



White Paper V1.1.0

## Table of Contents

<b>Introducing Blockchain service game</b>	<b>3</b>
<hr/>	
1. Vision / Future of Blockchain Game	
2. High Entry Barriers	
3. The fun of Game	
4. Our thoughts on this topic	
5. Preparation – prepared lineup	
6. Our Preparation- Easy use and high accessibility	
7. Our preparation- How to react to the Short Lifespan of Blockchain Game	
<b>Ecosystem</b>	<b>5</b>
<hr/>	
1. Ecosystem	
2. Ecosystem Flow	
<b>Partners</b>	<b>7</b>
<hr/>	
1. Game Studio	
2. Blockchain	
3. Publisher	
<b>Network</b>	<b>10</b>
<hr/>	
1. Polygon	
<b>Game</b>	<b>11</b>
<hr/>	
1. Astel of Atra (2022 3Q)	
<b>Tokenomics</b>	<b>20</b>
<hr/>	
1. Token explanation	
2. Token Allocation	
3. Token Allocation – Ecosystem	

# Introducing Blockchain service game

## 1. Vision / Future of Blockchain Game

The P2E game market is growing with the global game market. The size of the global game market grew to about 288 trillion won in 2021. (Game Spotlight 2022 reviews) According to the 2021 Annual NFT Report, the blockchain game market size is about 6.7 trillion won.

We are striving to find ways to solve the recent market issues that we have found in this rapidly growing P2E game market.

## 2. High Entry Barriers

Blockchain game requires initial investments such as usage of essential NFT and pre-education on its usage. Therefore it is not easy to play without any knowledge. This issue is improving slowly as the game-pie portal platform has increased, but users owning multiple game service accounts could find it complex and inconvenient.

## 3. The fun of Game

Even though the Blockchain game concept has transferred from Play-to-Earn to Play-and-Earn, still it is more likely to focus on profitability, rather than the fun users can get from the game. We should remind ourselves that the game content is aiming to provide a "Fun" game as we pursue profits for the game business.

## 4. Our thoughts on this topic

Of course, we cannot deny the fact that the game has become a means of investment in the Blockchain game pie market. But what we have focused on is that the sustainability and stability of game-pie are assured when the game is fun for sure, and games as consuming content aiming for fun and games as blockchain investment content positively interacts with each other.

## 5. Preparation – prepared lineup

As we standardize the platform, before we prepare for this, we have invested a lot of effort into game lineup preparation. We have set up a team specialized in the game entertainment area and profit raise for a long time, and various genres of games that have

already been verified in the market are being prepared in the direction of pursuing synergy suitable for blockchain game pie considering the characteristics of each genre.

## **6. Our Preparation- Easy use and high accessibility**

KMINT app, which is the partner of the Gelixir platform, supports the linkage of various main-net and existing wallets and soon will integrate every feature of our upcoming in-game services such as Defi, marketplace, community, and event support. We consider this "Easy Use" very important, and we are improving the usage environment from routes that cache out coins obtained in the game, routes that enter the game through cash, all kinds of actions to play as a professional breeder, and routes that trade with other users through NFT.

## **7. Our preparation- How to react to the Short Lifespan of Blockchain Game**

Everyone knows that inflation is the problem but it is difficult to react to this issue. Reducing output will eliminate investment expectations, and many alternative functions are needed to consume more rewards designed for the fun of the game. But without convincing reasons and fun to consume, it is hard to avoid the game's deteriorating quality. To solve this problem properly, we thought we needed a response tailored to the user propensity of various spectra.

For this reason, various investment level standards are set, and game content, game pie, and NFT pie are configured according to the level.

# Ecosystem

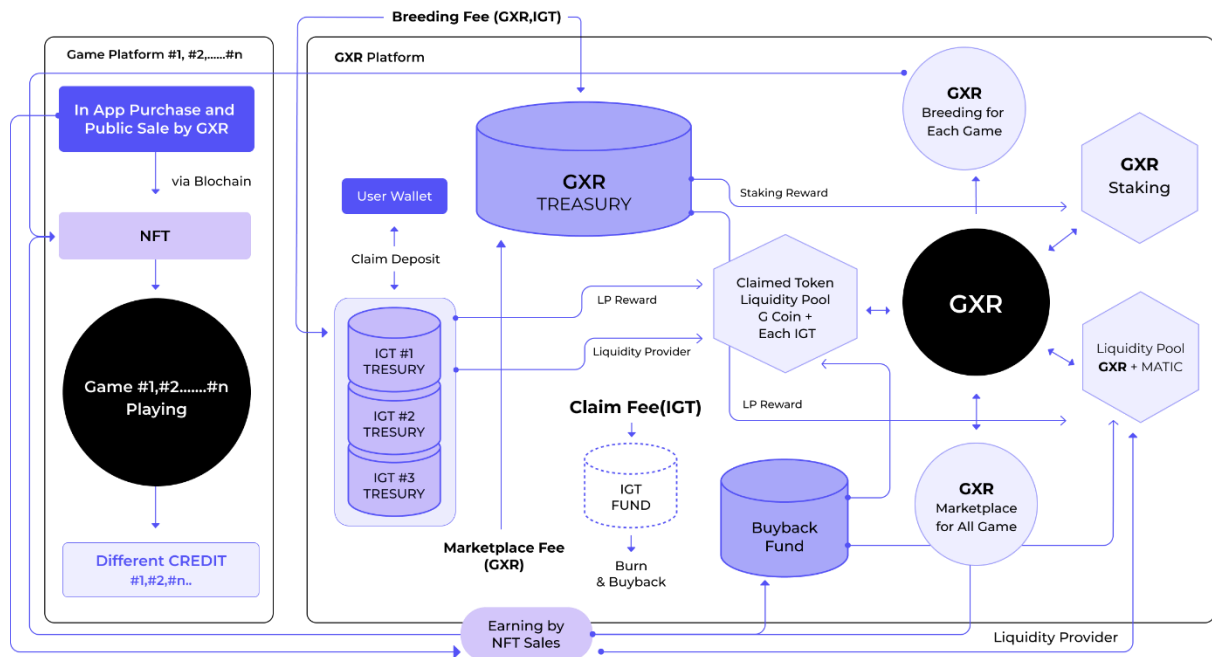
## 1. Ecosystem



All games added to the Gelixir ecosystem will use the Gelixir Governance Coin, which can create a bigger ecosystem by creating a network between games while sharing a single coin.

All of the games in the Gelixir ecosystem will sell NFT items. NFT sales revenue will be set at the profits of the Foundation and game company, and users can mint and use NFT to earn IGT (\*IGT=In Game Token) for each game through gameplay. Users can obtain tokens and various rewards through staking. Every game in the Gelixir ecosystem has its marketplace. Users can freely trade NFT items that solely exist in the world in the marketplace.

## 2. Ecosystem Flow



For the active circulation of the ecosystem, the internal ecosystem must operate efficiently. A more effective circulation system is required for the resource-constrained ecosystem.

The Gelixir ecosystem has a stable and efficient circulation structure and will use the transaction fees generated within the network as a Liquidity Pool maintenance expense. Fees from various systems such as In-app payment, Marketplace mining, and Staking will be used by the Foundation to maintain continuous Liquidity Pool.

The Gelixir coin ecosystem will continue to expand to ensure that the Liquidity Pool remains stable, and additional new games will be launched.

- IGT ↔ GXR: Swap Fee 5%
- Buyback Fund: After purchasing MATIC swap it with GXR, and retain or discard GXR

## Partners

### 1. Game Studio

#### I) Studio 8: Unreal MMORPG development studio



#### II) 2Mb Game: Unreal FPS development studio



### III) EX4 GAMES: Unity RPG development studio



### IV) BLUESOM: Unity RPG development studio



## 2. Blockchain

BPMG: Develop KMINT wallet and marketplace, Defi development





### 3. Publisher

ITOXI: Game Publisher



## Network

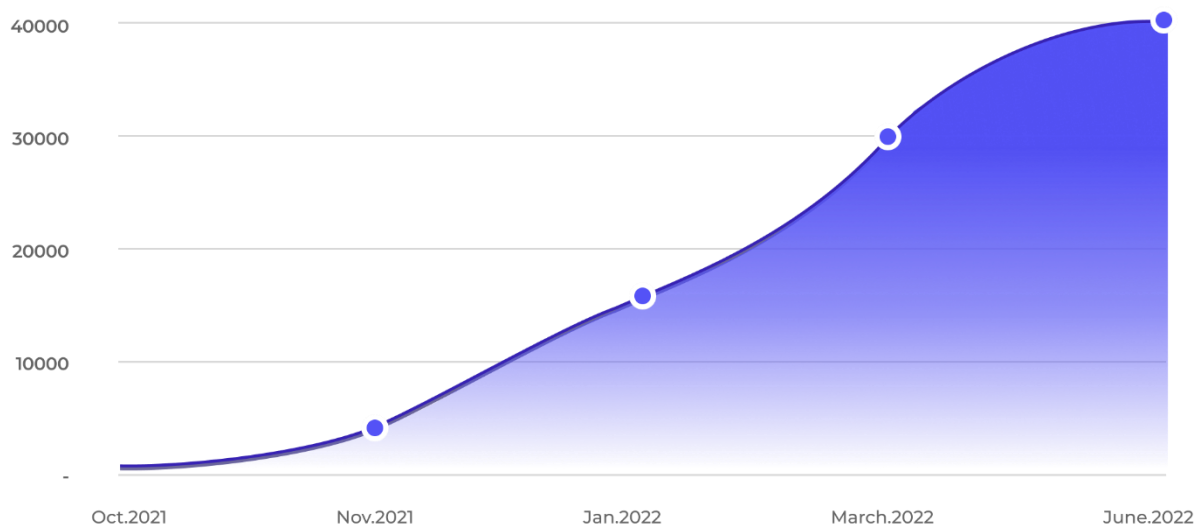
### 1. Polygon

We thought about what the most efficient network is to serve NFT-based games that can satisfy the needs of all gamers in the world. For this reason we have chose Polygon Network. Polygon (MATIC) networks maintains excellent speed and low network Fee, and are a sustainable, environment- friendly demonstration network.

The number of DApps hosted on Ethereum's Layer-2 platform network, Polygon's TestNet, and MainNet, which are growing rapidly in recent years, has increased by more than 400% in 2022 to more than 37,000 applications.

The value of Gelixir and the future of Liquidity provided by the Foundation will coexist through Polygon's continuous cooperation.

#### The Number of dApps on Polygon



## Game

### 1. Astel of Atra (2022 3Q)



#### I) Game Introduction

Astel of Atra is an unreal MMORPG based on summoned creature Astel NFT.

It's a game allowing you to obtain P2E rewards through diverse content based on thousands of Astel NFTs.

You can experience various worlds with an abundant choice, individualistic characters, Astels, and pets.

## [Character]



Basic character class is divided into 5 types.

The Warrior (male/female) is a protective guardian who uses swords and shields with strong physical strength.

The Archer (female) is a distance damage striker who uses a bow to inflict fatal damage.

The Rogue (Male/Female) is a nimble, short-distance tactician who deals lasting damage with his double sword.

The Scholar (female) is a healer using assistive magic and powerful healing power with a wand.

Lastly, the Mage is a powerful attacking wizard who handles elements freely.

## [Astel]

Astels are distinguished into 37 types and there are seven kinds of Astel jobs such as Knight, Warrior, Rogue, Archer, Mage, Scholar, and Muse and each job has unique skill attributes and primary deck buff.

37 types of Astels are classified into Servant, Guardian, and Savior-3 kinds and each has authentic attributes.

Attributes are divided into four categories: Dark, Nature, Vision, and Divinity, and Astel's appearance, skills, and stats appear differently depending on the attribute.

Each Astel has a maximum of 3 ★, and the higher the rank is, the higher the main stats exists as much as the same rank deck buff.





The player can purchase different kinds of Astels of diverse attributes, kinds, appearances, stats, and conditions with NFT.

NFT-purchased Astel can be used in games. By using Astel enhancement systems, you can create your own powerful Astel.



## [Deck Buff]

Astel deck buff refers to the synergistic effect between the Astels that form the deck.

Deckbuff is one of the growth factors that can enhance your character with options assigned to an Astel or item.

Depending on the combination of Astel, you can freely set the deck buff according to the situation.

## [Collecting and Crafting]

The most fundamental economic activities of the Astel of Atra are collecting and crafting. By collecting 'Atra Soul' and 'Atra Fragment' distributed in Whole Field, you can purchase 'Atra Crystal' which can greatly support your character's growth.

The purchased 'Atra crystal' can be crafted to obtain high-grade items.



## [Exchange]

In Astel of Atra, there is an Exchange where you can buy and sell items that can be traded between characters. In that Exchange, you can trade with 'Gem' that can be obtained or purchased while playing games, and you can also trade through an Auction house managers deployed in large cities on each continent.



Auction House

Purchase

Sell

Auction Status and Item Retrieval

Equipment

Crafting element

General crafting

Consumables

Customization

All

All classes

All Grades

Lv. 1

40

All Options

Time Left

Ascending Order

Search

Reset search

Name	Grade	Level	Quantity	Cost (per unit)	Time Left	Status
Knowledgeable Starlight Ring Of Intelligence	Uncommon	1 Lv.	1	Buyout Current bid	20 (20) 10 (10)	47:15 <div>Purchase</div> <div>Bid won</div>
Wise Starlight Necklace Of Knowledge	Uncommon	1 Lv.	1	Buyout Current bid	10 (10) 9 (9)	47:17 <div>Purchase</div> <div>Bid won</div>
Skillful Starlight Earring Of Constitution	Rare	1 Lv.	1	Buyout Current bid	30 (30) 29 (29)	47:18 <div>Purchase</div> <div>Bid won</div>
Special Empowered Starlight Sword	Uncommon	1 Lv.	1	Buyout	50 (50)	47:20 <div>Purchase</div>
Healthy Starlight Bracelet Of Agility AGI 141.8   CON 78.4	Heroic	1 Lv.	1	Buyout Current bid	500 (500) 499 (499)	47:21 <div>Purchase</div> <div>Bid won</div>
Legendary Empowered Starlight Sword	Legendary	1 Lv.	1	Buyout	2,000 (2,000)	47:37 <div>Purchase</div>
Mythical Empowered Starlight Armor	Myth	1 Lv.	1	Buyout Current bid	8,000 (8,000) 7,999 (7,999)	47:38 <div>Purchase</div> <div>Bid won</div>
Mythical Empowered Starlight Sword	Myth	1 Lv.	1	Buyout	9,999 (9,999)	47:38 <div>Purchase</div>
Skillful Starlight Ring Of Power DEX 119.7   STR 221.6	Legendary	1 Lv.	1	Buyout Current bid	1,500 (1,500) 1,499 (1,499)	47:41 <div>Purchase</div> <div>Bid won</div>
Mythical Empowered Starlight Sword	Myth	1 Lv.	1	Buyout Current bid	9,998 (9,998) 9,990 (9,990)	47:42 <div>Purchase</div> <div>Bid won</div>

12

## II) Contents

### [General Area]

The story unfolds through a total of three large continents with Ragferrant, Landaleo, and Rentus, and you can earn various rewards through quests.

You can also raise your character by collecting 'Atra' distributed throughout the region. In addition, 'Atra Fragment', an NFT-only collection, comes with a powerful monster for a certain amount of time, and you can obtain a 'Chander' at the time of collection.

PvP is possible in all areas except Ragferrant, and in addition to combat monsters, you can fight freely with other characters in areas where PvP is possible.



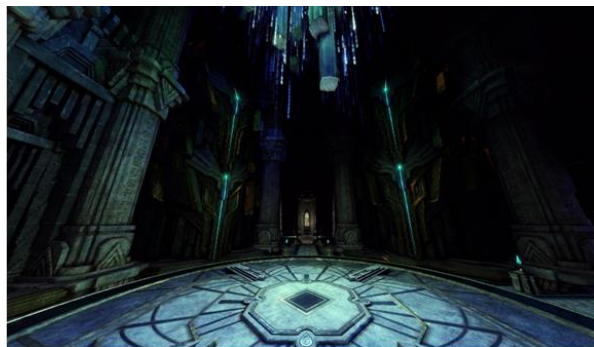
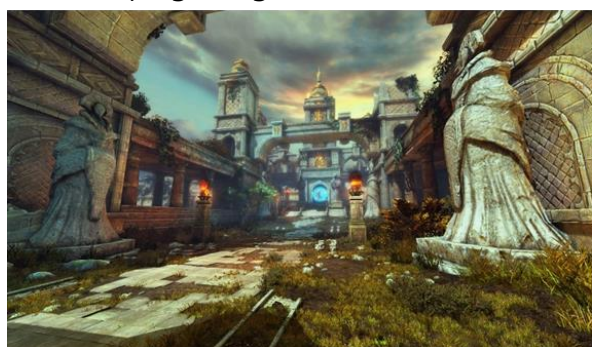
## [NFT Specialized Area]

The NFT specialized area is an area where only characters with NFT Astel can enter, and the 'Atra Fragment' can be collected to obtain Chander.

The NFT specialized area is open only at certain times. Therefore, if you check the opening time and mine, you can get more Chander than other players.

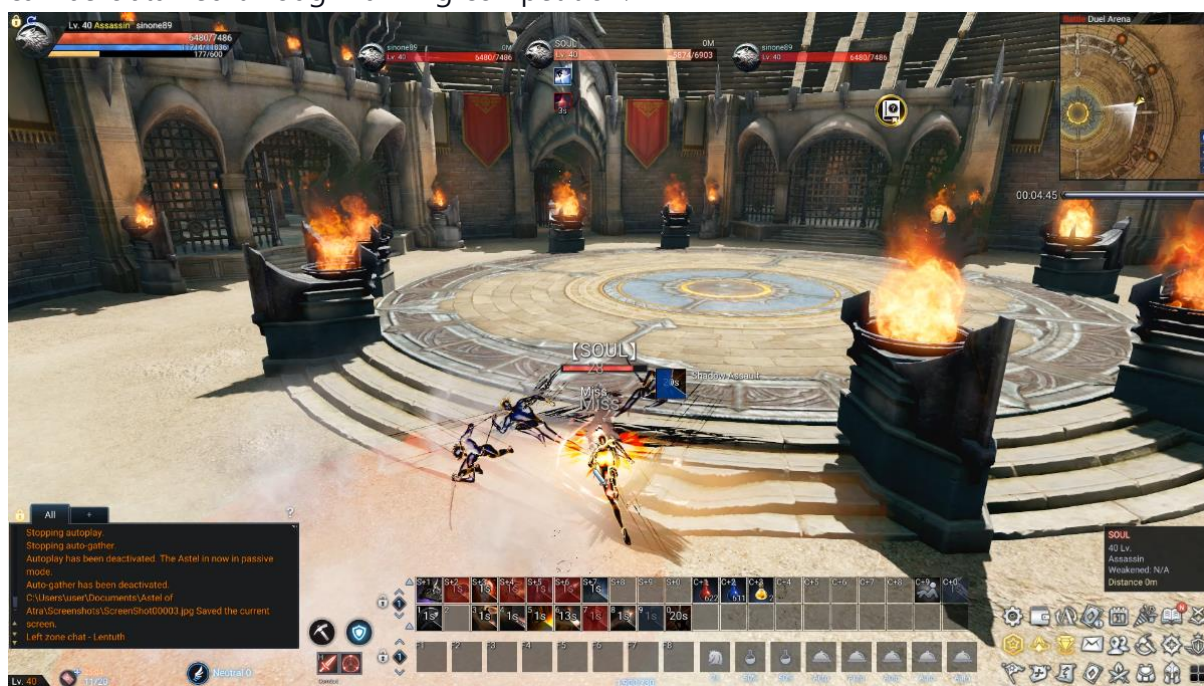
## [Legendary dungeon]

You can attack Legendary dungeons with a party of four members due to its high barrier. However, anyone can make entrance by consuming dungeon tickets and obtain various items helping the growth.



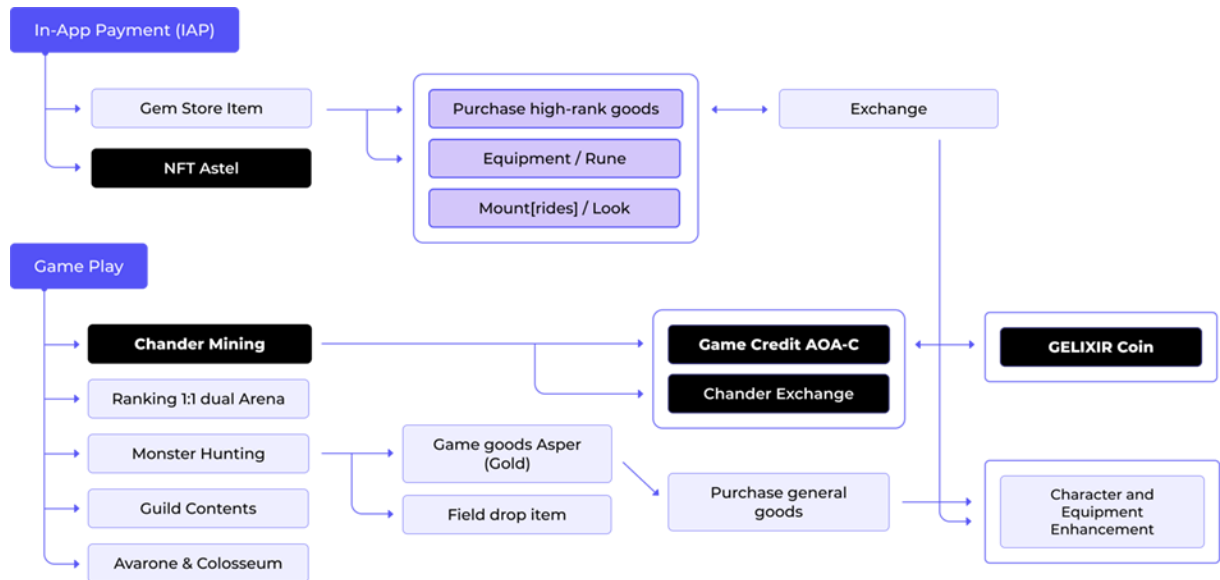
## [1:1 Duel Arena]

Arena matches in-game users in real-time. The 1:1 duel Arena is open only at certain times for admission. However, only players with NFTs can enter, and a large number of Chander can be obtained through ranking competition.





### III) Game Flow



You can enjoy Astel of Atra with PvE and PvP through various content plays.

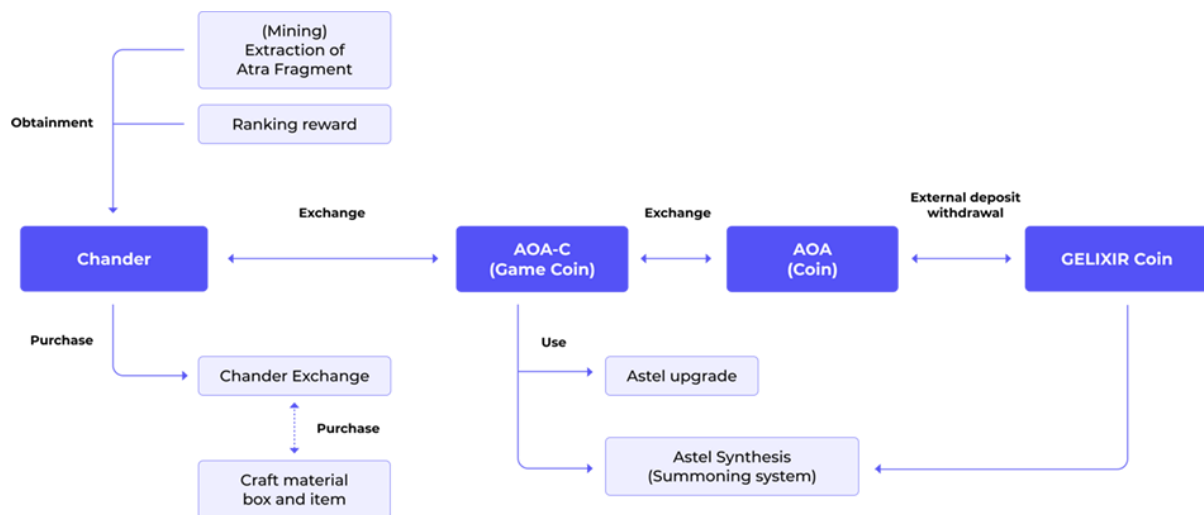
Through field monster hunting, you can get monster drop items as well as EXP, and through Avaron and Colosseum, you can get EXP and drop items through content provided in games outside the field.

Chander mining is available in the event area, but it can also be mined in the NFT specialized field.

Chander can withdraw in-game credits outside, but you can purchase a variety of items dedicated to the Chander needed to grow your character. In the Exchange, you can freely trade items with other players using Gem.

If it is difficult to produce or obtain the item you want, you can obtain the item through a direct transaction on the exchange.

## IV)) Token Flow



### [Obtain Chander]

Chanders are goods that can only be obtained by characters with NFT Astel and you can find them in various channels within the game.

Mainly you get it by collecting but more Chander can be obtained through competition between characters.

### [Chander ↔ AOA-C (Astel Of Atra Credit) Exchange]



The Chander can be exchanged with AOA-C at a certain rate through a specialized exchange window in the game. The exchange rate applied to Chander and AOA-C Conversion varies periodically.

Chander's exclusive shop sells various materials that can strengthen the character, enabling faster character growth. If there is not enough Chander, you can purchase the item by depositing external credits. [Wallet linkage and exchange AOA-C – AOA]

To have fundamental deposit/withdrawal and NFT Astel, you can use the function after connecting AOA wallet addresses in the game.

Ultimately, AOA-C can be exchanged for AOA, which is an external coin, through the wallet and can be withdrawn.

## Tokenomics

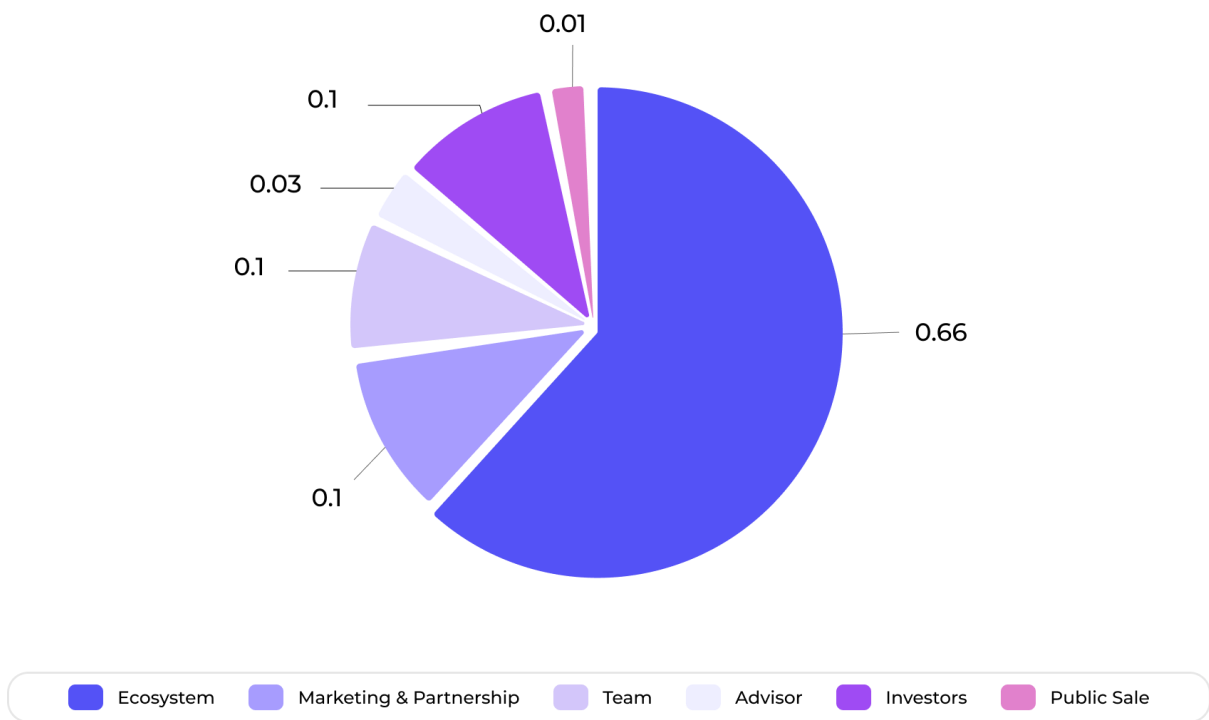
### 1. Token explanation

- Token name : Gelixir
- Ticker : GXR
- Contract : **will be updated (in October) when it's released.**
- Chain: Polygon
- Total Supply : 1,200,000,000

### 2. Token Allocation

Category	Amount	Percentage
Ecosystem	792,000,000	66%
Marketing & Partnership	120,000,000	10%
Team	120,000,000	10%
Advisors	36,000,000	3%
Investors	120,000,000	10%
Public sales	12,000,000	1%
Total	1,200,000,000	100%

## Token Allocation

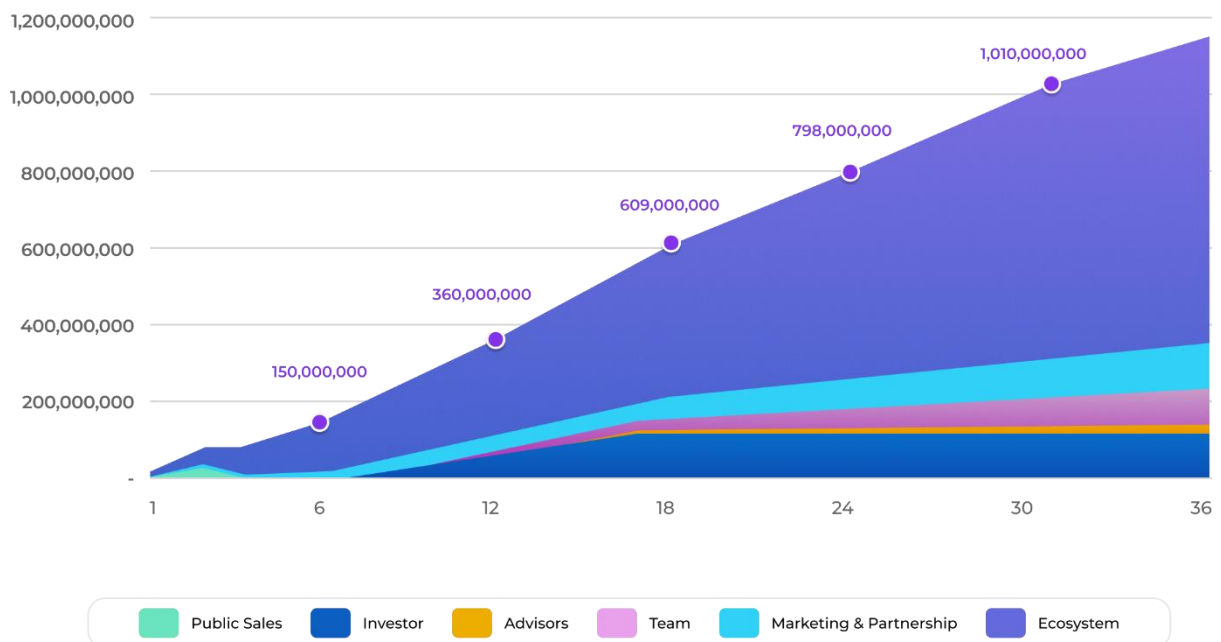
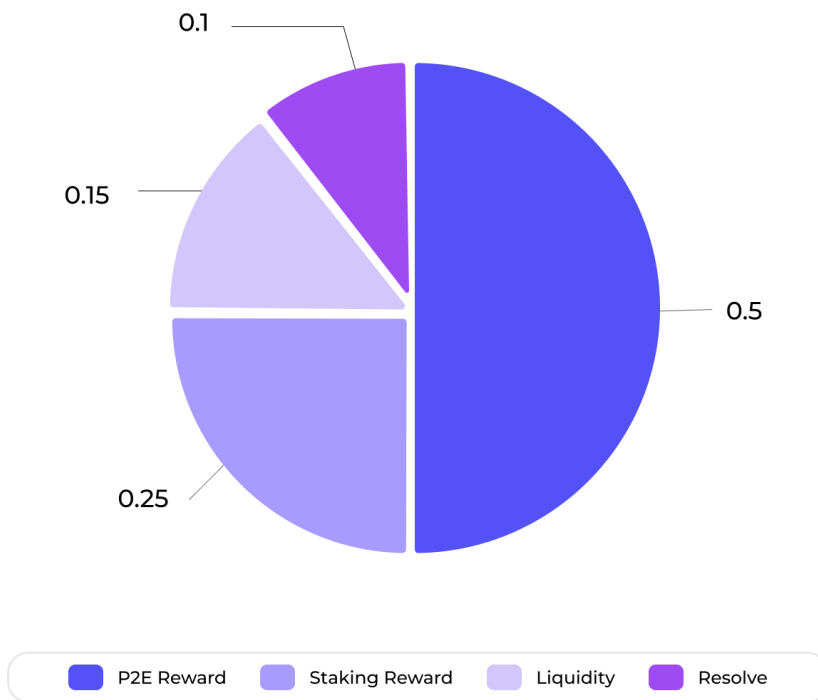


- Ecosystem: Airdrop event, P&E, Staking Reward etc. Linear monthly vesting in 36 months
- Marketing & Partnership: Linear monthly vesting in 12 to 36 months
- Team: Locked for 12 months, then Linear monthly vesting in 12 to 36 months
- Advisors: Locked for 12 months, then Linear monthly vesting in 12 to 36 months
- Investors: Locked for 6 months, then Linear monthly vesting in 12 months
- Public sales: 1st 12million, 2nd 12million vesting

### 3. Token Allocation - Ecosystem

Category	Amount	Percentage
P2E Reward	396,000,000	50%
Staking Reward	198,000,000	25%
Liquidity	118,800,000	15%
Reserve	79,200,000	10%
Total	792,000,000	100%

## Token Allocation: Ecosystem



- This is the amount of lock-up that is released Monthly