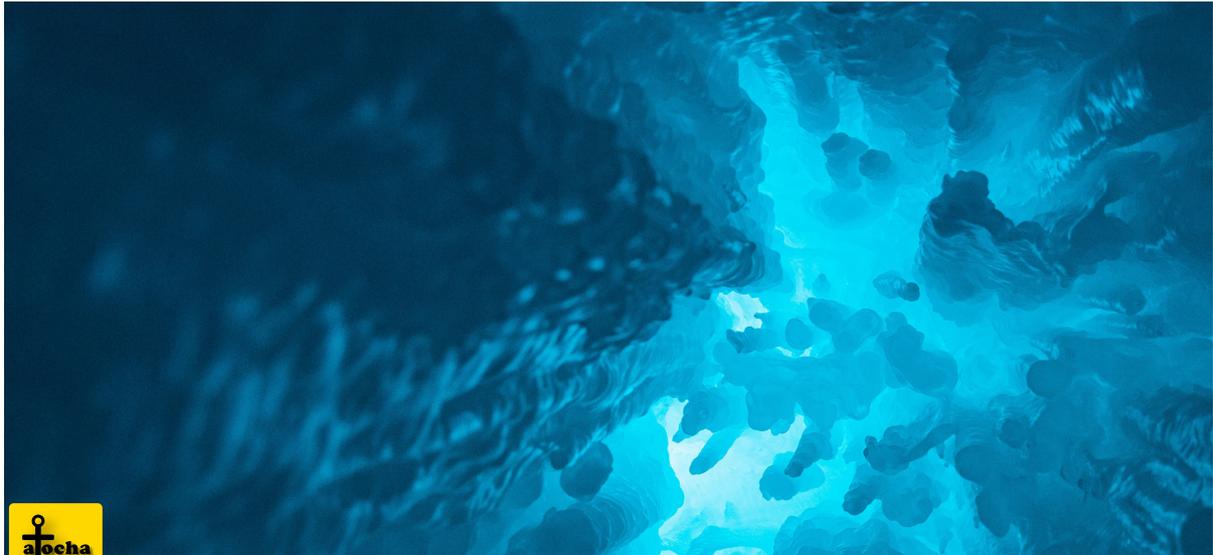




# **Atocha Protocol Whitepaper**

A Decentralized Puzzle Game Protocol Built to Inspire Your Curiosity



# Atocha Protocol Whitepaper

## Atocha Protocol Whitepaper

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# Atocha Protocol Whitepaper

## Our Vision:

**Puzzle Game is all about Curiosity, Challenges & Bravery.**

Atocha Protocol is a Decentralized Puzzle Game Protocol that is built for the curious, challenge loving and brave people around the world.

## Introduction

**Atocha Protocol is a blockchain-built protocol designed for puzzle games.**

Why puzzle games? We are inspired by the fact that humans are curious and adventurous in nature. We are born to explore the world around us. However, we tend to become constrained with our life experience when we aged. That is when we start to feel life is boring and this largely sucks out the FUN and THRILL in our daily life.

Through PUZZLE GAMES, we are able to immerse in the simulated world where we can experience the fun of adventure, searching for the treasure while still with the comfort of staying at home (of course with the help of technology). The puzzle game is created for the players to explore the unknown, learn to connect the dots, have some passion, make new friends and of course to win some TROPHY (can be personal satisfaction, fame, or money).

## Inspire Your Curiosity

This is Atocha Protocol's motto where we strongly believe that curiosity should not stop after we reach adulthood or at any point in life. Through the protocol, we want to build a community with like-minded people that enjoy playing puzzle games in any form.

## What's Atocha?

Not familiar with the word "Atocha"? It is actually a Spanish word from Nuestra Señora de Atocha (Our Lady of Atocha). It was a Spanish treasure galleon loaded with a huge amount of treasures that sank in a hurricane off the Florida Keys in 1622 and recovered in 1985.

We choose Atocha as our project's name as it represents the spirit to unravel the hidden treasure for those who are smart and brave. We want to bring fun to those who onboard on Atocha Protocol and are able to earn some cryptocurrency as well!

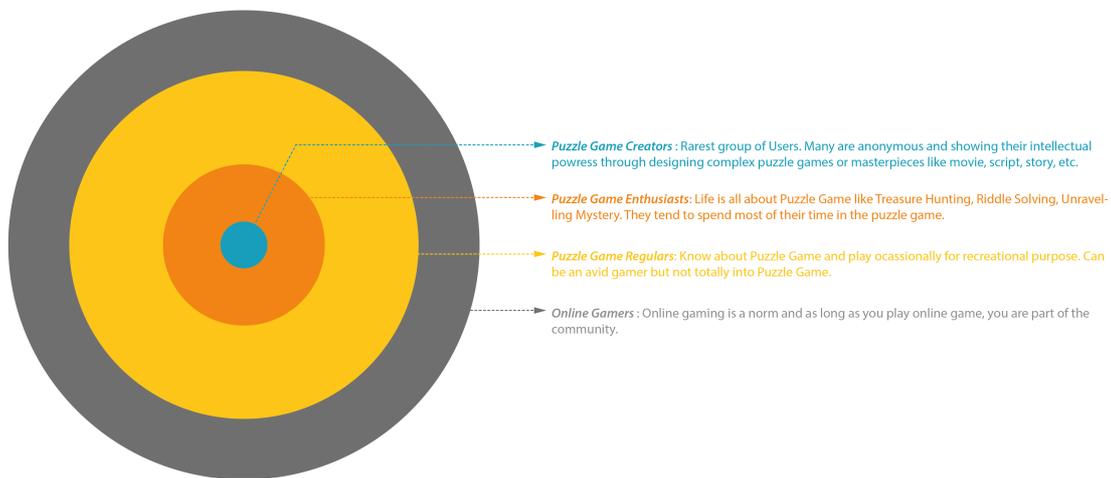
## Key Summary:

- Atocha Protocol enables **Play to Earn (P2E) & Create to Earn (C2E)** features for the community through the blockchain protocol.
- Atocha Protocol is built to be a **community-owned protocol** and to be operated by puzzle game enthusiasts through DAO which focuses on creating fair and fun puzzle games.
- Atocha Protocol is a **Web3.0 appchain** proudly built on Octopus Network, a Near Protocol sidechain.
- Atocha Protocol will provide an **NFT tool set** to make next-generation multiplayer online games.

## Go To Market:

### Target Audience

There will be 4 main users category on Atocha Protocol. The categorization will be based on the ratio from the minority to the majority.



The chart shows the Tam Sam Som Analysis for Atocha Protocol potential Users.

### The Puzzle Game Creators

The Creators are the rarest group of people where they are very into creating puzzles with their knowledge and resources. At some point, some of the creators are anonymous but the puzzle that is created by this group of creators is very well known like Cicada 3301, Project Architeuthis, Cyphinx, Can You Crack it, and The Codebreaker Challenge.

Atocha Protocol is able to provide both the anonymity of a creator while having the same level of access to all the toolsets to create a comprehensive puzzle game. The Creators will be always the main recruiting target for Atocha Protocol as the team believes that good puzzles are the best asset for the community.

### The Puzzle Game Enthusiasts

The Enthusiasts are avid puzzle gamers that mainly reside in European countries and North America. The Enthusiasts will be at least participating in one of the local physical or online puzzle game clubs,

subscribing to puzzle game-related magazines, and having average spending of \$150 USD per annum on puzzle games like riddle solving treasure hunting.

Most of the Enthusiasts possess high intellect, resourcefulness, and time flexibility in order to be committed to the game. They are more open-minded and prone to be more accepting of new technology and knowledge like Cryptocurrency and Online Games.

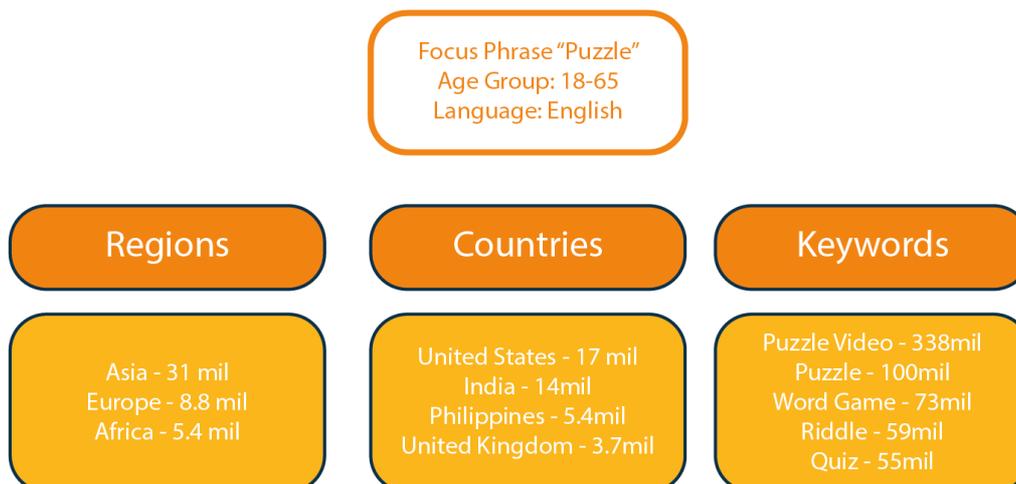
Based on the findings from different Treasure Hunt related sites, here are some statistic that shows how is the space is performing. From the statistic shown by Facebook Ad Tool (Dec 2021), United States has the highest interest when it comes to Treasure Hunt with 1.2mil population interested. In a combination of both United States and European countries, it is at an estimated 3mil population are into Treasure Hunt.



The table shows a collection of 5 established Treasure Hunt related organizations that are active and physically present in different locations that serve the local Treasure Hunt enthusiasts.

### The Regular Puzzle Gamers

Based on Facebook Ad Tool (Dec 2021), the population that is interested in "Puzzle" related topics like Puzzle Game, Riddle, Brain Teasers, Trivia, Treasure Hunt, etc consists of an estimated 600mil people. This population will be the next target users that Atocha Protocol is aiming to onboard.



The Table shows the statistic from Facebook Ad Tool with the parameters of the focus phrase "Puzzle", 18-65 aged and in the English Language. There are 3 segments to understand the scale of the interested population which are regions, countries, and keywords.

## The Online Gamers

When Atocha Protocol successfully launches all the puzzle gaming functionality on the mainnet, the team will expand towards an online multiplayer social game like Among Us, Werewolves, etc. Atocha Protocol will provide toolset and join forces with developers around the world to create and launch those types of games. With that, there will be limitless possibilities of games that Atocha Protocol can facilitate and host. In other words, the community of Atocha Protocol can further expand into more genres of online gaming.

## **Puzzle Related IPs**

There are different well-known and long-established IPs that relate to Puzzle Game and these are the IPs that Atocha Protocol would like to collaborate with.

### ▼ Individuals

When referred to individuals, it is referred to the talent and ability of the person to create sophisticated plots that are mind-bending and fun at the same time. In most cases, they are novelist/screenwriter/directors that created multiple series of great works that inspired many.

Atocha Protocol would seek the chance to be working along with these talented minds whereby the team can collaboratively create a puzzle game that revolves around the works that are done by the individuals.

One of the most famous individual related to puzzles is Dan Brown (born June 22, 1964) is an American author best known for his thriller novels, including the Robert Langdon novels *Angels & Demons* (2000), *The Da Vinci Code* (2003), *The Lost Symbol* (2009), *Inferno* (2013), and *Origin* (2017). His novels are treasure hunts which usually take place over a period of 24 hours. They feature recurring themes of cryptography, art, and conspiracy theories. His books have been translated into 57 languages and, as of 2012, have sold over 200 million copies.

Dan Brown's twitter now have 406k followers, The film "The Da Vinci Code" adapted from his novel of the same name is the most popular film to interpret puzzle game related themes. After it was released in 2006, it achieved a box office of 760 million U.S. dollars. In August 2021, Dan Brown's novel *The Lost Symbol* was adapted into a TV series and released in the United States.

### ▼ Movies and TV Series

Movies and TV series that are well scripted and meticulously designed to create a mind-bending and thrilling experience for the audience are what Atocha Protocol is always on the lookout for. Such theme of movies or dramas can be the inspiration for the community to create different puzzle game module or storyboard that embeds the rules, characters, plots, and any interesting elements contained within the movie or drama.

The latest example is *Squid Game* (Korean: 오징어 게임), a South Korean survival drama streaming television series created by Hwang Dong-hyuk for Netflix. Its cast includes Lee Jung-jae, Park Hae-soo, Wi Ha-joon, Jung Ho-yeon, O Yeong-su, Heo Sung-tae, Anupam Tripathi, and Kim Joo-ryoung. As of November 2021, it is Netflix's most-watched series, becoming the top-viewed program in 94 countries and attracting more than 142 million member households and amassing 1.65 billion viewing hours during its first four weeks from launch, surpassing *Bridgerton* for the title of most-watched show.

### ▼ Games

Games are one of the key inspirations for Atocha Protocol to build infrastructure that could accommodate different game modes like Multi-User Dungeon (MUD), Massively Multiplayer Online Social game (MMOSG), and Social Deduction Game.

Geoguessr is a web-based geographic discovery game designed by Anton Wallén, a Swedish IT consultant, released on 9 May 2013. The game uses a semi-randomized Google Street View location for paying members and Mapillary for non-members. The game requires players to guess their location in the world using only the clues visible. The website received hundreds of thousands of unique visitors per day within a week of being released.

## **Bridging Metaverse & Real World**

Knowing that Metaverse is the upcoming trend that will become the infrastructure of how we deal in the virtual world, it is inevitable that both virtual and real-world need to coexist. Atocha Protocol plays an important role to gamify the process of bringing people onboarding and understanding Metaverse through puzzle games. It will be a continuous exploration for the team with the community on how to create a seamless & fun puzzle game experience through Atocha Protocol.

There are several key components that the Team will be focusing at:

1. Game Design - Innovative puzzle game design to challenge the mind of the players. This includes the complexity of the riddle, the method to interact with the puzzle, and the relationship between the players & creators.
2. Cultural Aspect - Relate to the different local cultures of fiction to the non-fiction world. It is how the community get to understand the culture and hence a bond between a variety of cultural background can be formed, breaking the barrier.
3. Collaborative Aspect - The puzzle game needs to be collaborative as this will help to scale the game to a wider playground. The puzzle game can be very organic and it will get even more interesting when it is grown with the input of different perspectives and fresh ideas.
4. Do Good Do Well - All puzzle games must be designed with good faith and a unanimous understanding of "Do Good, Do Well" for the community. This includes how to introduce beneficial mechanisms like Play to Earn, Create to Earn to offer the community an opportunity for wealth distribution.

## **Marketing Strategies**

The marketing strategy for Atocha Protocol is segmented into 3 stages: Pre-Launch, Pre-IDO, and Mainnet Live. Each stage has its own focus to build the community around Puzzle Game and to build awareness through education and engagement.

### **Pre-Launch**

Before Atocha Protocol launches its Beta Mainnet, the team will be focusing to build the community from scratch through penetration into the conventional puzzle game communities like riddles group, brain teaser group, trivia group, treasure hunt group, etc. The main objective for this stage's marketing is to build the early supporter group as well as to understand the users' needs.

Atocha Ambassador program is also one of the key actions to collaborate and partner with KOL and influencers to build community, increase brand awareness, and reach out to larger audience groups.

### **Pre-IDO**

The test version will be launched before IDO & mainnet launch to test and get feedback on the overall user experience. During this stage, Atocha Protocol will launch a Player Reward program. When new users register successfully with an account linked to Twitter or Facebook, they will be rewarded with \$ATO. There will be also a reward mechanism that will incentivize actions like creating puzzles, solving puzzles, and sharing the puzzle on their social media.

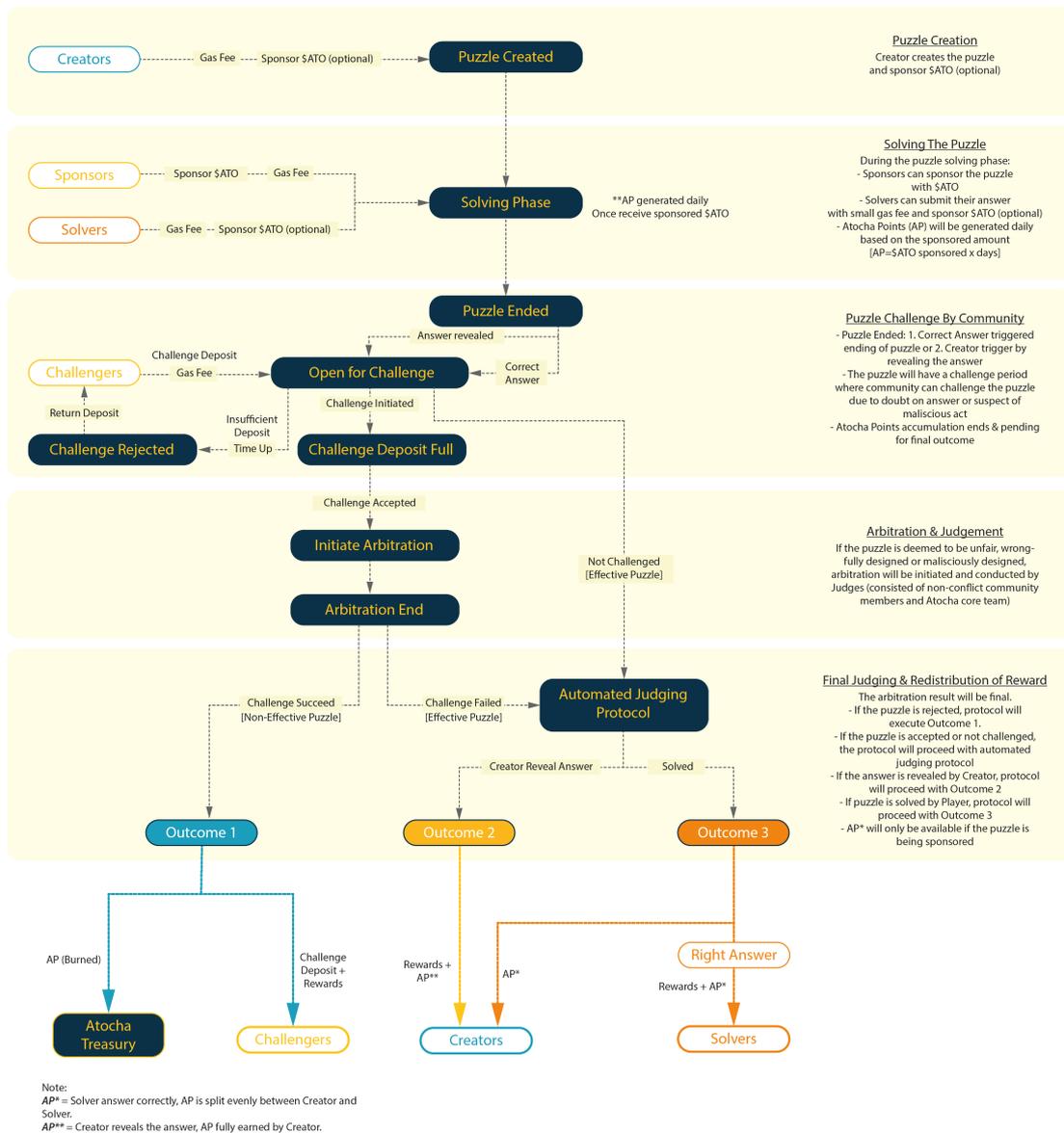
### **Mainnet Live**

Once Mainnet goes live, there will be two main incentives for both creators and players. Periodically, puzzles will be chosen and topped up with an extra Reward Bonus from the Treasury. This will increase the excitement for both players and the creator. While for the players, the Player Reward program from the Pre-IDO stage will be continued which welcomes New Users to register and encourage existing users to promote and share.

## **Game Mechanism**

Atocha Protocol has a unique Game Mechanism that aims to create a fair and rewarding puzzle game experience for the Users. There will be several key components that will be covered in this chapter:

- a. The Rewards & Points System - an incentive system for the users who are pro-active and with good behavior
- b. Challenge System - an enforcement system that ensures fairness and good faith in every puzzle game created
- c. Effective & Non-effective Puzzle - different states of a puzzle created based on the outcomes
- d. Rewards For The Users - method of how Users can earn Reward (\$ATO)



The flow chart illustrates the process of how a puzzle is created and the outcomes when the puzzle is ended (either as an Effective or Non-effective Puzzle).

## The Rewards & Points System

Every puzzle created has a reward pool that originates from the following source:

1. The creator can allocate any amount of sponsor in \$ATO when creating a puzzle.
2. The sponsor can allocate any amount of sponsor in \$ATO when the puzzle is active & unsolved.  
When sponsoring a puzzle, the sponsor can choose to attach a message which will be displayed with the sponsored puzzle. For malicious message prevention, the message must originally be posted on Facebook or Twitter and to be attached to the post's URL. (Note: Sponsor can also participate as Solver)

When the puzzle is active and remained unsolved, every sponsored Reward received will help the puzzle to gain Atocha Points (AP). The calculation for the points is as follows:  $points = token\ sponsored \times days$ . For example, a \$10 USD sponsored reward that is retained for 3 days will increase  $10 \times 3 = 30$  points for

the puzzle. The system will take a summary snapshot every day for the total accumulated points in each puzzle.

When the puzzle ended as an Effective Puzzle, the Atocha Points will then be distributed in these two manners:

1. Creator reveals the answer - the Creator will receive all accumulated AP
2. Solver answered correctly - The Creator and winning Solver will receive the accumulated AP evenly.

## Challenge System

There is no restriction for the puzzle to stay active. When the right answer is submitted and accepted by the protocol, it will automatically reveal the answer and move on to Challenge Stage.

There are two situations where the puzzle ends:

1. The Solver successfully submit the right answer
2. The Creator decided to reveal the answer

During the Challenge Stage, anyone can deposit a Challenge Deposit to initiate a challenge (Challenge Initiated). When the Challenge Deposit reached a certain percentage of the total Rewards of the puzzle, the challenge will be accepted and the arbitration will be initiated (Challenge Accepted). If the outcome of the arbitration deemed the puzzle to be Non-Effective, then the challenge is considered successful (Challenge Succeed). Whereas when the arbitration result deemed the puzzle to be Effective, then the challenge is considered failed (Challenge Failed).

If the Challenge Stage is expired and the total Challenge Deposit is not met, then any Challenge initiated thereafter will be deemed ineffective (Challenge Rejected). Thus, once the Challenge is initiated, there will be 3 possible outcomes:

1. Challenge Rejected: all received Challenge Deposit will be returned to the respective Challengers with a deduction of TCR (Tax for Challenge Rejected)
2. Challenge Succeed: all received Challenge Deposit will be returned to the respective Challengers without any charges
3. Challenged Failed: all received Challenge Deposit will be transferred to Treasury

## Non-Effective Puzzle

If Challenge Succeed, the puzzle's reward will be distributed to the challengers pro-rate after deducting the taxation for an invalid puzzle. The puzzle's Points will be voided. At the same time, the creator's Cumulative Points will be deducted by half as well. In this situation, the puzzle is considered a non-effective puzzle.

## Effective Puzzle

If there is no Challenge Initiated, Challenge Rejected, or the puzzle went through Arbitration Stage and the result is Challenge Failed, these are all considered effective puzzles.

The Reward distribution of an effective puzzle after completing the challenge stage will be as follow:

1. If the Creator chooses to reveal the answer to solving the puzzle, the Reward will be distributed fully to the Creator after deducting TSR (Tax for Self Reveal).

2. If the Solver solved the puzzle, the Reward will be distributed fully to the Solver after deducting TPS (Tax for Puzzle Solved).

*TSR will be lesser than TPS which is intended to ensure the privilege for the Creator to reveal the answer if they deemed so.*

The Points calculation and distribution for an effective puzzle after completing the challenge stage will be as follow:

1. If the Creator chooses to reveal the answer to the puzzle, the Points will be distributed fully to the Creator after deducting PSR (Points for Self Reveal).

2. If the Solver solved the puzzle, the Points will be distributed evenly to the Solver and Creator after deducting PPS (Points for Puzzle Solved).

*PSR will be lesser than PPS, PSR can be equal to zero or a default value. Such protocol is intended to ensure the privilege for the Creator to reveal the answer if they deemed so.*

## **Rewards for The Users**

The Reward Mechanism in Atocha Protocol is intended to create more incentives for the Users to be actively participating as Creators and Solvers. With the inflation rate of 10% per annum for \$ATO, those who are not participating will not have a chance to earn the newly unlocked \$ATO.

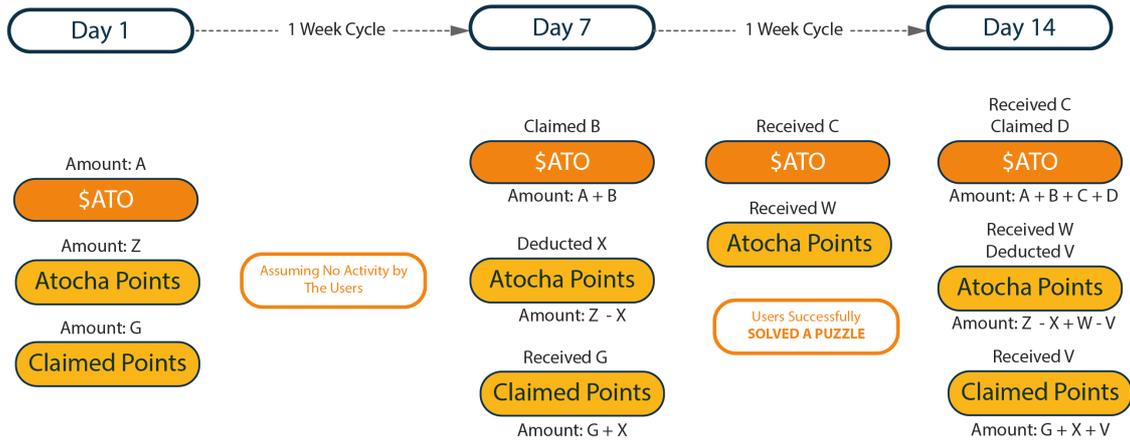
The Reward Mechanism is based on a weekly distribution method to distribute newly unlocked \$ATO to the community. The main features are:

1. The unlocked token will be distributed evenly to the top L(numbers to be determined) Users (User Received Unlocked Token = Total Unlocked Token / L).

2. Each Users that receive the even amount of newly unlocked \$ATO will get their Atocha Points deducted in a weekly set percentage which is the same as all the Rewards' beneficiaries.

3. The claimed Atocha Points will then be converted to Claimed Points (CP) for reference purposes with the intention to show how Users behave from the day they sign up on Atocha Protocol.

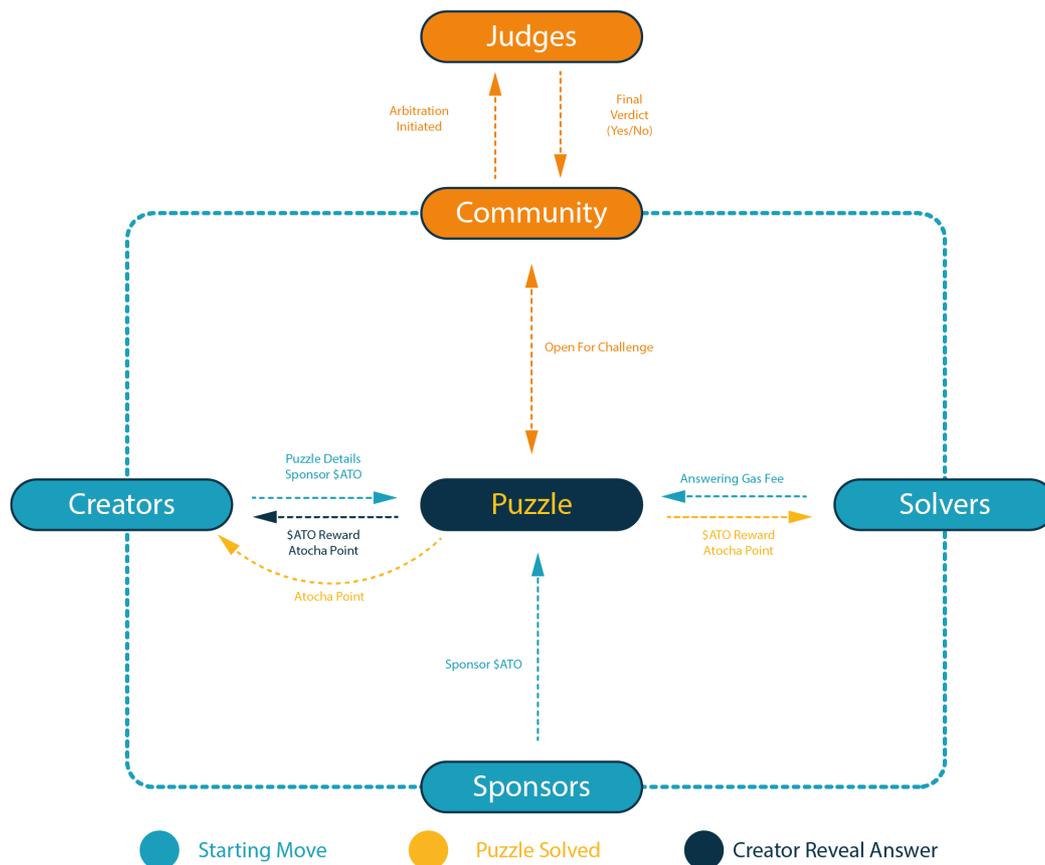
The Reward Mechanism is designed in this manner to ensure fairness for all the active Users who do not receive Rewards on that particular cycle.



This Flow Chart shows the change of the amount of \$ATO, Atocha Points, and Claimed Points in the user's wallet based on two circumstances (1. No action 2. Solved a puzzle). On Day 7, the User does not get to be the top L(numbers to be determined) beneficiaries. On Day 14, the User is one of the top L(numbers to be determined) beneficiaries, winning the newly unlocked \$ATO.

*Reminder: All the "Tax" mentioned above are to be reverted to Treasury. The Fund that is deposited within the Treasury will be burned.*

## 4 Basic Functions in Atocha Protocol



**Note:** Atocha Points will only be available when a puzzle is sponsored.

The chart shows the relationship of the 4 main roles with the puzzle: Creators, Solvers, Sponsors & Community (Judges will be shortlisted from the Community). There are 3 circumstances that are described with the colored arrow: Light Blue as Starting Move; Yellow Orange as Puzzle Solved Ending; Dark Blue as Creator Reveals Answer Ending.

## Create

### 1. Create a puzzle (Creator)

Creator uses a mobile app or web app to create a puzzle that includes a title, description, content (text, picture, map, audio, video, etc.), and the answer. The whole creation process will be as simple as one sending out a Tweet.

Atocha Protocol will store the core information on-chain whereby the media files will be directed to Arweave's permaweb storage free of charge (a 10MB limitation set for every puzzle). After the creation process, the puzzle creator is able to share his or her puzzles through different channels like social media and even on websites.

In the near future, when the NFT toolset is available, puzzle creators can mint their own puzzles which makes the puzzle itself a tradable piece of work.

## Sponsor

### 2. Sponsor a puzzle (Sponsor)

By default, the Creator will be the Sponsor of their own puzzle. Atocha Protocol will also utilize the fund from the Treasury to sponsor selected puzzles daily which could boost the excitement level of the community to engage and encourage more participation.

## Solve

### 3. Solve a puzzle (Player)

Solving will be the most straightforward interaction with the protocol. The Player will only need to submit their answer in the attempt to solve the puzzle. If the answer is wrong, the answer will be rejected. If the answer is correct, the protocol will automatically trigger the Challenge Stage and stop accepting any new answering attempt.

## Challenge

### 5. Challenge a puzzle (Challenger)

Challenger is like a gatekeeper to maintain the cleanliness of the ecosystem by challenging the bad players. Puzzles that are designed in a way where it only benefits the creator due to its maliciously designed puzzle or badly constructed answer will be those that challengers can target.

A successful challenge will result in a fair share of rewards back to the challenger for helping the community and the project itself.

## Tokenomics

### \$ATO Token Utility

The Native Token of Atocha Protocol is \$ATO (Registered Symbol: ATO). \$ATO will be a NEP141 token minted on Near Protocol.

\$ATO has 3 utility functions:

1. Interaction with the Protocol - Every interaction with the protocol like creating a puzzle, submitting an answer, trigger a challenge will have a gas fee charged based on the action taken. The gas fee will be contributed to the Treasury which will then be rewarded to the Validators.
2. Puzzle Rewards - Every puzzle can be sponsored with any amount of \$ATO as Reward. The Sponsor can be Creators, Solvers, or Users that are not participating in the puzzle. \$ATO will be the only form of Reward that is being accepted in the Protocol.
3. The Incentive for Good Behaviour - By participating in an Effective Puzzle, the creators and solvers will have the opportunity to get sponsored with \$ATO by the Team.

### Atocha Points (AP) Utility

Atocha Points (AP) is an internal point system that aims to become a credit score for reputation within Atocha Protocol.

Atocha Points has 2 utility functions:

1. Reference of Reputable Users - in a decentralized protocol, it is hard to know the character of every user. Atocha Points will become a reference for everyone as to which users are users with good behavior and pro-actively participate in the puzzle game. Users that create malicious puzzles or behave badly will have AP decreased.
2. Claim \$ATO token - the weekly Rewards in \$ATO will be distributed to the top L(numbers to be determined) Users with the highest AP count. Once claimed, the AP will be reduced and that will allow other users to have an equal opportunity to earn Rewards.

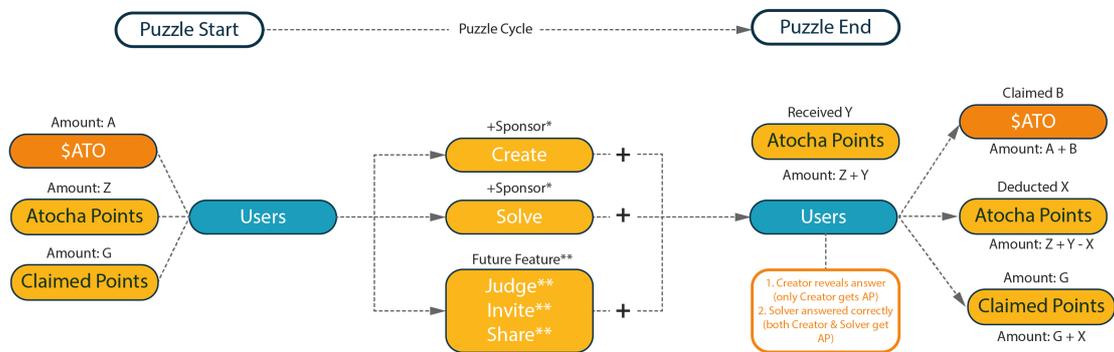
## Ways to Earn Atocha Points

In the Beta version of Atocha Protocol, the users can earn Atocha Points through:

1. Creating an Effective Puzzle
2. Solving an Effective Puzzle

In the upcoming version of Atocha Protocol, more methods to earn Atocha Points will be added like:

1. Inviting friends
2. Sharing the puzzle game to social media
3. Contributing as judge

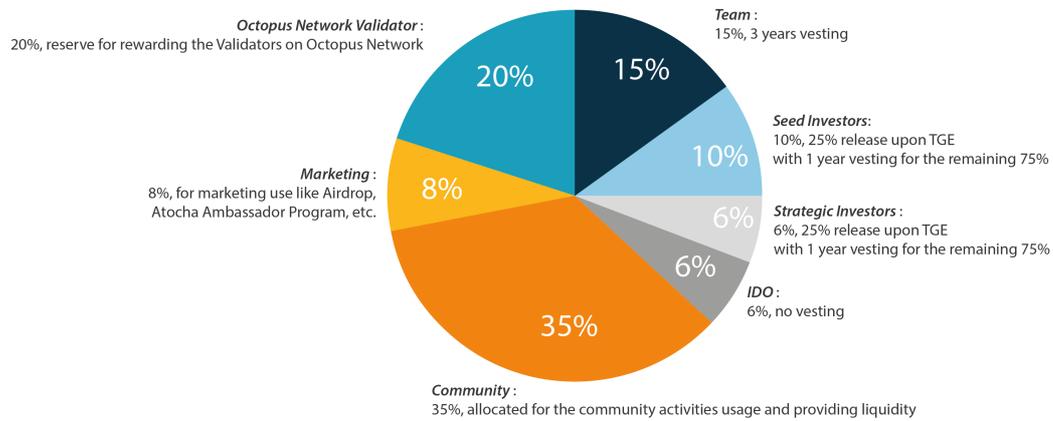


**+Sponsor\***: The puzzle will be required to have Sponsored \$ATO to kickstart the accumulation of Atocha Points. The Sponsored \$ATO can be from the Creator, Solver or Sponsor.  
**Future Feature\*\***: The actions listed are intended to be rewarded with AP in a later version of Atocha Protocol.

The chart illustrates the 1-week cycle on how a user can earn Atocha Points and claim \$ATO by the end of the week to receive the Weekly Reward Distribution.

## Token Distribution

### \$ATO Total Supply: 100,000,000 \$ATO



The pie chart illustrates the \$ATO token distribution.

- Total token supply (minted upon TGE): 100,000,000 \$ATO
- Team: 15% (3 years vesting)
- Seed Investors: 10% (25% release when TGE, 1 year vesting for the remaining 75%)
- Strategic Investors: 6% (25% release when TGE, 1 year vesting for the remaining 75%)
- IDO: 6% (no vesting)
- Community: 35%
- Marketing: 8%
- Octopus Network Validator: 20%

### Fund Raising & Vesting

There are 3 categories from the token distribution that will be vested in different terms as stated below. They are:

- a. Team (3 years vesting)
- b. Seed Investors (25% released upon TGE, 75% to have 1-year vesting)
- c. Strategic Investors (25% released upon TGE, 75% to have 1-year vesting)

## TOKEN VESTING

Total Token Supply: 100,000,000 ATO  
 Circulating Token Supply Upon TGE: 10% (10,000,000 ATO)



Website: <https://atocha.io> | Disclaimer: For Internal Circulation Only

This table highlights the tokens that will be distributed to different parties in different terms.

## Community Building

The community of Atocha Protocol is intended to include people that are interested in this space. As long as we share the same vision to *Inspire Your Curiosity*, then all are welcome. The community consists of:

1. The core team
2. Players (creators, solvers)
3. Sponsors (in-game)
4. Developers (blockchain, web, app, etc.)
5. Investors
6. Marketers
7. and many more!

Within the community, Atocha Protocol core team has set up official communication channels like Twitter, Discord, Telegram, Facebook, LinkedIn, and Youtube. The community can engage with each other through any of the channels in order to create bonding among the community members. Any self-initiated channels or groups are welcome as well so that the community can be grown organically based on different niche interests.

## The Function of The Community

The community is built for several functions:

- a. For communication between members
- b. To share information & resources
- c. Discuss collaboration like co-create a puzzle

- d. Discuss solving puzzles (some puzzles are intended to be complex and to be solved by a group of people)
- e. Brand collaboration, sponsorship, commission opportunities

Overall, the community is intended to be driven by the community, and Atocha Protocol core team is to facilitate the growth of the community.

## **A Fair Community**

With Rewards as incentives in every Puzzle Game, it is important that every game's fairness is maintained by the community itself. The community will act as the eye to check for any bad players that behave badly, causing untoward consequences to the individuals or even the whole community.

There will be a Challenge Mechanism whereby any community member (\$ATO Holder) can initiate a challenge. Once the Challenge Deposit is reached, the Arbitration will take place where Judges (by the core team and later on by the community members) will dictate whether the puzzle is maliciously created or the answer is badly structured. Such a mechanism will ensure the Creators will take responsibility for every puzzle they created and ensure a fair and square game for every player.

In a later stage, Judges will be selected from the community which consists of users that possess technical knowledge of puzzles, passionate about the game and the community. This group of community members will be also the core Players of Atocha Protocol as such volunteerism is for those who stand for to maintain fairness in the community.

## **Towards Decentralized Community - DAO**

Ultimately, Atocha Protocol is to implement the Web3.0 idealism which is to build for the community and to be governed by the community. The Protocol will take gradual steps in establishing a Decentralized Autonomous Organization (DAO). The first milestone to realize DAO is to create a strong and passionate core community. These early supporters will be the pillars for the DAO.

Within the DAO, the members (\$ATO holders) will be able to discuss and vote for functionality changes like:

1. Game mechanism
2. The Protocol Economics
3. Marketing Proposal
4. Collaboration Proposal
5. and many others

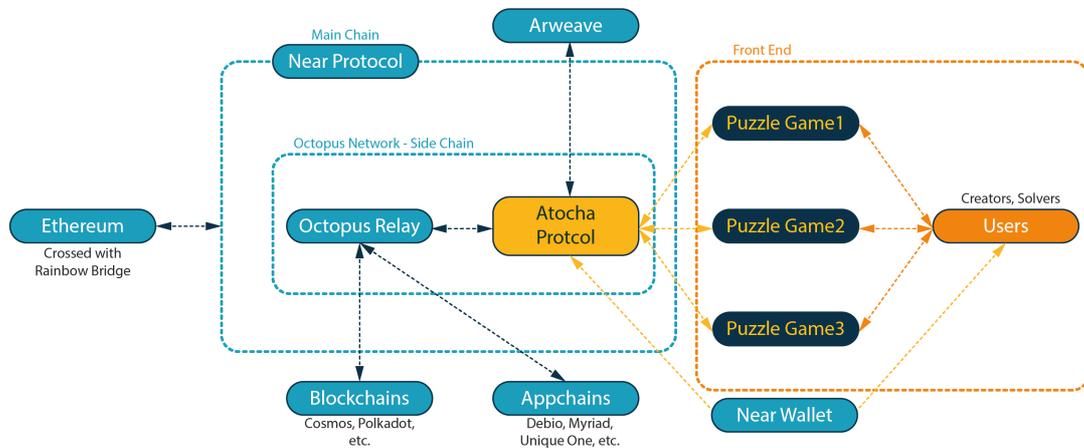
## **Technology Architecture**

### **Architecture**

Atocha Protocol is an appchain built with Substrate and hosted by Octopus Relay on Octopus Network.

The advantage of being an appchain on Octopus Network are cost-effective leased security, out of box interoperability, complete infrastructure, and ready to-be-engaged community.

Upon Mainnet launch, Atocha Protocol is able to bridge between different networks like Ethereum, Cosmos, Binance Smart Chain and etc. This will significantly increase the accessibility of users from different ecosystems to use Atocha Protocol. Besides, users can also have a smooth transition from appchain to appchain within the Octopus Network ecosystem.



This chart shows the interaction & relationship of Atocha Protocol (in yellow) with on-chain and off-chain components.

## Key Components

### ▼ Substrate

Atocha Protocol uses Substrate, the framework behind Polkadot to build our own blockchain. It is the building blocks for a decentralized and fairer internet. Developers around the world can embrace its flexible, open, interoperable and future-proof functionalities to construct a large and high efficiency blockchains.

### ▼ Octopus Network

The Octopus Network is a multichain interoperable cryptonetwork for launching and running Web3.0 application-specific blockchains (aka Appchain). By building on Octopus Network, we can cross between appchains or to other public networks through IBC bridges provided by Octopus Network.

### ▼ Arweave

Arweave is a new type of cloud storage that backs data with sustainable and perpetual endowments, allowing users and developers to truly store data forever – for the very first time. Atocha Protocol simplifies the media data storage process for the Users and stores them in Arweave's permaweb. This will ensure the puzzle creators have zero hassle to back up their puzzle and be able to express their creativity without worrying about the loss of data.

## Roadmap

- May 2021: Project Ideation
- June 2021: Website [Atocha.io](https://atocha.io) kickstarted
- August 2021: Project Initiated
- September 2021: Testnet connect to Octopus Network

- November 2021: Seed Round Fundraising
- December 2021: Octopus Accelerator Program Batch 1, Octopus Star Prize Recipient, Seed Round Closed
- January 2022: Launch Webapp Demo, Strategic Round Fundraising
- February 2022: Octopus Network Mainnet Registration for Audit
- March 2022: Mainnet launch on Octopus network
- April 2022: Skyward Finance IDO, \$ATO Listing
- Q2 2022: Collaboration projects with Near Protocol ecosystem, Onboard Brand Sponsors for Puzzle Games, Setting Up Metaverse Puzzle Game with Collaborative Partners
- Q3 2022: Puzzle Game Guild Establishment, Onboarding Puzzle Game Dapps
- Q4 2022: Atocha Protocol 2.0 NFT Puzzle Capability Development

## Team

Our team is small but agile, came from different countries and backgrounds, and believes in the future of blockchain and how it is going to change our daily life.



KEV - Developer and puzzle designer



ZAD - Web2.0 veteran, SEO professional and puzzle designer



Kami - Senior developer, system architect



Kim - Head of Marketing & community builder

## Contact Us

- Website: <https://atocha.io>
- Twitter: <https://twitter.com/AtochaProtocol>
- Discord: <https://discord.gg/UJN6EJEE4E>
- Telegram: <https://t.me/atochacommunity>
- LinkedIn: <https://www.linkedin.com/company/atocha/>
- Facebook: <https://facebook.com/atochaprotocol>
- Youtube: <https://www.youtube.com/channel/UCeLhtnvXxgredExYklb1lhA>
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