

DIVYA YUDDHA

BATTLE OF THE CELESTIALS

A PLAY-TO-OWN TRADING CARD GAME
INSPIRED BY INDIAN MYTHOLOGY



TOKENOMICS

Explore the DYCoin economy — supply, allocation, and a token designed for a living game, not a quick exit.



WHITEPAPER

The vision, the platform, and the covenant beneath them — what is built, what is promised, and the walls that never move.



ROADMAP

From foundation to the open market — three eras, two gates, one promise kept in order.

COMPANION VOLUME · HOW TO PLAY

FOUR FACTIONS. ENDLESS LEGENDS. YOUR DESTINY.





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The token, the platform, and the road — one document, three parts

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PART I

WHITEPAPER

The vision, the platform, and the covenant beneath them

"THE PLATFORM SELLS OWNERSHIP OF
BEAUTIFUL THINGS
AND FAIR STAKES ON SKILL — AND NOTHING
ELSE."



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CHAPTER I

ABSTRACT

Divya Yuddha — Battle of the Celestials is a live, story-driven card battler rooted in Indian mythology: four factions locked in best-of-three tactical war, a complete campaign, and one hundred seventy-six hand-finished card artworks. The game is built. It is playable today.

DYCoin (DYC) is the money of the Divya Yuddha Web3 platform on Polygon — where the wallet is the identity, the TORANA Access NFT is the door, players genuinely own their cards as NFTs, trade them in an open marketplace, and stake real coins on their skill against other human beings. Every marketplace trade and every match stake is denominated in DYC.

One principle governs everything beneath: **ownership never buys victory**. Money decides what you own; skill decides who wins. This paper specifies the coin, its division, the sale, the wallet architecture that protects the market from its own whales, and the gates that stand before a single coin is sold.

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CHAPTER II

WHAT IS ALREADY BUILT

A whitepaper that opens with promises asks for faith. This one opens with fact — the work is already on the table.

LIVE	176	93	ON-CHAIN
THE FULL GAME · PLAYABLE	FINISHED CARD MASTERS	PASSING CONTRACT TESTS	REHEARSED ON TESTNET

THE GAME Four factions — Devas, Asuras, Vanaras, Nagas — a full story campaign, ranked AI opponents, and a living meta of quests and seasons. **Complete, polished, playable.**

THE ART Every card in the launch and wave sets is a finished painted master — plus the TORANA Access Card, the threshold sigil of the platform.

THE CONTRACTS Token, soulbound Access NFT, immutable WaveCard NFT, cryptographic claim verifier — built and rehearsed end-to-end on Polygon's testnet under a **93-test, fuzz-hardened discipline.**

THE SITE The platform is live: the collection explorer, the TORANA claim rite, and the game itself behind the Access NFT.

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CHAPTER III

THE PLATFORM

One wallet, one door, one economy — everything a player does on Divya Yuddha flows through three simple truths.

THE WALLET IS THE IDENTITY

No accounts, no passwords, no profiles to manage. Your wallet is you — your cards, your record, your coins, portable and provable on-chain.

THE TORANA IS THE DOOR

One soulbound Access NFT unlocks play — story, ranked battles, and the staked tables. The door is free. What lies beyond is earned.

DYCOIN IS THE MONEY

Every card trade, every match stake, every marketplace listing — one currency, one economy, priced in DYC from the first day.

Buy in the morning, play your first staked match the same afternoon. The platform launches complete — nothing here ships as a promise.

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CHAPTER IV

THE COVENANT

OWNERSHIP NEVER BUYS VICTORY.
NO BOT EVER SITS AT A MONEY TABLE.
EVERY FEE THE PLATFORM EARNS BUILDS THE GAME.
THE SALE OPENS ONLY AFTER INDEPENDENT AUDIT
AND LEGAL CLEARANCE.

FIRST PRINCIPLES · BINDING ON EVERY CHAPTER THAT FOLLOWS

No DYC purchase and no NFT holding alters a match outcome, a card's strength, a draw, or matchmaking favor. Skill decides matches. Money decides only what you own.

DYCoin confers no equity, no revenue share, and no promise of profit. It is the working currency of a game platform, and this paper makes no investment representation of any kind. These are not policies under review — they are the architecture.

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CHAPTER V

THE CARDS

Ownership is the product. Three kinds of token live on the platform, each with one job.

TORANA

The Access NFT — the door itself. **Soulbound, free to claim, one per wallet.** It cannot be sold, because an identity should not be for sale.

WAVE CARDS

Every wave card is an **individual NFT** with its finished painted master as permanent artwork. Own it, play it, sell it — yours in the fullest sense the chain allows.

THE EARNABLE

Each season, a small set of cards can be **earned by pure play** — won through server-verified achievement, never bought. Earned cards mint as true NFTs, sellable like any other: **play becomes property.**

THE MARKETPLACE

Fixed-price, player-to-player, priced in DYC. List, buy, delist — **no auctions, no hidden order books**, no games within the game. Royalties and platform fees flow to the treasury.

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CHAPTER VI

THE TABLES

Competitive matches carry real stakes from the sale's first day. Every match is **human against human** — the platform never bets, never plays a hidden hand, and never pays winnings from its own pocket. Every coin won is a coin another player staked.

TABLE	STAKE	≈ VALUE	FOR
BRONZE	10 DYC	\$0.10	The open door — every buyer's first table
SILVER	50 DYC	\$0.50	The regular's game
GOLD	200 DYC	\$2.00	Where reputations form
DIAMOND	1,000 DYC	\$10.00	The high table
FRIEND CHALLENGE	10 – 10,000	to \$100	Private matches · both sign the pot

SETTLEMENT

Both stakes lock in escrow at match start. Winner takes the pot minus a **5% platform fee**; draws refund in full; a 90-second disconnect forfeits. **Every fee flows to the treasury and builds the game.**

FAIR PLAY

No bots at any money table, ever. AI opponents exist only in clearly marked free practice. Every player can set a daily loss limit of their own choosing.

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CHAPTER VII

ENGINEERING & SECURITY

A deployed contract holding user money ships its bugs forever. Every contract on this platform therefore climbs a fixed ladder, and no rung is skippable.

I · UNIT SUITE

Every public function: happy path, revert paths, access control, events — green before anything else.

II · INVARIANTS

Standing laws with standing names — supply conservation, sale conservation, vesting bounds, escrow conservation, provenance — **hammered by thousands of randomized fuzz sequences.**

III · ANALYSIS

Static analysis on every change; every finding triaged in writing; a new finding fails the task that introduced it.

IV · REHEARSAL

The full economic lifecycle runs as a repeatable script on Polygon's testnet after every change — drift is regression.

V · FREEZE & AUDIT

Code freezes at a named commit. Independent external audit follows. **Any change after audit reopens the audit — no exceptions.** Every deployed contract publishes verified source and proves its ownership on-chain in the same run.

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CHAPTER VIII

ELIGIBILITY & RISK

THE ISSUER

The sale is operated by **DY Animation**, the project's owning entity — it deploys the sale, receives the proceeds, and is the issuer named on every document. **The sale is open to buyers worldwide.**

SIGN UP, THEN BUY

Every buyer registers first: **email and wallet address** (name optional). Registration issues each wallet a signed pass, and the sale accepts only wallets that hold one. **Your details are collected by DY Animation to operate the sale and its partner programs, and are never published on-chain.**

THE CASH-OUT DESK

The cash-out desk is a facility, not a guarantee. It pays USDT for reward-column DYC at a fixed **0.010 USDT per DYC**, from a reserve DY Animation funds at its discretion. If the reserve is empty the desk simply declines until it is refunded — **your DYC is never taken, and stays fully usable on the platform.** Cash payouts currently route through the affiliate program for supported regions; the on-chain desk is the standing facility. Do not treat it as a promise that rewards convert to cash at any moment.

THE DUST STAYS YOURS

When a redemption amount does not divide evenly into the smallest USDT unit, the tiny remainder stays in **your** reward balance — the desk never keeps it.

- ◆ Tokens can lose value entirely. Commit only what you can afford.
- ◆ Purchases are final; no refund path exists.
- ◆ Smart contracts can fail despite audit; audits reduce risk, they do not erase it.
- ◆ Early liquidity is thin by design until the exchange opens; person-to-person prices are the market's, not the project's.
- ◆ Regulatory change can restrict the platform or its availability in any territory.
- ◆ Later phases depend on server infrastructure operating at scale.
- ◆ DYCoin is a utility token: no equity, no revenue share, no governance right, no promise of profit.

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PART II

TOKENOMICS

One billion coins, divided in the open

"ONE BILLION COINS. NEVER ONE MORE.
MONEY BUYS OWNERSHIP — NEVER VICTORY."

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CHAPTER IX

THE COIN

DYC

ERC-20 · POLYGON · 18
DECIMALS

1,000,000,000

HARD CAP · FIXED FOREVER

ZERO

INFLATION LEVERS AFTER CAP
LOCK

THE CAP

One billion DYC will ever exist. The cap is enforced in contract code and fixed permanently before the sale opens — **no one, including the project, can mint past it.**

HONEST UPGRADES

The token contract is an upgradeable proxy governed by a **48-hour public timelock** that governs every owner action, admin rights renounced to the timelock. The NFT contracts are immutable. The split is deliberate: collectibles are forever; the money rail keeps a guarded repair path — every use of it public and delayed a full 48 hours before it can take effect.

NO THEATER

No burn mechanic. Fee flows route to the treasury transparently rather than performing scarcity.

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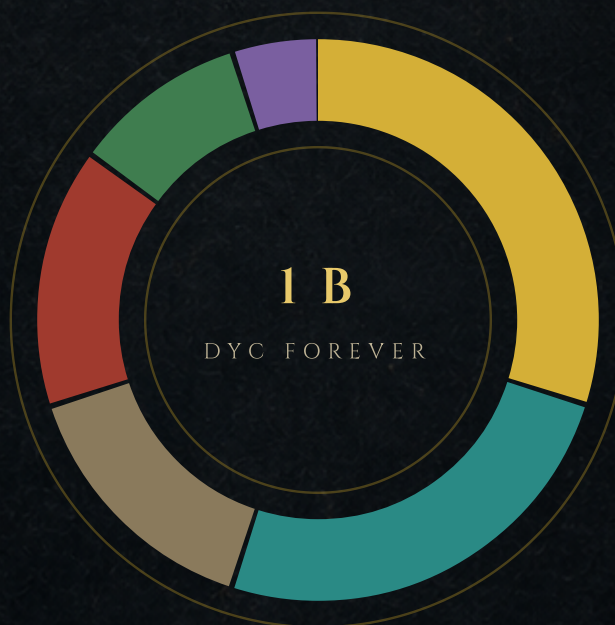
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CHAPTER X

THE BILLION, DIVIDED



◆ ICO SALE 300 M 30%

◆ ECOSYSTEM 250 M 25%

◆ TREASURY 150 M 15%

◆ TEAM 150 M 15%

◆ LIQUIDITY 100 M 10%

◆ PARTNERS 50 M 5%

THE ALLOCATION MANDALA · EVERY COIN ACCOUNTED FOR BEFORE THE FIRST IS SOLD

The project sells thirty percent — and keeps its promises with the rest.

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CHAPTER X · CONTINUED

WHERE EACH SHARE LIVES

ECOSYSTEM · 250M

The staking reward fund (150M), tournament prizes, holder airdrops, a community referral program, and reserves — **the fuel that keeps coins moving.**

TREASURY · 150M

Operations and growth — joined by all sale proceeds and every platform fee. **The treasury builds the game.**

TEAM · 150M

Locked **12 months from sale open**, then delivered over **24 more** — DY Animation's published commitment, with the enforcing on-chain vault deployed per the roadmap. **The founder waits longer than any buyer.**

LIQUIDITY · 100M

Reserved to stock the exchange the day open trading begins — seeded at no less than the public sale price.

PARTNERS · 50M

6-month lock from sale open, then 12-month delivery — the same published commitment, the enforcing vault on the roadmap. Advisors are bound by the patience they preach.

THE INSIDER BAR

Treasury, team, liquidity, partner, and ecosystem coins are **barred from staking in contract code**. The reward pool belongs to bought and won coins alone — **the project cannot farm its own players, and the contract proves it.**

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CHAPTER XI

THE SALE

Three hundred million DYC, two rounds, a window of one to two years — because the sale era is the economy-building era. The platform launches complete on the sale's first day. Rounds open on DY Animation's announcement — owner-triggered, on no fixed calendar date.

\$2.76 M

MAXIMUM RAISE

\$10 M

FULLY DILUTED VALUE

12-24 MO

SALE WINDOW

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CHAPTER XI · CONTINUED

THE SALE'S PROMISES

FIXED PRICES

No bonding curves, no bonus tiers, no dynamic pricing. Everyone in a round pays the same price — and the project will **never sell DYC below a price any round buyer paid**. Unsold coins roll to Ecosystem and are never re-offered cheaper.

LIVE PROCEEDS

Proceeds fund development, marketing, and community programs from the first purchase — **the sale builds what it promises while it sells. Purchases are final**; no refund path exists, and this paper says so plainly rather than in fine print.

OPEN BOOKS

A **monthly proceeds report** — the published treasury wallet and spending by category — runs for the life of the sale. Watch the money build the game.

DELIVERY

15% of every purchase arrives instantly — the day-one bankroll. The remaining 85% is held in vesting and **earns staking rewards once you activate it** — one tap in your dashboard; activate the day you buy and you miss nothing — then delivers across the two years that follow the exchange listing.

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CHAPTER XII

THE FOUR COLUMNS

Every coin in a wallet holds exactly one station at a time — the single structure that answers the day-one dump and the infinite-yield whale, without one rule an honest player will ever feel.



LIQUID

15% AT PURCHASE

The play money. Bet it, spend it in the marketplace, trade it person to person, or commit it to the stake.



VESTED

85% OF PURCHASE

The patient majority. Held through the sale era, earning once you activate it — delivered across the two years after listing.



STAKED

ONE-WAY COMMITMENT

The vault. Liquid coins may be staked — a one-way door. In return: daily rewards. **There is no unstake.**



REWARDS

ALL YIELD LANDS HERE

The harvest. Fully playable, fully spendable — and never stakeable. **Yield plays; it does not compound.**

Play with what is unlocked. Earn on what is not.



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CHAPTER XII · CONTINUED

THE LAWS OF THE COLUMNS

THE RATE

0.4% per day, credited daily, on every staked coin and every activated vested coin. Vested DYC earns once you activate it — one tap in the dashboard — so activate the day you buy and no committed coin sits idle.

THE 2× BOUND

Each staked position earns until its lifetime rewards reach **twice its principal** — roughly sixteen months — then rests. Continued earning requires fresh coins: bought, or won at the table. **The design rewards participants, not parked money.**

THE POOL & PLEDGE

Rewards pay from a fixed **150M fund** — allocated, never minted — with a **live runway counter** public at all times. And a pledge stands behind it: if the sale succeeds faster than the pool, **the sale refills the pool**. Those who committed through a one-way door are never left behind.

PROVENANCE

The economy remembers where every coin came from. At the tables, your own stake returns to the column it left; only your opponent's coins arrive as winnings. Reward coins keep their nature through every trade. **No path exists — by play, by trade, or by transfer — to convert yield into stake.**

WHY IT MATTERS

Whales cannot recycle rewards into compounding positions. Insiders cannot farm the pool. And listing day cannot be crushed by exiting buyers — because at most 15% of sold coins even exist in wallets when trading opens. **The protections are structural, not promised.**

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CHAPTER XIII

THE ROAD TO THE OPEN MARKET

DYCoin lists on a decentralized exchange only after the ICO completes. Until then, the game economy is the economy — buy, play, win, stake, trade person to person. The ordering is deliberate: it builds a world of players first, and hands the market a token with a living platform behind it. A filter for players over flippers — stated as exactly that.

AFTER ICO

EXCHANGE LISTING TRIGGER

100 M

LIQUIDITY SEED · AT OR
ABOVE PUBLIC PRICE

≤ 15%

OF SOLD COINS IN WALLETS
AT LISTING

THE WALL

At listing, at most 15% of sold coins can exist in circulation — the vested 85% begins arriving only afterward, spread across two years, earning as it waits. The seeded pool is deeper than the largest possible first-day wave. **The wall is taller than the wave.**

LIQUIDITY, IN FOUR PHASES

At listing, DY Animation provides at least 1,000,000 USD of liquidity — the pool that lets you sell DYC whenever you choose — added in **four phases** as the market grows rather than all at once. Each phase is **locked for one year** from the day it enters, enforced by a third-party locker whose public links publish at listing. The 100M seed floor stands: seeded at no less than the public sale price.

AFTER LISTING

The staking reward program completes its mission at listing, as designed from day one. Vested delivery, the marketplace, and the tables continue unchanged. Any successor program is **announced when real, promised never.**

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PART III

ROADMAP

The journey from the gate to the open market

"THREE ERAS. TWO GATES. ONE PROMISE KEPT
IN ORDER:
BUILD, PROVE, SELL, LIST, DELIVER."



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BUILD ERA	SALE ERA	MARKET ERA
EVERYTHING WORKS FIRST	1-2 YEARS · LIVE FROM DAY ONE	THE EXCHANGE & BEYOND

Three eras, in order. No era begins before the one before it is done. A slipped target is restated in public — never silently edited.

0

THE FOUNDATION

COMPLETE

ALREADY DELIVERED

The road does not begin with a promise. It begins with a finished game.

- ◆ The full game, live — four factions, complete story campaign, ranked battles, seasons and quests.
- ◆ 176 finished card masters plus the TORANA Access Card.
- ◆ The core contract suite, rehearsed end-to-end on Polygon's testnet — 93 tests, fuzz-hardened.
- ◆ The platform, live — collection explorer, TORANA claim rite, the game behind the door.
- ◆ A live NFT store and marketplace already transact in DYC on Polygon mainnet.

1

BUILD EVERYTHING FIRST

UNDERWAY

BUILD ERA · IN PROGRESS NOW

The sale's first day is the platform's full launch — so everything is finished before the sale exists: the betting arena, the four-column vault, the sale contracts, the marketplace. Nothing ships behind a "coming soon."



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GATE · AUDIT & CLEARANCE

Code freezes at a named commit. **Independent external audit** of the full stack — any change after audit reopens the audit. Legal clearance lands; the issuer and eligibility rules are published. **The sale cannot open until this gate clears.** A roadmap that hides its legal gate is lying by omission; this one names it.

II SALE OPEN · PLATFORM OPEN

SEQUENCED

SALE ERA BEGINS · ONE LAUNCH, EVERYTHING LIVE

Buy in the morning, play your first staked match the same afternoon. Fifteen percent of every purchase lands instantly; the rest begins earning the same day.

- ◆ Presale — 120M DYC at \$0.008, allowlist.
- ◆ Public round — 180M DYC at \$0.010, open worldwide.
- ◆ All four stake tables live · staking live · marketplace live · P2P transfers live.

III THE SALE ERA

SEQUENCED

12 – 24 MONTHS · THE ECONOMY-BUILDING YEARS

While the sale runs, its proceeds build the player world it promises — marketing, tournaments, growth — reported **monthly, in public, wallet and category.** Earnable NFT cards arrive through server-verified play. The sale closes early on sellout, or at the window's end.

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GATE · THE ICO COMPLETES

Sellout or window close — either way, the sale era ends before the market era begins. **No listing date is promised before this gate.**

IV THE EXCHANGE

SEQUENCED

MARKET ERA BEGINS · TARGETED 8–12 MONTHS FROM SALE OPEN

Open trading begins — met by a wall of patient supply.

- ◆ The 100M liquidity seed stocks the pool at no less than the public sale price.
- ◆ At most 15% of sold coins can exist in wallets on listing day — the wall is taller than the wave.
- ◆ The staking reward program completes its mission at listing, as designed from day one.

V THE DELIVERY YEARS

SEQUENCED

THE TWO YEARS AFTER LISTING

The vested 85% arrives — gently, across two full years, having earned the whole way. Sell pressure spreads across seven hundred days instead of one. **Every buyer knew this schedule on the day they bought.** Team and partner vaults continue their own, longer discipline.

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VI

THE LIVING SEASONS

EXPLORATION

ANNOUNCED WHEN REAL · PROMISED TO NO ONE

Beyond the delivery years lies the open backlog — labeled exploration, because honesty outlasts hype.

- ◆ New card waves and the factions' deepening lore.
- ◆ Season programs, leagues, and championships.
- ◆ Successor reward programs — announced if and when ruled, never pre-sold.

THE GAME IS REAL.

THE PLATFORM SELLS OWNERSHIP OF BEAUTIFUL THINGS
AND FAIR STAKES ON SKILL — AND NOTHING ELSE.

CLOSING DECLARATION

"The door is free. What lies beyond is earned."

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DYCOIN

Tokenomics · Whitepaper · Roadmap — one document, one covenant

VERSION 3 · FINAL · 2026-08-23

NOT AN OFFER OF SALE

ISSUER · DY ANIMATION — OPEN TO BUYERS WORLDWIDE

THE PUBLIC LIBRARY · TOKENOMICS · WHITEPAPER · ROADMAP · HOW TO PLAY

POLYGON

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