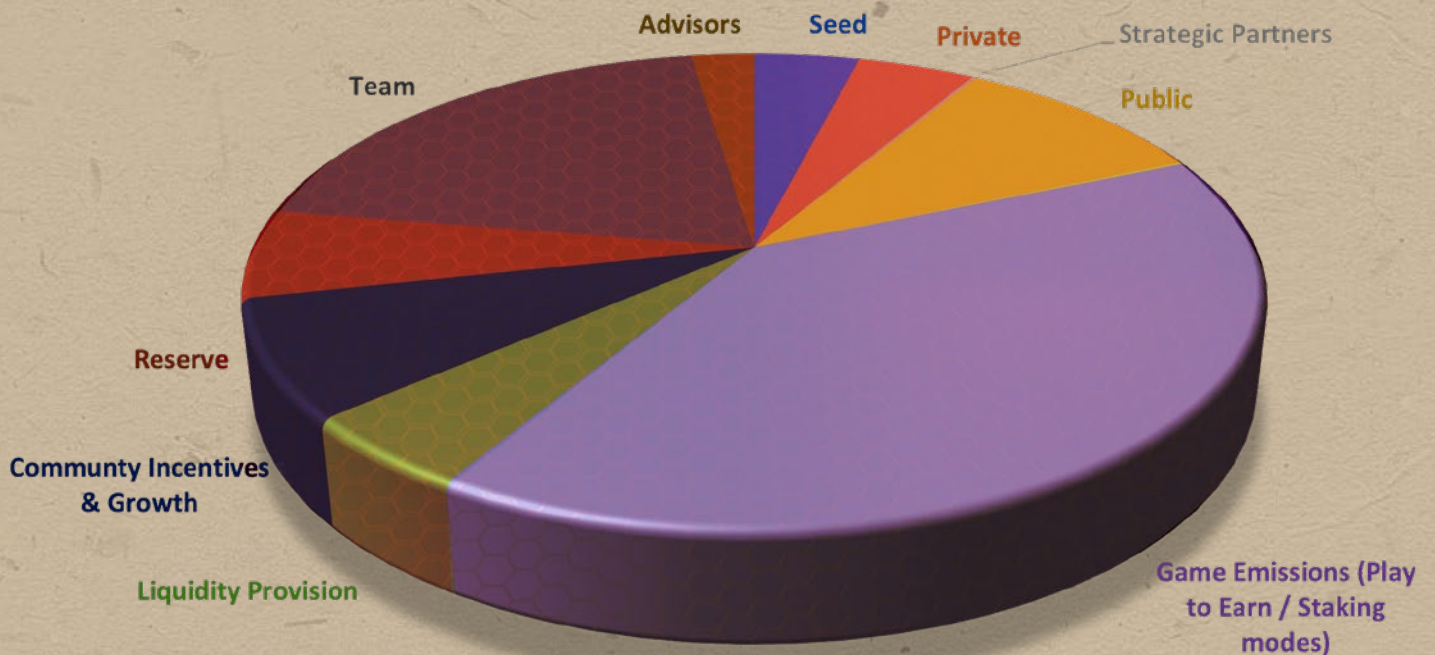
TOKENOMICS
$DEV supply and allocation

The total supply of $DEV is fixed in 1,000,000,000 units, distributed as follows:

	%	Total	Initial	Initial Cliff (Months)	Linear Vesting Period (Months)
Seed	5,00%	50.000.000	0%	12	36
Private	3,50%	35.000.000	0%	12	36
Strategic Partners	0,50%	5.000.000	0%	12	40
Public	10,00%	100.000.000	0%	0	0
Game Emissions (Play to Earn / Staking modes)	40,00%	400.000.000	10%	0	60
Liquidity Provision	5,00%	50.000.000	100%	0	0
Team	20,00%	200.000.000	0%	12	54
Advisors	3,00%	30.000.000	0%	12	48
Communty Incentives & Growth	8,00%	80.000.000	40%	0	48
Reserve	5,00%	50.000.000	15%	6	60
Total	100,0%	1.000.000.000			

Private and Strategic Partners initial emissions will be staked for Governance and will be locked for 12 months.

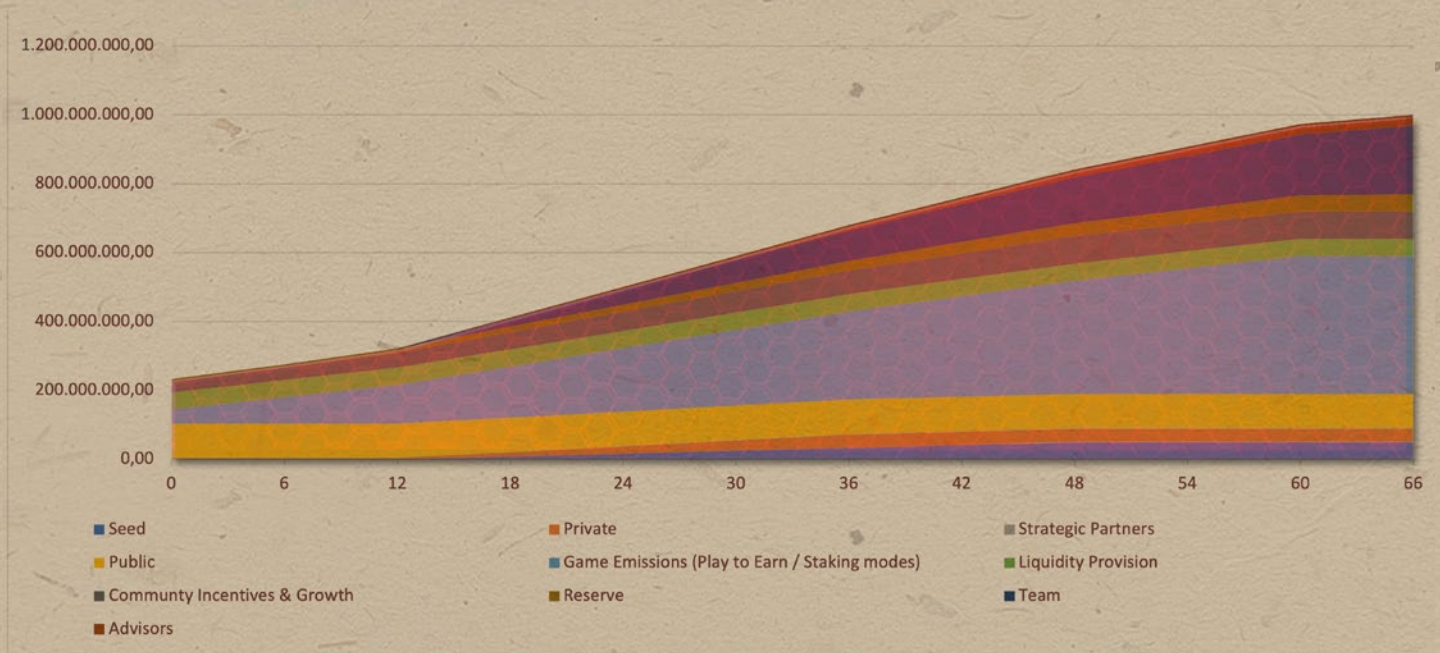Consequently, $DEV distribution looks like this:

Token Distribution

TOKENOMICS

Circulating supply is designed with a long-term vision of sustainability:

Release schedule

Legend:
- Seed
- Private
- Strategic Partners
- Public
- Game Emissions (Play to Earn / Staking modes)
- Liquidity Provision
- Communty Incentives & Growth
- Reserve
- Team
- Advisors

At first, the incentive mechanisms and other growth strategies will be **led by the Deviants' Factions team**. Nevertheless, these specific allocations are something that in the future could potentially be settled through **governance.** Either way, the decision-making process will put the creation of **value for our community as a whole** in the center. As a transparency measure to reassure players, most of the funds allocated for the team will be locked up. This way, the team and our community and investors will have completely aligned incentives to ensure growth.
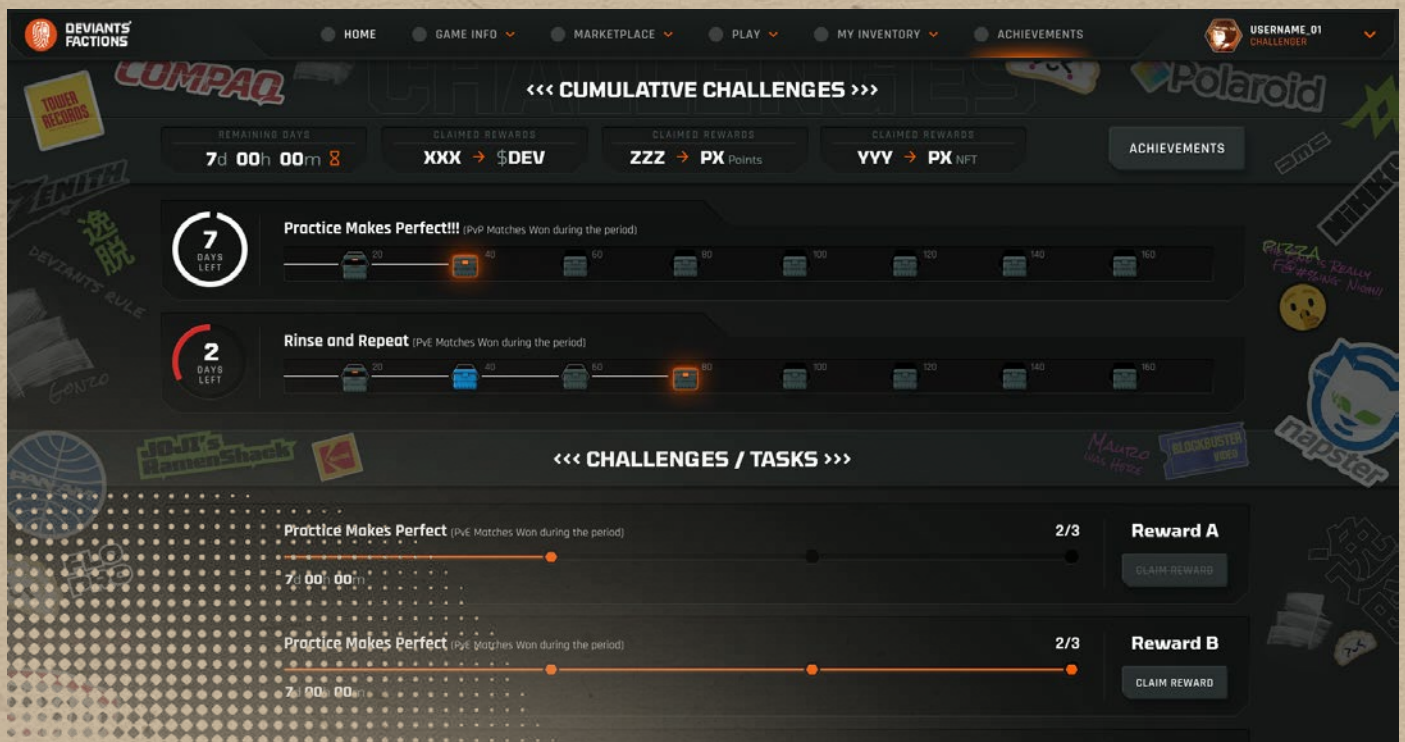
LIVEOPS

Deviants' Factions proposes an **immersive narrative** to its players, giving them the opportunity to play the role of a Deviant in the midst of a veiled war between the four factions. By giving fictional explanations to real world events, the game furthers the illusion of a "world within our world" in which players can interact in meaningful ways.

Each Set will come with its own **narrative arc** that will give direction to events occurring during that period. Storytelling will push forward not only through traditional means such as short stories, graphic assets, or audiovisual material; it will also do so through the implementation of **LiveOps**. Our team of Writers, Game Designers, and Developers will be constantly producing **events** and **game modes** that actively showcase the advancement of the story and incorporates the input of our whole user base.

LiveOps capabilities transform **Deviants' Factions** in an evergrowing game, ready to take the interactions of our community, as they pick sides in the conflict, straight into game development. As in many games, our LiveOps will include Tasks, Challenges, Achievements, and other similar mechanisms to incentivize play through a rewards system. Players will be rewarded as they fulfill the different objectives. Base floors are assigned for the delivery of prizes and they will consist of a mix of Volition NFTs, $DEV tokens, and, occasionally, vanity items and NFT cards.

LIVEOPS

Additionally, special events will be created to enhance game experience, reflect the advancement in storytelling, and provide a mechanism for players to participate in its development. Events may greatly differ from one another, but here are a few non-story gameplay modes that our team has designed:

Example 1: Unlikely Alliances
PvP
At the beginning of each Unlikely Alliances match, each player shows a predefined number of cards from their deck to their opponent. Then, players will choose N cards from their opponent's revealed part of the deck: those cards will become part of the other player's deck during the match. Then, the game resolves as a normal **Deviants' Factions** game.
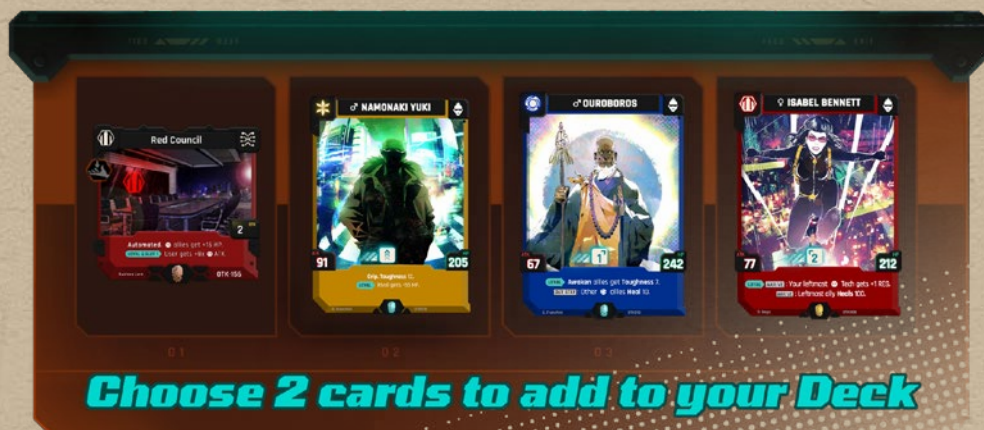
Example 2: Extreme Measures
Players who dare playing an Extreme Measures match will have to prepare for two Fight Steps each turn. The additional Fight Step will resolve immediately after the first one is completed, without altering the resulting formation from the first one: empty spaces will not be refilled and Technologies won't reattach if left unmanned.

ROADMAP

DEVIANTS' FACTIONS

ROADMAP
2024-25

Q1-Q2 2024

Card crafting
Play-to-airdrop
DEV Staking
Single-Player Boss Fight

Q3-Q4 2024

Share game replays
NFT Avatars
Card Burning for rewards
Multiplayer Boss Fight

2025

Multichain DEV Token sale
NFT Ownership rewards
New Referral program
Guilds

TEAM

DEVIANTS'FACTIONS

TEAM

The team behind Deviants's Factions is composed of experienced professionals, all of which have dedicated their lives to games, business, design, arts, and literature. Many of us have been working together for years on some of the leading TCG projects in Latin America. Here is a brief bio of each of them:

Founders

Israel Lazo | Tech Director
Twenty-year career in developing experiences. Game designer and producer. DevOps and Software architecture. More than 50 game projects developed. Magic The Gathering nerd. LCG game collector.

Nicolás Fierro | Creative Director
Clinical Psychologist with a postgraduate diploma in Constructivism. University professor of Psychology and Game Design. Game Theory and organized play expert. Entrepreneur. Diver and skydiver.

Matias Rencoret | Business Development & Operations
Industrial Engineer with over 10 years working in International business and managing operations for Tech Start-ups in the fintech/insurtech space. In charge of B2B partnership and B2B2C / B2C growth in multi market operations. Key note speaker, Data driven, experienced managing high performance leadership teams, developing tech-products. IT product development. Skydiver and surfer.

Lead Team :

Patricio Carrasco | General Producer
More than a decade of experience in different leadership roles. I have shipped more than twenty console and free-to-play games in my career. I bring expertise in building, managing, and leading internal and external teams with a collaborative and iterative approach.

Sebastian Gárate | Producer
Computer Engineer with experience in banking, Ecommerce and gaming industry. MTG player with a Pro tour and GPs background. I also play live and online Poker and I am a big cash game lover. Dad above all: by far the best game I've played.

Florencia Jiménez | Business Lead
Project Management and Coordination are my greatest fields of experience. I have overlooked different kinds of projects and been involved in the creation of AI platforms for pricing and supply forecasting. I have also worked as product manager for centralized digital wallets, always focused on achieving the best commercial goals and right strategy.

TEAM

Community :

Arpad Baksai | Head of User Acquisition
Industrial Engineer and MSc in Operations Management. Former CoFounder and CEO of the mobile game company Pocketland. During my 10 years of experience I have worked in the development, production, and publishing of more than 30 mobile games, with almost 80 million downloads combined.

Felipe Millán | Head Writer and Digital Strategist
As a writer, I have received several awards, such as the Roberto Bolaňo in poetry, Santiago's Municipal Award in short story, and multiple National Literature Grants in novel. A published translator, I am also a competitive MTG player and have worked in game design for two Trading Card Games.

Design:

Sebastián Saldías| Economy Designer & LiveOps Specialist
With more than 7 years of experience in game development. Working together with engineering and product teams to iterate on features and game economy, ensuring that the end result is fun and meets player expectations. Fan of Poker and TCGs, the last few years I have developed and designed games, acquiring detailed knowledge of each production step in LiveOps for different companies such as Globant, Giant Monkey Robot, and Universities.

Fabian Vega | Game Designer
As a strategy game player I have achievements in Latin America and worldwide. Since 2004 I have worked on several projects as a Game Designer, mostly collectible card games. My experience as a player and designer has given me the necessary tools to ensure that I take on projects with the goal to develop fun and easy-to-play games.

Anatoli Poliak | System Operator
Stocastic systems analyst with solid knowledge in business and economics. I have a wide experience in operations and logistics. I love solving puzzles and planning strategies, allowing me to operate different economic systems, both from macro and micro perspectives.

Osvaldo Olguin | Data analyst
I look for patterns and meaning. Always curious and eager to learn and grow. Melomaniac. Failed oneironaut.

TEAM

Art:

Mauricio Salfate | Art Director
Restless comic book artist. I have taken my knowledge of artsto different areas, such as film and game development in several formats. I have also participated in museological projects and design experiences, bringing imagination and creativity to new spaces, such as the MIT, exploring the possibilities of games and digital media. Dog lover and surfer.

Đorđije Vojinović | UI Artist:
Applied Arts Graduate, designer & artist keen on exploring various media and aesthetics. With over 150 projects in UI/UX, my second love is creating both traditional & digital art whenever possible. I enjoy a good read and I am also a heavy metal and HEMA enthusiast.

Gonzalo Pizarro | Concept Artist & 3D Modeler/Animator:
Fantasy Illustrator and character designer. I've done Key Visuals and Visual Dev for animation films. Plus, I'm a VFX and video editor. Guitar player, Simracer, and father of two.

DEV Team:

Marco Galindo | Full stack developer
Architecture fanatic with a passion for design patterns. I've worked as a CTO at PeanutHub and have vast experience in TI assessment. I love going to the mountain with my friends and doing some watercolor and oil painting to relax.

Walter Torres | Game Developer
My interest in coding led me to video game programming. I like action RPGs, roguelikes, and metroidvanias. In Deviants' I bring my love for data and ability to create game simulations to offer the best experiences.

Felipe Ortega | Game Developer
I have been told several times that I am a software wizard, able to perform magic in code. I have been programming for about 25 years and working for about 15. Today my new mission is to work on the gameplay of this incredible game as a Game Developer with the quality I have always demanded from myself.

José Ortiz | Fullstack Developer
Informatics engineer with mobile apps development diploma and management for engineers' diploma. Back-end seniority. I love playing videogames and music.

TEAM

Braulio Diaz | DevOps Engineer
An eclectic music lover, passionate about technology, enthusiast of strategy games since childhood. IT engineer by profession, I've had a career that started in on-premise infrastructure, but headed to the clouds (cloud computing, not sky ones) a couple of years ago. In my free time, try to get away from PC, or consoles, and go out with friends, work in some DIY project, walk or play with my pets

Joaquín Núñez | Fullstack Developer
Experienced Developer with 12 years of experience. I have worked in Research & Development for big corporations such as Telefónica and in Buda.com crypto exchange. A crypto enthusiast since 2017, coffee fanatic, and vegetarian.

Security:

Moisés García | Security Chief
Systems engineer with experience leading cybersecurity projects in industries of technology, ecommerce, fintech, insurance. I have implemented cybersecurity processes in agile development frameworks, such as: kanban, scrum, etc. From a personal perspective, I like rock music and going to live shows. Also, I think that the people are good and bad at the same time, but I always try to value their good sides.

PARTNERS &
INVESTORS

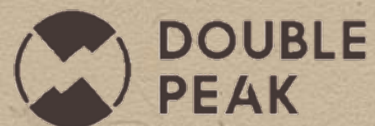DEVIANTS' FACTIONS

PARTNERS & INVESTORS

SVC
SKYVISION CAPITAL

animoca
BRANDS

INFINITY
VENTURES
CRYPTO

YGG
SEA

DWEB3
CAPITAL

SPARTAN

CAPITAL

DOUBLE
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(a) in any decision to acquire any $DEV, you have shall not rely on any statement set out in this document or the Website;
(b) you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);
(c) you acknowledge, understand and agree that $DEV may have no value, there is no guarantee or representation of value or liquidity for $DEV, and $DEV is not an investment product nor is it intended for any speculative investment whatsoever;
(d) none of the Company, the Distributor, their respective affiliates, and/or the Deviants' Factions team members shall be responsible for or liable for the value

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of $DEV, the transferability and/or liquidity of $DEV and/or the availability of any market for $DEV through third parties or otherwise; and

(e) you acknowledge, understand and agree that you are not eligible to participate in the distribution of $DEV if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the distribution of $DEV would be construed as the sale of a security (howsoever named), financial service or investment product and/or (ii) where participation in token distributions is prohibited by applicable law, decree, regulation, treaty, or administrative act (including without limitation the United States of America and the People's Republic of China); and to this effect you agree to provide all such identity verification document when requested in order for the relevant checks to be carried out.

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$DEV Token: $DEV are designed to be utilised, and that is the goal of the $DEV distribution. In fact, the project to develop Deviants' Factions would fail if all $DEV holders simply held onto their $DEV and did nothing with it. In particular, it is highlighted that $DEV:

(a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any

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commitment as to its value);

(b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

(c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to Deviants' Factions, the Company, the Distributor and/or their service providers;

(d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

(e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

(f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and

(g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the $DEV distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

To the extent a secondary market or exchange for trading $DEV does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of $DEV, and Deviants' Factions. Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for $DEV.

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