

1. Introduction

DOH is an NFT Metaverse where you can play with your own warrior and unique digital items (NFTs) within their respective ecosystems. The game is designed as a unique mix of battle royale, survival RPG, and turn-based Strategy games where you become one of the myth warriors and battle each other to become the hero of DOH. DOH gaming model dictates that the users of the platform are financially rewarded for their time and effort within the game. The ancient warrior characters are in an ongoing struggle for resources, territorial conquest, and political domination in DOH.

DOH builds the play-to-earn model on the BSC blockchain that will be of great assistance to the discerning player experience. The strategic alliances are being forged with the decentralized finance and game mechanics that empower users to have a real sensation, users receive tokens that can grow by tens and even hundreds of times in value.

The protocols in the DOH NFT gaming that aim to add the value proposition of blockchain technology. DOH is understandable and native for the gaming industry, including P2E experiences and in-game assets with clear provenance. It is essential to gauge the time and effort the players of DOH platforms are putting in to earn these rewards on games. DOH games are a completely new generation of games in the leisure economy, where users are paid to play games and can later multiply their income like real traders. The beauty of DOH NFT games is that traders, professional gamers — the main target audiences— easily approach trends and technical nuances that are sometimes difficult for other users.

1.1. Blockchain Mechanics

- 01 Blockchain situated in-game monetary standards:
- 02 Fully decentralized, non-fungible token (NFT) resource possession
- 03 Mining income dependent on domain control
- 04 Real-time brilliant agreement execution of game situations
- 05 Built on BSC blockchain convention
- 06 DeFi straightforwardly incorporated into game interface through Serum
- 07 Decentralized Digital money trade and automated market making (AMM) in game
- 08 NFT commercial center for the direct peer- to-peer trade of resources
- 09 On-chain administration model, giving players with a definitive degree of political control
- 10 Play-for-Keys™ interactivity: high danger, high prize style with player resources at stake.

1.2. Core game Mechanics

- 01 Grand methodology kingdom investigation
- 02 Land and region control

03 Power and skills control, including a wide assortment maps 04 Space and land-based mining activities
05 Player versus environment missions
06 Player versus player battle
07 Dynamic vocation framework saddling particular hardware 08 Built in Unreal Engine 5
09 VR empowered

2. What is DOH

2.1. Blockchain

Significant leap forwards in late innovation set out a freedom for a cutting edge sci-fi experience that is totally new and notable. Continuous design innovation utilizing Unreal Engine 5's Nanite considers realistic quality computer game visuals. Blockchain innovation utilizing the BSC convention set up a generally serverless and got ongoing interaction experience. Non-fungible tokens got and exchanged inside DOH makes an economy that recreates the substantial quality of genuine resources and possession.

2.2. Understood NFTs and NFT Marketplace

Blockchain is a decentralized, unchanging information base that is obtained by its organization. The bigger the organization the safer it is. Since it's unchanging and decentralized this permits the information it stores to address a computerized type of a substantial resource. The outcome is that resources possessed on a blockchain can't be imitated or obliterated. This makes money a suitable use case for the blockchain. Notwithstanding, we intend to utilize a non fungible type of blockchain units to address your resources in Ancient Kingdom.

2.3. Serverless Massively Multiplayer Online Game

The BSC blockchain's leap forward in exchange throughput makes way for a generally serverless online multiplayer game. BSC has an amazingly high throughput permitting 50,000 exchanges each second (right now, with assumptions for increments as the organization develops). This element permits interactivity associations between resources to be recorded continuously and sidesteps the requirement for a powerful customary server backend for online multiplayer games.

2.4. Unreal Engine 5

Nanite illustrations innovation has been in progress for longer than 10 years and is set to deliver in 2021. Up until Nanite, polygons have bottlenecked the ongoing delivering data transmission. With Nanite pressure we can mimic film quality continuous conditions with the ability of overseeing billions of polygons.

2.5 Exploration

To expand that terrific system, DOH empowers players to skipper profound map, manned power to train and find the pinnacle of fame and resources. When found, rich cases that are marked can be mined, refined and exchanged through an organization of business mining establishments, processing plants, and the Universal Marketplace. Investigation will prompt numerous different astonishments in the external furthest reaches of the room. In this mode the player fundamentally interfaces with a top down kingdom, showing their outside with the capacity to go into a items view to see the inside of the bag and the team playing out their singular assignments.

Cockpit see is likewise reasonable for situated augmented experience gaming.

2.6. Role-playing game

The primary rule driving the whole economy of the Ancient Kingdom is the mining interactivity. The abundance got from mining makes numerous other expanding income streams for players to add to and build up a profession. From exchanging crude and refined metal, to freight pulling, to creating retail parts, there is a wide scope of vocation decisions a player can exemplify and progress inside the specializations of that profession.

3. How to play:

3.1. Characters:

The game is divided into 3 professions and 6 characters.

[Heavy Health] A warrior based on a strong physique, professional features are close combat and excellent swordsmanship.

1. Male Warrior

Based point: Attack: | Defend: | HP: | Mana: | Speed:



2. Female warrior Based point:

Attack: | Defend: | HP: | Mana: | Speed:



[Group Magic, Extremely Effective] Relying on long-term passive strength training, magicians can use powerful offensive spells.

3. Mage: Based point:

Attack: | Defend: | HP: | Mana: | Speed:



4. Sorceress Based point:

Attack: | Defend: | HP: | Mana: | Speed:



[Strongest Support] Relying on mental strength, you can use healing techniques to help others. The ability to use poison is the strongest.

5. Male Taoist

Based point:

Attack: | Defend: | HP: | Mana: | Speed:



6. Female Taoist

Based point:

Attack: | Defend: | HP: | Mana: | Speed:

3.3. Skill:

The game is divided into 3 occupations, each with 7 skills.

3.3.1. Introduction to combat warrior skills.



- - Normal attack: Damage:

- - Basic swordsmanship, depending on the level of practice will improve attack power.

Damage:

- - Piercing swordsmanship, ignoring defense and magic shield Damage:
- - Moon Palace Revenge, deals damage to surrounding units Damage:
- - God of War Collision, use your shoulder to hit players whose level is lower than you

within a certain distance Damage:

- - Flame swordsmanship, assigning flame spirits on top of weapons, dealing massive

damage to a single target: Damage:

- - Momentum swordsmanship, put the flame soul on top of the weapon, dealing massive

damage to 4 targets in a straight line. Damage:

3.3.2. [Group Magic, Extremely Effective] Relying on long-term passive strength training, magicians can use powerful offensive spells.

- Fireball, launch fireball to target:



- - Resist the ring of fire, condensing your own powerful magic power and knocking back all

enemies whose level is lower than your own within a certain distance

Damage:

- - Lightning technique, condensing its own powerful magic power to summon a bolt of

lightning, dealing a lot of damage to one target. Damage:

- - Firewall magic, condensing own powerful magic to summon hellfire, dealing continuous

damage to enemies stepped on Damage:

- - Hell lightning, unleashes thunder with itself at the center Damage:
- - Magic Shield, a magic shield made of magic, can resist a lot of damage
- - Ice roar, condenses his own powerful magic to summon an ice storm, dealing a lot of

damage to enemies within 3 * 3 Damage:

3.3.3. [Strongest Support] Relying on mental strength, you can use healing techniques to help

others. The ability to use poison is the strongest.

- - Fa of spiritual strength, depending on the level of cultivation, the attack power of the Dao

family will be enhanced

- - Collective Corrosion, imparts mental power to the poison to spread, dealing continuous

damage to enemy targets within a 3 * 3 range



- - Holy Spirit Charms, bring strong mental power to the top of fire charms to attack

eminems

- - Group seclusion, releasing spiritual power around the comrades, causing the friends to

enter an invisible state, an invalid teleport state.

- - Ghost Armor, can improve allies' physical and magical defense within 3 * 3
- - Heal group, increase HP regeneration rate of friendly units within 3 * 3
- - Summon summoned beasts, summon summoned beasts, assist in battle, after defeating

monsters, you can upgrade yourself

3.4. Equipments:

3.4.1. Event Costume:

- - Summer Cool:
- - Western Cowboy



- Admiral



- Legend of the werewolf



- The Matrix



- Villain Angel



- Condor Heroes



- Swords of love



- - The crown prince of the dynasty
- - Golden Holy War

3.4.2. Game props introduction

In-game props can be divided into two categories

1. Consumption

(1) Restore Blood (HP) volume after use:



(2) Temporary increase in attack

(3) Fight monsters after use to get double experience items

(4) Equipment strengthening stone

(5) Various ores obtained by mining

(6) Increase weapon lucky value

(7) Weapon synthetic materials

2. Equipments

(1)Weapons:

(2)Helmets:



(3) Neaklaces

(4) Bracelets

(5) Rings

(6) Belts:





(7) Armor/Robe:

(8) Boots:

(9) Jade:

3.5. How to start:

Starting the game, players will register an account on the game's homepage. Each IP address can only register one account (any fraud case will be permanently banned IP)

Players will choose 1 of 3 character's major, male or female, only once at the beginning of the game (can be changed later but must buy change orders with in-game currency).

New player (Train level/Or buy experience package)——> Level 80 (rank classification) ——> Get to Minting Map for crafting tokens ——> Profits

Version 1: In the game will be divided into 2 types of maps for players





- - Map for training experience level up for status point, items (sell for in-game currencies). There will be 4 PK modes in this map (Peace, Friends, Guilds, Kill All). Players can upgrade their items, equipments by in-game currency or increase damage by support position. Also you can damage boss, mini boss, monster leader for dropping rare NFTs (lucky equipments required for more increase drop-luck)
- - Map for minting: Players will have to use AC tokens to buy "card commands" to enter the map. In the map, when fighting monsters, there will be a chance to drop crafting items to mint in-game Tokens. (Noted: **The map's monsters are very strong, players should carefully equip equipment to not be destroyed by monsters, this map has only 1 mode: KILL ALL, highly recommended to go with your guild to support each other well than**)

Version 2: Futures will update: In the next update, we will update new modes such as: Siege War, World Boss, Guild Duel, More Update on Boss NFTs Rewards, Fighting PK Mode...

3.6. Mint:

There will be a map to create BLG(Black Gold) tokens in the game, players must be level 80 or buy NFTs to be able to enter the map.

BLG tokens are swappable with DOH game tokens.

3.7. Staking (Farm):

4. DOH Economics

4.1. BLG: In-game currency

BLG will serve as the naive in-game currency within DOH. Players will initially BLG to acquire assets such as equipment, potions, items upgrade, support items. However, as in any real economy, a financial system is necessary to facilitate commerce.

Whether it be through NPC merchants, or direct peer-to-peer transactions, BLG is the unit of account to execute operational requirements.

Operating a business is challenging. Managing resources will require critical strategic decision making. Players seeking the monetary rewards available in-game will need to carefully balance their operating expenses against income derived. Operating expenses, such as personnel for mining equipment, damage attack increase for items will all need to be paid in BLG. It will also serve as the predominant currency within the NFT Marketplace.

4.2. BLG Issuance:

BLG can only be earned through in-game activity or sales by other players. Total distribution is unlimited

- BLG Distribution
- BLG Inflation Curved

4.3. Governance Tokens

- Tokens in-game:

BLG: Within the DOH political influence is yet another strategic consideration in the management of territory and the navigation of space. Controlling this political influence introduces a number of advantages for player status, which is represented by the BLG token.

Holders of BLG will be in a unique position of jurisdictional owner over entire regions, regardless of who own title (NFT) to the battle and equipment rights. These players will be able to restrict some of the activity that can occur while under their oversight, impose taxes on other players, change tolls, and otherwise create a separate set of laws with which other players must observe. However, BLG represents voting rights, not dictatorial owner. In this regard, it will like require multiple players to collaborate on these rules, fines, fees, tolls, etc... lest they be superseded by a more powerful group of players. Decentralized Autonomous Corporations would do well to take advantage of this tool.

- Network: Binance Smart Chain - Name:

- - Total supply: Unlimited
- - Usecase: Market in-game, Quest, Training, Tournament

- Tokens in real world:

VNT: Governance token

- - VNT is a governance token, with applications in directing real world economic policy. Externally, control of DOH will enable the gaming community to influence decision making of the DOH development team. This will follow a period of centralization of decision making, likely 2-3 years of game development and balance. At the conclusion of the centralized period, holders will be able to influence game economics, asset release schedules, game direction, and will otherwise provide some degree of ownership in development decision making.
- - Use Case:
 - + Staking for farm VNT/BNB
 - + Staking for NFTs
 - + Payment on Marketplace

- Faction governance sets faction wide targets, like the following:

- Occupy
- Hold
- Build
- Control

Their targets require staking VNT and a passed vote, and the slots are limited. Each target generates faction wide bonuses in the target region.

Faction governance unlocks mega-projects as well. After a project is completed, they enable new types of airdrop and/or missions for the

4.4 Tokens Distribution:

Total Supply: 1.000.000.000 tokens

4.5. Tokenomics:

Round	Percent	Vesting
Seed Round	1%	6 months vesting, 15% TGE unlock with a given rate in each month
Community Private Round	1.6%	6 months vesting, 25% TGE unlock with a given rate in each month
IDO	0.4%	

Develop	5%	24 months vesting, unlock with a given rate in each month
Fund	5%	24 months vesting ,unlock with a given rate in each month
Advisor	5%	24 months vesting ,unlock with a given rate in each month
Marketing	10%	12 months vesting, unlock with a given rate in each month
Ecosystem	72%	LP Liquidity, mining 60 months

4.6. Asset destruction and Deflationary Mechanics:

An innovative aspect of DOH is the multi-tiered engagement zones. This mechanic enables players to engage in riskier activity, with the allure of greater rewards. Those players brave explore the deepest regions of landscape provided by NPC-populated zones. The equivalent to playing for Golden Map, or Play for Swords as it has been coined by the team.

Through seamless smart contract asset assignment, players entering these zones put their powers and skills on the land. A loss of a warrior leads will claim permanent destruction (burn) of said NFT. The victor in these engagements will claim spoils of the battle in the form of salvaged NFTs, however, at only a fractional random share of what was destroyed.

Further, certain farmed materials are non-permanent, and will be destroyed as they are consumed for us, materials used in construction (reduced return when deconstructing an item for material recapture), items, equipments, etec...

Finally, covered in greater detail later, the DOH development team is also committed to a token repurchased and burn program, based on both traditional revenues and in-game revenues.

4.7. NFTs release:

Characters, Equipments, Components

Every DOH item is a NFT recorded on the blockchain. This means that the origin of each item can be back-tracked to its creation event and, as such, every item used in-

game is “ unfakeable “. NFTs can be purchased within Ancient Kingdom using VNT or on secondary marketplaces using other supported currencies.

New NFT assets will be released periodically by the game developer with careful consideration surrounding the inflationary impact of release. Analysis of current demands for assets by the new players, growth in user-adoption, asset availability on NFT Marketplaces, and the natural deflation of assets resulting from high-risk zone engagements will be conducted prior to the release of a new tranche of assets. All efforts will be undertaken to reduce negative impacts to players and asset holders resulting from these future sales.

Particular emphasis will be placed on assets released in earlier versions with power bonuses or otherwise unique benefits bestowed upon them.

4.8. NFT Marketplace:

The DOH Marketplace connects all players in game to buy and sell all assets types and post item listings for paid, in-game quests. The majority of assets traded on the Marketplace will be earned doing in-game quests, or equipments, NFT characters in-game. However, it is also a place to list assets purchased from the Private Sale and concept sale. Other players will place bid offers or settle immediately for the price limit. Due to the permanent loss during normal economic activity, all assets are considered deflationary. This deflationary, asset-burning mechanic ensures that assets are unique and of finite supply unlike traditional online games.

DOH will utilize NFTs for the following:

- • Reflecting characters
- • Recording item’s specific, like weapon hit-points, armor class, skill boots, special bonuses, etc.
- • Recording items rarity, i.e., its value is based on statistical probability of item airdrop or value components used to craft the item

DOH items can be either airdropped (i.e. acquired via completing quests/ exploration mission/ map/boss/ P2P or P2E battle/) or crafted (by combining necessary resources). Any DOH item can also be improved to increase its rarity.

4.9. Tokens burn:

The minting and burning of VNT will be purely based on game user-base growth and adoption. The DOH supply and price will be kept on a level to maintain reasonable

in-game asset pricing internally and optimize the entry level for new users, while allowing for appreciation externally.

In addition to contributing towards the NFTs burn, the DOH development team will also participate in a token acquisition and burn mechanism. These purchases will occur on the same open-market DEXs for which all players have access. VNT repurchased will come from gross company revenues, and will create in circulating supply

4.10. Game Economics:

4.10.1. Training

Trainers experiment and produce new innovative goods to sustain and improve characters. Training is the exercise of finding the most efficient and novel ways to use farmer resources to create goods that can be utilized within the game.

DOH will create the initial (and growing) list of crafting recipes for natural resources, and how they become new goods. Trainers can either consume/utilize their built composite resources and structures, collect compensation from their faction for exchanging them, or sell them in the game marketplace for DOH. In addition, a player can also increase their skills-which will lead to unlocking new recipes-and ascending tiers of crafting.

Trainers roles within the game include: Research and Development, and Production.

Research and Development

R&D is akin to crafting or alchemy, where players experiment with different combinations

of refined and raw materials in order to produce new skills.

- • Initial Cost: Crafting rig costs fixed BLG
- • Maintenance Costs: Acquisition of raw and refined materials, pending the experiment,

and an BLG gas fee per learn.

- • Yield: New skill that grants advantages in mining, skill, combat and expedition.
- • Perks: Learning speed and improved recipe efficiency/potency

Production:

These trainers are responsible for the production and maintenance of skill at scale.

- • Initial costs: Production Rigs (fixed BLG), and recipes.
- • Maintenance Costs: Acquisition of raw and refined materials per recipe, and an BLG gas

fee per learn.

- • Yield: Deployable skill
- • Earned Perks: Crafting speed and reduce waste

Exploring

Explorers depend on trainers to de-risk their expeditions and earn new opportunities to

hunt new monsters and map. Exploration is one of most complex and aspirational activities in the game. Explorers utilize equipment and competitive skill to increase the efficiency and safety as an initial investment for well-endowed users on a selective or limited basis.

Explorers are the “ hunters “ of this hunter-gatherer society, charged with bringing back materials for miners to potentially reproduce, or for trainers to learn new items. These new materials can either be utilized to gain additional competitive advantage or sold for BLG.

Explorers can also improve their skills, which can lead to advantages, such as:

- • Reduce characters damage while exploring.
- • Increased efficiency in mining rare materials.

4.10.2. Fighting

Trainers depend on levels to gain advantages in combat. Fighting is required to capture loot-which can come in the form of resources and equipment goods from other players-and expand the boundaries of control of your faction. A player can buy-in to enter into scheduled matches or tournaments or attack the outer reaches of map. The rewards increase the further into outer map one goes, but so does the risk and the cost of losing.

Trainers earn BLG and resources from the salvage of fallen opponents from winning matches. They can use them to either repair equipment or reinvest into new skills/production or farming. Trainers can improve their levels, skills, which lead to increased damage outputs bonuses and defenses.

Fighting roles include

Executive Roles

Executives roles are responsible for ordering the Combat Roles to carry out actions.

- • Initial Cost: Weapons and trainers
- • Maintenance Cost: Currency in-game and repairs
- • Yield: Bounty from raiding the losing equipment
- • Perks: Accuracy and critical hit rates

Combat Roles

Combat roles are responsible for fighting and carrying out the actions instructed by the Executive Roles.

- Initial Cost: Weapons and trainers
 - • Maintenance Cost: Component items and NPCs
 - • Yield: Bounty in the form of BLG and resources
 - • Perks: Accuracy, critical hit rates

In the special case of Stage PVP fighting, trainers and their players may risk losing all of the assets they deployed or brought on the expedition into Stage PVP, however, the reward is bountiful.

Siege Battle

Siege Battle roles: Players from different clan factions join the siege battle map, together with support gunners to dominate and govern the siege map

- • Initial Cost: Weapons and trainers
- • Maintenance Cost: Component items and NPCs
- • Yield: Bounty in the form of BLG and resources
- • Perks: Accuracy, critical hit rates

5. Development Tools

Unreal engine 5

Cutting edge continuous illustrations innovation include: Nanite for film quality models, Lumen for constant worldwide brightening, the Chaos material science motor, and the Niagara particles framework.

Nanite

With the arrival of Nanite innovation by means of Unreal Engine 5 out of 2021, customary resource creating pipelines become advanced and the visual quality is significantly improved. Nanite permits boundless polygon counts for select articles. Without ongoing polygon

spending plan requirements, ACDOM's visual loyalty rivals pre-delivered PC created symbolism.

Lumen

Lumen will permit undeniably more credible and dynamic conditions as the lighting doesn't need faked upgrades with physically positioned lighting.

Chaos

Chaos gives the game an enhanced physical science layout for destructible lattices and conceivable vehicle rigs.

Niagara

Niagara improves customary molecule frameworks with completely uncovered blueprinting for the craftsmen and effectively carries out high level shading language(HLSL).

8. Post-live Growth - Long-term vision

Borderless Universe Zones with Multiple Blockchains

BSC platform contributes strongly to a seamless and enjoyable experience and creates a competitive advantage for DOH and The vision will open the door to bigger, more critical uses of metaverse both geographically, and cross-protocol in global digital infrastructure, bringing forth the true promises of the core technology that players to explore newly emerging regions of space, and store assets on various chains, all while connected all-in-one game experience.

Player-Created Content

Modkit-driven or Steam Workshop that integrates better together with Unreal Engine, Players can create their own content which is compatible with Star Atlas' content format. The content is assigned to NFT values that will be converted to physically represented asset data on the blockchain. DOH makes an effort to provide buyers with an advantage in terms of mining yields, trading yields, and even automation of equipment based on the efficiency algorithms in the marketplace. These algorithms are developed by content creation.

In time, scalability permits access to entire adjunct universes created by external teams and alternative blockchain protocols.

Complete discovery mission to Universe Orbit

DOH takes NFT to the next level of innovation and leverages DOH' blockchain power to give gamers computer processing power for initiatives similar to SkyHub.org in the search for UFOs. It also offers strong performance for the data process to stand out from the segmentation and attract the attention of players who are interested in discovering the universe in the real world. In other words, Players can satisfy their universe exploration desire in the truly realistic game.

9. Conclusion

With the help of decentralized financial technologies, DOH has successfully integrated similarly bold and innovative state-of-the-art blockchain, real-time graphics, multiplayer video games. We build upon our shared accomplishments, and leverage years of close technical collaboration to help players stake assets with real-world value to grow their corporate empires, discover unique and distant alien worlds, battle in high-stakes combat and shape the game's features and future with earned political influence. DOH finds better approaches to draw in players through cinema-quality graphical technology utilizing Unreal Engine 5, players are starting to grasp new advancements that they can make a profit, earn rewards, and have a lot of fun doing it. DOH team will build upon our shared accomplishments, and leverage years of close technical collaboration to break the basic concept in the game industry. In doing so, we will lay the groundwork for human exploration to present a unique opportunity for the future of finance, video games, entertainment, real-world professions, and blockchain.