

Disciple Verse Whitepaper

Project: Disciple Verse

Website: dverse.app

Token: \$DVERSE

Blockchain: Base Network

Date: October 2025



1. Executive Summary

Disciple Verse is a faith-inspired Web3 gaming ecosystem combining collectible NFTs, short daily mini-games, and a carefully limited token economy.

Our long-term vision is to develop **12 daily-playable mini-games**, each allowing players to earn or use \$DVERSE tokens and interact with a growing collection of unique NFTs.

Unlike speculative projects, Disciple Verse is designed for long-term enjoyment, transparency, and community participation. Every contract is viewable on-chain, and the ecosystem will grow organically as resources allow.

2. Vision and Values

Vision:

To build a transparent, family-friendly blockchain game world that rewards regular play, ownership, and wholesome engagement.

Core Principles

- **Play with purpose:** Games designed to be short, rewarding, and values-based.
 - **Scarcity & authenticity:** Limited NFT collections and a capped token supply maintain long-term value.
 - **Transparency:** All deployed contracts are publicly viewable on the Base blockchain.
 - **Community input:** Players and supporters help shape new features, NFTs, and mini-games.
 - **Sustainability:** Periodic token burns and controlled releases keep the in-game economy balanced.
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3. Gameplay Overview

Disciple Verse will eventually include a suite of **12 themed mini-games**, each built around Biblical stories or characters.

Gameplay characteristics

- Each game is short (1–10 minutes) and can be played daily.
- Performance on daily leaderboards will reward players with \$DVERSE and special in-game achievements.
- Owning certain NFTs unlocks or enhances specific mini-games (for example, owning a Boat NFT grants access to a water-themed challenge).
- Gameplay focuses on skill and participation rather than speculation or chance.

No direct PvP (player-versus-player combat) is planned; competition occurs through **leaderboards and community challenges**.

4. NFTs — Design, Utility, and Scarcity

Categories

- **Character NFTs:** James, Judas, Andrew, Philip, Matthew, and others still to come.
- **Item NFTs:** Boat, Snake, and other thematic assets that unlock or enhance gameplay.

Scarcity

Each Character NFT collection will consist of **fewer than 100 NFTs**, ensuring strong rarity and collectible value.

Utility

- Access to specific mini-games.
- Enhanced leaderboard rewards or small gameplay bonuses.
- Tradable and verifiable ownership on the Base blockchain.

Existing contracts

- **James NFT:** `0xd2996e394953b889c5871448d56d4bbebb299c6`
 - **Judas NFT:** `0x7Fc21C8590932bE688874641a93022d469e89EeD`
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5. The \$DVERSE Token

Purpose

\$DVERSE powers the Disciple Verse ecosystem. It acts as the in-game currency for rewards, upgrades, and future marketplace transactions.

Key details

- **Network:** Base
- **Contract:** `0x934EAaE866d049b58ed2C8f9913dD89B7239eD7c`
- **Maximum Total Supply:** **7,777,777 DVERSE** — deliberately scarce to maintain long-term value and prevent oversupply.
- **Vesting:** Internal allocations will unlock gradually over time to maintain trust and stability.
- **Burns:** Periodic token burns will be conducted to help sustain a balanced economy.

Token release approach

Tokens will be released gradually as project milestones are reached. Liquidity pairing on decentralized exchanges (such as Uniswap) will occur as funds allow, ensuring a measured and transparent rollout.

6. Economy and Sustainability

Disciple Verse's economic model is designed around **balance, transparency, and gradual growth**.

Core principles

1. **Limited supply:** A hard cap of 7,777,777 DVERSE ensures scarcity.
 2. **Gradual release:** Tokens are introduced only as the ecosystem expands.
 3. **Meaningful use:** Tokens will be used for in-game actions, NFT mints, and marketplace activity.
 4. **Periodic burns:** Token burns will offset inflation and reward long-term holders.
 5. **Community participation:** Players may give input on upcoming burns, new NFTs, or mini-game priorities through open channels.
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7. Governance and Community Input

Disciple Verse is developer-led but community-guided.

While formal on-chain governance (DAO-style voting) is not yet planned, **token and NFT holders** will have **community input opportunities** through future polls, feedback sessions, and voting on non-binding proposals.

This ensures the community's voice helps shape direction without overcomplicating the structure at this early stage.

8. Transparency and Smart Contracts

All smart contracts (token and NFTs) are publicly deployed on the Base blockchain and can be verified by anyone through BaseScan or similar explorers.

This open approach allows players and collectors to confirm authenticity and transparency without relying on costly external audits.

9. Roadmap

Completed

- **2025 Q2:** James NFT minted on Base ✓
- **2025 Q2:** Initial testing phase of platform launched ✓
- **2025 Q2:** \$DVERSE token created on Base ✓
- **2025 Q3:** Judas NFT minted on Base ✓
- **2025 Q4:** Judas mini-game introduced for testing ✓

Planned

- **2026 Q1:** Mint Snake NFT on Base
- **2026 Q1:** Mint Andrew NFT on Base
- **2026 Q1:** Launch Andrew mini-game for testing
- **2026 Q1:** Mint Boat NFT on Base
- **2026 Q2:** Mint Philip NFT and Matthew NFT on Base
- **2026 Q2:** Introduce two additional mini-games for testing
- **2026 Q2:** Enable \$DVERSE trading through initial liquidity pairing
- **Post 2026 Q2:** All remaining NFTs and mini-games released periodically thereafter

10. Token and NFT Distribution (Overview)

The total supply of 7,777,777 DVERSE is fixed.

Distribution will occur **gradually and transparently** as development progresses.

Guiding principles

- A portion of tokens reserved for play-to-earn rewards.
- A portion allocated for liquidity pairing on DEXs.
- Development and team tokens vested over time.

- Community incentives and future events supported by the treasury.

Exact percentages and unlock schedules will be published with each new release phase, reflecting the organic growth of the project rather than pre-sale speculation.

11. Marketplace and Monetization

Disciple Verse will develop a simple in-game and web-based marketplace where NFTs and tokens can be exchanged.

Royalties on secondary sales will help sustain development and community rewards.

Initial liquidity for \$DVERSE will be paired on a decentralized exchange when economically viable.

12. Legal Notice and Disclaimer

Disciple Verse is a blockchain-based gaming project that includes collectible NFTs and a utility token.

Participation in the ecosystem should be viewed as engagement in a **game and entertainment platform, not as an investment vehicle**.

- The value of NFTs and tokens can fluctuate and is not guaranteed.
- Disciple Verse does not promise any financial return, yield, or profit.
- Participants are responsible for understanding the risks of cryptocurrency use and token transactions.
- The project operates transparently and in good faith but without formal financial or legal guarantees.

By purchasing or holding any Disciple Verse asset, you acknowledge these terms.

13. Future Outlook

Disciple Verse will continue to grow organically, prioritizing creative gameplay and sustainable design over hype.

As resources increase, additional games, NFTs, and token utilities will be introduced, maintaining the core values of transparency, scarcity, and faith-based storytelling.

14. Contract Summary (for verification)

Asset	Network	Contract Address
James NFT	Base	0xd2996e394953b889c5871448d56d4bbe cbb299c6
Judas NFT	Base	0x7Fc21C8590932bE688874641a93022d4 69e89EeD
\$DVERSE Token	Base	0x934EAaE866d049b58ed2C8f9913dD89B 7239eD7c

All contracts can be viewed directly on basescan.org.

15. Closing Note

Disciple Verse is built on the idea that games can be fun, meaningful, and transparent — combining creativity, technology, and a sense of higher purpose.

As the project continues to expand, community support and honest engagement will remain its foundation.

End of Whitepaper — Version 2.0 (October 2025)

Dverse.app