

KRYXIVIA

Kryxivia Lite Paper

kryxivia.io

3D NFT Multiverse MMORPG Web Game On Blockchains

A new innovative Play to Earn experience

November 19, 2021

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Introduction

Welcome to the new era of online, decentralized gaming where you own your properties and are not owned by them, governed by the community, and supported by a complex economy where supply and demand are the greatest currency through a fun farming in-game style.

As data gets important in our lifetime, decentralization, accessibility, and ownership of our possessions are becoming possible through blockchain systems. It's important especially for players, in the gaming space, to be able to control what you hardly won.

Having the possibility to have a decentralized representation of each item you got in your favorite game to be able to trade, speculate, exchange, store or just enjoy the freedom of your unique and rare assets, is not a dream anymore.

On Kryxivia, create today your NFT characters linked directly on-chain and build it as you like with your own customized gameplay by your chosen NFT equipped on your character.

Everything is tradeable and exchangeable between players, wallet to wallet: you own every item and in-game property in the form of blockchain NFT.

Based on a PVE system, you can farm with your crypto-friends to upgrade your character and drop NFT Kryxit, spells or items in dungeon fights, therefore, giving you the possibility to trade them for better ones in a decentralized way, or even making direct money through any NFT marketplace!



Presentation & Lore

Kryxivia is a fantasy world where recently a mine has been discovered in which lies the remnant of an ancient civilization. In there, we found magical gems that held tremendous power that were named Kryxit by the founders.

After hearing the news, every great empire on the continent sent groups of mercenaries across the globe to get a hold of the precious magical resource, at the same time lone adventurers tried their shots at glory, power and fame.

Soon after, a city formed around the entrance of the mine "Kryxivia".

The city is surrounded by mountains and a lot of people went there to live and find healthiness: Mercenaries, merchants, traders: everyone who thinks they could potentially live directly from the exploitation.

The mysterious mine, situated behind a huge door on the mountain flank, is a seemingly infinite source of Kryxit which are hodl and kept secret by guardians; some groups of monsters, dragons and other creatures living in the mine are protecting the ecosystem.

There are three big factions that contest the possessions of Kryxit that are only at peace because war would disrupt the extraction of the magical resource, but be sure that the tension is constant between them.

Inside "Kryxivia", you will find a new and blooming city with all your needs to join into the fight and try to take Kryxits from the mine!

The city is built mostly by several different peoples, by small groups of adventurers and merchants.

The buildings of the city reveal the remains of the three different factions as well as other adventurers sent from other countries, which gives a very heterogeneous architectural mix. This is what makes "Kryxivia" a unique capital

The city remains a neutral ground where Kryxit and KXS (money) make law.

3

The Inventory & Gameplay System

On Kryxivia, all items, spells, and characters are NFTs, which means that you can access them in-game and also on blockchain.

No experience level exists on a character, instead, the items that you equip help to determine the e-power of your character, it gives more flexibility for NFT items exchanges while keeping some kind of levels existences.

No class exists on Kryxivia (except for starter packs with cosmetics), everyone starts with the same chances and same bases, you create your own game-style by choosing the Kryxit you're equipping to play as a DPS, heal, tank...

To have spells and cast them, you will need Kryxit gems, which are the core of the lore of Kryxivia, foundable in the Mine. By using them and setting them up into your items equipped on your inventory, you will unlock castable spells based on the Kryxit characteristics.

To make that happen, you will need to head up to the Kryxivia town and get to the Black smith, then use some KXS token that will be burned to link it up to a specific item into your inventory, you can also try to upgrade them.

An interactive map is available at the entry of the Kryxivia mine, which leads to multiple possible paths inside: that give different types of loot and Kryxit elements with rooms of dungeons, or direct hard boss with better loot. The more you dive into the mine, the harder it gets while the loot is increasing too.

You can team up with friends in groups to get into the mine and farm together with them, at a maximum of 4 players, it will increase or decrease the difficulty by the numbers of players in the mine instance to keep it fair.

4

The Game Economy

While you can enjoy, have fun with your friends playing Kryxivia, you can also profit from the Play To Earn experience to win real money, which makes the game even more exciting!

In our world, there are two currencies available for use and exchanges, both tradeable and exchangeable on decentralized platforms like Uniswap.

The first one is the KXA coin which stands for Kryxivia coin, This token deployed on the Binance Smart Chain is the base crypto-currency for on-chain payment and special packs such as starter packs, special NFT sell events, or exchanging for the in-game currency KXS which stands for Kryxit Shard.

You can also use the KXA coin for buying and selling NFT properties (items, Kryxit, spells...) from the game into our online web marketplace using your Wallet (like Metamask).

Kryxit Shard (KXS) is the in-game money, adventurers like you can find it in dungeons, it comes in many forms with the main utility you can find for it is to trade it with NPC's like the blacksmith or the merchant or to invest it in the Bank.

You can win KXS tokens in-game by farming, exchanging from NPSCS, through some quests; by dungeons, and fighting rewards. Later on, you will have the possibility to stake into the Bank in-game to profit from staking rewards with a net APY per year which will have multiple in-game conditions to participate.

You can trade your NFT items and other goods using the KXA coin, which means that you can play, drop some stuff, speculate, and win real money from it. Kryxits are gems that contain magical power giving you access to some spells powers equipable on your inventory items, which are sellable to on the NFT Marketplace.

5

The Technicals

Kryxiva world is combined with blockchain to empower the accessibility and the ownership of users' data/objects.

To play on Kryxivia, you will need an Ethereum-based wallet using a browser extension such as Metamask, by logging in with your wallet through a digital crypto-signature, you will auth yourself on-chain and into the game, details are available on Kryxivia docs for beginners.

The client to play is developed and maintained with the Unity game engine* and run through our online website at kryxivia.io using the WebGL technology* with low-polygon design* style to assure a scalable online browser game.

It works with a centralized and a decentralized gateway.

First, to login and connect to the Kryxivia World, a back-end game server programmed in C# language* bridges your decentralized NFTs from your wallet to the server while you are playing.

Then an API* makes the gateway link between your wallet and the server. All of your characters, spells, items, Kryxit are represented in both NFTs and on our centralized ACID database* so that you can use them in-game and improve/modify them.

When connecting with your wallet to the game, you are redirected through a proxy server* to a specific thread process instance* of the game lobby (the Kryxivia city on which you spawn); you can then create groups with your friends and join the mine to fights -> a new instance spawn to handle your activities, fights.

When you disconnect from the online Kryxivia in-game world, you can withdraw all your possessions in NFT forms that are broadcasted and sent by our back-end system*, therefore giving all the power of centralized management for the game and the decentralization freedom of your in-game properties that you will own for a lifetime.

6

The Tokenomics

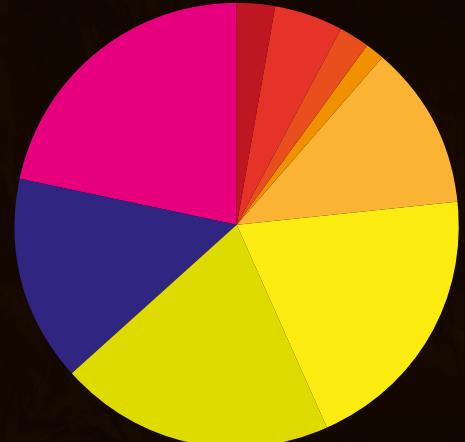
As we have two currencies, one for in-game named Kryxit Shard (KXS) and one main token for on-chain activity Kryxivia coin (KXA), we need some solids tokenomics to have a year's scalable game to assure an in-game and off-game wealthy economy.

The Kryxivia coin has a total max supply of 250,000,000 KXA coins, As detailed below, our tokenomics are quite specific and fixed. The KXA token is not mintable, which means that it can't have more than 250M KXA issued.



Schedule of KXA tokenomics:

- ◆ Server network hosting, game client, and server engine costs
 - (3.00% = 7,500,000 KXA)
- ◆ Marketing, adoption increase and incentive to enlarge projects audience
 - (5% = 12,500,000 KXA)
- ◆ In-Game events rewards, specials farming, and NFT rewards
 - (2% = 5,000,000 KXA)
- ◆ Staking funds for Bank systems and net APY rewards for players
 - (1.5% = 3,750,000 KXA)
- ◆ Development team payment costs, team share
 - (12% = 30,000,000 KXA)
- ◆ Private token presale round to init the project
 - (20% = 50,000,000 KXA)
- ◆ Public token sale (ILO*) for the game beta-release on Unicrypt Protocol
 - (20% = 50,000,000 KXA)
- ◆ Ecosystem funds for extra-operations
 - (15% = 37,500,000 KXA)
- ◆ Reserve treasury funds
 - (21.5% = 53,750,000 KXA)



The Kryxit Shard coin (KXS) is the online currency to play, buy, trade, and have new online stuffs in the Kryxivia world, as it carries more risk and economic moves, it needs to have a huge supply so that every player can have some to play with.



The total max supply of the KXS token is capped at 5,000,000,000 KXS (5B) which makes it way more accessible and usable in-game than the KXA token.

Schedule of KXS tokenomics:

The KXS token is mintable which means that new ones can be created for things such as farming in-game rewards or special online events. It can be traded like any other currency on CEX & DEX*.

It's also a deflationary token because you can use KXS token in-game for special rewards, for example, if you want to link your items to Kryxit gems settings, you will need to burn some KXS to make it happen, or if you want to buy consumables items such as potions or others to help you through your journey; you will need to burn KXS tokens to the city NPCs.

The In-game token will have base liquidity on decentralized protocol backed by the KXA token on a managed pool to assure the buying ability and sellability of the in-game token, but the main way to get KXS token will still be in-game by playing and winning rewards, as our system is described "Play to Earn".

Our backend server engine will have control over the total supply. If there is a need to mint new KXS, it will be made automatically by the system, which means that in terms of investment in the project: it is better to go for KXA token, but if you are a player and want in-game activities, you will have to use and go through the KXS token.



The Token Sale Plan

For the KXA token, we are organizing a fund-raise based on the IDO model using a decentralized platform. First, to kick-start the pre-launch we're making a private sale access with a limited amount of token and a discount on price as reward motivation.

Then a public one on the decentralized platform which is detailed below to kick-start the token entry into the market, on Uniswap and CEX.

◆ Private sale: (~ 25% discount from public sale price)

50,000,000 of KXA (50M - 20% supply)

1 BNB: ~ 54,000 KXA

1 KXA = ~ 0,00001848 BNB

Price: \$0.012 per KXA

Raise of ~ 925 BNB = (Total = ~\$600k)

◆ Public sale: (~ 15% discount from listing price)

50,000,000 of KXA (50M - 20% supply)

1 BNB: ~ 43,333 KXA

1 KXA = ~ 0,00002311 BNB

Price: \$0.015 per KXA

Raise of ~ 1155 BNB = (Total = ~\$750k)

◆ Listing on Pancake Swap:

Price: \$0.01725 per KXA

80% of the raise funds from Unicrypt locked for 1 year

1 BNB: ~ 37,680 KXA

1 KXA = ~ 0.00002666 BNB

Total raise of ~ 2080 BNB (\$1m3)

8

The Kryxivia Roadmap

Q3 - 2021

- Deployment of the KXA and KXS token on the Binance Smart Chain test-net
- Ropsten for the Alpha.
- Starting the development, testing the base gameplay, game servers, and blockchains links.
- Working on the 3D Modeling of the Kryxivia Universe.
- Doing the Level-Design of cities, mine, working on the Lore of the game, exploring Kryxit and gems functional systems.

Q4 - 2021

- Launching the online website with the basics about Kryxivia, releasing the Presentation paper.
- Open-Source release of the Kryxivia codebase on our GitHub repository and the different smart contracts.
- Preparing the Proof-Of-Concept of the Game using Unity WebGL, C# and Node.js
- Auditing our different smart contracts that interact with the Binance Smart Chain blockchain.
- Releasing the Teaser for the launch of the Kryxivia Alpha.
- Kickstarting the KXA token by doing a public sale to create the asset pool liquidity and the game base-funds (ILO).
- Deploying the Whitelist for the private Alpha pre-access. (wallets participating in the ILO will have advantages).
- Working on all the game aspects, the client/server, and connections between the centralization/decentralization services of NFTs.
- Doing KYC procedures of the Kryxivia Team members.
- Creating an Uniswap controlled pool for the in-game KXS token (with 10% of the raised funds).
- Listing over CoinMarketCap, CoinGecko..

Q1 - 2022

- Having the WebGL browser game ready for deployment
- Deploying the NFT items marketplace to trade in-game stuff with other players on-chain.
- Starting the private pre-alpha access for selected members to play into the Kryxivia World in their browser at kryxivia.io.
- Using the test-net for the pre-alpha to spot bugs, and rewarding bug-bounty players that report issues in KXA tokens.
- Adding new dungeons and more specifications of items, Kryxit gems and spells gameplay development.
- Launch the different starter packs (NFT's packs) for the beta access-launch, to directly start to play with your bought packs.
- Increasing the team capacity, recruiting new 3D designer, level and scenarist.
- Improvement of the PVE content.

Q2 - 2022

- Releasing the beta public access of the Kryxivia World on the main net of the Binance Smart Chain network.
- Fixing bugs from the pre-alpha (Q1) found by players
- Starting to develop the raid systems (+20 players fighting together in raid fights) in the Kryxivia Mine.
- Adding daily quest systems to reward players' activities, therefore rewarding the most active ones.
- Working on a bigger set of dungeons rooms into the mine with more difficulties and better Kryxit and stuff rewards.
- Applying & Listing KXA and KXS tokens on top major T1 centralized exchanges.
- Bank in-game staking system to win rewards (real ROI with new rewards per year) with KXA / KXS token.

Q3 - 2022

- Guilds system to team up with your mates with daily/weekly objectives to reach for rewards or bonus rates.
- Adding an event system season with special unique NFT's with specific new bosses (new limited cosmetic...).
- DAO governance to vote on event themes, next milestones on the roadmap to achieve, and nerf or upgrades to make in-game gameplay updates (capped by wallet in terms of percentage).
- Visual design in-game for statistics and information on KXS value and price moves.
- Online ladders to see all players, their e-levels and reputations + uniqueness of inventories NFTs

Q4 - 2022

- PVP system, dual between players in-game to compete and bets a certain amount of KXS in the fight, the winner wins the entire bet.
- Integration of a Kryxivia Proof-Of-Stake blockchain to reduce at maximum fees for playing.
- More unique dungeons and epic items / Kryxit to loot in the mine.

9

The team behind Kryxivia

On Kryxivia, we have a huge team with experience in several domains: Our CEO has already successfully started projects and business around the crypto-world and have a specific idea of how gamefi on blockchain with NFT's will have a serious impact in the whole gaming industry in the next few years.

As for our CTO, he is working officially as an experienced software engineer at the Unity game engine company, which makes him really valuable and a

powerful growth potential of our game, also possibilities for the entire team to do anything that we ever dreamed of, on Kryxivia.

We are a team of six programmers, developers that always had fun playing a lot of games, such as MMORPG, and we are all interested in the crypto-industry: we see the potential of data and features that can be built using blockchain, so we had to create our own world!

As for our design, model and illustration, we have three talented artists to make specific tasks: character design, painting and 3D modelization; items; dungeons, and also user experience or things such as website branding, layout, and Kryxit 2D images.

They also have experience using the Unity engine for creating our level-design and dungeons contents, therefore, we will have the possibility with our developers to innovate, add features along the way, and the imagination that comes with our artists!

For our scenario, lore and story, spells, playability, design of farming.. we have a talented game designer that had the chance to work in Ankama office, which is one of the biggest MMORPG creators in the European industry with the French game leading it: Dofus. We will have plenty of ideas and features to add into our game, doable due to our experience and a highly trained team on those domains.

10 Conclusion

Kryxivia aims to be an innovative 3D online, cooperative game working with blockchain and leveraging the crypto economy, while players can own their

goods, making money while having fun with exchange and trade between users always existed on MMORPG.

It was before, prohibited or even eventually got banned on a usual game (for example website to buy digital game currencies): now you can use crypto-system to make it happen in a secure way.

Using NFTs and decentralized protocol, a whole new way of doing games and interactions between players come with it, which is really exciting, our goal is to make it more main-stream so that big industries see the potential in the technology like us and create the next decentralized game world of tomorrow.

See you soon in-game!

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11

Marks definition

* **Unity Game Engine:**

Unity is a cross-platform game engine with a built-in IDE developed by Unity Technologies. It is used to develop video games for web plugins, desktop platforms, consoles and mobile devices.

* **WebGL Technology:**

WebGL (Short for Web Graphics Library) is a JavaScript API for rendering interactive 2D and 3D graphics within any compatible web browser without the use of plug-ins.

* **Low-polygon design:**

Low poly is a polygon mesh in 3D computer graphics that has a relatively small number of polygons. Low poly meshes occur in real-time applications (e.g. games) as contrast with high-poly meshes in animated movies and special effects of the same era.

* **C# Language:**

Like other general-purpose programming languages, C# can be used to create a number of different programs and applications: mobile apps, desktop apps, cloud-based services, websites, enterprise software and games. Lots and lots of games.

* **API:**

API is the acronym for Application Programming Interface, which is a software intermediary that allows two applications to talk to each other. Each time you use an app like Facebook, send an instant message, or check the weather on your phone, you're using an API.

* **ACID Database:**

In computer science, ACID (atomicity, consistency, isolation, durability) is a set of properties of database transactions intended to guarantee data validity despite errors, power failures, and other mishaps.

* **Proxy Server:**

A proxy server provides a gateway between users and the internet. It is a server, referred to as an "intermediary" because it goes between end-users and the web pages they visit online. When a computer connects to the internet, it uses an IP address.

* **Thread process instance:**

A thread is a subset of the process. It is termed as a 'lightweight process', since it is similar to a real process but executes within the context of a process and shares the same resources allotted to the process by the kernel.

* **Back-end system:**

A back-end system is any system that supports back-office applications. These systems are used as part of corporate management and they work by obtaining user input and gathering input from other systems to provide responsive output.

* **ILO:**

ILO stands for «Initial Liquidity Offering». The project is raising funds which will be partly used to create a liquidity pool allowing trading to start smoothly.

* **CEX & DEX:**

For beginners looking to join the crypto space, CEXs provide a simple and fast way to trade. DEXs, on the other hand, are more suited for experienced traders looking for privacy and complete control over their digital funds.

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kryxivia.io