KNIGHTS DEFI SUMMARY AND NEW FEATURES

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OVERALL GOALS FOR KNIGHTS DEFI

What we want:

- Equitability for both heavy investors and casual investors.
- Engaged and pleasant community
- Increased utility and value of all tokens.
- Heavy user engagement in ecosystem daily, longevity
- Stay true to our mission of having integrity and honor, transparency

What we want don't want:

- Pump and Dumps / Cash Grabs / Ponzi
- Rug pulls
- Toxic community
- Fear, Uncertainty, Doubt Exploitation

TO START, SOME TERMS:

- Liquidity - The availability of liquid assets to a market or company. CAKE-LPs in our case. BNB and Token must both be freely available inside of the CAKE-LPs to promote buying and selling with low price impact. Locking liquidity means the pair can not be broken back into BNB and the token. We typically lock and burn liquidity when launching new tokens to prevent dumping liquidity and prevent people from selling and harvesting all the BNB. That is one form of rug pull.

- Reflection – The "RFI" mechanic. Internal reflection to a list of token holders based on holding %. This fee gets distributed frictionless inside of the contract's memory to prevent gas fees. Great way to share rewards for strong hands and major holders at a low gas cost.

- Burn – The "SHIB" mechanic. Two different ways: Remove the tokens from supply entirely or send to a burn address. Most auditors recommend burning the tokens permanent to prevent any kind of reclaim. We currently only send to a dead address. This removes tokens permanently from circulation, raising rarity and improving value of circulating tokens over time.

OUR TOKENS

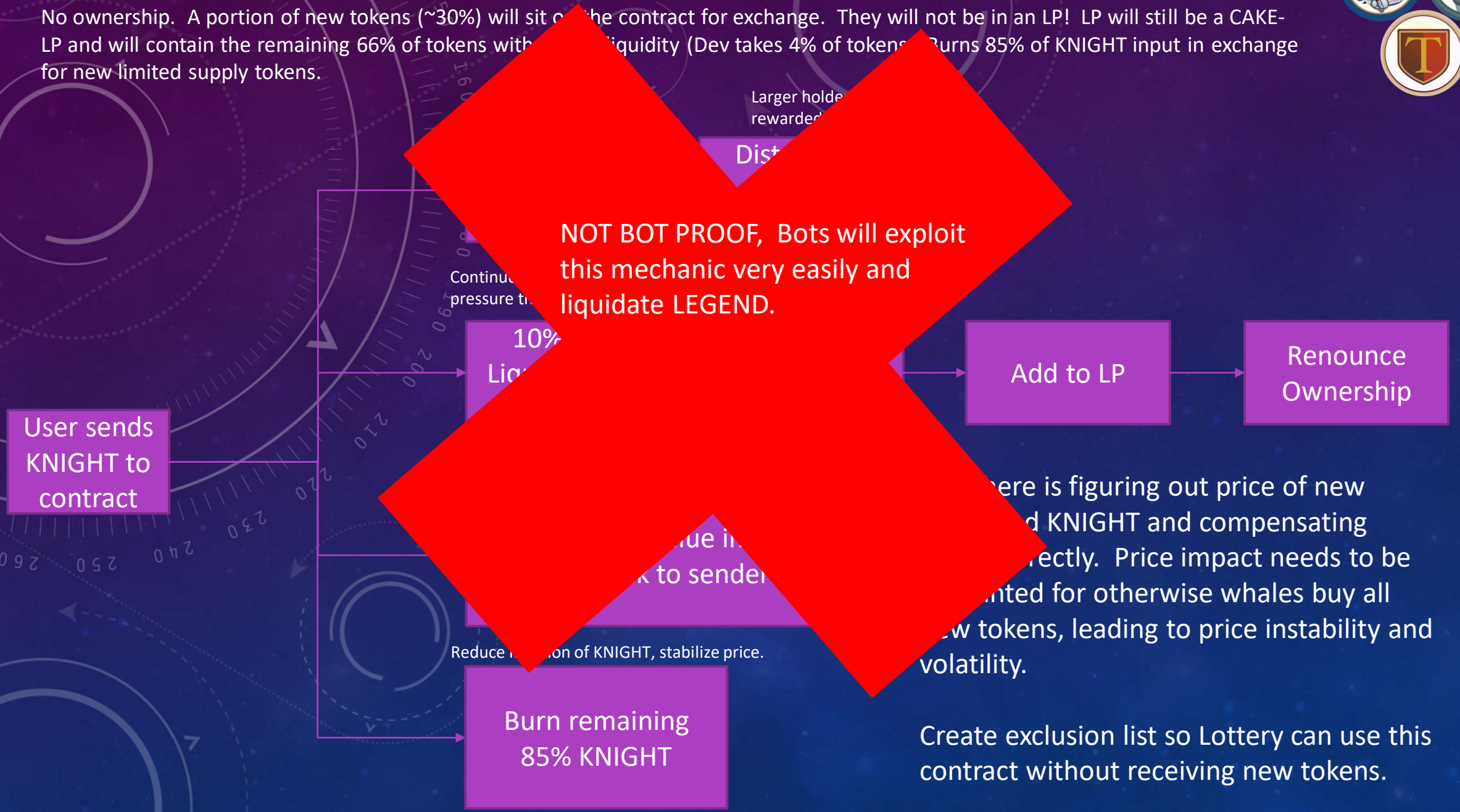
- Knight Token (KNIGHT)
  - Contract: 0x16c0e0936e1b38ff1f9b8a1e75d8ba29adf87d30
  - $KNIGHT is a Pancake clone with migrator and emergency withdraw features removed. There is a MasterChef that mints tokens the same way CAKE works. Currently our community votes on changes to Reward/Block, Allocations, etc. The plan is to have a 10,000,000 TOTAL supply (including burn address), however that is not hardcoded into the contract.

- Knights of the Round Table Token (TABLE)
  - Contract: 0xf5a2f7418035ce76967f515f39d65719bb0453b6
  - $TABLE is a reflect token with ultra limited supply (13). It disperses 2% of every transaction amongst holders. Ownership is renounced, liquidity was locked. This was our starting token.

- Legend Token (LEGEND)
  - Contract: 0xDc661984735b535210CB1f52f86cc58616024192
  - $LEGEND has a 3% tax. 1% gets locked in liquidity, 1% is reflected to holders, and 1% is sent to a new contract that I'm calling "Battlefield" which isn't ready yet. The contract is time-locked until Battlefield is ready. Total supply is 155.

Battlefield Contract Flowchart – Exchanging Tokens

No ownership. A portion of new tokens (~30%) will sit o[n] the contract for exchange. They will not be in an LP! LP will still be a CAKE-LP and will contain the remaining 66% of tokens with [l]iquidity (Dev takes 4% of token[s] Burns 85% of KNIGHT input in exchange for new limited supply tokens.



ere is figuring out price of new d KNIGHT and compensating rectly. Price impact needs to be nted for otherwise whales buy all w tokens, leading to price instability and volatility.

Create exclusion list so Lottery can use this contract without receiving new tokens.

Battlefield – Redesign

Sending Units to the Battlefield

User Scenario 1

User sends KNIGHT to contract → 15% Sent to Burn Address → 5% Liquidity Lock → 10% Distributed as claimable "rewards" to Battlefield users → 70% "Engaged in Battle" → Add KNIGHT as additive to reward formula

User Scenario 2

User sends TABLE to contract → Normal 2% reflect, plus 5% Liquidity Lock → 95% "Empowering Troops" → Add TABLE as 5x multiplier to reward formula

User Scenario 3

User sends LEGEND to contract → Normal 3% tax, plus 2% kept in Battlefield contract → 95% "Supporting Troops" → Add LEGEND as multiplicative to reward formula

Can withdraw KNIGHT, TABLE, or LEGEND "Engaged in Battle", "Empowering Troops" or "Supporting Troops" at any time. Standard txn fees apply for TABLE and LEGEND. I can't change that.

Need ability to add new token rewards for stakers, codify extensibility.

Formulas designed for Logarithmic value gain, not linear to improve equitability

Formula 1 : ((KNIGHT)*e^(log(((TABLE*5)+1)*(LEGEND+1)))/1000 = Staking Amount

Formula 2: Total LEGEND per Day * (Staking Amount / Total Staked by all Users) = Legend Reward Accumulating

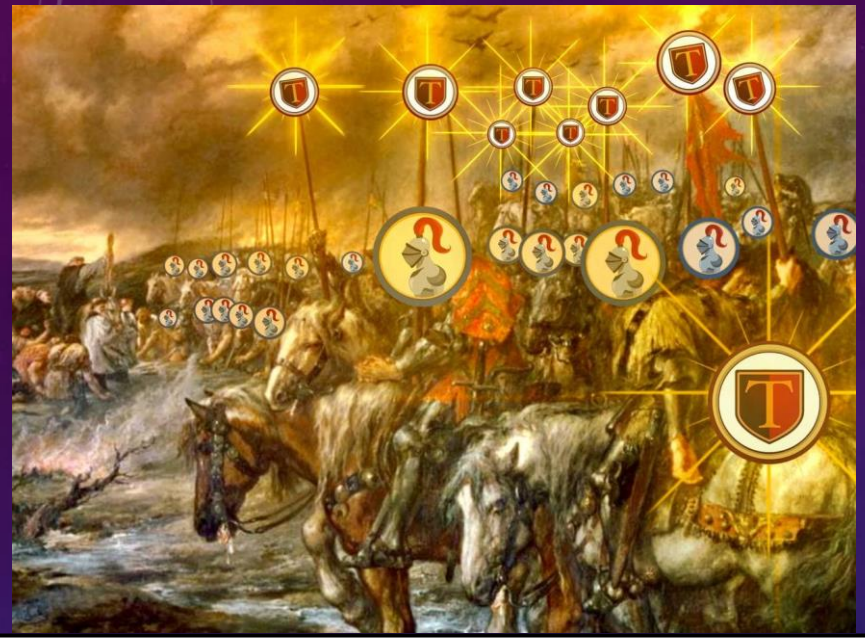
15 LEGEND will be traded for KNIGHT to honor our previous Battlefield commitment. The remaining 35+ whatever I get in Battlefield rewards will be used for the Battlefield. A maximum of 2 LEGEND will be released per day and rewarded to stakers based on holdings.

EXAMPLE SCENARIO WITH 5 DIFFERENT TYPES OF INVESTOR

# 1 (Big Investor)	Input	Normal Tax	Burn	Liquidity	To Battlefield	Reward	Staked	Total Staking Points				
KNIGHT	80000	0	12000	4000	4000	4000	56000		Initial Invested	$3,634.00	Note: Does not include KNIGH	
TABLE	0.1	0.002	0	0.005	0	0	0.095		Amount Withdrawable	$2,652.30		
LEGEND	0.35	0.0105	0	0	0.0175	0	0.3325		LEGEND/Day	$/Day	APR (Determined by Price)	Days to Payback "Losses"
								75099	0.272409221	$65.38	656.66%	15.02
# 2 (Slight Less Big Investor)	**Input**	**Normal Tax**	**Burn**	**Liquidity**	**To Battlefield**	**Reward**	**Staked**					
KNIGHT	50000	0	7500	2500	2500	2500	35000		Initial Invested	$2,355.00		
TABLE	0.05	0.001	0	0.0025	0	0	0.0475		Amount Withdrawable	$1,737.25		
LEGEND	0.75	0.0225	0	0	0.0375	0	0.7125		LEGEND/Day	$/Day	APR (Determined by Price)	Days to Payback "Losses"
								48498	0.175918487	$42.22	654.37%	14.63
# 3 (Small Investor)	**Input**	**Normal Tax**	**Burn**	**Liquidity**	**To Battlefield**	**Reward**	**Staked**					
KNIGHT	5000	0	750	250	250	250	3500		Initial Invested	$259.00		
TABLE	0.01	0.0002	0	0.0005	0.0005	0	0.009		Amount Withdrawable	$194.30		
LEGEND	0.1	0.003	0	0	0.005	0	0.095		LEGEND/Day	$/Day	APR (Determined by Price)	Days to Payback "Losses"
					0			3711	0.01346104	$3.23	455.28%	20.03
					0							
#4 ("Whale" Investor)	**Input**	**Normal Tax**	**Burn**	**Liquidity**	**To Battlefield**	**Reward**	**Staked**					
KNIGHT	150000	0	22500	7500	7500	7500	105000		Initial Invested	$10,220.00		
TABLE	1	0.02	0	0.05	0	0	0.95		Amount Withdrawable	$8,209.00		
LEGEND	3	0.09	0	0	0.15	0	2.85		LEGEND/Day	$/Day	APR (Determined by Price)	Days to Payback "Losses"
					0	#4 Staking "Points"		403061	1.46203722	$350.89	1253.17%	5.73
					0							
#5 (Medium Investor)	**Input**	**Normal Tax**	**Burn**	**Liquidity**	**To Battlefield**	**Reward**	**Staked**					
KNIGHT	30000	0	4500	1500	1500	1500	21000		Initial Invested	$1,200.00		
TABLE	0	0	0	0	0	0	0		Amount Withdrawable	$840.00		
LEGEND	0	0	0	0	0	0	0		LEGEND/Day	$/Day	APR (Determined by Price)	Days to Payback "Losses"
					0			21000	0.076174032	$18.28	556.07%	19.69

Whale investor still gets quicker payback and higher APR, but does not dominate the pool and prevent others from making good returns. Equitable payback for all!

UI Mockup



Your Army Power: **3394**

Total Army Power: **67880**

Percent of Army: 0.05%

Total LEGEND Rewarded per Day: 2

Your Expected LEGEND per Day: .1

Your KNIGHT: 5000

Unstake KNIGHT

+

LEGEND Earned: 1.2

Withdraw

Compound

Your TABLE: .01

Unstake TABLE

+

KNIGHT Earned: 75.3

Withdraw

Compound

Your LEGEND: .1

Unstake LEGEND

+

NOTES:

- UI will need to clearly share before and after Army Power and % BEFORE transaction takes place when Adding or Removing troops.
- APR is completely based on what others do and price. Truly a “game” from that perspective.
- New tokens will be able to be added as rewards to existing battlefield, and new multipliers as well. Game must be extensible without ruggable.
- Existing tokens will have future utility.