

# **IDLE LUCA Whitepaper**

IDLE LUCA aims to be an easy and convenient RPG game. Users can grow their mercenaries (Velius) by collecting attractive characters. And the progressed Velius collects progression materials even when offline, allowing the users to progress their Velius with ease and continue their adventures when they reconnect to the game.

## **1. Story**

A huge explosion occurred in the universe where only Ethers existed. The explosion created four attributes (fire, water, wind, and earth), and the by-products of the explosion gathered to create a world later called "Rovelius". Later in the world, the Ethers with the 4 attributes fused to create a god, so his name was Peren. Peren created two children, Urkeith and Omerta, modeled after himself for the new prosperity of Rovelius. Urkeith created darkness and Omerta created light to bring prosperity in their own ways. Rovelius was divided and ruled by the two gods, and each has developed in its own way. Under the protection of the two gods, Rovels gathered together to form villages called Velius, and the world with these villages became called Rovelius. However, the difference between the values of the two gods in the villages caused conflicts, and these small conflicts led to a big war.

## **2. Game Guide**

Users will become the leader of a Velius (mercenaries) in the world of Rovelius and embark on an adventure with the heroes called Rovel. Lucy, the manager of Velius and the users' helper, will be a great help.

## **3. Glossary**

Rovelius	All areas in IDLE LUCA.
Rovel	Villagers living in Velius in the world of Rovelius.
Velius	The areas where the Rovels live. Some of them are as big as a city while some are very small. Users become the leader of a Velius and play games with Rovels.
Poya	A slimy creature containing Ethers. It collects Ethers spread throughout Rovelius and delivers them to Rovels.
Ucal	The name collectively refers to Poyas that collect light Ethers and the Rovels that received its power.
Lark	The name collectively refers to Poyas that collect dark Ethers and the Rovels that received its power.

Lucy	The manager who manages the user's Velius. She has different colored eyes and mint-colored hair, and she helps the user manage their Velius.
Lucy's Cart	Lucy, the manager of Velius, collects helpful resources for the village in her cart by leading the Rovels even when the user is absent.
Poya Village	A village where Poyas live. In return for the help from Poyas in Velius, the Rovels made a village where Poyas could live freely. In the Poya Village, there are special workshops where necessary products for Velius are produced.
Special Areas	There are special monuments and symbolic buildings in Rovelius, where users can carry out special missions.

## 4. Characters

4-1. Region

4-2. Shrine of Evolution

4-3. Altar of Souls

4-4. Sanctum of Purification

### 4-1. Regions

There are two types of Poyas in Rovelius: Ucal and Lark. Rovels get Ethers from the two types of Poyas, and obtain the power of the four attributes (fire/water/wind/earth) that exist in Rovelius. The Rovels will have one of the two marks of Ucal/Lark, which is the starting point of the Ethers. Rovels with light attribute are guaranteed to have Ucal's Poya Ether, and Rovels with dark attribute are guaranteed to have Lark's Poya Ether.

### 4-2. Shrine of Evolution

Rovelius is a world based on Ethers in Poyas. Poyas' Ethers gave Rovels strength, but there was a limit to growing with Poyas' Ethers alone. The Rovels who thirsted for growth attempted to break through their limits by passing on their Ethers to other Rovels. After that attempt was successful, the Rovels in Rovelius now are trying to evolve by passing down all their Ethers to other Rovels.

### 4-3. Altar of Souls (Share Level)

In Velius, each Ether's power of the Rovels can be shared. The top five Rovels in Velius, who have been strengthened through evolution and growth, can make everyone within the Velius stronger by sharing their Ethers' power with the other Rovels.

#### **4-4. Sanctum of Purification**

The Ethers in Rovelius are not infinite. Finite Ethers have been used by the Rovels with several strategies, one of which is the Sanctum of Purification. Rovels who have received Poya's Ether, but who haven't really developed their power, or those who want to give up their growth and return to nothing, can choose to return to the Ether at the Sanctum of Purification. The choice provides an opportunity for other Rovels to grow.

### **5. Play Modes**

5-1. Adventure Mode

5-2. Shrine of Trials

5-3 Rift Dungeon

5-4 Request Center

5-5 Battlefield of Balance

5-6 Machina Tactical Warfare

#### **5-1. Adventure Mode**

As users solve the problems in each area of Rovelius, they get Lucy's EXP gems. They can level up Lucy by collecting Lucy's EXP gems. Lucy can regain her full strength, and the users can use Velius' various functions.

#### **5-2. Shrine of Trials**

Users can challenge the Shrine of Trials with the Rovles that they leveled up to acquire the resources needed for growth. Sometimes new Rovels can also be acquired. As trials increase in difficulty as they progress, the trial stages cleared by the users tell how strong the users are.

#### **5-3. Rift Dungeon**

Users can obtain the desired Rovels by obtaining Howls in the Rift Dungeon containing the power of four elements. The Rift Dungeon will be a great help for the users to collect the Rovels needed for their Velius.

#### **5-4. Request Center**

Veliuses are responsible for solving various problems that occur in Rovelius. Users can dispatch Rovels in their Velius to carry out requests to receive rewards. The more the users complete the request, the more difficult and highly paid requests they can receive.

#### **5-5. Battlefield of Balance**

A place for the users to compete against other Veliuses in Rovelius. It's a battlefield where users can see how strong their Velius is and eventually aim for the strongest.

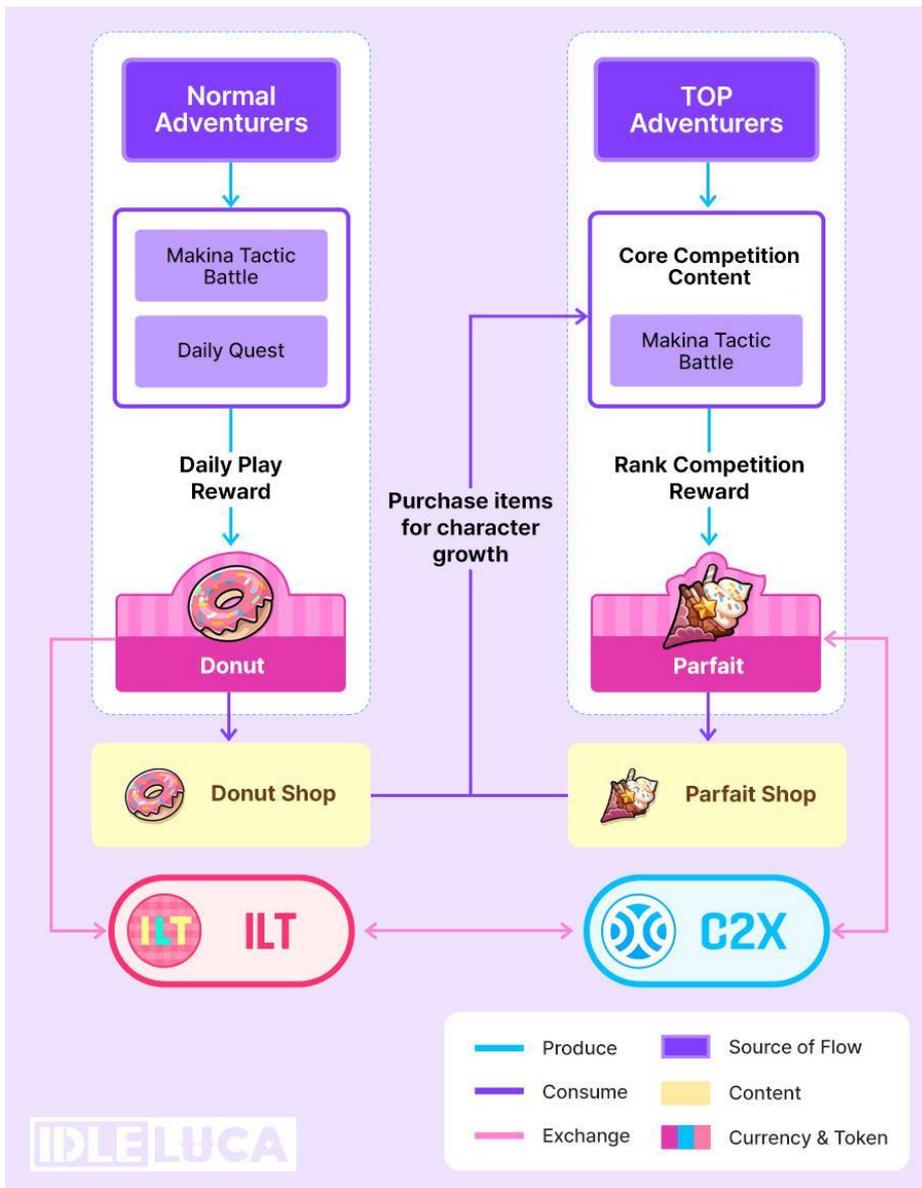
#### **5-6. Machina Tactical Warfare**

A place where battles take place under the control of Machina. Here, it is indicated by figures how effectively all participating Veliuses from the Rovelius clear the missions given by Machina. Machina will give rewards based on the sum of all the scores recorded by the Veliuses and the best mission score.

### **6. Economy**

6-1. On-chain Currency

6-2. In-game Currency



## 6-1. On-chain Currency

### a) C2X

- Tokens used in the C2X ecosystem.
- Convertible tokens that use "Parfait".

### b) ILT

- Utility tokens only used in IDLE LUCA
- Convertible tokens that use "Donut".

\* The acquisition and use of the game tokens may be restricted by applicable laws in your region. China (PRC), Singapore, and South Korea are included in this region and new regions may be added or updated at the time of the official launch of the game.

## 6-2. In-game Currency

### a) Parfait

- Parfait can be obtained by participating in the "Machina Tactical Warfare" content and reaching the top rank.

- Parfait is used to purchase special Rovel's, items, and more at Velius Dimension Transmitter Tower > Parfait Exchange Shop.
- Parfait can be exchanged for C2X in the C2X Station.

**b) Donut**

- Donuts can be obtained by completing missions through Daily Quest or challenging the Machina Tactical Warfare.
- Donuts are used to purchase rare Rovel's, items, and more at Velius Dimension Transmitter Tower > Donut Exchange Shop.
- Donuts can be exchanged for ILT (game token that can be exchanged with C2X) in the C2X Station.

**c) Gold**

- Gold is an essential in-game currency for overall growth. It can be obtained from various content including the main stage and offline rewards.
- Gold is consumed for growth including equipment and skill power-ups, and Rovel upgrades.

**d) Diamond**

- Diamond can be obtained through content play and is an important in-game currency used to summon Rovelius.

**e) Rovel EXP Stone**

- Rovel EXP Stone can be obtained through the main stage play and offline rewards.
- Rovel EXP Stone is used to upgrade Rovel's.

**f) Rovel Breakthrough EXP Stone**

- Rovel Breakthrough EXP Stone can be obtained through the main stage play and offline rewards.
- Rovel Breakthrough EXP Stone is used to break through growth limits when a Rovel reaches a certain level and can no longer level up.

**g) Weapon Power-up Stone**

- Weapon Power-up Stone can be obtained through the main stage play and offline rewards.
- Weapon Power-up Stone is consumed upon equipment power-ups, and Premium Weapon Power-up Stone can power up more than normal Weapon Power-up Stone.

**h) Golter**

- Golter powers up Rovel's equipment up to Lv. 1 - 10.
- Golter can be obtained through offline rewards and dimensional traveler content.

**i) Petra Stone**

- Petra Stone powers up Rovel's equipment up to Lv. 11 - 20.
- Petra Stone can be obtained through offline rewards and dimensional traveler content.

**j) Unrefined White Ore**

- Unrefined White Ore powers up Rovel's equipment up to Lv. 21 - 30.
- White Ore contains each attribute Ether and is used for power-ups. An Unrefined White Ore is in a state that can contain any attributes.
- Petra Stone can be obtained through offline rewards and dimensional traveler content.

**k) Fire/Water/Wind/Light/Dark White Ore**

- It powers up Rovel's equipment up to Lv. 21 - 30.
- It's used to power up the equipment of each attribute with the attribute Ether contained in White Ore.

- It can be obtained through offline rewards and dimensional traveler content.