KINGDOMX

An NFT War Game Designed Around Gamefi Protocol

KINGDOMX.CO

This game is developed based on the smart contract with a decentralized network environment,guaranteed transparent processes and equitable transactions.

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(c) you acknowledge, understand and agree that KT may have no value, there is no guarantee or representation of value or liquidity for KT, and KT is not an investment product nor is it intended for any speculative investment whatsoever;

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Further, KT provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on KingdomX, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. KT is an integral and indispensable part of KingdomX, because without KT, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on KingdomX. Given that additional KT will be awarded to a user based only on its actual usage, activity and efforts made on KingdomX and/or proportionate to the frequency and volume of transactions, users of KingdomX and/or holders of KT which did not actively participate will not receive any KT incentives.

KT are designed to be utilised, and that is the goal of the KT distribution. In particular, it is highlighted that KT:

(a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);

(b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

(c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to KingdomX, the Company, the Distributor and/or their service providers;

(d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

(e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

(f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and

(g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the KT distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

To the extent a secondary market or exchange for trading KT does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of KT and KingdomX. Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for KT.

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1.BACKGROUND

Traditional game industry has been through several revolutions over the past decades. Console game, PC game and mobile game have eventually become the three major game formats in the current industry. Ample game modes and innovative gameplays are undoubtedly Gospels for players. However, there are still irresolvable problems in the sense of traditional games, like the following,

1. Depreciation of inputs. Due to constant upgrading, in-game inflation and random release of props, player's inputs will ultimately depreciate.

2. Crisis of confidence. Various teams from large to small publish coarse and bungling games, make random changes to game mechanisms and open and close their servers irregularly, which makes it much harder for the game agencies to gain the trust of already goaded players.

3. Difficulties of transnational launches. In general, if a traditional game plans to enter another country's market, the game has to satisfy the regulations of another country. Secondly, the game has to adapt to the local payment system, so that players are able to spend on the game. Next, if the game intends to enter the foreign market rapidly and to obtain more local resources and traffic, the game has to find a reliable local agency. Finally, if the game wants to attract players to consume more, it has to spend more time and resources to localize. With layers of obstacles, it undoubtedly creates severe difficulties for traditional game to launch transnationally let alone globalization.

In addition, traditional servers are occasionally attacked by hackers, which creates losses for players whose demand and interest are constantly neglected by agencies. Besides, the risk of human operational error also exists. Hence, it is extremely tough for traditional game to overcome all these obstructions.

In 2009, Satoshi Nakamoto first presented the concept of Bitcoin. Using the whole P2P network of nodes to form a distributed database system that is used to acknowledge and record all transactional behaviors, and at the same time Bitcoin uses the design of cryptology to ensure the security of currency circulation. Moreover, the total amount of Bitcoins released will not exceed the limit of 2,100 million.

As Bitcoin greatly popularizes, the underlying technology, blockchain, that is being used quickly enters the sight of the public. Blockchain is a decentralized, open sourced and cryptographically protected ledger. Its applications gradually emerge as commodities. Every participant using blockchain technology is not only a contributor but also a beneficiary. No single institution using blockchain technology is able to release items such as props, cards and tokens at will. Everything operates under a consensual mechanism. This operating structure is called token economy by most scholars.

With the emergence of blockchain technology and token economy, many practitioners find approaches to resolve the obstructions presented in traditional games. They expect to use blockchain so that the game developers/publishers and players are no longer at opposite sides. Through an open and transparent technology underlying, an open sourced coding environment and an agreed consensus over perception and mechanism, players and developers can manage and run the game together and concurrently benefit from the game.

This type of new game needs no renowned agencies, requires no convoluted

localization, and has no constrains in payment methods, but holds a straightforward mechanism and high acceptability, which can rapidly spread over the internet to make globalization a possibility.

Based on above factors, KingdomX was born. As practitioners in applying blockchain technology into games, the developing team of KingdomX administrates the ideology of token economy in every stage of the game and will continue to practice it in the process of operation.

2. PRODUCT INTRODUCTION

2.1 Game Profile

KingdomX is an NFT (Non-Fungible Token) strategy war game in the block chain. Players could collect heroes, complete tasks, complete challenges/quests, participate in the war and establish their personal game kingdom through social networking and territory development. The overall ecosystem in the game is designed based on the GameFi Protocol. It on one hand enhances the fun of the game, and on the other hand enables all players to earn by various tokens or rewards simply by playing the game.

2.2 Terminology Definition

Hero: It is the core NFT in KingdomX. Heroes have five classes and various rarities, with every hero being an independent NFT. In the later editions, more classes

would be introduced to bring greater fun to the game. The consumption of the same heroes with different quantities could upgrade the star-level of heroes.

Land: It is an NFT in KingdomX. Land is the prerequisite for hero recruitment. It has multiple attributes which would affect the attributes of recruited heroes.

KT: It is core token of KingdomX and used for value transfer and community governance.

KNT: It is the functional token, being used for all kinds of consumption and rewards in the game.

Battle damage: In the war, there is certain possibility for the combatant heroes of defeated party to trigger battle damage. When the battle damage is activated, if the heroes are in the protection phase, they would be exempted from the penalty of battle damage; if they are beyond the protection phase, they would be destroyed directly. The system would return KT to such players with destroyed heroes in accordance with KingsLanding Protocol.

Bottoming: As regulated by KingsLanding Protocol, when players recruit new heroes, they shall pay a certain amount of KT to the Protocol, through a process called "bottoming".

Reputation: It is the consumable resources that could only be attained by participating in the PVP combat, being used to control the growth speed of hero number in KingdomX and the output of scarce heroes. The moment when the Reputation is acquired, it would be bound to the combatant heroes.

2.3 Game Features

Sound liquidity and high stability of assets

There are 4 kinds of asset in the game. KT and KNT are two kinds of tokens with different uses. Hero and Land are NFTs. All assets are compatible with the third-party market for circulation.

GameFi value system generates rewards for game participation

The game ecosystem is designed on the basis of GameFi value system. Players enjoy the ownership and the right to dispose all of assets in the game and they could get rewards by participating in games and through value exchange.

Brand new hero recruitment mechanism assures the value of NFT asset

In KingdomX, the hero recruitment calls for the KT used in bottoming as well as heroes with sufficient reputation. The rarity of recruited new heroes is related with the rarity of heroes being used for recruitment, which controls the output of high-rarity heroes effectively. Meanwhile, the existence of KingsLanding Protocol guarantees the value of NFT acquired by players better and avoids the losses generated by inflation.

Gameplay of war indicates low threshold, great fun and strong guarantee

One could sign up to participate in the gameplay of war as long as he has hero, but he has to get more rewards in order to produce better results. Therefore, players shall give full play to the mutual constraints of different classes and vocational skills of heroes to win the war through ingenious troop arrangement.

The outcome of the war is deducted in the chain based on smart contract to ensure that each war is open, fair and safe.

2.4 Game Assets

In the game, tokens are presented as game assets. KingdomX has 4 kinds of assets, being KT, KNT, hero and Land respectively. Different assets have different benefits and effects.

KT

- KT is the core token of KingdomX and used for value transfer and community governance.

- It could be used for the bottoming when recruiting heroes, earning energy (i.e. in-game resources) through staking and playing, spending to strengthen equipment parts and acquiring the voting right for community governance.

- KT could be obtained through contributions such as early project participation, game operation activities and procurement through the exchange.

- In the process of game operation, the official party or community will be awarded KT incentives for a variety of ecosystem activities, such as playing the game.

- As the native currency, KT will be the medium used to settle trades on the native marketplace (e.g. peer-to-peer NFT trades).

KNT

- KNT is the functional token, being used for all kinds of consumption and rewards in the game.

- It is available for recruiting heroes, strengthening equipment parts, purchasing some props in the game.

- KNT could be attained by completing daily tasks of game, participating in PVE adventures and PVP combat. Besides, KNT could also be purchased through exchange.

- KNT which are used for recruitment and purchasing game props will be destroyed after paying to system; According to the KingsLanding Protocol, when battle damage happens, KNT which are used for strengthening equipment parts will be returned.

Hero

- Core NFT of KingdomX; after a certain number of creator heroes are officially released, most heroes would be generated through the recruitment by players in the game, and a small number of heroes would be generated through activities rewards.

- There are 11 classes for heroes in the early phase of the game. Different classes have different vocational skills. The restraints between different classes strike an overall balance. Classes of the hero are released by phases. In the later phases, more classes would be released based on the gameplay.
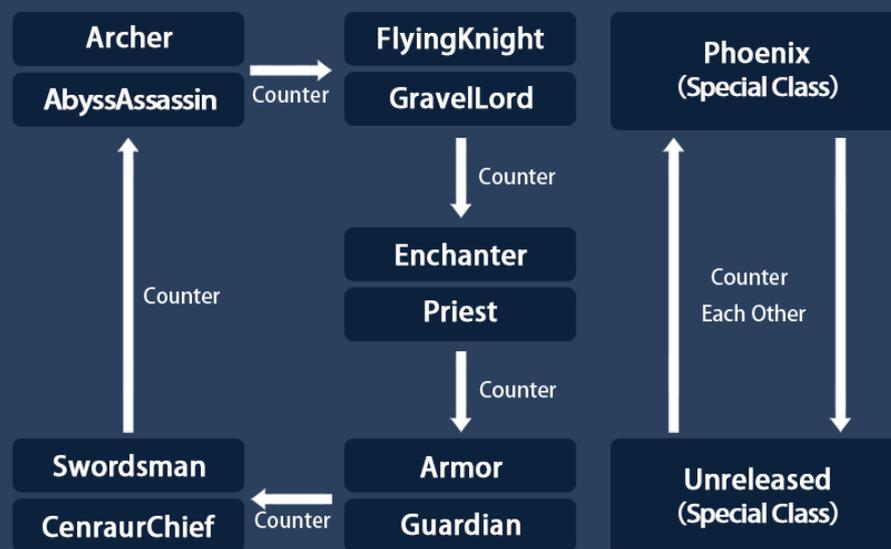
- When players recruit heroes, the appearance of new heroes would be generated based on rules. Their rarities are related with the heroes who are used for recruiting. New heroes classes and land attributes are related with classes of heroes who are used for recruiting.

- Except of purchasing the creator heroes issued officially and recruiting heroes by consuming reputation, heroes could also be acquired by purchasing those sold by other players.

- Heroes could participate in PVE adventures and PVP combat to attain various game resources and tokens.

- If players are defeated in PVP combat, there is a certain possibility that combatant heroes might be destroyed automatically by triggering the battle damage. When battle damage happens, The corresponding token will be returned based on KingsLanding Protocol.

Land

- In terms of the NFT asset in KingdomX, the official will determine the number of the first release based on the game content. In the later phase, the official party and the community would make common decision on whether release more.

- Land is the prerequisite for hero recruitment. It has multiple attributes which would affect the classes of recruited heroes.

- Players could select to destroy territories or sell their Lands in the exchange.

3. GAME MECHANICS

3.1 Introduction to Gameplay

Game assets of KingdomX could be circulated freely in the third-party market. Players could buy heroes and lands through official channels beyond game or exchange assets through the third-party market.

After entering the KingdomX game, players can complete daily tasks, participate in adventure challenges and gameplay of war, stake to access exclusive content, and get the chance to obtain rich game resources such as KT, KNT and hero reputation. They could also get new heroes through hero recruitment.

3.2 Staking

KingdomX gamifies the staking process, so in order for users to Play-to-Earn or access certain exclusive areas in the game, users will need to stake the access token KT for access privileges. Depending on the amount of KT staked, users will be able to access more and more restricted game content/areas, which they are able to explore to obtain specific items for in-game consumption or trading with other players.

3.3 Daily Gameplay

The game opens daily tasks, adventure challenges and some other daily gameplay. Players who own 3 or more heroes can participate in. And players who participate in daily tasks can gain corresponding rewards through completing behaviors required by tasks, the reward for the task is a small amount of KNT. The adventure challenge requires the user to pass the corresponding level and have energy to get rewards. The reward for passing the level is the experience of the hero and KNT.

3.4 Gameplay of Heroes

Hero recruitment

After opening the gameplay of hero recruitment, players could recruit new heroes freely in the game. Heroes can be used to enhance the strength of their team, and can also be used to recruit new heroes after gaining enough reputation, or to sell them through exchanges.

Recruited new heroes shall meet the following conditions:

- Players shall own their territories.

- At least own one hero with enough reputation.

- Sufficient KT and KNT.

When recruiting heroes, the player shall designate the heroes used for recruiting new heroes. A new hero could be recruited through the consumption of the selected heroes' reputation, a certain number of KT and KNT.

The rarity of the recruited new hero is no higher than that of the hero used for recruitment. The appearance and attributes are randomly generated according to the system rules. The Land attribute and hero classes used for recruiting new hero together determine new hero classes.

New heroes recruited only can be used in adventures and wars after completing trains on land.

During the process of hero recruitment, KT is used for bottoming. When the KingsLanding Protocol is activated, KNT would be destroyed directly.

Hero upgrading

Incorporate heroes into a team to participate in the PVE adventure, and gain experience when you win and have energy.

When the hero's experience meets the upgrade conditions, the hero's level can be increased by consuming the corresponding experience and a certain amount of KNT, and the hero's attributes will also be improved simultaneously.

The bonus of hero attributes brought by hero level improvement is only available in PVE adventures.

Hero equipment parts upgrade

Every hero has 7 equipment parts, these parts all can upgrade.

The upgrade of equipment parts can improve the basic attributes bonus which are brought, these attributes bonus can be used in PVP.

KNT and KT are required for equipment component upgrades. As the level of equipment components increases, the success rate of upgrades gradually decreases. If the upgrade fails, the KNT and KT required for this upgrade will nevertheless be deducted from the player (but there will be no other impact on the equipment parts).

All KNT and KT successfully used in the upgrade are staked in the KingsLanding Protocol. If the hero is lost in battle, the corresponding amount of KNT and KT will be returned to the user according to the KingsLanding Protocol.

3.5 Gameplay of War

Gameplay of war is the core PVP combat gameplay of KingdomX as well as the sole channel to attain reputation for heroes in the game. In addition to the reputation, participation in the war could win a large number of KNT, NFT Hero, KT and some other resources.

The war starts by season, and users will challenge a new battleground each season. During the opening period of the battleground, real-time matching is carried out, and other users are played against each other, and the corresponding medals can be obtained by winning the battle. After the battleground is closed, the final season rewards will be issued according to the medal rankings of all participating users.

In each war, the user can only send a group of teams to participate in the war. The user can re-formulate the team on the field in the formation interface. When forming a team, users can adjust the heroes and their positions based on the characteristics of the heroes they own in the occupancy of the 9*9 grid to obtain a higher winning rate. Each team can play up to 5 heroes.

After the end of each war, the user's rewards will be settled according to the user's current number of medals, the victory of this war, and the user's energy. The losing party may trigger battle damage.

Battle damage of heroes

In a war, the defeated hero has a certain chance to trigger battle damage. When the battle damage is triggered, the battle-damaged hero is destroyed, and the system returns the bottoming KT and KNT which are staked for the upgrade of equipment parts to users according to the KingsLanding Protocol.

The mechanism of battle damage is to control the growth rate of hero number in KingdomX and guarantee the value of heroes. After users accumulate reputation points for heroes through war, they can recruit new heroes to reinforce the team to increase their winning rate, get more game resources faster and more steadily, or sell new heroes to get direct benefits. faster and more stably or sell new heroes to get paid the sale price in KT. Players' benefits could be not be guaranteed unless the hyperinflation in the value of heroes is avoided.

Even if the unfortunate defeat in the war triggers battle damage, it does not necessarily mean that there will be economic losses. Because of the KingsLanding Protocol, the KT which is recovered by the unfortunate player may be more than the KT used for bottoming when recruiting the hero.

3.6 KingsLanding Protocol

KingsLanding Protocol is used for NFT issue and destroy, featuring the following characteristics:

- It would consume KT for bottoming when issuing NFT. The bottoming experience would rise with the increase of NFT issuing number.

- A certain number of bottoming KT would be returned to users when destroying NFT. The specific number depends on the total issuing number of NFT at that time.

Heroes of KingdomX are issued in the form of NFT, being the core assets of KingdomX and playing the significant role in the overall economic system. To avoid the random increase of heroes, battle damage system and KingsLanding Protocol construct a set of interesting NFT value circulation together, which serves as the special core mechanism of KingdomX.

Because of the KingsLanding agreement, even if heroes are destroyed passively due to the battle damage, users might not suffer losses. Specifically speaking, due to the increase of total number of heroes issued, the value of KT

returned by the Protocol may be greater than the value KT used by users to build the bottom.

3.7 Other Gameplay

In the following editions, KingdomX will also gradually open world BOSS, hero ladders and other hero-related gameplay, as well as resource gathering, camp battles and other land-related gameplay.

4. FUTURE PLAN

Irrefutably, blockchain bears the economic mechanism of digital assets which has uniform payment method (tokens developed based on the blockchain technology can be traded and bartered in many exchanges with no need to connect to multiple payment channels), open sources and transparent underlying technology with no human interference beyond code regulations. This mechanism will ultimately become a favorable carrier through which game developers, agencies and gamers are able to coexist harmoniously, and together they manage, maintain and optimize the game ecosystem.

As for KingdomX, we merely create an operable basis. This white paper only describes the current development on the game that can be shared with players. It is not a complete representation of our game, and there will be further inconceivable evolutions with certainty. The evolutive direction should not only be formulated by the developer, but also be guided by players who are the genuine owners of the game.

The current plan for future updates is as follows

5. CONSENSUS AND GOVERNANCE

On July 4, 1776, Thomas Jefferson drafted and co-signed the declaration of independence with thirteen other colonial representatives. Since then, all these strangers coming from all over the place reach consensus under the content of the declaration of independence and become a part of the United States. Concurrently they are empowered with human rights and governing rights over the rule maker.

Here, we solemnly promise all participants of KingdomX——

The moment any player holds KT, he/she becomes a member of the gaming community of KingdomX. Under the consensus described in this white paper, all players are endowed with all rights mentioned above.

- All regulations in the game are open, all KT production are transparent, all transactions are equitable, and all wars are fair.

- All assets in the game are players' private properties, and no one can deprive.

- Players and developers are together to manage the game ecosystem and to decide the future development.

Under this consensus, we hope to return all rights and interests back to the real owners of the game that are the players, and this is the original intention in writing this white paper.

Using smart contracts based on blockchain technology, blockchain game utilizes the encryption method to first time truly protect the private properties of individual players. Everything described in this white paper will be embodied in every line of codes, because we believe——Code Is Law.

KT would allow holders to propose and vote on governance proposals to determine future features and/or parameters of KingdomX, or provide feedback, with voting weight calculated in proportion to the tokens staked (the right to vote is restricted solely

to voting on features of KingdomX; it does not entitle KT holders to vote on the operation and management of the Company, its affiliates, or their assets or the disposition of such assets to token holders, or select the board of directors of these entities, or determine the development direction of these entities, nor does KT constitute any equity interest in any of these entities or any collective investment scheme; the arrangement is not intended to be any form of joint venture or partnership). After governance launch there will be no individual or corporate entity or other active promoter, sponsor, or group or affiliated party that maintains sole control over KingdomX.