

Copyright © 2021. All Rights Reserved By VIKINGDOM



# VIKINGDOM

## WHITEPAPER

Go to [Vikingdom.io](https://Vikingdom.io) to learn more about the project

# contents

<b>ABSTRACT.....</b>
<b>INTRODUCTION.....</b>
Our Motivation and Why?.....
Why Binance Smart Chain?.....
Understanding Non-Fungible Tokens... ..
<b>The Product.....</b>
Product Ideal.....
Public's Education with VIKINGDOM....
Gameplay.....
VIKINGDOM Marketplace.....
VIKE tokens.....
Distribution.....
Buying and Selling VIKE.....
<b>ROAD MAP.....</b>
<b>Rules and Due Diligence.....</b>
Technical Risk.....
Legal Disclaimer.....

# ABSTRACT

Cryptocurrencies, notably their valuations and potential to disrupt the banking and financial system as it is, are gaining popularity as blockchain technology continues to dominate headlines. Equally is NFT which has garnered attention and caused echoing waves in recent times.

The regular consumer, on the other hand, has no idea what cryptocurrency/NFT is or why they matter, let alone how the technology that powers it works. The video game industry (and also NFT use) has quickly become one of the main drivers of blockchain adoption among the general public. Many giants of the gaming world have understood this well and are investing colossal sums in the development of video games based on the blockchain or features taking advantage of this technology. From now and years to come, the blockchain and its countless possibilities promise to invade the daily lives of gamers.

This is why VIKINGDOM has found a way to combine the blockchain-based gaming world and NFT in a next-generation concept and created a digital platform universe of unique digital creatures. The future of blockchain video games will first come through Non-Fungible Tokens (NFTs). Concretely, these tokens are unique, identifiable tokens capable of representing a virtual asset. CryptoViking will make blockchain technology accessible to the common consumer via these strategies:

- Tokenization of digital creatures.
- Play to earn concept.
- A friendly, consumer-based concept with a real passion for blockchain technology.
- An open platform that welcomes users with varying levels of technical expertise.
- A revenue-based paradigm that can be sustained with VIKE value inflation limitation.

In more technical terms, we plan to revolutionize the blockchain world by putting digital collectibles, digital scarcity, and non-fungible tokens to practical use in the video game world. By doing this, more and more average consumer is empowered with the knowledge of how distributed ledger technology really works. People can see how the evolutionary blockchain industry can be made use of outside of the financial niche.

Please keep in mind that this whitepaper is intended solely for informational purposes and does not and will not impose any legally binding obligations on the authors or any third parties. For more info on legal terms, check the legal agreement and terms and conditions segment of this whitepaper.

**VIKINGDOM**: Official token name. Also official currency in the VIKINGDOM verse.

**VIKE**: Official token symbol.

**VIKER**: CryptoViking unique creatures.

# INTRODUCTION

Cryptocurrency has been used to solve varying challenges in the past such as allowing users to send data in a decentralized and transparent way without the involvement of external bodies and 3rd Parties. Cryptocurrency has also been widely adopted because of the nonexistent need for an intermediary (such as a financial institution) that makes the cost of transactions ridiculous. In the same way, VIKINGDOM seeks to leverage the advantages of cryptocurrency and blockchain technology to give back to society in a way that has not been fully exploited.

VIKINGDOM hosted on the fast and trusted smart chain powered by Binance (Binance Smart Chain otherwise called BSC) is a platform that features tokenized Digital creatures in a virtual universe. This leverages the unique feature of Non-Fungibility that ERC-721 offers. ERC721 is a standard for representing ownership of non-fungible tokens, this implies that each token is unique such as in collectibles or real estate.

VIKINGDOM is a new implementation based on the same formula, with several new highly- desirable features. Most significantly, it makes use of the BEP20 protocol offered by BSC to create its own Token known as VIKE. BEP-20 is a Binance Smart Chain token standard similar to ERC-20, the most widely used Ethereum token standard. It functions as a blueprint or framework for the development of tokens, defining how they can be used, who can spend them, and other usage parameters.

VIKINGDOM aims to be the first ecosystem to combine the thrill of gaming and the value of digital collectibles, transforming it into the digital creature's universe. CryptoViking will make use of a nextlevel NFT-based gameplay and integrate it with a blockchain-based decentralized financial system, making the game not only for fun but also an investment.

## Our Motivation and Why?

The video game industry (and also NFT use) has quickly become one of the main drivers of blockchain adoption among the general public. Many giants of the gaming world have understood this well and are investing colossal sums in the development of video games based on the blockchain or features taking advantage of this technology. From now and years to come, the blockchain and its countless possibilities promise to invade the daily lives of gamers.

.

The phenomenal success of the Pokémon Go game developed by Nintendo that made augmented reality a part of the daily lives of millions of people also inspired the development of this revolutionary blockchain project. VIKINGDOM's mission is to build an integrated digital platform of tokenized monsters that appealsto the average consumer as they can participate and make a profit while actively using Blockchain technology

This is why VIKINGDOM has found a way to combine the blockchain-based gaming world and NFT in a next-generation concept and created a digital platform universe of unique digital creatures. The future of blockchain video games will first come through Non-Fungible Tokens (NFTs).

## Why Binance Smart Chain?

The dual chain architecture of BSC allows its users to effectively develop and build their own decentralized apps (dApps) and also digital assets on one blockchain. This is one feature that VIKINGDOM development targets. Moreover, dApps build on this smart chain can take advantage of this fast trading platform to exchange tokens just as fast between one another.

BSC is fully compatible with EVM. It also supports one of the most popular DeFi wallets,MetaMask. It includes pre-integrated pricing oracles (such as ChainLink), which are essential for many sorts of dApps. Switching from Ethereum to Binance Smart Chain has never been easier thanks to this degree of compatibility. BEP-20 token hosted on BSC allows for blockchain bridging.

Furthermore, BSC's compatibility with EVM-compatible chains such as Ethereum or a faster blockchain like Solana makes it easier to list tokens on major exchanges. Ethereum transaction costs reached new highs as DeFi coins surged in 2021. This proved a stumbling block for DeFi's expansion, discouraging widespread participation. Gas expenses on Binance Smart Chain (BSC) are over 20 times lower than on Ethereum. As a result, the game for DeFi protocols has changed dramatically. In the same way, user interaction is encouraged through BSC.

## Understanding Non-Fungible Tokens

NFTs, like cryptocurrencies, are transactions stored on the blockchain. But the difference is that an NFT, a "non-fungible token", is not fungible, unlike cryptocurrencies. One bitcoin will always be equal to another bitcoin, we can exchange them for each other, and they all have the same value. It's the same with dollars: it's called the fungible property of money. The creators of NFT wanted to do exactly the opposite: a transaction stored on the blockchain that is non-fungible, therefore completely unique. The idea is to be able to use it as a certificate of authenticity associated with a digital or physical object.

The first ideas for certificates of authenticity linked to the blockchain appeared in 2014. But it was not until 2017 that the first artistic projects based on NFTs were born. CryptoPunk for example, a collection of pixelated character designs was sold through this.

The digital creatures on VIKINGDOM all have attached to them a unique Token that makes them different from all other creatures no matter how similar they look. This is one of the characteristics that aid the valuation of creatures.

Each token indeed carries unique metadata. In the case of the VIKINGDOM game, the tokens represent a different creature. Each token identifies a particular digital VIKER. There are therefore no two identical tokens (and therefore assets). This itself boosts the idea of scarcity.

This combined with other features of the gameplay makes some creatures to be valuable than others. To make it even more interesting, players are able to sell their VIKER creatures for VIKE tokens. Therefore, Rare VIKER will have a higher value than others.

## The Product

The products on VIKINGDOM are NFTs or Tokenized digital creatures called VIKER. Crytoviking is a pioneer NFT ecosystem in which multiple games using the same token are incorporated, bringing about more experiences to players. Our games are inspired by Northern European warriors who having powerful weapons and military animals, overcoming obstacles to hunt for treasure. Our mission is to create a highly entertaining game where a host of players can play, improving the value of token and thus helping players to yield increased profits.

The concept behind VIKINGDOM is one that is highly scalable and promising and also incredibly approachable to consumers. By finding the 'equi-foci' where online gaming experience with its fun meet with the ever-growing valuation of NFT, VIKINGDOM stands out in a space that is immensely populated with lackluster and randomization.

With the exception of a few innovative experiments, few blockchain initiatives have attempted to market themselves to anyone other than high-value investors or crypto professionals. The VIKINGDOM marketing plan also leverages the use of KOLs (influencers) in various Niches and communities especially those connected in a way to the blockchain world. This provides another route and opportunity to further take the VIKINGDOM gospel to a wider audience and introduce new users to VIKINGDOM .

Additionally, VIKINGDOM solves a long-standing roadblock to the rise of digital collectibles. Digital collectibles have a lot of promise, but they haven't yet shown to be effective for one reason: Central Issuing Authority.

VIKERS are digital, collectible creatures built on the Binance Smart Chain. They can be bought and sold using VIKES which is the official digital cryptocurrency token on VIKINGDOM. VIKERS have exciting traits, tribes, and are of varying levels. They can grow and be trained to fight monsters.

The products on VIKINGDOM are NFTs or Tokenized digital creatures called VIKER. When digital valuables are produced and issued and the rarest or popular collectibles are identified, the inventor are not obligated to stop there. When this happens, the value of the original collectibles is diminished, and they may become worthless or less valuable.

The products on VIKINGDOM are NFTs or Tokenized digital creatures called VIKER. When digital valuables are produced and issued and the rarest or popular collectibles are identified, the inventor are not obligated to stop there. When this happens, the value of the original collectibles is diminished, and they may become worthless or less valuable.

## Public's Education with VIKINGDOM

The fundamental game mechanics in VIKINGDOM are actions related to cryptocurrencies and smart contracts. As a result, previously esoteric subjects will become more mainstream, and people will have a fundamental understanding of this technology.

Because blockchain is a revolutionary innovation, there are more barriers to overcome when it comes to user adoption. A user will need to have a wallet to purchase VIKE tokens.

As time goes, we may need to develop alternative shortcut that makes it easier to convert traditional currencies to VIKE tokens easily. For now, we've set up straightforward guides to make the process of acquiring VIKE tokens as easy as possible. The whole concept encourages the inclusion and sensitization of the average consumer to the happening in the technical and fast-growing world of blockchain.

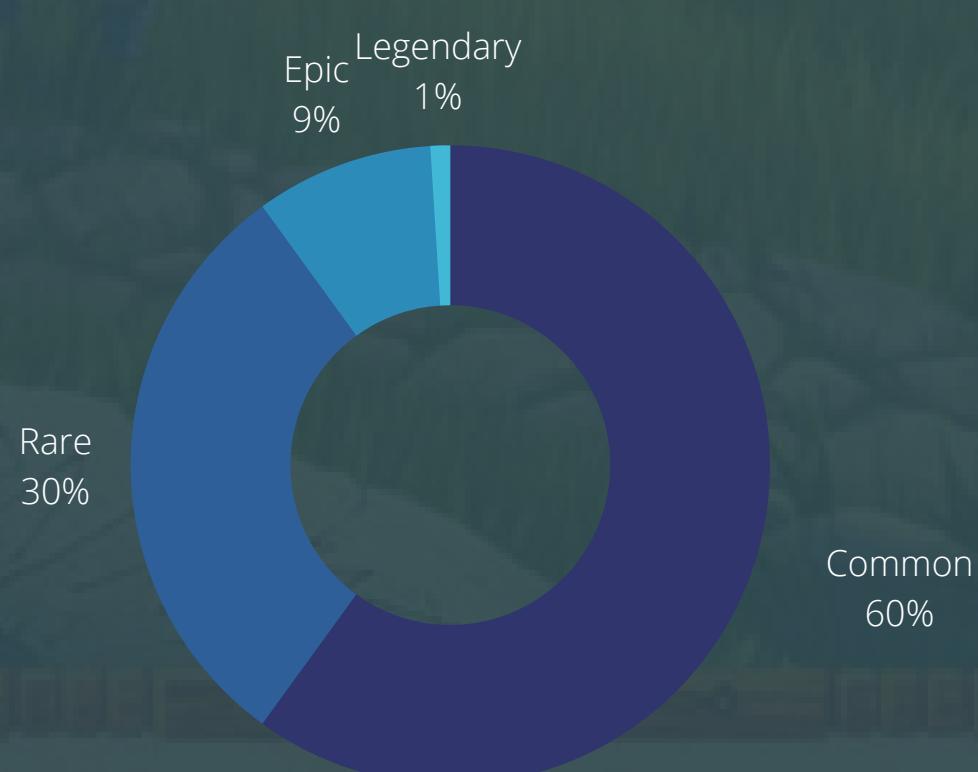
## Gameplay

Players enter the game by getting 1 free VIKER, or can buy a box and get a VIKER by opening the box. The value of each box is 10,000 VIKE and does not change during the game's release. The VIKER received from the unboxing process will have a much higher level of activity bonus than the VIKER received for free.

Players using VIKER participate in activities such as FLY, RUN, etc. and receive rewards if they win. There are 3 levels when playing the game is easy, medium, and hard, respectively the reward received also increases. The process of playing completely depends on the skill of the player, the more you practice, the better you play, the higher your reward. There will be a training mode for you, you will be able to play for unlimited time, but will not receive rewards. If you want to get the bonus, play carefully because you will have limited stamina for each VIKER. When you open the box, you will randomly receive VIKER of different rarity. The levels will be sorted by increasing rarity: common, rare, epic, legendary.

The opening rate is as follows:

- Common: 60%
- Rare: 30%
- Epic: 9%
- Legendary: 1%



The gameplay of VIKINGDOM is structured such that different gaming activities causes the accumulation of VIKE token as opposed to mining smart contract coin with heavy computerized machines as seen in other traditional cryptocurrencies. While mining coins after verification of complex mathematical calculation and transaction is practiceable, it comes with challenges. Our smart contract structure is based on an algorithm that rewards successful game activities after meeting encoded set conditions.

The phenomenal success of the Pokémon Go game developed by Nintendo that made augmented reality a part of the daily lives of millions of people also inspired the development of this revolutionary blockchain project. VIKINGDOM's mission is to build an integrated digital platform of tokenized monsters that appealsto the average consumer as they can participate and make a profit while actively using Blockchain technology

This is why VIKINGDOM has found a way to combine the blockchain-based gaming world and NFT in a next-generation concept and created a digital platform universe of unique digital creatures. The future of blockchain video games will first come through Non-Fungible Tokens (NFTs).

## **Players can perfom any of the following activities to earn VIKE tokens in return**

### **Fly**

Using the simple gameplay that has been very successful with the game Flappy Bird, the flight mode gives players an interesting experience, the gameplay is simple but challenging, easy to play but not easy to win, well deserved rewards for hard workers. Players control VIKER flying over obstacles, avoiding collisions and trying to reach the finish line, which is a huge treasure. With each VIKER rarity, the rewards won will be different. Rare Vikers will earn 2x Common Vikers, Epic Vikers will earn 3x Popular Vikers, and Legendary Vikers will earn 10x common Vikers. A little bit of luck and skills can make sure that you'll earn more VIKE than other players

BSC is fully compatible with EVM. It also supports one of the most popular DeFi wallets,MetaMask. It includes pre-integrated pricing oracles (such as ChainLink), which are essential for many sorts of dApps. Switching from Ethereum to Binance Smart Chain has never been easier thanks to this degree of compatibility. BEP-20 token hosted on BSC allows for blockchain bridging.

### **Run**

Inspired by the game "Temple Run", VIKINGDOM builds a survival game, avoiding the pursuit of ancient monsters. Players must show dexterity and quick reflexes to win. The reward received is similar to the flying game

The running game uses the same character system as the flying game, so VIKER's stamina is used for both games. For example, 1 day you have 10 stamina, you have lost 3 stamina, so you only have 7 stamina left to run. **You can buy more stamina for each small stamina pot is 30 VIKE, large pot is 200 VIKE.**

## FARMING

For busy players, you can put your VIKERS on the farm and do production tasks. This is a smart way of doing it like an investment with a stable interest rate, the rate of return is much faster than investments in other fields. Only VIKERS opened from the box can farm, and receive benefits depending on the rarity of the VIKER.

## PvP

Players can compete against other players, the winner will win the loot from the loser. There are many modes of competition: 1v1, team battle, tournament competition. In the future this will be the main and most important activity in the VIKINGDOM universe, where gladiators can interact, chat, challenge, create guilds, organize events and increase their breakthrough income.

## VIKINGDOM Marketplace

VIKINGDOM has a virtual NFT market that is included in the gameplay. This Non-Fungible token marketplace can be used for exchange or sales. Users can opt to trade Digital Assets for another unique or scarce digital asset. At the same time, they can be traded for VIKE tokens at an agreed price based on algorithm valuation.

Users can trade VIKERS and other NFT items on the Marketplace. Products up for sale can be from developers or players and they are bought with VIKE tokens. This is considered an exchange of NonFungible Token (NFT) and Fungible Token (VIKE Token).

All commodities in the VIKINGDOM market are NFTs that are unique and different from all other existing commodities. The main currency used in the Marketplace is VIKE Token and all transactions are made in VIKE Token. Exciting features may be subsequently added such that an NFT can be traded for exchange against other platforms. While VIKINGDOM has developed a working and pragmatic concept, VIKINGDOM leaves enough room for scalability and development.

VIKINGDOM token known as VIKE and officially represented by VIKE are utility Tokens (have a wider range of use) that have real value and can be used for all transactions in the VIKINGDOM market place. They are hosted on the fast permissionless BSC (Binance smart chain) network. This signifies that VIKE tokens are fungible tokens that allow permissionless transfer and non-KYC Coverage. This in turn means that transactions with this token are ultra-fast, secure, almost instant, and do not need the approval of a third party to proceed.

Any user in possession of our token can sell them on exchanges they are listed on, hold VIKE tokens as an investment for increasing future price, or use them to buy VIKER (NFT) that can also serve as a store of value as well as investment. The VIKER tokens are in fact in the possession of the player and not of the developer. The player can therefore easily resell or trade the virtual assets peer-to-peer by taking them out of the game. The rise of non-fungible tokens thus guarantees the intellectual property of assets. Objects designed as part of a game can easily be removed from it via the blockchain.

## VIKE Token

- Name: VIKE
- Symbol: VIKE
- Blockchain: BSC-BEP20
- Token Type: Governance
- Total Supply: 5,000,000,000 (5 Billion Token)

Therefore, the tier of profit from VIKE token is analyzed below:

- Hold VIKE token
- Use VIKE to buy VIKER (NFT)
- Use VIKER to make more VIKE

To ensure the long-term viability of VIKE's tokenomics, our team has built a special mechanism that allows VIKE to be maintained for an extended period of time while limiting the possibility of inflation.

# Distribution

The maximum amount of VIKINGDOM Token (VIKE) that will ever be created and be in circulation at any point in time is 5,000,000,000 VIKE. VIKE tokens are BEP-20 tokens similar to ECR-20 tokens but hosted on Binance smart Chain as opposed to the Ethereum network. The distribution of all the Tokens will be in several phases.

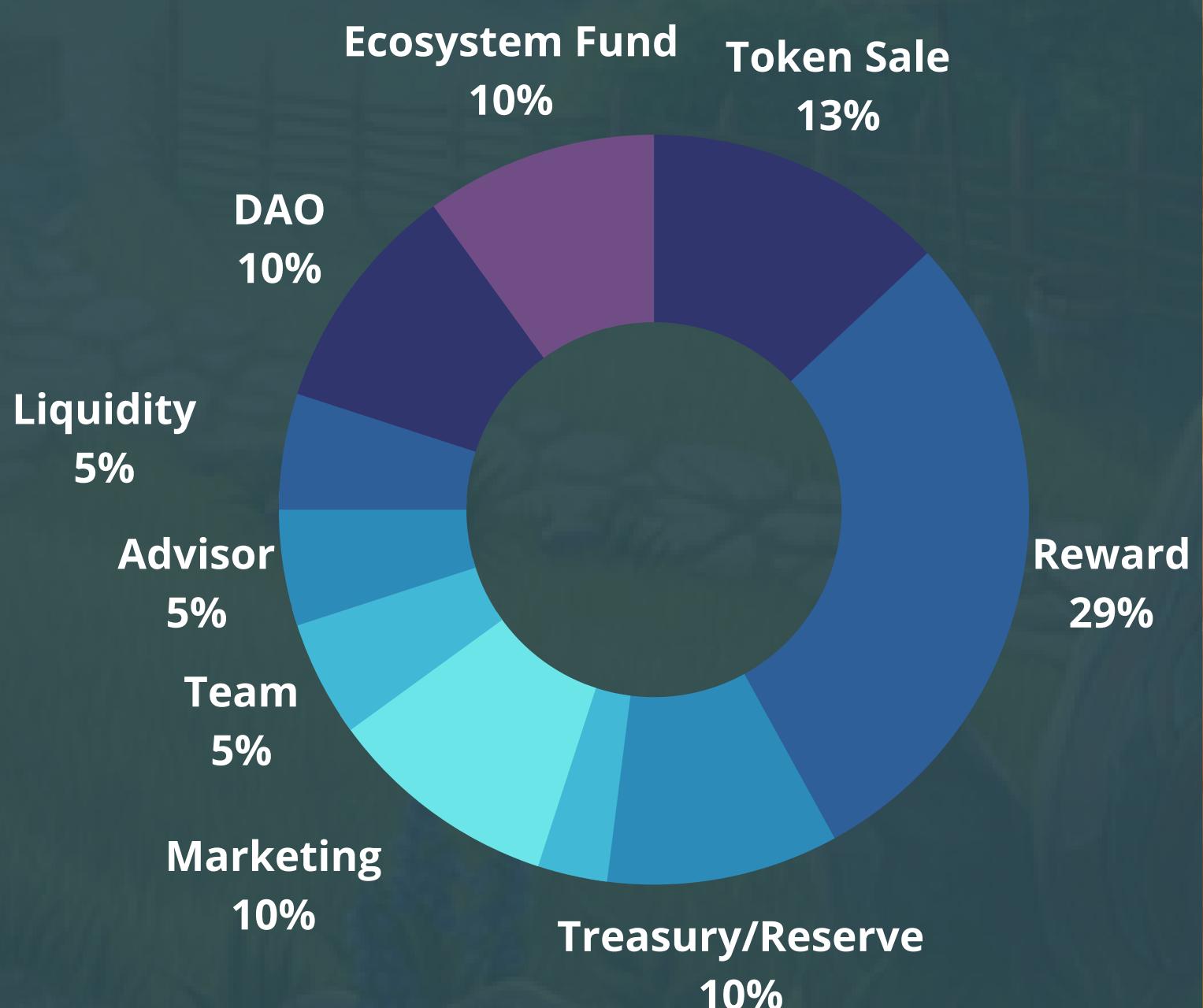
The play-to-earn feature of VIKINGDOM will allow a total distribution of 29% of the whole possible circulating supply of VIKE tokens. In this 40%, P2E will generate a total of 29%, Farming activities will generate 10% of the total supply that can be earned in gameplay.

Liquidity Pool will account for a 5% distribution, IDO will account 8.46% of the total supply available. 70% for private sale, 5% for advisor, 3% airdrop and the remaining 9% of the total supply will be distributed for developer and marketing.

## Distribute Information:

- Pre-Seed: 50.000.000 - 4 Month Cliff, Rest Linear Vesting over 12 Months
- Seed: 100.000.000 - 3 Month Cliff, Rest Linear Vesting over 12 Months
- Private A: 295.000.000 - 2 Month Cliff, Rest Linear Vesting over 12 Months
- Private B: 150.000.000 - 1 Month Cliff, Rest Linear Vesting over 12 Months
- IDO: 55.000.000 - 0 Month Cliff, Rest Linear Vesting over 3 Months

Token Sale: 13%  
Game Reward: 29%  
Treasury/Reserve: 10%  
Incentives/Staking/Airdrop/  
Giveaway: 3%  
Marketing: 10%  
Team : 5%  
Advisors: 5%  
Liquidity (DEX and CEX): 5%  
DAO: 10%  
Ecosystem Fund: 10%  
Total Supply: 5,000,000,000



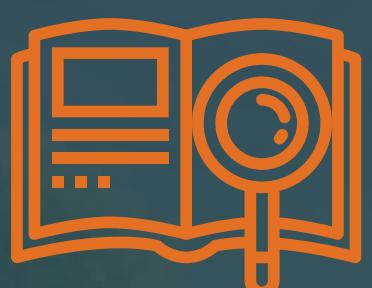
## Buying and Selling VIKE

Initial Coin Offerings (ICOs) have been shown to be an effective means of funding blockchain initiatives. While this methodology aims to bring finance to investors outside the area of influence of venture capitalists, it may create barriers for other audiences. VIKINGDOM therefore has a sustainable method aimed at generating continuous in-flux for the development and refining of the VIKINGDOM project.

The amount that the player pays for the purchase of the box will be fully transferred to the liquidity fund. In the form of competitive play, each winner needs to pay a small fee of 3%, of which 1% will be transferred to the liquidity fund. All of this is to help the liquidity fund continuously be replenished, thereby bringing long-term profits to players and investors

## ROAD MAP

- Phase 1**
- Concept Generation
  - Team Assemble
  - Research.



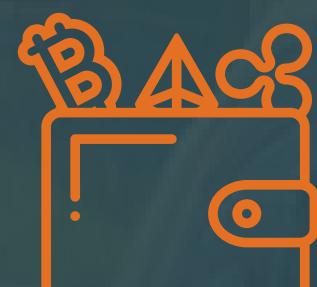
- Phase 2**
- Graphic designs
  - Social media and Website launch
  - Audit Contract, Marketing
  - Pre-sale, and Coin listing



- Phase 4**
- Game studio, Partnerships expanded.
  - More VIKER characters
  - Public Launch NFT Farming, Influencer Marketing.



- Phase 3**
- Public Launch NFT, P2E, PvP, market place
  - VIKER Training, More Exchanges, dAapp mobile app, VIKINGDOM Global Tournament



# Rules and Due Diligence

## Technical Risk

The VIKINGDOM smart contract is based on the Binance Smart chain system. All steps will be taken to ensure that the contract is free of technical glitches, but it would be impossible to update it once submitted to the BSC network. To understand the potential risks, contributors should be familiar with blockchain technology.

## Legal Disclaimer

VIKINGDOM strives to constantly update the data on its homepage and to ensure its accuracy. However, VIKINGDOM cannot guarantee or promise the topicality, correctness, completeness, or quality of the information provided or the optimal functioning of the website and the resolution of operational problems. CryptoViking is not responsible for any damage, whether, for example, directly related or consequential to the access, use, or non-use of the information provided, or to the use of erroneous information and incomplete and/or the website. Under no circumstances can VIKINGDOM be held liable

for any damages, whatever they may be, based on disappointed confidence and which may result from the existence or absence of information on this whitepaper or website. The information presented on the whitepaper is provided for informational purposes only and can not be taken as a compelling note asking for an investment of any sort in whatever form.

Nothing found in this Whitepaper is or may be depended upon as a pledge, undertaking, or representation about the later performance of VIKINGDOM.

Protecting our fans and community is a primary priority for the VIKINGDOM Company. We understand the importance that security researchers and specialists may provide to our business in terms of preserving the integrity and security of our platform and users' data, and we welcome such disclosures.

All proper procedures and security initiatives to counter future threats will be enforced by VIKINGDOM's team. Contributors and users must obey all of VIKINGDOM's instructions/guidelines and make all appropriate efforts to ensure that they use the correct contract address at all times. Please contact Customer Service via Support if you have any other issues or concerns about VIKINGDOM or other services.

Regards,