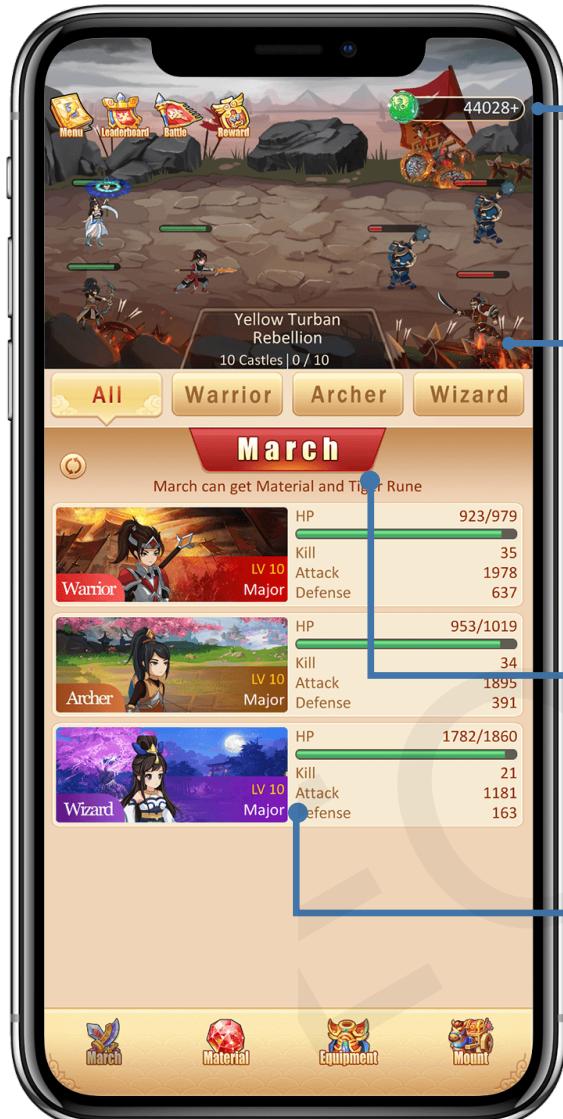


A detailed illustration of a white knight with long brown hair tied back, wearing intricate silver and gold armor with blue glowing elements. He is mounted on a majestic white horse that is also adorned with gold and blue armors. They are moving through a dark, turbulent landscape with mountains and a large, bright full moon in the background.

EOS Dynasty Whitepaper v1.2

Three kingdoms RPG and PvP game on the blockchain



Tiger Rune

Tiger Rune is a kind of important consuming goods in the game. It is versatile. Users can purchase Tiger Rune with EOS.

Battle

- View current status of the battle. Heroes conquer a city by killing every 10 enemies.
- The more cities you conquer, the greater the probability of getting rare materials as rewards.

March

Let the heroes participate in battles to get the spoils by conquering the cities.

Hero

You can choose up to three heroes to participate in the battle at the same time. Heroes will grow by gaining experience while killing enemies.

Historical Battle

EOS Dynasty provides up to **11 battle**. As the heroes level up, more battles will be unlocked.



Yellow Turban Rebellion, AD 184



Battle of Puyang, AD 192



Battle of Wan Castle, AD 197



Battle of Guandu, AD 200



Battle of Red Cliffs, AD 208



Battle of Hefei, AD 209



Battle of Tong Gate, AD 211



Battle of Hanzhong, AD 217



Battle of Jing Province, AD 219



Battle of Yiling, AD 221



Sixth Expedition Out of Qishan, AD 228

- Participate in different battle will change the drop rate of certain type of materials.
- The higher the battle level, the higher material drop rate.

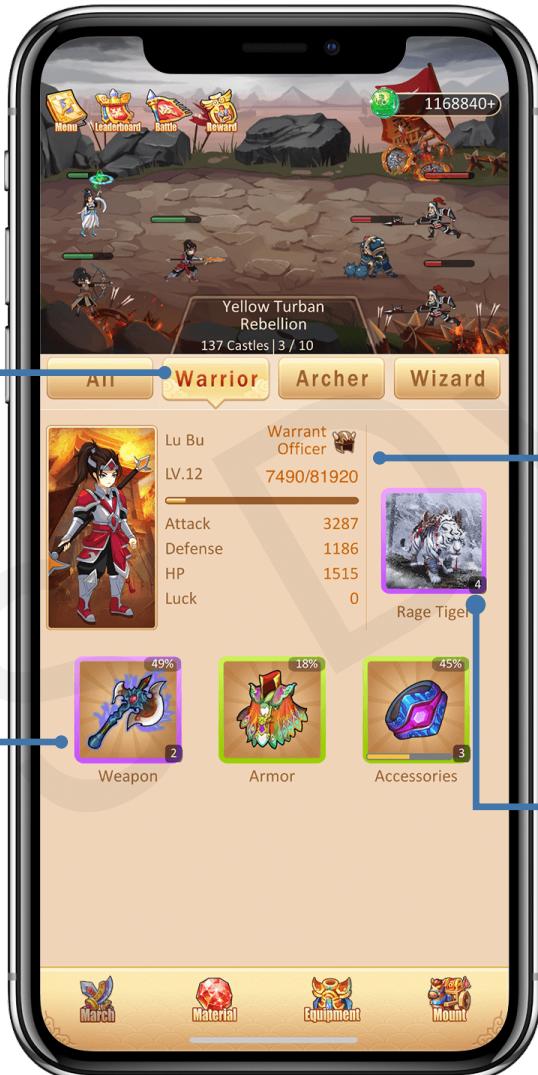
Diversified Hero Growth

Job

Every hero has his own job. The characteristics of jobs will be different. More jobs will be developed in the future.

Equipment

Each hero can be equipped with weapons, armors and accessories to enhance their own attribute.



Hero Attribute

Hero can be up to level 16. Each update enables higher attribute and higher level of equipment.

Attack: Damage to enemies, affecting speed of killing enemies

Defense: Reduction of damage by enemies' attack

HP: The hero is retreated when HP reduces to 0,

Luck: Increasing the drop rate of materials and the number of tiger rune in the march.

Mount

Each hero can choose to ride one mount, which enables hero with higher attribute.

Collecting Materials

Material

When every march ends, each hero in battle gets one material.

Forge

Material can be used to forge equipment.
Clicking on the material will display a list of equipment that requires this material.



Material Handbook

View detailed information on materials, such as basic introduction, forgeable equipment and rarity.

Melting

Materials can be melted to tiger runes. The higher the rarity of materials, the more tiger runes you will get.

Marketplace

Materials can be traded through a smart contract marketplace, where players can buy material assets or earn EOS tokens.

Building Your Own Equipment Library

Marketplace

Materials can be traded through a smart contract marketplace, where players can buy equipment assets or earn EOS tokens.

Equipment

Using the specific materials to forge equipment and build your own equipment library.



Equipment Handbook

View detailed information on equipment including forging method and difficulty.

Melting

Materials can be melted to tiger runes. The higher the difficulty of equipment, the more tiger runes you will get.

Tremendous Equipment

EOS Dynasty has an extremely diverse equipment system. A total of **181 fabulous equipments in 8 categories** for players to forge, Equipment is divided into 6 classes, including **Common/Rare/Master/Epic/Legend/Super God**. We will continue to add new equipment to enrich the player's experience in the future.

Equipment Snapshot

Light Weapon



Light Armor



Heavy Weapon



Heavy Armor



Bow



Amulet



Staff



Jewelry



Flexible And Diverse Equipment System

Equipment scoring

Same equipment might have different attributes. Each equipment has a comprehensive score based on the attribute displayed in the upper right corner of the equipment. The score range is 0%~100%.

Equipment attribute

Each equipment can have multiple attribute values. Each attribute value has a certain range and probability of occurrence.



Equipment integration and upgrade

Every equipment can be upgraded, up to level 6. Synthesizing the same equipment can upgrade equipment. The higher the level, the more equipment are needed to synthesize.

Level	Number	Bonus
1	0	0%
2	1	20%
3	2	40%
4	4	80%
5	8	160%
6	16	240%

Domesticated The Powerful Mounts

EOS Dynasty has a total of **5 levels of 20 mounts** for domestication. They have different attributes. Players can enhance their strength by riding mounts. Mounts can go for **adventures** individually to **get rewards**.

Mount Snapshot



Azure Dragon



White Tiger



Vermilion Bird



Black Tortoise



Direwolf of the Snowland



Flame Red Hare



Rage Tiger



Rhinoceros with Gold Armor



Shadowfax

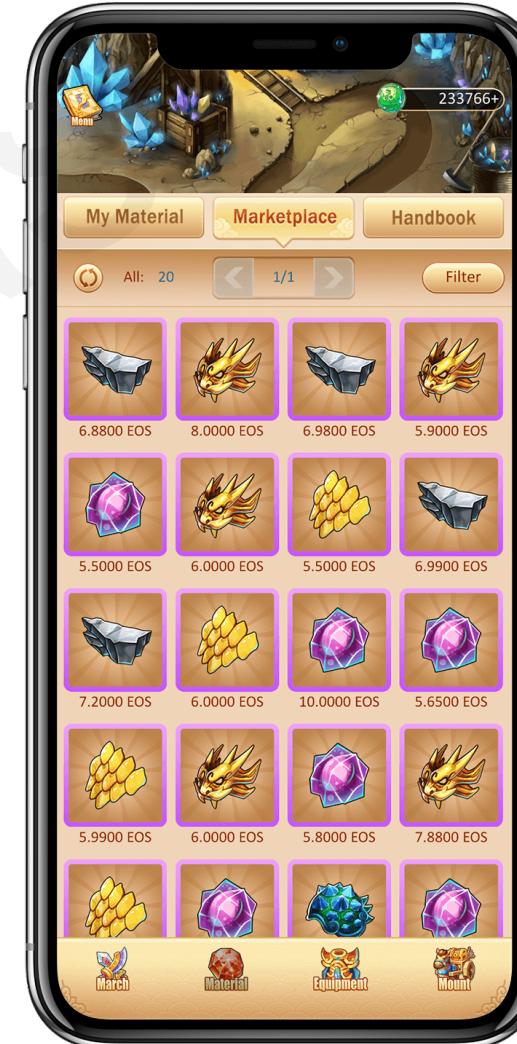
Smart Contract Marketplace



Marketplace on blockchain

There are two built-in marketplaces in the game. Players use EOS tokens to trade directly on the blockchain based on **smart contract**. Sellers can get **EOS** for each **transaction safely and quickly**, while buyers can get the materials or equipment they want.

* The game will charge the seller 5% of the transaction fee from every transactions.



Game resource deflation



The output of resources is transparent in the blockchain. To prevent inflation on resources (eg. Materials, equipment) due to increasing number and higher level of players, deflation mechanism is designed into the game. The earlier players participate, the easier to obtain rare resources.



Deflation Mechanism

**According to the average value on max conquered cities from each player
(only count players of 10+ max conquered cities)**

When average value is between 1-1000, materials drop rate will decrease by 2% every time average value increase 100.

When average value is between 1001-2000, materials drop rate will decrease by 1.7% every time average value increase 100.

When average value is between 2001-3000, materials drop rate will decrease by 1.4% every time average value increase 100.

.....

Drop rate can be decreased to 23% from the original drop rate.

Equipment based on Blockchain

UGC

EOS Dynasty will introduce a certain amount of UGC equipment. All these equipment can be designed and named by players. The final winner will be elected by players and officially introduced into the game. UGC equipment can be obtained by specific ways. The total quantities of UGC equipment in the game are limited as well.

Exclusive

All heroes will have his/her exclusive equipment set. These sets are unique and powerful. The total quantities are also limited.



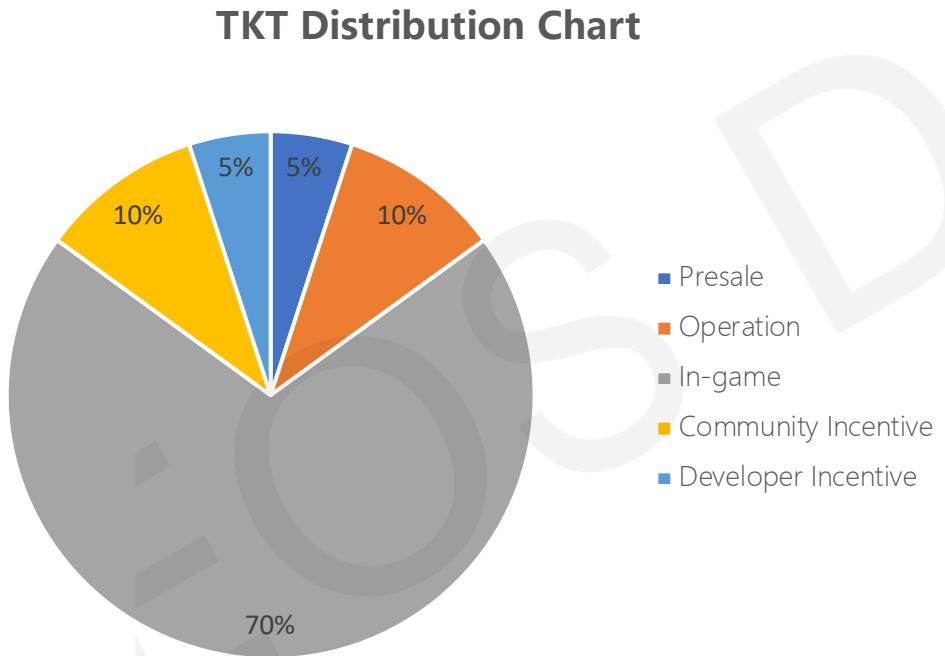
NFT

Advanced equipment will be introduced by using Non-Fungible Token(NFT), to secure the uniqueness of each equipment. These equipment will be freely traded in NFT marketplace, such as Scatter Marketplace.

TKT: Three Kingdoms Token



EOS Dynasty will issue Three Kingdoms Token(TKT) on EOS blockchain, 1 billion in total. The output of TKT will mainly happen in the game, there are special ways of using and circulation in the game.



5%

Presale

10%

Operation

70%

In-game

10%

Community Incentive

5%

Developer Incentive

Participating in game presale to get TKT reward.

TKT for game promotion and events.

Most of TKT will be generated in the game.

Airdrop for community members or who refers to friends.

For developer of EOS Dynasty.

How to earn TKT in EOS Dynasty



Trading Reward

Players can buy game assets in the marketplace to earn TKT. Every 1 EOS in transaction will generate 50 TKT as reward.



Spending Reward

Players spend EOS on purchasing heroes, tiger runes, and etc., to earn TKT. Every 1 EOS in transaction will generate 1000 TKT as reward.



Battle Reward

Players can earn reputation every time march and kill enemies. Game will distribute a certain number of TKT according to your reputation share everyday.



Task Reward

EOS Dynasty will provide some special tasks and players can earn TKT when finish them.



PvP Reward

Join in PVP battlefield, to obtain TKT from beating other players.

More to be developed

Output Rule in TKT

 TKT is crypto asset issued by EOS Dynasty on EOS blockchain, which will also use **deflation mechanism**.

The earlier you participate in the game, the more benefits you will get.

In-game TKT output (million)	0 ~ 70	70 ~ 140	140 ~ 210	210 ~ 280	280 ~ 350	350 ~ 420	420 ~ 490	490 ~ 560	560 ~ 630	630 ~ 700
Spending 1 EOS on trading get TKT	50	40	32	25.6	20.48	16.384	13.1072	10.486	8.3886	6.7109
Spending 1 EOS on purchase get TKT	1000	800	640	512	409.6	327.68	262.144	209.72	167.77	134.22
Daily battle reward	500,000	400,000	320,000	256,000	204,800	163,840	131,072	104,860	83,886	67,109

Daily battle reward

Players can earn **reputation** every time march and kill enemies. Game will distribute TKT according to your reputation share everyday from daily battle reward. Reputation will be **renewed** everyday.

Reputation = (Max amount of castles taked in one march + (total amount of castles taked* reputation factor R)) * (1 + military rank bonus)

TKT daily amount for a player = Daily battle reward * (Players' reputation / All players' reputation)

*Initial R=0.1, R may be adjusted depending on data of game player.

Military Rank Bonus

Players can get bonus in the game when achieving different military ranks.



Players can choose to stake TKT (amount refers to the table) after reaching to a certain hero level and castles to achieve military rank, total 16 ranks.

Military Rank	Reputation Bonus	BOSS Bonus	Hero Level	Stake of TKT	Maximum Castle
Basic Private	0%	0%	1	0	0
Private	1%	10%	2	500	10
Corporal	2%	20%	3	1000	30
Sergeant	3%	30%	4	2000	50
Staff Sergeant	4%	40%	5	4000	100
Master Sergeant	5%	50%	6	8000	200
Warrant Officer	6%	60%	7	16000	300
Lieutenant	7%	70%	8	32000	500
Captain	8%	80%	9	64000	1000
Major	9%	90%	10	128000	2000
Lieutenant Colonel	11%	100%	11	256000	3000
Colonel	13%	110%	12	512000	5000
Brigadier General	16%	130%	13	1024000	7500
Major General	20%	150%	14	2048000	10000
Lieutenant General	24%	170%	15	3072000	15000
General	30%	200%	16	4096000	20000

Staking TKT to earn multiple dividends

Material dividend

Extra 10% of materials in the game will be proportionally divided among all staked TKT holders.

Profit dividend

20% of game profit will be proportionally divided among all staked TKT holders as payout. Game profit includes processing fee in marketplace, revenue from purchase on tiger runes and etc..

More is expecting

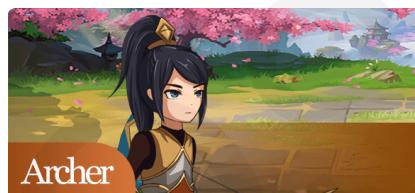


Battlefield PvP(Version 2.0)

Job System

The game will have six jobs in the future(current is 3). Each Jobs will have **special ability** in PvP.

Warrior



Archer

Wizard



Hero

There are many heroes in the three kingdoms era. More heroes will be introduced into EOS Dynasty, which enables players to use your favorite hero in the game.



Lv Bu



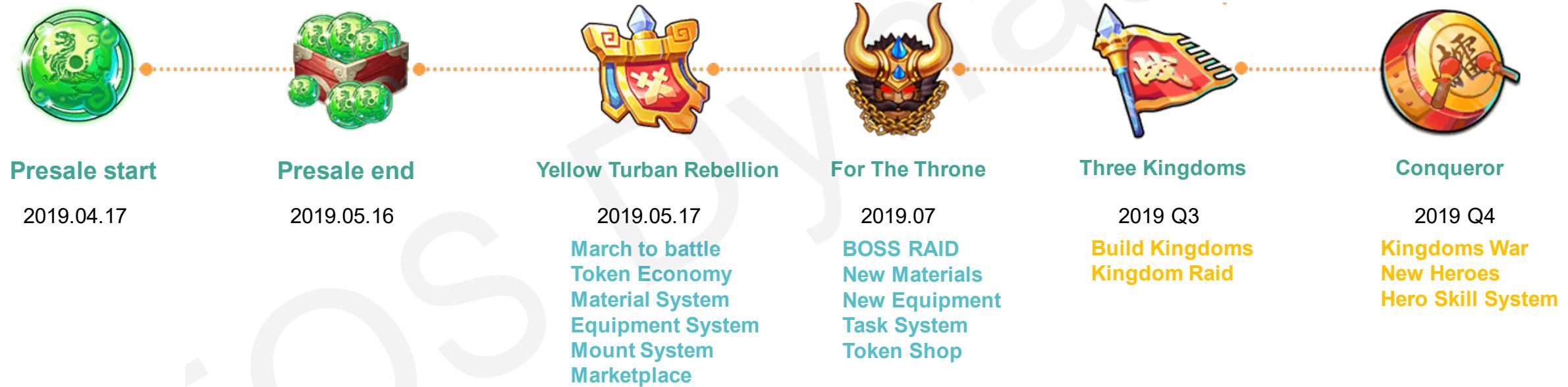
Ma Chao



Diao Chan

Every Hero will have his/her **exclusive equipment**, which has special enhancement effect. The total quantity of these specific equipment is limited. Heroes can also use unique skill in battlefield.

Roadmap



A detailed illustration of a knight in ornate silver armor riding a black horse. The knight wears a silver helmet with a plume and a red cape. Red ribbons are tied to the horse's bridle and tail. The horse is rearing slightly, kicking up dust. The background is dark with red streaks.

Thanks.
The blockchain is coming