DIGITAL COLLECTIBLES

A ONE-STOP PLATFORM FOR RELEASE, ISSUANCE,

AND TRADING OF BLOCKCHAIN GAMES AND DIGITAL ASSETS

WHITEPAPER

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BACKGOUND OF THE BLOCKCHAIN GAME INDUSTRY

1.1 Existing Problems

In 2013, a game called Satoshi Dice was released, marking the birth of blockchain games. Featuring decentralization, openness, transparency, traceability, and tamper-resistance, blockchain brings more possibilities to and attracts much attention from the game industry. In a short period of time, many development teams and individual enthusiasts were engaged in it. Popular games such as CryptoKitten, Ethereum Elf, Gods Unchained, and Fomo3D, and various transaction and development platforms such as Opensea, Rarible, Enjin, and Loom, all have proven the limitless imagination and vitality of blockchain games.

However, in today's global game market with a total value of more than 100 billion dollars, blockchain games occupy only an extremely small market share. General public believes blockchain and digital currency are nothing but scams, bubbles, speculation, and infertile hype. The blockchain industry itself has many problems that need to be solved, such as high thresholds of industry awareness, insufficient performance of underlying public blockchains, difficulty in development, and insufficient industry profitability. We believe that an effective way to change the current situation of blockchain games and achieve breakthroughs is to establish a flexible and adaptive operation model, direct traffic to the wider public with appropriate innovation in game rules, give full play to the initiative of users on open and fair platforms, appropriately crack down on speculation, and establish a healthy economic ecosystem of games.

The above proposals represent our confidence in the future of blockchain games, which are also down-to-earth explorations. We will gradually improve the performance of the platform from Version 1.0 to verify the feasibility of the above measures, making a meager contribution to this cause.

1.2 Opportunities

At the beginning of this new endeavor, we believe that it is essential to share our ideas so that the community and ecosystem can be consistent and further work can

be implemented in accordance with the following initiatives.

- We firmly believe that problems such as insufficient performance of public blockchains and the difficulty in development will be properly resolved with the development of technology.

- We firmly believe that the public will gradually deepen their understanding of blockchain games and eventually recognize them; and that blockchain games should bring a different experience to all game players.

- We firmly believe that mobilizing the broadest masses of the people is still the key to success – professional production teams, producers, and even enthusiasts from inside and outside the community will be the cornerstone of our success.

- We firmly believe that community autonomy will bring us to a brighter future.

- We firmly believe that the earnings of the platform belong to the community, which is a prerequisite for maintaining a healthy and long-lasting community operation.

DIGITAL COLLECTIBLES: A ONE-STOP PLATFORM FOR RELEASE, ISSUANCE, AND TRADING OF BLOCKCHAIN GAMES AND DIGITAL ASSETS

Digital Collectibles is committed to building the world's largest and most efficient platform for the release, issuance and trading of full-category blockchain games and blockchain digital assets, where you can create and trade digital collectibles, release games, and experience an abundance of games. In the process of interacting with the platform, you will obtain precious digital collectibles, rare collection cards of world-renowned IPs, and experience the latest, most popular, and most creative virtual games. You can even participate in the creation and hash your excellent works permanently via the platform and show them to the world. You will profit from the transaction and the platform will reward outstanding creators generously.

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DC's mission is to provide creators from all over the world with a simple and non-threshold platform for game release and blockchain digital asset issuance and to provide game players with a rich experience in game and digital asset collection.

2.1 Development Planning of DC

In the field of blockchain, projects that have expanded too rapidly to a dismal failure are not uncommon. Based on our own situation, we have made a development plan for the DC project that includes the following three stages.

Version 1.0

DC will be launched on mobile and PC terminals, with the functions of digital collectible trading and collection and card interaction. Card content and game rules will be gradually improved, and functions such as artwork creation and multi-currency transactions will be added. During this period, the platform will introduce major IP holders and carry out a variety of games and events, such as special quests for beginners and airdrops, and release the Genesis art collectibles (for 1.0 only and in a limited number). Centralized operation options will be available for amateur users. To be specific, a wallet for the user will be automatically applied for in the background. Till the user can handle or is willing to use the wallet, all transactions will be recorded by the back-end sever in a clear and checkable manner.

Version 2.0

The open game releasing section will be launched, where users can release the games that they develop. Transaction gains can be transferred to the cold wallet at any time. In the middle and late phases of this stage, the game development function will be launched with complete tutorials, when technology will no longer be the constraint of imagination.

Version 3.0

As the number of users increases, especially with the influx of amateur consumer users, the iteration of platform content will accelerate and high-quality content will be in short supply. At this time, the platform will introduce big-deal games from outside the community, improve the interactive experience, and achieve seamless

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connection between the inside and outside of the community.

2.2 The Current Version 1.0: An Introduction to Functions and Quests

DC has the card collection and game sections, integrating the functions of collection, trading, quests, sharing, and socializing.

The Gacha (Card Drawing) Mechanism: Players can to draw any types of cards at will on DC. According to the content, the cards can be divided into IP, digital currency, music, games, prizes, etc. You can find comic characters that are popular in the world, music you enjoy, fun games, and even Bitcoin and physical rewards. In short, nothing is impossible on DC!

Trading: Players can trade any cards on the platform. You can buy a card you like, or sell a card to someone that desperately wants it and earn rewards.

Collection: You can store your favorite cards and collectibles with potential of value increase in your own "treasure house". Cards released in the early stage of the platform is in a limited number without any additional releases, which makes them extremely valuable.

Quests: The platform has an open quest system, which includes daily quests, quests for beginners, main quests, and various side collection quests. At this stage, by completing quests, one can receive free DC airdrops.

Daily Quests: The platform has some easy routine quests, including check-in, trading, sharing, and collection, which are refreshed at 0:00 every day. Completion on days in a row will be better rewarded.

Community Quests: The community releases quests irregularly, including but not limited to community promotion, community surveys, offering suggestions, and identifying bugs. Those completing the quests will receive generous DC rewards.

Collection Quests: People collecting a complete set of cards will receive corresponding medals and DC rewards.

Players can add DC credits with their money in the wallet. With DC credits, they can draw a variety of collections. At this stage, there will be exclusive Genesis collections released in an extremely limited number. Players can also get very rare cards in the

card drawing, which are exquisitely made and scarce.

DC TOKEN

Based on the functional needs of Digital Collectibles, we launch the DC token, the token of the title of platform governance, in the hope to encourage more people to participate in community construction and boost the long-term development of the community with reasonable incentives, thus enhancing the influence of the community. This management model that promotes community autonomy has been proven effective and advanced in many blockchain-related fields.
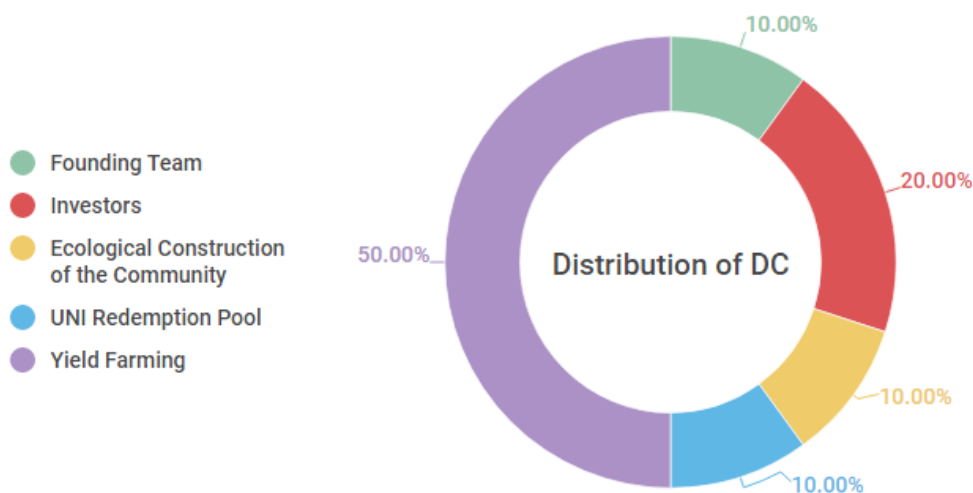
The DC token is applied to all scenarios of the platform and serves as the basis of community governance. All DC token holders can vote on the platform's proposals. A proposal can only be adopted after it receives a specified number of votes.

3.1 Issuance of DC

The DC token is symbolized by "DC" and issued in a total number of 50,000,000 based on Ethereum ERC20.

3.2 Distribution of DC

Percentage	Quantity (token)	Flow	Release
10%	5,000,000	Founding Team	Locked position for half a year since November 2020 before linear release in 12 months
20%	10,000,000	Investors	Locked position for half a year since November 2020 before linear release in 12 months
10%	5,000,000	Ecological Construction of the Community	Quest rewards / community rewards / airdrops
10%	5,000,000	UNI Redemption Pool	Inject into Uniswap exchange pool in batches to provide liquidity
50%	25,000,000	Yield Farming	200,000 tokens airdropped every week in 125 weeks according to users' trading activity

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Distribution of DC

- ● Founding Team — 10.00%
- ● Investors — 20.00%
- ● Ecological Construction of the Community — 10.00%
- ● UNI Redemption Pool — 10.00%
- ● Yield Farming — 50.00%

3.3 Transactional Mining

Transactional mining will be officially launched on December 12th, 2020. All users involved in trading on the platform will be automatically engaged in the mining.

Every Sunday, 200,000 DC tokens will be distributed to users involved in trading activities in the week and the first mining allocation date will be on December 20th, 2020.

The distribution is based on users' trading activity within the week. For a transaction between two users, each user makes up 50% of activity, which weighs 20%; for a transaction between a user and the platform, the user makes up 100% of activity, which weighs 80%.

Formula:

> User's Weekly Mining Quantity = Proportion of User's Weekly Trading Activity * 200,000 DC
>
> Proportion of User's Weekly Trading Activity = (User's Weekly Inter-user Trading Volume * 50% / Platform's Weekly Total Inter-user Trading Volume) * 20% + (User's Weekly User-platform Trading Volume / User's Weekly Total User-platform Trading Volume) * 80%

Users can check transaction records and volume on the homepage. The platform

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regularly updates the transaction volume.

We reserve the right to modify the rules regarding mining to ensure that any behavior that may deceive the system and undermine its fairness is eliminated.

3.4 Event Rewards / Airdrops

We will airdrop DC to community members and users who have contributed to community construction and platform development as rewards of encouragement. The contributions to be rewarded include but are not limited to completing routine quests or community quests, reporting bugs, and community construction. For details, please follow our official community announcements.

3.5 About DC DAO

Our vision is to build the community into a Decentralized Autonomous Organization (DAO). All decision-making power of the community will be vested in DC holders, while the project team will be not directly involved in governance. DC holders will have the following rights on the platform:

Rights of platform governance. DC holders have the right to vote on community proposals. A proposal can be officially passed only by votes equal to 30% of the current supply of DC.

Rights of dividends. 90% of earnings of the platform will be distributed to DC holders in USDT. Platform earnings include that in digital currencies other than DC expended by users on the platform and transaction fees charged by the platform other than that in DC.

Dividend Distribution. Unlocked DC (that in locked position of the project team, investors, and in the mining pool) will not be included in dividends, nor will the DC be recovered to the platform in card drawing, transaction fees, and events.

> Player's Dividends = Amount of DC Owned by the Player / Circulating Amount of DC * Total Amount of Dividends in the Current Period

Platform revenue statistics and dividend notice will be distributed in advance through official announcement.

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DIGITAL COLLECTIBLE: AN INNOVATIVE MECHANISM

4.1 Parallel decentralization and centralization

Experienced professional users can add credits and withdraw with regular operations of digital wallets. Amateur players can perform such operations with functions similar to OTC. The platform keeps open and transparent accounts, where users can withdraw cash at any time. Amateur players can choose whether to use the wallet when they have obtained deeper understanding and more experience. Meanwhile, these functions can avoid excessive miner fees and long confirmation time, which may harm amateur players' experience of operation. We strive for a balance among gameplay, transaction efficiency, transaction costs, and transaction security on the platform.

4.2 Innovative Game Rules

Game rules beyond imagination are created by combining blockchain card collection, which features openness, transparency, irreplaceability, and authenticity, with the lucky bag game, which features uncertainty and rich content. The card content can be digital collectibles, some ownership (for example, DC as the token of the title of community governance), or even some physical objects. It can derive a variety of game rules, which will be attractive to both professional and amateur players.

4.3 Creation by All

High-quality content and rich gameplay are essential for retaining the long-term engagement of consumer players, which are also the shortcoming of most blockchain projects. Without high-quality content, it is impossible to attract continuous consumption or make profits, which will lead to the failure of the project and the loss of users' trust. Under such a vicious circle, the development of blockchain projects is slow. The user base is like the soil, and high-quality projects are like the seeds. A single team can hardly guarantee the continuous output of high-quality projects; however, when all users are creators, like that on Douyin (the Chinese version of Tik Tok), the seeds of hope will continue to spontaneously sprout

from the soil. We only need to provide a convenient creation platform and a healthy economic system.

4.4 Seamless switch between digital collectibles and physical goods

Based on the innovative gameplay of the platform, a lot of content acquired on the platform can correspond to offline entities. These content can be a set of models, a pair of shoes, a meal, or a novel experience. On the basis of providing transaction circulation, the platform also guarantees the redemptibility of the acquired O2O products, so that the fun is not limited to the platform and the experience flows to reality.

4.5 Crackdown on Speculation and Building a Healthy Economic System

Revenue of the platform is limited to transaction fees (2%) and revenue from card drawing at the early stage (which is only for the initial operating expense). It means that platform revenue is closely linked to user activity. Only when the platform ecosystem is healthy, will the income be stable. Moreover, we will reasonably use contract provisions to crack down on speculation, such as transaction data farming with robots, receiving airdrops with multiple accounts, and price gouging. In short, the platform shares common interests with users and creators.

4.6 Earnings Belonging to the Community under Community Autonomy

Blockchain, with its origin in decentralization, should evolve itself in the form of community to form a stable community and market value. Dividends on platform earnings are the best stabilizer for the community and the best way for the community to evaluate the performance of the project team. The mutual trust between the community and the project team is the most stable cornerstone of the platform.

PROSPECT

Digital Collectibles takes an innovative approach to combine the features of

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blockchain, such as hashing virtual assets, economic incentives of tokens, and decentralized operation, with the advantages of conventional game projects, such as high gameplay, a large user base, and a mature market. It gives full play to creators' subjective initiative and promotes the spontaneous and healthy operation of the system with the perfect rule system of the platform. It will eventually go beyond the community to a broader world.

Our vision is to realize value circulation in the trading of digital collectibles and to capture value in game release and operation, so as to realize the healthy operation and self-development of the platform. Our community will be a decentralized autonomous organization, with community members sharing most of the platform's earnings. With shared interests, the community, the platform, and the project team will unite together, overcome difficulties, and ultimately succeed.

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