

# KINGDOMX



An NFT War Game Designed Around Gamefi Protocol

[KINGDOMX.CO](https://kingdomx.co)

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

## **PREFACE**

This White Paper is formulated by the developing team of KingdomX . KingdomX is now in the developing phase, and any contents that haven't been demonstrated or are insufficient will be included in the revised version.

If you have any concerns, please contact the developing team of KingdomX through the official website at <https://kingdomx.co>

Thank you for your attention and full support.

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## 1.BACKGROUND

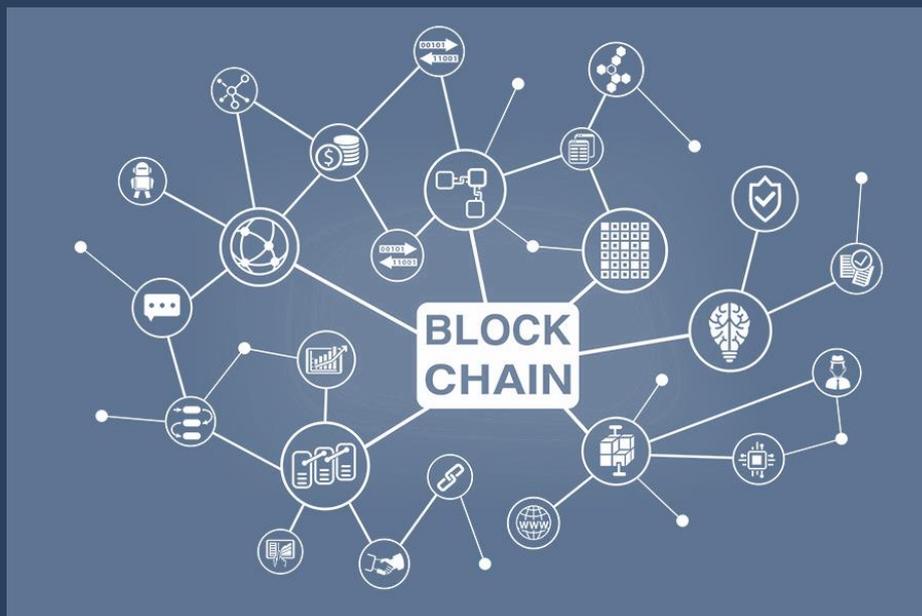
Traditional game industry has been through several revolutions over the past decades. Console game, PC game and mobile game have eventually become the three major game formats in the current industry. Ample game modes and innovative gameplays are undoubtedly Gospels for players. However, there are still 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 county'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 consume. 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, challenge activities, participate in the war and establish the personal game kingdom through social networking and territory development. The overall ecology 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 insures the game assets, enables all players to gain benefits from the game, win tokens or rewards.



### 2.2 Terminology Definition

Hero: It is the core NFT in KingdomX. Heroes have five occupations and various qualities, with every hero being an independent NFT. In the later editions, more occupations 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 developed on the basis of ERC20, being the 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 players 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, which is named bottoming.

**Credit point:** 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 credit point 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 tokens developed based on ERC20. Hero and Land are NFTs. All assets are compatible with the third-party market for circulation.

### **GameFi value system generates high returns for game participation**

The game ecology 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 high returns 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 prestige. The quality of recruited new heroes is related with the quality of heroes being used for recruitment, which controls the output of high-quality 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 constraint of different occupations 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 asset, being KT, KNT, hero and Land respectively. Different assets have different benefits and effects.

### KT

- KT is developed on the basis of ERC20, being the core token of KingdomX and used for value transfer and community governance.
- It could be used for the bottoming when recruiting heroes, purchasing some props in the game and acquiring the voting right for community governance.
- KT could be obtained through early participation in project investment, game operation activities and procurement through the exchange.
- In the process of game operation, the official party or community can make a proposal to destroy a certain proportion of KT collected by the system.

### KNT

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

- It is available for upgrading the level and star-level of heroes.
- KNT could be attained by participating in the daily activities of the game, official operation activities and PVP combat. Besides, KNT could also be purchased through exchange.
- All KNT paid by players to the system would be destroyed.

## Hero

- Core NFT of KingdomX; after a certain number of creator heroes are officially released, all of the following heroes would be generated through the recruitment by players in the game.
- There are 5 occupations for heroes in the early phase of the game. Different occupations have different vocational skills. The restraints between different occupations strike an overall balance. Occupations of the hero are released by phases. Phase 1 releases 3 occupations and phase 2 releases 2 occupations. In the later phases, more occupations would be released based on the gameplay.



- When players recruit heroes, the appearance of heroes would be generated randomly. Their qualities are related with the consumed prestige.

Attributes are generated randomly in the heroes' attribute sections of their corresponding qualities.

- Except of purchasing the creator heroes issued officially and recruiting heroes by consuming prestige, heroes could also be acquired by purchasing those sold by other players.
- Heroes could participate in daily activities 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. In case of the battle damage, KingsLanding protocol would return a certain amount of KT.

## Land

- In terms of the NFT asset in KingdomX, the official party would define the issued quantity in accordance with 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 attributes of recruited heroes.
- Players could select to destroy territories or sell their territories 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 territories through official channels beyond game or exchange assets through the third-party market. Participating in the official staking mining game can obtain stable KT returns for a long term.

After entering the KingdomX game, players can complete daily tasks, participate in game activities and gameplay of war to obtain rich game resources such as KT, KNT and hero prestige. They could also get new heroes through hero recruitment.



### 3.2 Staking Mining

KingdomX would open the gameplay of staking mining in the community to players who have the willingness to invest at the early phase. Players exchange the LP Token of KT for staking.

When the gameplay of staking mining is open, a certain number of KT will be released at each phase as the return for staking players, and the return will be distributed according to the share of the player's pledged LP in the total pledged KT.

### 3.3 Gameplay of Activities

The game opens gameplay of daily tasks and special activities and all players owning heroes could participate. Among them, players could send heroes to participate daily tasks and enjoy the return of little hero experience and few KNT. In comparison, players shall spend few KT to purchase tickets for participation in special activities and the activity return include KT and a large number of 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 could be used to enhance the strength of the team or for hero synthesis. They can be sold through exchange.

Recruited new heroes shall meet the following conditions:

- Players shall own their territories;
- It should has at least one hero with sufficient prestige and the restriction on recruitment has been lifted for this hero (all heroes suffer recruitment limitation initially and the limitation would be lifted when they participated the PVP combat for certain times. After being used for new hero recruitment, this hero would enter the status of recruitment limitation again);
- 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' prestige, a certain number of KT and KNT.

The quality 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 may contribute to attributes of the corresponding new hero.

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

### **Hero upgrading**

Incorporating heroes into the team to participate in PVP combat wins hero experience regardless of the combat results. The hero experience is bound to heroes, being exclusively used for the upgrading of heroes winning the experience.

When the experience of this hero meets conditions for upgrading, the consumption of certain experience and KNT could upgrade hero level and attributes.

When the hero reaches a certain level, it could consume a great deal of experience, a large number of KNT and all of the prestige to upgrade the quality of heroes.

## **3.5 Gameplay of War**

Gameplay of war is the core PVP combat gameplay of KingdomX as well as the sole channel to attain prestige for heroes in the game. In addition to the prestige, participation in the war could win a large number of KNT, rich hero experience and other game resources.

### **Signing up**

The gameplay of war is divided into signing up phase, war phase and settlement phase. In the signing up phase, players could consume a certain number of KT and KNT to sign up for the war.

## Formation

Players would form their teams after signing up. They could only send one team for each war. Players could adjust their formations any time in the signing up phase.

When designing a formation, players can adjust the hero's position in the 9 block box according to the characteristics of their heroes participated in the war to secure a higher winning rate. 5 heroes at most are allowed to enter the field for each team.



After the signing up phase, it comes to the war phase. Players could not adjust the formation any more. Opponents would be allocated based on the total combat power of the player's team. After opponent pairing, the calculation on victory and defeat would be made on the block chain. Player could watch the PVP combating process.

## Reward issuing

The war phase is followed by settlement phase. Players rewards would be settled in accordance with the outcome of the battle and the status of players' heroes entering the battlefield. The winner player would receive a large number of KNT and his heroes would gain prestige and experience value. The defeated party could only gain experience value for its heroes.

Players shall pick up rewards for the war actively. If they fail to pick up the rewards, they would be forbidden to participate in the next war. The defeated party might trigger battle damage when it picks up rewards.

### Battle damage of heroes

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 players in accordance with 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 accumulating prestige for heroes through wars, players could either recruit new heroes to strengthen the team, raise the winning rate and obtain more game resources faster and more stably or sell new heroes to get direct KT returns. Players' benefits could be not be guaranteed unless the hyperinflation in the value of heroes is avoided.

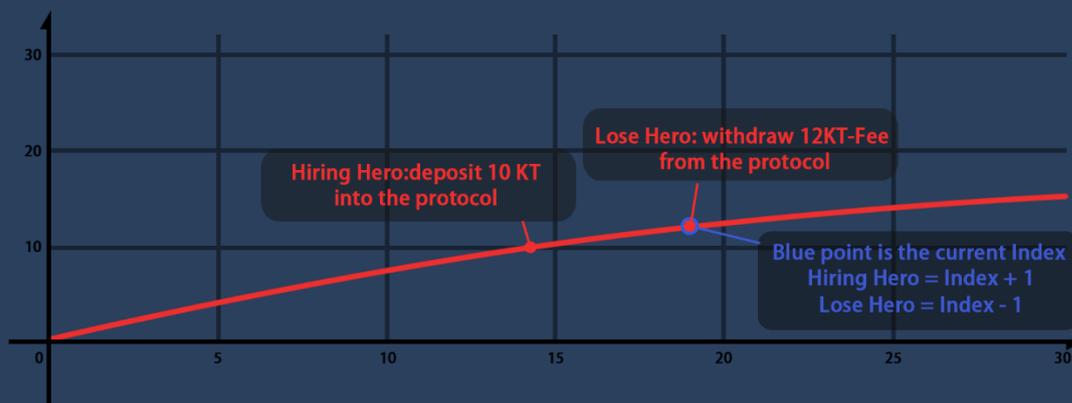
Even if the unfortunate defeat in the war triggers battle damage, it does not necessarily mean that there will be economic losses. Because of the kingsLanding protocol, the KT returned by the passive destruction of heroes may be more than the KT used for bottoming when recruiting the hero.

## 3.6 KingsLanding Protocol

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

- It would consume tokens of a certain ERC 20 for bottoming when issuing NFT. The bottoming experience would rise with the increase of NFT issuing number.
- A certain number of bottoming tokens would be returned to players 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, players might not suffer losses. Specifically speaking, due to the increase of total number of heroes issued, the KT returned by the agreement may be greater than the KT used by the player to build the bottom.

### 3.7 Other Gameplay

In the following editions, KingdomX would release hero gameplay of hero synthesis and hero ladder as well as the Land gameplay including resource exploitation and camp war.

## 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 ecology.

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.