



# CHRONOFI

WHITEPAPER V.1

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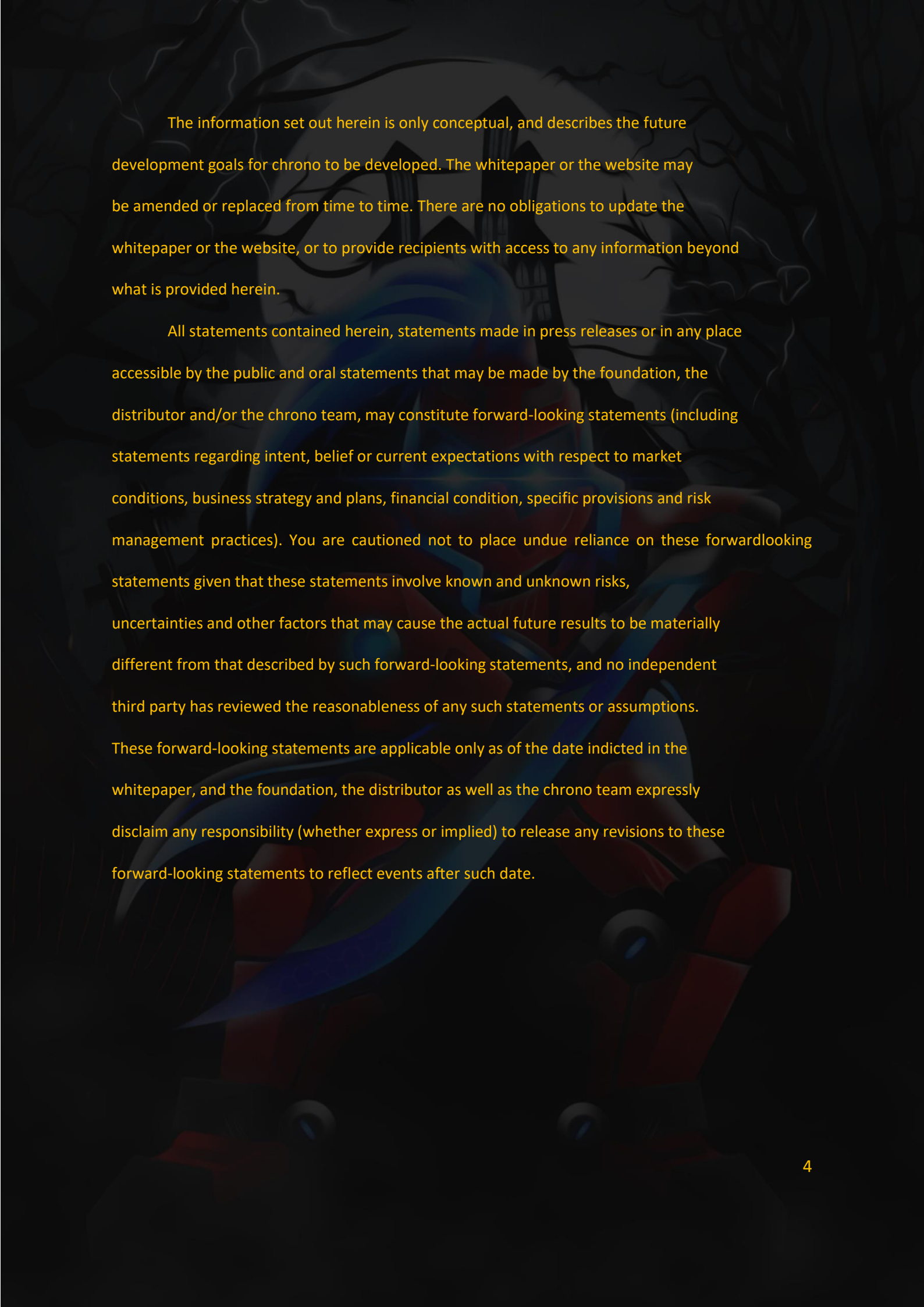


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All contributions will be applied towards the advancing, promoting the research, design and development of, and advocacy for a blockchain gaming ecosystem which would reduce the barrier to entry faced by traditional developers and players, providing a comprehensive solution for creating blockchain-based games. The foundation, the distributor and their various affiliates would develop, manage and operate chrono.

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## OVERVIEW

The online game industry is a fast-growing market with more than a billion users. Blockchain games are considered to be the next growth point in the blockchain application field. Globally, the number of blockchain wallet users has reached 70 million . Gaming is absolutely a highly suitable scenario to implement blockchain. With the potential of reforming existing gaming modes, blockchain games are superior to traditional games in credibility, fairness, democracy and ownership of virtual assets. However, they are currently trapped in a vicious cycle of high entry barrier, low playability and ineffective marketing.

Chrono aims to bring digital gaming to a blockchain gaming ecosystem. It will reduce barriers to entry faced by traditional developers and players, Chrono team can provide a comprehensive solution to create blockchain-based games, and quickly get traditional and existing game players blockchain users through its unique distribution

# MARKET ANALYSIS

## 1.1 PAIN POINTS OF GAME INDUSTRY

Traditional game market has been experiencing explosive growth since 2007. According to Newzoo's data, the global game market has reached \$175.8 billion dollars by 2021 and it is expected to reach \$210 billion dollars by 2025 with a compounded annual growth rate of 10.3%.

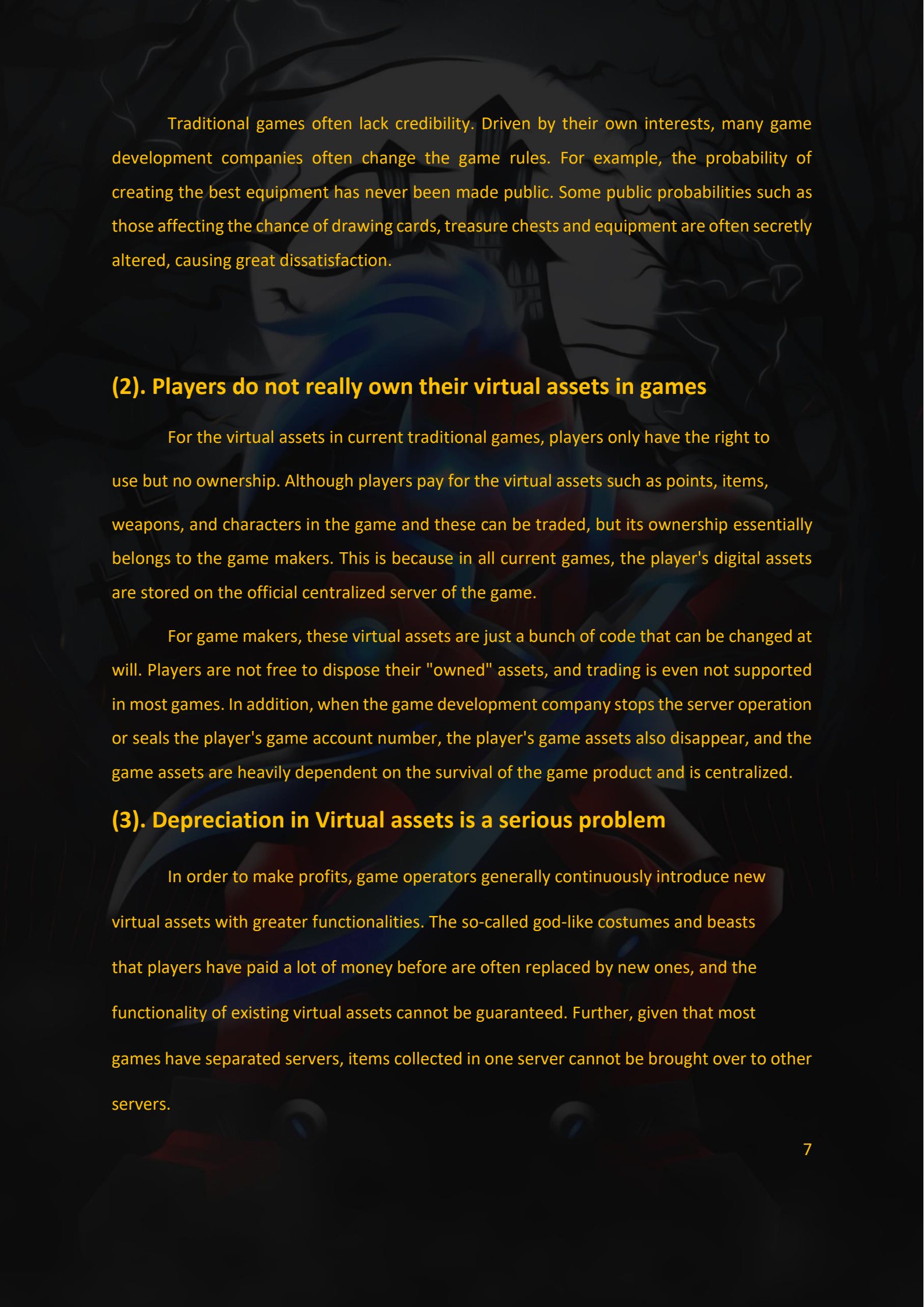
Although the game industry has been developing at a high speed in the past 20 years, it has faced various problems since its development. The most prominent problems are mainly concentrated among players and game developers.

### A Problems Facing Gamers

#### **(1). Developers lack credibility and game mechanics and data are not transparent**

In the past, games often did not disclose the mechanism of in-game digital assets, and players could not verify the authenticity of the rules used by game development companies, which harms player's rights and interests. Especially for games such as chess and gambling, the probability of winning or losing is described in plain text, but the player still cannot verify its authenticity. There may be situations in which the game development company seeks improper financial gains and damages the fairness of the game.





Traditional games often lack credibility. Driven by their own interests, many game development companies often change the game rules. For example, the probability of creating the best equipment has never been made public. Some public probabilities such as those affecting the chance of drawing cards, treasure chests and equipment are often secretly altered, causing great dissatisfaction.

## **(2). Players do not really own their virtual assets in games**

For the virtual assets in current traditional games, players only have the right to use but no ownership. Although players pay for the virtual assets such as points, items, weapons, and characters in the game and these can be traded, but its ownership essentially belongs to the game makers. This is because in all current games, the player's digital assets are stored on the official centralized server of the game.

For game makers, these virtual assets are just a bunch of code that can be changed at will. Players are not free to dispose their "owned" assets, and trading is even not supported in most games. In addition, when the game development company stops the server operation or seals the player's game account number, the player's game assets also disappear, and the game assets are heavily dependent on the survival of the game product and is centralized.

## **(3). Depreciation in Virtual assets is a serious problem**

In order to make profits, game operators generally continuously introduce new virtual assets with greater functionalities. The so-called god-like costumes and beasts that players have paid a lot of money before are often replaced by new ones, and the functionality of existing virtual assets cannot be guaranteed. Further, given that most games have separated servers, items collected in one server cannot be brought over to other servers.

#### **(4). Game assets cannot be traded across games**

Most game economies are a closed system, which makes it impossible for game assets to trade across games. For example, it is difficult for players to sell Warcraft items in exchange for skins in Honour of Kings. For those who have committed large amounts of fiat money, there is almost no other way to recover the sunken cost once they stop playing the game, except for selling their account at a large discount.


### **1.2 BLOCKCHAIN GAME ADVANTAGES**

#### **A. Developer's credibility is guaranteed by transparent smart contracts**

Blockchain games can expose rules and are executed by smart contracts. Users don't need to trust developers, just trust the code. The rules of how game assets are generated, obtain probabilities, quantities, etc., are ensured by mandatory and open source nature of smart contracts. Typical applications are probabilistic guessing, chess and card games. Moreover, based on the characteristics of smart contract enforcement and open source, new teams without trusted endorsements can quickly gain users' trust in their products, which helps the growth of small and medium-sized innovated teams

#### **B. The players Truly own in-game assets**

The virtual assets in blockchain games are divided into standard tokens and nonstandard (Non-fungible Token) tokens, which are divided into ERC-20 and ERC-721 of the Ethereum protocol.



The tokens of both protocols are stored in the user's own wallet, and the user has complete ownership of these assets and is free to trade and use. Developers can't make arbitrary changes to the user's assets. Even if developers decide to stop operating games in the future, these assets will still exist on the blockchain, which can still be traded freely and may be used in other applications. At the same time, through the traceable and non-tamperable characteristics of the blockchain, the occurrence of each transaction and the flow of assets are recorded, and prevented from being tampered with, and any fraud in the game is eliminated to a certain extent.

### **C. Scarcity of virtual assets**

As long as other participants recognize the value of transferrable virtual assets at player's blockchain address, the assets will always maintain their value and will not be changed easily by any game development company. The release of virtual assets is achieved through smart contracts. By nature, all types of tokens are limited in amount.

### **D. Fairer market for opportunities**

Blockchain game developers are now facing new high-value market opportunities: a premium user base + a global marketplace + a low barrier to entry. Blockchain has a globally distributed user base with a high willingness to pay, providing more room for growing ARPU. The blockchain industry is still in the early stages of development. Despite the emergence of ETH, BSC, FANTOM, EOS and other top projects, the final ecology is far from stable, and it is a fairer market for new entrants.

## 1.3 PAIN POINT OF BLOCKCHAIN GAME

According to Dappradar, the number of average daily active users of DAPP has increased from 76,741 in April 2021 to 909,595 in August 2021, as a result of increasing number of games and closer attention from more players. Currently, 47 of the top 100 Ethereum Dapps are game applications. According to incomplete statistics, there are currently nearly 500 blockchain games on the market. Unlike traditional games, most players of blockchain games are seeking speculation or novelty, that is, they do not play just for fun.

# INTRODUCTION

## 1.1 OVERVIEW

Chrono aims to build a blockchain gaming ecosystem. Unlike other games or content distribution projects, Chrono believes that a wide variety of games the blockchain gaming ecosystem must include players (both native blockchain users and traditional game migrant players), content developer, production and distribution and community. Only with the concerted efforts of these necessary elements, the whole the ecosystem enters a virtuous cycle and develops quickly and healthily.



## 1.2 USER PROFILE

In most blockchain games, users need to complete public chain registration, wallet generation, record mnemonics, exchange registration and currency trading before they can play the game, which could be quite complicated and result in loss of users. Chrono allows users to register easily with their Telegram account, and then automatically generates player's wallet address to store the user's playtoearn income. When the user needs to withdraw or transfer the assets to wallet addresses, just connect a Metamask wallet and it does not affect the player's gaming experience. A smoother gaming experience would attract players who are used to traditional games.

Charles Huang, investor in Silicon Valley and the founder of "guitar hero", says, "The real blockchain is the key for gaming industry to escape from sequel dependence. It enables game developers, investors and players to achieve profits." Success of a game depends on the participation of various users.

# FEATURES OF CHRONO PRODUCTS

## 1.1 PRODUCT

The products on ChronoFi are NFTs or Digital token creatures called CFC.Chrono are digital collectible creatures built on the Binance Smart Chain. They can be bought and sold using CFC which is the official digital cryptocurrency token on ChronoFi. CFC have exciting traits, tribes, and are of varying levels. They can grow and be trained to fight robot monsters

## 1.2 GAMEPLAY

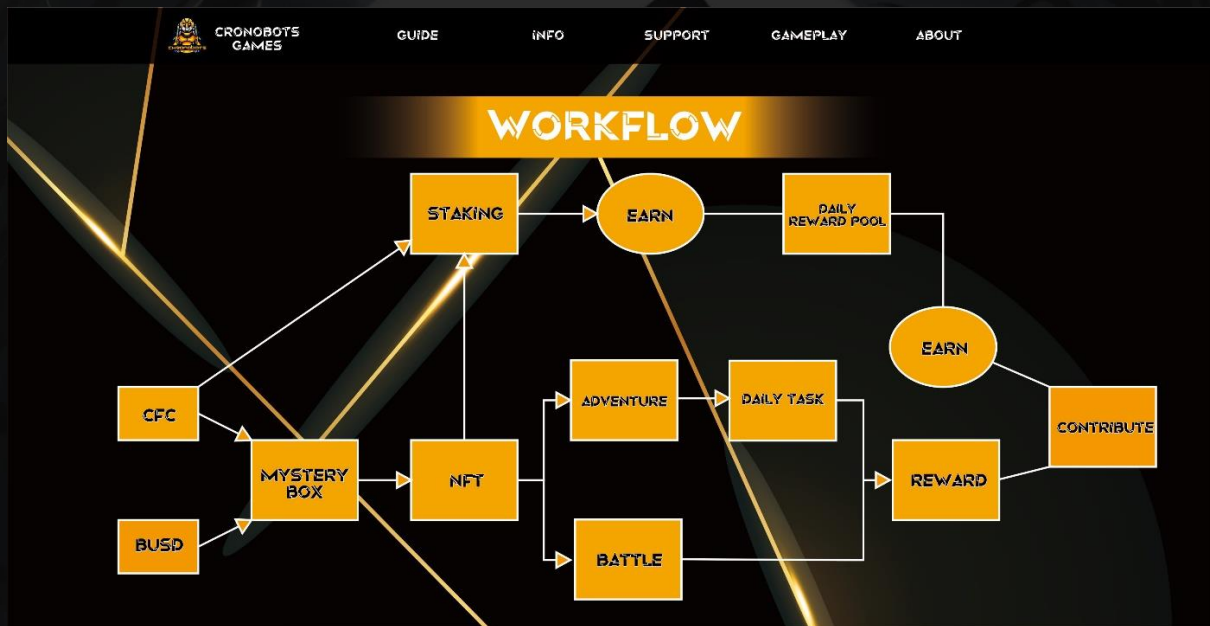
The basic game mechanics in ChronoFi are cryptocurrency -related actions and smart contracts. As a result, previously esoteric subjects will become more mainstream, and people will have a basic understanding of this technology. Because the blockchain is a revolutionary innovation, there are more obstacles to overcome in terms of user adoption. Users must have a wallet to purchase Chrono Robot tokens.

As a time going on, we may need to develop alternative shortcuts that make conversions easier traditional currency to CFC tokens easily. The whole concept encourages average inclusion and sensitivity

Players need to use some Chrono tokens to buy robots in the Marketplace/Mystery Box, in MysteryBox there are several different Heroes there are Common Robots, rare, epic and the most rare and possibly small to get that is the legend, which the Robot is the rarest .

If players already get the NFT Chrono Robot you can fight against monsters in the Galaxy arena ring, The difference in ChronoFi is that players not only fight with monsters, but can have adventures. Players who play adventure mode will get an additional item as reward finish the adventure to upgrade the robot's abilities.

Chrono can automatically collect an adjustable percentage of all staking revenue generated by Chrono. This will allow Chrono to attract businesses to be formed to further strengthen the ecosystem.



### 1.3 TRADITIONAL GAME ASSETS

In addition to the tokenization of the existing economic system, the traditional game can also use the ERC721 protocol to tokenize the player's rare items to ensure the transferability and transparency of the assets. Developers can also take advantage of the natural tradability of assets to enrich the gameplay.

## CHRONO TOKENOMICS

### 1.1 CFC ISSUANCE PLAN

#### a. Allocation

- 12.5% of the CFC will be reserved for PUBLIC SALE
- 25% of the CFC will be reserved for PRIVATE SALE
- 10.5% of the CFC will be reserved for LIQUIDITY
- 7.5% of the CFC will be reserved for the TEAM
- 0.5% of the CFC will be reserved for AIRDROP
- 12% of the CFC will be reserved for MARKETING FUND
- 10% of the CFC will be reserved for PARTNERSHIP
- 11% of the CFC will be reserved for DEVELOPMENT
- 11% of the CFC will be reserved for ECOSYSTEM

## **b. Lock-Up Plan**

- Team release schedule  
Lock period is 1 year, Then The team tokens 1.25% unlocked monthly for year 1, then 25% quarterly from year 2
- Private Sale release schedule  
10% of tokens will be unlocked on the Listing date, then 15% monthly over 6 months
- Liquidity  
Locked 1 years after listing
- Public Sale  
70% unlocked before listing, then 30% after 30 Days
- Marketing release schedule  
20% unlocked before listing, then 6,6% monthly over 12 months
- Partnership  
20% UNLOCKED BEFORE LISTING, THEN 10% MONTHLY OVER 8 MONTHS
- Development  
10% unlocked before listing, then 10% monthly over 9 months
- Airdrop  
Locked 1 week on listing day
- Ecosystem  
20% Unlocked after months 11, then 10% monthly over 8 months



# ROADMAP



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