



KILL THE ZERO

Proposal for Game Scenario

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Main Concept

- Smartphone-based AR (Augmented Reality) game
- RPG (Role-playing Game) combined with collectible card game
- Users can control their ninja by moving physically with their smartphones
- Users come across the enemy or get missions when a certain condition (e.g. physical location and time) meets
- Users can get rewards after completing a mission
- It can be combined with P2E (Play-to-Earn) and NFT (Non-fungible Token) in accordance with a development roadmap.

Game Story (1/2)

- According to a legend, a long time ago, there was a huge war between people and demonic monsters. *The Infinite*, who was the greatest ninja, finished the war with powerful but destructive weapons. Afterwards, he constructed a ninja group called Essential Ninja to protect the world.
- A thousand years later, one of the ninja masters, *the Zero*, made plans to eliminate the world because he believes that it is the only answer to 'save people' from continuous violence in the world. He is trying to find the ancient weapons, which were disassembled and scattered by *the Infinite* because they have the enormous power to destruct the world immediately.
- *The Zero* knew that Essential Ninja and their leader, *the One* will interrupt his plans. At one night, he attacked Essential Ninja with his secret assassin Dark Ninja. Due to this unpredicted attack, most of the Essential Ninja were died or severely injured. Despite resistance, eventually, *the One* was captured, confined and tortured since he was the only one who knows where the ancient weapons were concealed.

Game Story (2/2)

- Meanwhile, *Ninja N*, who was a young apprentice and mischief in the Essential Ninja, could save his life because he hid and played during training time. After realizing what happened to the Essential Ninja, he was shocked. However, suddenly, he heard the voice of *the One* in his head. *The One* explained the whole story through telepathy, and asked *Ninja N* to find the ancient weapons.
- Now, *Ninja N* should start an adventure to find the ancient weapons, which were scattered all over the world. But he must be hurry and cautious because the *Dark Ninja* also started to search the weapons. Can *Ninja N* find the weapons and save the world?

Characters (1/2)

- **Ninja N**

The main character. A mischief apprentice ninja. He became the only fightable ninja after the Essential Ninja were attacked by *the Zero's* Dark Ninja. Now he starts an adventure to find ancient weapons, which can stop *the Zero*.

- **The One**

The leader of the Essential Ninja. He believes that people can harmoniously live together with balance. He is trying to save the world, resisting against *the Zero* and his Dark Ninja.

- **The Zero**

The leader of the Dark Ninja. After witnessing the dark sides of the world including continuous conflicts, fights, and wars, he believes that the complete demolition of the world is the only solution.

Characters (2/2)

- **Essential Ninja**

A ninja group led by *the One*. Their purpose is to protect people from demonic power and monsters. They has trained special ninja skills to fight with the enemy.

- **Dark Ninja**

A ninja group secretly constructed by *the Zero*. They even sacrifices their lives to obey the order of *the Zero*. They are well-trained and competent ninja.

Road Map Proposal

Phase-I * expand users and stabilize the game	<ul style="list-style-type: none"> > Technology: AR (Augmented Reality) > User interaction: fight with Dark Ninja and get rewards that can be used in the game > User rewards: gold coin, ancient weapons, character level and stats, special skills and weapons to fight with the enemy
Phase-II * Combined with token economy	<ul style="list-style-type: none"> > Technology: P2E (Play-to-Earn), tokenization, and token exchange > User interaction: exchange between gold coins in the game and KTZ tokens > User rewards: KTZ token
Phase-III * Linked to NFT markets	<ul style="list-style-type: none"> > Technology: NFT (Non-fungible Token) > User interaction: trade NFT-based ancient weapons at the marketplace > User rewards: NFT-based ancient weapons <p>* Previously supplied ancient weapons should be updated into NFT automatically at this phase</p>

* All the phases includes the technologies, user interaction, and rewards of the previous phases.



Thank you

Game Story (1/3)

- A world devastated by plague and civil wars. Due to the flood of fake news, people no longer believed their governments. States have lost their functions. The social order has begun to be reorganized by the cartel of global corporations with huge capital, cutting-edge technologies, and infrastructures.
- The corporations tried to rebuild society with their power. They concluded that the most efficient and fastest way to normalize the world is to reconstruct society with an artificial intelligence-based decision-making system. An ultra-AI system, called *Initium*, has collected countless data all over the world to find optimized solutions. The system even tracked people's daily behavior and analyzed the strengths and weaknesses of each person.
- Finally, in accordance with the recommendation of the AI system, specific jobs and roles were assigned to people. It always monitored how people worked and provided rewards based on their performance. People said that it is the fairest and most objective society in human history.

Game Story (2/3)

- Meanwhile, a small group of people thought that this highly controlled society threatened the dignity of human beings. They believed that people could survive without any supervision and manipulation, and formed an online-based secret organization. In order to avoid the surveillance of the AI system, all the members acted like independent nodes. None of them knows the other's identities. Although there was no explicit leader or command system, they could exchange information via an encrypted network. The organization members discussed and decided the next action with this stealth network.
- The specific missions were described on a pre-defined codebook and designed to be executed when a majority in the organization agrees through digital voting. *Code Zero*, which was the first code of this codebook, was written by an unknown foundation member of the organization. Code Zero declares that “the organization will be based on online space and operate in the shadows, relying on anonymity”. All members of the organization performed daily activities at home and their workplaces but secretly trained and conducted their missions.

Game Story (3/3)

- One day, however, the AI system detected anomalies in people's behavior and warned of social risk increases. The corporations defined these anomalies as a signal of treason against the goodwill of rebuilding the world. As the organization members were frustrated, a message that had never been seen before arrived at them.

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{mode: "ninja",  
  code: "kill the zero"}
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- The message meant revoking Code Zero and declaring that all members should come out on the street and start a revolution. The members of the organization must now start their journey to resist the AI system by collaborating together. But the AI is monitoring them through various sensors, drones, and android robots. They must avoid surveillance and destruct the system.