



KITTY & THE CITY

OFFICIAL WHITEPAPER · VERSION 1.0

An open world city life adventure on Solana. Wake up with no memory, hustle across Nekohama, rebuild the lost Pink Ledger and finish the campaign to claim the **\$KITS** token itself.

WAKE UP / HUSTLE / REMEMBER / CLAIM

TOKEN
\$KITS

NETWORK
Solana

GENRE
**Open World Life
RPG**

RELEASE
October 2026



TABLE OF

CONTENTS

01	Introduction	The vision and the promise	P.03
02	The Story	Nekohama, Kitty and the Pink Ledger	P.04
03	The Cast	Allies, rivals and the Bearline Cartel	P.05
04	The World	Eight districts of Nekohama City	P.06
05	Core Gameplay	The hustle loop and city systems	P.07
06	Mission Campaign	Eight chapters, forty missions	P.09
07	Earning \$KITS	From final mission to wallet	P.11
08	Fair Play	Verification and protection	P.12
09	Tokenomics	Supply, allocation and utility	P.13
10	Technology	Engine and onchain architecture	P.14
11	Roadmap	The road ahead	P.15
12	Disclaimer	Risks and legal notice	P.16



THE VISION

INTRODUCTION

Kitty & The City is a third person open world game set in Nekohama, a neon harbor metropolis that never sleeps. You play as Kitty, a sharp, fearless woman who wakes up in a hospital bed with no memory and one clue: a pink coin stamped with the letter K.

Built on a fully procedural city engine with living traffic, crowds, weather and a real day and night cycle, the game turns everyday city life into a story worth finishing. Take jobs, keep Kitty fed and rested, style her look, build her reputation and slowly uncover who wiped her memory and why.

At the heart of it all is a simple promise that sets Kitty & The City apart: **players who complete the full mission campaign, from the first step out of the hospital to the final confrontation, receive the \$KITS token itself.** No staking puzzles and no pay to win shortcuts. Just play the story to the end and claim what you earned.

70

STORY MISSIONS

8

CITY DISTRICTS

700H

\$KITS FOR FINISHERS

DESIGN PILLARS

STORY FIRST

A mystery worth chasing

Every chapter reveals a piece of Kitty's past. The token is the reward, the story is the reason to keep playing.

LIVING CITY

Nekohama breathes

Cars obey traffic lights, commuters board the monorail, rain rolls in and neon wakes up after dark.

EARNED, NOT BOUGHT

Skill and time win

\$KITS can only leave the reward vault through a verified campaign completion. Money cannot skip missions.

BROWSER NATIVE

Click and play

No downloads. Nekohama runs in the browser, with a wallet connection only needed when you are ready to claim.



THE STORY

Nekohama was built on two things: the busiest harbor in the east and a market that moves faster than the tide. Every shop, cab and ramen stall in the city runs on the rhythm of the candles, the green and red bars on the giant screens above the Scramble Crossing.

Two years ago a young analyst known only as **Kitty** created something the city had never seen: **the Pink Ledger**, a community vault meant to give ordinary people of Nekohama a fair share of the market's rewards. Its token was called **KITS**, and the people loved it.

Not everyone did. **The Bearline Cartel**, a syndicate that profits every time the market bleeds, saw the Pink Ledger as a threat. On the night before the genesis launch, their leader **Ursa Grimm** made his move. Kitty was ambushed on the harbor bridge, the Pink Ledger key was shattered into fragments, and Kitty was thrown into the sea.

"Easy now. You've been out for two days. A ferryman found you washed ashore by the bridge. No wallet, no papers. Just this pink coin in your hand."

NURSE AOKA, NEKOHAMA GENERAL HOSPITAL

Kitty survives, but her memory does not. She wakes up with nothing except a pink coin, a stubborn streak and a city full of strangers who seem to know her better than she knows herself.

THE MYSTERY

Across Nekohama lie **24 Memory Shards**, glowing fragments of Kitty's past hidden in alleys, rooftops, dockyards and arcade machines. Each one restores a memory and points toward a piece of the shattered ledger key. The Bearline Cartel is hunting the same fragments. If they assemble the key first, they will drain the vault and crash the city into a red candle that never ends.

THE GOAL

Rebuild your life from zero. Earn your keep, make allies, recover all eight pieces of the Pink Ledger key and face Ursa Grimm at the Nekohama Stadium during the night of **The Last Candle**. Restore the ledger, and the genesis of KITS finally happens, with every player who walked the full journey sharing in the reward.



THE CAST

Every major character is a fully rigged 3D avatar driven by the engine's VRM character library, sharing the same natural walk and run animation as the player.

THE PLAYER

KITTY

Founder of the Pink Ledger turned amnesiac survivor. Quick witted, stylish and impossible to keep down. Her reputation, her Hype, grows with every job she finishes.

THE NURSE

AKA

The first friendly face in Nekohama. Patches Kitty up after every bad night and quietly knows more about the bridge ambush than she admits.

THE FERRYMAN

HILO

Pulled Kitty out of the water. Runs the harbor ferry and the pier, and holds the memory of where she was last seen alive.

THE BARISTA

LING

Owner of the corner cafe and the best information broker in town. Coffee is cheap, secrets are not.

THE STYLIST

KIMI

Runs the Style Studio salon. Believes a new look is the best disguise and helps Kitty slip past Bearline lookouts.

THE ARCADE HACKER

PIFF

Lives at the arcade and reads code like comics. Cracks the encrypted Memory Shards and maps the Bearline network.

THE DISPATCHER

GORCK

Voice of the KITS Boards. Hands out every contract in the city and never asks questions. Whose side is he really on?

THE ANTAGONIST

URSA GRIMM

Boss of the Bearline Cartel. Profits from panic, owns the night and wants the Pink Ledger key to drain Nekohama dry.



Nekohama is a procedurally generated harbor city with textured towers, lit windows, parks with wind swept grass, a monorail loop and a working pier reaching out to sea.

DISTRICT	LANDMARKS	ROLE IN THE STORY
Central Park and General	Hospital, fountain park, benches	Chapter 1. Where Kitty wakes up and learns to survive.
Scramble Downtown	Scramble Crossing, skyscraper, cafes, minimarkets	Chapter 2. The beating heart of the market and the giant candle screens.
Harbor Lights	Pleasure pier, Ferris wheel, lighthouse	Chapter 3. Milo's ferry and the night of the ambush.
Iron Quarter	Docks, cargo cranes, factory, construction site	Chapter 4. Bearline smuggling routes and stolen cargo.
Green Outskirts	Farm, power plant, open roads	Chapter 5. A citywide blackout and a race to restore power.
Neon Heights	Tower, Skytree, monorail line	Chapter 6. Rooftop chases and the encrypted Bearline vault.
Stadium Ring	Nekohama Stadium and its plaza	Chapter 7. The Last Candle, the final showdown.
Hillside and Bank Row	Hillside sign, Nekohama Bank, police and fire stations	Chapter 8. The genesis of the Pink Ledger.

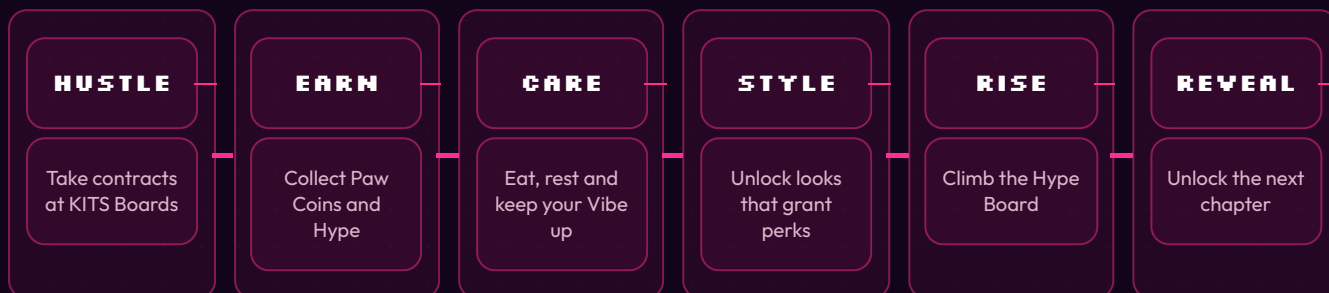
A CITY THAT LIVES WITHOUT YOU

- **Traffic** follows lanes and traffic lights across the full road grid.
- **Crowds** of locals walk the sidewalks while commuters wait and board at monorail stations.
- **Over 20 enterable venues:** cafe, bakery, ramen house, diner, pub, arcade, cinema, bowling, salon, barber, bank, hospital and more.
- **Day and night** shift the sky, light the windows and switch on the lighthouse beam.
- **Pink Rain** storms roll in with droplets on the lens and an overcast city.
- **Live minimap** with landmarks, objectives and every KITS Board marked.

THE HUSTLE LOOP

05 CORE GAMEPLAY

The base engine offered a sandbox: walk, take a job, earn cash, stay fed. Kitty & The City turns that sandbox into a full life RPG with a story, a reputation system and a market that shapes the whole city.



THE VIBE SYSTEM

Kitty has four core stats that drift over time. Keeping them healthy is part of the challenge, and every one of them affects how well she performs.

STAT	WHAT DRAINS IT	HOW TO RESTORE IT
Health	Empty needs, Bearline goons, falls	Rest well fed, visit Nekohama General
Hunger	Time; empties in about six minutes	Minimarket, bakery, ramen, diner, fast food
Energy	Walking, sprinting, hard contracts	Coffee at Ling's cafe, sitting on benches
Mood	Slow drift, failed jobs, rainy nights	Arcade, cinema, bowling, golf, the pub
Hype	New stat. Never decays	Finish contracts, style upgrades, events

If Health reaches zero, Kitty blacks out and wakes up at Nekohama General with a hospital bill. Neglect is recoverable, never a dead end.

PAW COINS, THE CITY CURRENCY

Paw Coins are the soft currency used for food, fun, rides and style inside the game. They are earned from contracts and spent at shops. Paw Coins live off chain and cannot be traded or withdrawn. This keeps the in game economy smooth and keeps \$KITS reserved for one purpose only: rewarding players who finish the story.

THE CITY PULSE

The giant candle screens across Nekohama show the **City Pulse**, an in game market cycle that changes every few minutes. A **green candle** boosts delivery payouts and fills the streets with shoppers. A **red candle** brings Bearline patrols, higher risk contracts and bigger Hype rewards for brave players.



CORE GAMEPLAY

CITY SYSTEMS

MOVEMENT

Walk, sprint, jump, explore

Smooth third person controls with a follow camera, sprinting that burns Energy and full collision with every building, lamp post and park bench in the city.

PINK RIDES

Drive across Nekohama

Borrow a car from the traffic and take the wheel with arcade handling and a chase camera. Some contracts are only possible on four wheels, and Bearline chases will test your driving.

STYLE STUDIO

Look good, play better

Kimi's salon and the barber unlock hairstyles and outfits. Each look carries a small perk such as faster sprint recovery, cheaper food or bonus Hype at night.

PAW STRIKE

Defend yourself

Bearline goons roam at night. A quick Paw Strike staggers them with a bright impact burst. Kitty is a survivor, not a brawler, so smart routes beat long fights.

VENUES

Enter and interact

Step through glowing doors into fully furnished interiors. Order at the counter, play arcade cabinets, catch a film or save Paw Coins at Nekohama Bank.

WEATHER

Pink Rain contracts

When a storm rolls in, Express contracts pay double but the streets get slick and visibility drops. Risky, rewarding and beautiful.

NEON HOURS

The city after dark

At night the windows glow, the lighthouse sweeps the bay and secret Memory Shards become visible. So do Bearline lookouts.

SOCIAL

City chat and Hype Board

A live city chat and a ranked Hype Board show who is grinding hardest. Seasonal Hype rankings unlock exclusive cosmetics and community rewards.

CONTROLS AT A GLANCE

ACTION	KEY	ACTION	KEY
Move	W A S D	Interact, enter, take job	E
Sprint	Shift	Paw Strike	F or left click
Jump	Space	Open city chat	Enter
Camera	Mouse	Pause menu	Esc



THE PINK LEDGER

MISSION CAMPAIGN

The campaign is eight chapters of five missions each. Every chapter unlocks a new district, restores Memory Shards and recovers one piece of the Pink Ledger key.

CH	CHAPTER	DISTRICT	MISSIONS
1	Wake Up, Kitty	Central Park and General	First Steps · Coffee with Ling · The KITS Board · Bench Break · The Pink Coin
2	Scramble Hearts	Scramble Downtown	Rush Hour Run · Candle Screens · Lost Wallet · Tower Courier · The Watcher
3	Harbor Lights	Harbor Lights	Milo's Ferry · Ferris Wheel Memory · Lighthouse Signal · Pier Sweep · The Bridge
4	Steel and Steam	Iron Quarter	Container 47 · Crane Climb · Factory Shift · Scattered Cargo · Bearline Ledger
5	Power Down	Green Outskirts	Fresh Harvest · Grid Failure · Blackout Express · Power Plant Run · Lights On
6	Neon Heights	Neon Heights	Piff's Code · Monorail Tail · Rooftop Chase · Skytree Cipher · The Vault Map
7	The Last Candle	Stadium Ring	Red Candle Rising · Crowd Control · Ursa's Offer · Stadium Siege · The Last Candle
8	Genesis	Hillside and Bank Row	Gathering Allies · Eight Pieces · Bank Row Run · Hillside Signal · Genesis Mint

CHAPTER GATES

Each new chapter opens only when the previous one is complete and Kitty meets its requirements. This keeps the pace fair and makes the journey meaningful.

Story Progress

All five missions of the previous chapter completed in order.

Memory Shards

Three shards from the current district found, 24 in total across the city.

Hype Level

A minimum reputation earned through side contracts and city life.

Estimated time to finish the full campaign: **10 to 14 hours** of play, spread across several sessions with progress saved to your profile.

MISSION CAMPAIGN

MISSION TYPES

The engine's three original job types have been expanded into seven contract types, all handed out by Corck through the KITS Boards and woven into the story missions.

TYPE	HOW IT PLAYS	BEST FOR
Deliver	Pick up at one named place, drop off at another across the city	Steady Paw Coins
Express	Reach the target before the clock runs out; time left becomes bonus pay	Fast players
Collect	Sweep up scattered items or Memory Shards inside a search zone	Explorers
Chase	New. Tail a Bearline car or runner without losing sight of them	Drivers
Escort	New. Guide an ally safely through a district while goons close in	Story missions
Spotlight	New. Reach a landmark in a chosen style at a set hour to gain Hype	Style lovers
Pulse Rush	New. Limited contracts that appear only during green or red candles	Hype hunters

EVERY JOB HAS A SCENE

When Kitty accepts a contract, a short cinematic plays: a slow orbit around Kitty at the board, a cut to an aerial view of the target and a smooth return to gameplay. Story missions add full dialogue with typewriter subtitles, so the city feels directed rather than random.

THE FINAL MISSION: GENESIS MINT

The campaign ends with a multi stage finale that tests everything Kitty has learned.

- 1** **Gathering Allies.** Visit Aoka, Milo, Ling, Kimi and Piff to collect their pieces of the plan.
- 2** **Bank Row Run.** Carry the assembled key across a city on a red candle while Bearline cars hunt you.
- 3** **Hillside Signal.** Climb to the hillside sign and broadcast the Pink Ledger to every screen in Nekohama.
- 4** **Genesis.** The ledger restores, the candles turn green and the claim portal opens for Kitty.



FROM MISSION TO WALLET

EARNING \$KITS

\$KITS is not farmed, staked or bought inside the game. It is earned once, by finishing the story. Complete Genesis Mint and the Mission Reward Vault releases your share directly to your wallet.

- 1 Create your profile.** Choose a username and connect Phantom or Solflare. A Demo Wallet is available to try the city, but it cannot claim tokens.
- 2 Play the campaign.** Your mission progress, shards and Hype are saved to your profile and recorded as a signed mission log.
- 3 Finish Genesis Mint.** Completing the final mission of Chapter 8 marks your profile as a campaign finisher.
- 4 Get verified.** The game server checks your full mission log for timing, routes and completion order.
- 5 Receive a claim ticket.** Once verified, the server signs a claim ticket bound to your wallet address.
- 6 Claim onchain.** Approve the claim in your wallet. The claim program checks the ticket and sends \$KITS from the vault to you.

FINISHER EPOCHS

The 400,000,000 \$KITS in the Mission Reward Vault are released in three epochs. Early finishers earn more, which rewards the most dedicated players at launch while keeping the pool open for many more.

EPOCH	FINISHERS	\$KITS EACH	EPOCH TOTAL
Epoch I, Pioneers	First 2,500	40,000	100,000,000
Epoch II, Hustlers	Next 7,500	20,000	150,000,000
Epoch III, Citizens	Next 15,000	10,000	150,000,000
Total	25,000		400,000,000

Players who finish after the vault is empty receive the permanent **Genesis Legend** title and priority access to seasonal events funded by the Community and Seasons pool.



FAIR PLAY

A reward that anyone can fake is a reward that means nothing. Kitty & The City is built so that the only way to claim \$KITS is to actually play.

ONE CLAIM

One wallet, one reward

The claim program creates a record for every wallet that claims. A second claim from the same wallet is rejected onchain.

MISSION LOG

Server side verification

Every mission start, checkpoint and finish is logged with time and position. The verifier rejects impossible routes and speeds.

MINIMUM TIME

No speed skipping

Each chapter has a minimum real play time and missions must be completed in order. Edited saves fail verification.

BOT SHIELD

Human play detection

Input patterns, session rhythm and repeated profile signals are checked to filter automated farms before tickets are signed.

SIGNED TICKETS

Bound to your wallet

Claim tickets are signed by the game server and tied to one wallet address. A stolen ticket is useless to anyone else.

TRANSPARENT VAULT

Publicly visible

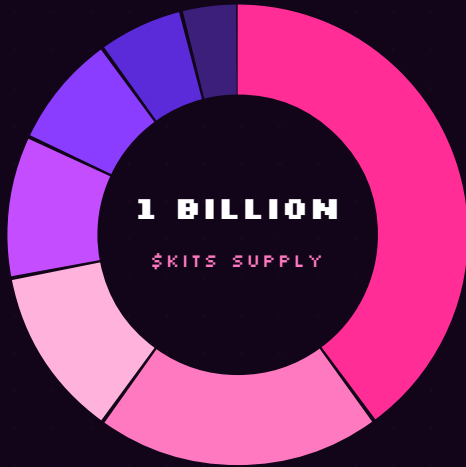
The reward vault address and every claim are visible on Solana explorers, so the community can track exactly how much remains.

WHAT WE NEVER DO

- We never ask for your seed phrase or private key. Claims only ever need a normal wallet signature.
- We never sell mission skips, completion boosts or extra claims for money or tokens.
- We never store \$KITS inside the game. Tokens go straight from the vault to your own wallet.



TOKENOMICS



\$KITS

TICKER

SOLANA

NETWORK

1B

FIXED SUPPLY

0%

BUY AND SELL TAX

ALLOCATION	SHARE	\$KITS	TERMS
■ Mission Reward Vault	40%	400M	Locked in the claim program. Released only to verified campaign finishers.
■ Liquidity Pool	20%	200M	Paired at launch. LP tokens burned so liquidity cannot be pulled.
■ Community and Seasons	12%	120M	Hype Board seasons, city events, creator and guide rewards.
■ Development	10%	100M	3 month cliff, then 12 months linear unlock.
■ Team	8%	80M	6 month cliff, then 18 months linear unlock.
■ Marketing and Partners	6%	60M	Listings, partnerships and launch campaigns.
■ Treasury Reserve	4%	40M	Held in a multisig for emergencies and audits.

TOKEN UTILITY

- **Campaign reward.** The main purpose of \$KITS: the prize for finishing the full story.
- **Holder cosmetics.** Exclusive Kitty outfits, rides and apartment decor for wallets holding \$KITS.
- **City votes.** Holders vote on the next district, seasonal events and new mission arcs.
- **Season entry.** Access to special Hype Board seasons with community prize pools.

Holding \$KITS never grants story progress or gameplay advantages. Mint and freeze authorities are revoked after launch.

Kitty & The City runs on a custom browser engine built with Three.js and Vite. Everything from building facades to road markings is generated in the browser, so the city loads fast and looks sharp.

GAME ENGINE

LAYER	TECHNOLOGY	WHAT IT DOES
Rendering	Three.js r169, WebGL	Toon shading, outline pass, bloom on neon, soft shadows
City	Seeded procedural generator	Roads, towers, parks, landmarks, industry and pier, reproducible layout
Characters	VRM avatars, procedural gait	Rigged humans for Kitty, the cast and the crowd, with spring bone hair
Crowd and traffic	Instanced meshes, distance budgets	Pedestrians, commuters and cars at high frame rates
Atmosphere	Sky shader, weather passes	Day and night cycle, rain streaks and lens droplets
Systems	Modular ES modules	Vibe stats, missions, cinematics, minimap, chat, Hype Board
Build	Vite	Fast loading static build that runs in any modern browser

ONCHAIN ARCHITECTURE

CLIENT

Browser game

Username gate and wallet connect with Phantom, Solflare or Demo Wallet. Records the signed mission log as you play.

SERVER

Mission verifier

Stores profiles, validates mission logs and signs claim tickets for verified campaign finishers only.

SOLANA

Claim program

Holds the Mission Reward Vault, checks the ticket signature, blocks repeat claims and transfers \$KITS.

The \$KITS token is a standard SPL token. The claim program will be independently reviewed before the vault is funded, and its address will be published on the official site.



THE ROAD AHEAD

ROADMAP

PHASE 1

Q4 2026

PINK DAWN

- Whitepaper and official website
- \$KITS token launch on Solana with burned liquidity
- Community channels, trailer and character reveals

PHASE 2

Q4 2026

OPEN CITY BETA

- Nekohama open to explore with Vibe stats and side contracts
- Chapters 1 to 3 playable, Demo Wallet access
- City chat and first Hype Board season

PHASE 3

Q1 2027

THE PINK LEDGER

- Full eight chapter campaign live
- Mission verifier and claim program live, Epoch I opens
- Style Studio and Pink Rides fully unlocked

PHASE 4

Q2 2027

SEASONS

- Seasonal events funded by the Community pool
- Holder cosmetics and first community district vote
- Mobile friendly controls and performance upgrades

PHASE 5

H2 2027

BEYOND NEKOHAMA

- New district chosen by holders
- Co op contracts with friends
- Kitty's next chapter: a brand new story arc

Timelines are targets and may shift based on testing, security reviews and community feedback.



DISCLAIMER

This whitepaper is for information only. It describes the planned design of Kitty & The City and the \$KITS token and does not form an offer, solicitation or recommendation to buy, sell or hold any asset. Nothing here is financial, legal or tax advice.

\$KITS is a utility and reward token for a game. It carries no promise of profit, dividend, ownership or value. Digital assets are volatile and you may lose everything you put in. Rewards described in this paper depend on game availability, verification results and the remaining balance of the Mission Reward Vault, and may change as the project develops.

Smart contracts and game servers can contain bugs or face attacks despite reviews. Laws on digital assets differ between countries; you are responsible for making sure that playing and claiming is legal where you live. All characters, places and organizations in the story are fictional.



THE CITY IS WAITING

Wake up. Hustle. Remember. Finish the story and the city pays you back in \$KITS.

KITTY & THE CITY · \$KITS · SOLANA