

ORIGINAL PROPOSAL:

[AIP-365: PKing - 3D MOBA mobile game: YugaNFT+ApeCoin as game currency](#)[Rejected AIPs

](/c/final-aips/rejected-aips/25)

PROPOSAL NAME: PKing - 3D MOBA mobile game: YugaNFT+ApeCoin as game currency PROPOSAL CATEGORY: Ecosystem Fund Allocation TEAM DESCRIPTION: The PKing team is composed of a group of professionals who love games and blockchain technology. Our team members have extensive experience in game and web3 project development, and have participated in the development and promotion of multiple successful projects. Corporate entity: Coplayer Limited Core team member:

Beason: Co-founder Woody: Co-found...

RESUBMISSION UPDATES:

Add airdrop and liquidity plan.

Update blockchain to ApeChain.

Increases the grant request by 10,000 \$APE, to 40,000 ApeCoin total.

PROPOSAL NAME:

PKing - 3D MOBA social game: APE holders change the world through gaming

PROPOSAL CATEGORY:

Ecosystem Fund Allocation

TEAM DESCRIPTION:

The PKing team is composed of a group of professionals who love games and blockchain technology. Our team members have extensive experience in game and web3 project development, and have participated in the development and promotion of multiple successful projects.

Core team member:

- Beason: Co-founder

Serial entrepreneur and game producer with over a decade of experience, leading the development of several blockbuster game products.

- Woody: Co-founder

Formerly worked at EOS Game product manager, leading the development of various DeFi, NFT, and GameFi DApp products.

- Ken: Core developer

Formerly served as the technical lead in a startup company and the main program designer for Perfect World's 3A Game server.

- Bert: Core developer

Previously worked as the lead Unity programmer for multiple projects at Perfect World 3A Game.

- Stanley: Community Mgr

Responsible for expanding international markets, proficient in brand promotion and community Manager.

ABSTRACT:

PKing is a MOBA 3D pixel racing metaverse enlightenment game created for Meebits&Ape. Players can transform Meebits into PKing racers, DIY their own cars, and compete with global players online in a thrilling racing collision game. Explore the fun of character growth. The background of the game is set in the mysterious metaverse where humans, aliens and AI coexist after the Third World War. We will provide players with an immersive and fantasy metaverse experience. The PKing game will adopt both F2P and B2P modes to ensure that every player can participate. Through the game, we can enlighten the genes of the human metaverse and start the Genesis War.

Game screenshots

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image

1041×591 77.7 KB

](https://global.discourse-cdn.com/apecoin/original/2X/0/090f9723d2e742a312cb8925f614054a31970753.jpeg)

Metaverse Game, Meebs Racer, Ape Coin!

[Meebits game.Meebs racer](#)

BENEFIT TO APECOIN ECOSYSTEM:

ApeCoin's current influence is mainly concentrated on the Web3 user group, and Web2 has a huge incremental market waiting to be developed. By promoting APE through PKing, we can quickly cover APE's brand awareness to a large number of traditional game user groups, and Further expand APE's influence in Asia. Through PKing games, APE tokens will be widely used. Usage scenarios include purchasing limited game props, vehicle upgrades, skill enhancements, etc.

Increase APE influence and usage scenarios through games

Increase APE currency holders through games

APE Become a deflationary token through games

APE and YugaNFT IP derivatives development through games

Buy back APE and BAYC, MAYC, Punks, and Meebits through game revenue

Enhance APE,YugaNFT holders joyment (Exclusive props, member rights, airdrops)

KEY TERMS

MOBA

: Multiplayer Online Battle Arena.

N APE

: N APE is the transfer of ApeCoin to the liquidity pool in multiples of 1,000.

F2P

: Free-To-Play.

B2P

: Buy-To-Play.

KOL

: Key Opinion Leader.

DIY Racing

: Custom game assets and programmable NFTs.

MPC

: Wallet type (Multi-Part Computation wallets), Mirrorworld is our partner in providing MPC Web3 wallet.

Player DID Badge System (ApesID)

: Players can claim ENS subdomain, ie. USERNAME.apesid.eth

HIGHLIGHTS OF PKING GAME

Low entry threshold: Web2 social account + privatekeyless wallet login, easy access for both web2 and web3 users, simple and user-friendly operation

Classic pixel art style: 3D pixel game style, recalling the golden age of classic pixel games

Multiplayer online competition: quickly match global players, fun and exciting to meet the needs of multiplayer social entertainment

DIY racing: free DIY racing, custom game assets and programmable NFT, inspiring unlimited imagination

Immersive destruction: Vehicle collisions randomly destroy scenes and unleash your destructive nature.

Rich events: team competitions, individual competitions, and e-sports leagues to meet different entertainment needs

Exploring Gene Ownership: Story-driven game development, exploring human ownership of genes

Metaverse Culture: Creating game peripheral art, the joint novel "Edge's End" with Metaverse enlightenment books was released simultaneously, Metaverse culture drives market growth

Meebits Co-creation Program

Allows Meebits holders to commission PKing to produce Meebs racers and put them on the DIY mall for rent, creating a fusion of Meebits and Web3 games and a 9th art experience.

Token Economy

- PK: PKing Token

Total issuance: 21 Million, token contract is not deployed

Distribution: Play to earn 90%, Initial liquidity 1%, Team/Ecosystem/Fund 9%

Design: Deflationary Governance token

Purpose: Participate in platform decision-making and governance, Discuss proposal on Discord and Voting on Snapshot by PK token.

- APE Coin

Utility tokens used in the APE ecosystem

Design: Deflationary in-game utility token

Purpose: Purchase limited game props, vehicle upgrades, skill enhancements

- Car&NFT

The sales limit for each racing car is 1000 units, and the parts assembly limit is 1000 units.

The multi-signature wallet would retain ownership of the BAYC, MAYC, Punks, and Meebits obtained through the buyback program and governed by the PK token.

Business model

- Source of income:

a. Sales of game props

b. Match ticket sales

c. Vehicle skill upgrade

d. Development of game derivatives

- Income distribution

a. USDT income: PK-team 40%, DAO treasury and prize pool 50%, repurchase 10%

b. APE income: PK-team 40%, DAO treasury and prize pool 50%, destruction 10%

c. PK income: PK-team 10%, DAO treasury and prize pool 70%, destruction 20%

d. Legal currency income: PK-team 100%

Airdrop and Liquidity

- Airdrop for lucky holders

Each season, 5 lucky holders will be randomly selected from BAYC, MAYC, MeeBits, Mocaverse holding addresses, and APE pledge addresses to share 1% of the game's USDT income equally.

- Airdrop for lucky builders

Each season, 5 lucky builders will be randomly selected from the AIP voting address, Meebits co-creation address, Mocaverse co-creation address, PK initial liquidity address, and KOL promotion address to share 1% of the game's USDT income equally.

- Airdrop for lucky players

Every season, 10 lucky players are randomly selected from all player addresses and share 1% of the game's USDT income equally.

- PK genesis airdrop

AIP voting address, Meebits co-creation address, Mocaverse co-creation address, and PK initial liquidity address will receive PK genesis airdrops.

- PK initial liquidity plan

Transfer 1000*N APE to multi-signature wallet address to participate in the PK initial liquidity plan. Transfer amount must be an integral multiple of 1000, 1N APE = 1000 ApeCoin. The top 100 transfer addresses will receive PK LP token based on the proportion of the transferred APE, and the LP will be locked for a season, all transferred APE will be used to increase PK/APE liquidity ;

PLATFORMS & TECHNOLOGIES:

- Blockchain: ApeChain
- Dev language: Unity&dotNet
- Game environment: Android & iOS mobile phone
- Asset security: MirrorWorld + [Delegate.xyz](https://delegate.xyz)
- Safe Multi-sign wallet: 2/3, 1 PK-team, 1 Apecoin DAO member + 1 TBD
- Game Type: Basic would be Free-to-Play, advanced would be Buy-to-Play, and Yuga NFT holders would have access to exclusive gameplay.

STEPS TO IMPLEMENT & TIMELINE:

- Steps :
 - As of 2023, 500K USD has been invested in game development
 - Debugging the public test program for Android phones and Apple phones
 - Design customized game props and elements with themes such as Ape
 - Find and negotiate with game anchors and potential game player communities
 - Develop new game promotion channels and strategies
 - Initial grant payment 20k APE, Public test version 10k APE, Public beta version 10k APE
- Timeline :

Q2 2023: Game development startup

Q4 2023: Internal beta version—Meebits Co-Creation, ApeFest HK testing

Q1 2024: Public testing version—Player vs Player, Player vs AI

Q2 2024: Public beta version—World Championship, Player DID Badge System (ApesID)

Q3 2024: Version 0.8—Camps battle

Q4 2025: Version 0.9 - Integrate with Otherside and Mocaverse

Q1 2025: Version 1.0 - War of Genesis beta

OVERALL COST:

Proposal application amount

Total Ecosystem Grants: 40,000APE

Usage of funds (after approval of proposal)

- Marketing expenses 10,000 APE: cooperation with well-known KOLs, community, Media cooperation, various user growth and retention strategies
- Competition bonus pool 10,000 APE: launch a variety of event activities and reward programs to achieve user growth and retention
- R&D expenses 20,000 APE: design and development of Ape&YugaNFT themed game props,integrate with ApeChain and security audit.

Appendix:

Related Links:

Website: <http://www.pking.games/>

Twitter: <https://twitter.com/PKingGames>

Youtube: https://www.youtube.com/@PKing_Games

Bored Ape Gazette's Q&A: <https://www.theboredapegazette.com/post/q-a-this-aip-wants-to-bring-a-battle-royale-meets-bumper-cart-game-to-the-ape-ecosystem>

Business Partner:

Our partnerships include ThreeDAO, MeebitsDAO, VIP3, BeezTrip, Portus, Naga, MirrorWorld, CrossSpace, Element, ENSsubname etc. These partners will provide support and promotion for our projects.

Game pre-alpha testing event in ApeFest HK:

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