

KINGDOM OF DWARVES

About :

Kingdom of Dwarves ☐

Kingdom of Dwarves is Every dwarves is a quirky, quirky warrior created by an Emmy and Academy Award-winning artist with a portfolio of work including Game of Thrones, Westworld, and Gears of War.

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- c) you acknowledge, understand and agree that KOD may have no value, there is no guarantee or representation of value or liquidity for KOD, and KOD is not an investment product nor is it intended for any speculative investment whatsoever.
- d) none of the Company, the Distributor, their respective affiliates, and/or the Kingdom Of Dwarves team members shall be responsible for or liable for the value of KOD, the transferability and/or liquidity of KOD and/or the availability of any market for KOD through third parties or otherwise; and

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KOD Token: KOD is a functional multi-utility token which will be used as the medium of exchange between participants on Kingdom Of Dwarves in a decentralised manner. The goal of introducing KOD is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on Kingdom Of Dwarves without any intermediaries such as centralised third party entity/institution/credit. It is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as

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Further, KOD provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on Kingdom Of Dwarves, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. KOD is an

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integral and indispensable part of Kingdom Of Dwarves, because without KOD, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on Kingdom Of Dwarves. Given that additional KOD will be awarded to a user based only on its actual usage, activity and efforts made on Kingdom Of Dwarves and/or proportionate to the frequency and volume of transactions, users of Kingdom Of Dwarves and/or holders of KOD which did not actively participate will not receive any KOD incentives.

KOD are designed to be utilised, and that is the goal of the KOD distribution. In particular, it is highlighted that KOD:

- a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);
- b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

- c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to Kingdom Of Dwarves , the Company, the Distributor and/or their service providers;
- d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss
- e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt

instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

- f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and
- g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

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Informational purposes only: The information set out herein is only conceptual, and describes the future development goals for Kingdom Of Dwarves to be developed. In particular, the project roadmap in the Token Documentation is being shared in order to outline some of the plans of the Kingdom Of Dwarves team, and is provided solely for INFORMATIONAL PURPOSES and does not constitute any binding commitment. Please do not rely on this information in deciding whether to participate in the token distribution because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, the Distributor or their respective affiliates, and is subject to change. Further, the Token Documentation or the Website may be amended or replaced from time to time. There are no obligations to update the Token Documentation or the Website, or to provide recipients with access to any information beyond what is provided herein.

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1.BACKGROUND

Traditional game industry has been through several revolutions over the past decades. Console game, PC game and mobile game have eventually become the three major game formats in the current industry. Ample game modes and innovative gameplays are undoubtedly Gospels for players. However, there are still irresolvable problems in the sense of traditional games, like the following,

1. Depreciation of inputs. Due to constant upgrading, in-game inflation and random release of props, player's inputs will ultimately depreciate.
2. Crisis of confidence. Various teams from large to small publish coarse and bungling games, make random changes to game mechanisms and open and close their servers irregularly, which makes it much harder for the game agencies to gain the trust of already goaded players.
3. Difficulties of transnational launches. In general, if a traditional game plans to enter another country's market, the game has to satisfy the regulations of another country.

Secondly, the game has to adapt to the local payment system, so that players are able to spend on the game. Next, if the game intends to enter the foreign market rapidly and to obtain more local resources and traffic, the game has to find a reliable local agency. Finally, if the game wants to attract players to consume more, it has to spend more time and resources to localize. With layers of obstacles, it undoubtedly creates severe difficulties for traditional game to launch transnationally let alone globalization.

In addition, traditional servers are occasionally attacked by hackers, which creates losses for players whose demand and interest are constantly neglected by agencies. Besides, the risk of human operational error also exists. Hence, it is extremely tough for traditional game to overcome all these obstructions.

In 2009, Satoshi Nakamoto first presented the concept of Bitcoin. Using the whole P2P network of nodes to form a distributed database system that is used to acknowledge and record all transactional behaviors, and at the same time Bitcoin uses the design of cryptology to ensure the security of currency circulation. Moreover, the total amount of Bitcoins released will not exceed the limit of 2,100 million.

With the emergence of blockchain technology and token economy, many practitioners find approaches to resolve the obstructions presented in traditional games. They expect to use blockchain so that the game developers/publishers and players are no longer at opposite sides. Through an open and transparent technology underlying, an open sourced coding environment and an agreed consensus over perception and mechanism, players and developers can manage and run the game together and concurrently benefit from the game.

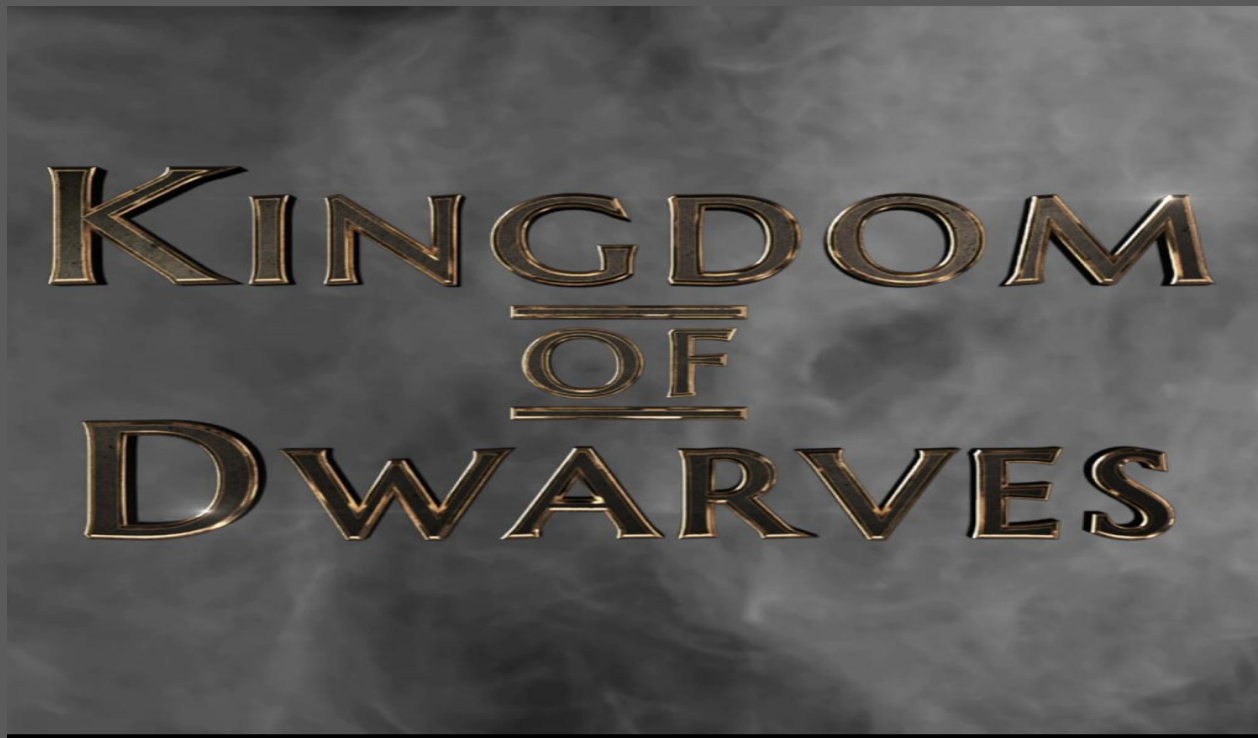
This type of new game needs no renowned agencies, requires no convoluted localization, and has no constraints in payment methods, but holds a straightforward mechanism and high acceptability, which can rapidly spread over the internet to make globalization a possibility.

Based on above factors, Kingdom of Dwarves was born. As practitioners in applying blockchain technology into games, the developing team of Kingdom of Dwarves administers the ideology of token economy in every stage of the game and will continue to practice it in the process of operation

2. PRODUCT INTRODUCTION

2.1 Game Profile

Kingdom of Dwarves is an NFT (Non-Fungible Token) strategy war game in the block chain. Players could collect heroes, complete tasks, complete challenges/quests, participate in the war and establish their personal game kingdom through social networking and territory development. The overall ecosystem in the game is designed based on the Jaringan Binance smart chain. It on one hand enhances the fun of the game, and on the other hand enables all players to earn by various tokens or rewards simply by playing the game.



2.2 Terminology Definition

Hero Kingdom Of Dwarves : It is the core NFT in Kingdom of Dwarves. Heroes have 7 classes and various rarities, with every hero being an independent NFT. In the later editions, more classes 11 / 24 would be introduced to bring greater fun to the game. The consumption of the same heroes with different quantities could upgrade the star-level of heroes.

Land: It is an NFT in Kingdom of Dwarves. Land is the prerequisite for hero recruitment. It has multiple attributes which would affect the attributes of recruited heroes.

KOD: It is core token of Kingdom of Dwarves and used for value transfer and community governance.

KOD: It is the functional token, being used for all kinds of consumption and rewards in the game.

Battle damage: In the war, there is certain possibility for the combatant heroes of defeated party to trigger battle damage. When the battle damage is activated, if the heroes are in the protection phase, they would be exempted from the penalty of

battle damage; if they are beyond the protection phase, they would be destroyed directly. The system would return KOD to such players with destroyed heroes in accordance with KingsLanding Protocol.

Bottoming: As regulated by KingsLanding Protocol, when players recruit new heroes, they shall pay a certain amount of KOD to the Protocol, through a process called "bottoming".

Reputation: It is the consumable resources that could only be attained by participating in the PVP combat, being used to control the growth speed of hero number in Kingdom of Dwarves and the output of scarce heroes. The moment when the Reputation is acquired, it would be bound to the combatant heroes

2.3 Game Features

Good liquidity and high asset stability

There are 4 kinds of assets in the game. All assets are compatible with third-party marketplaces for circulation. GameFi score system generates rewards for game participation. The game ecosystem is designed based on the GameFi value system.

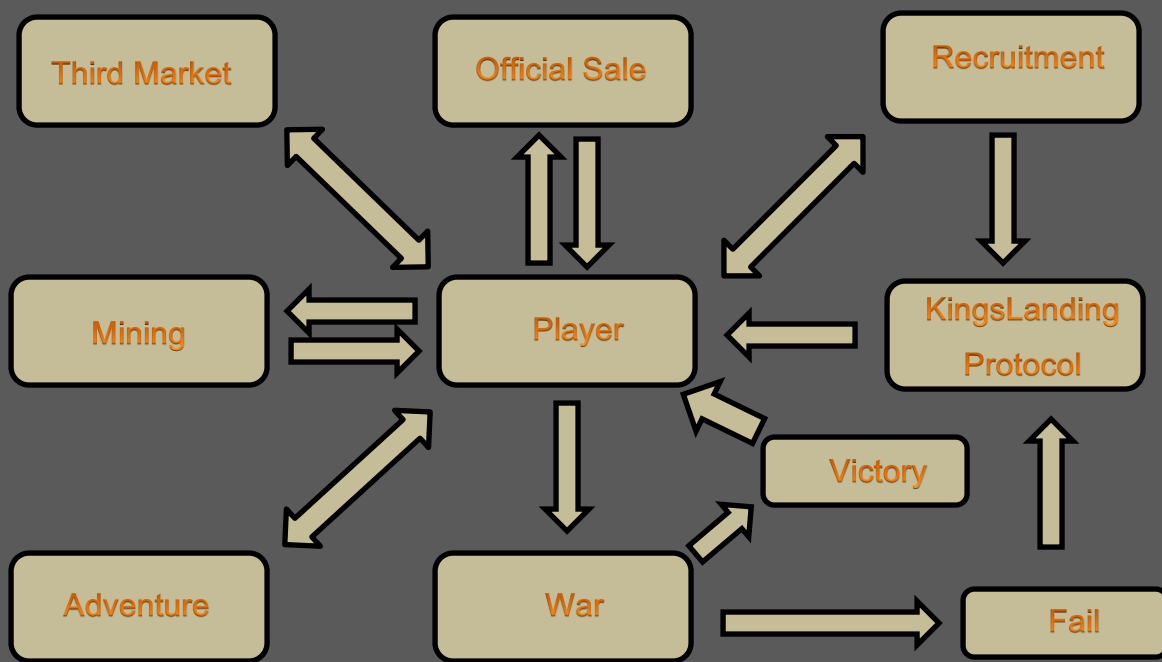
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Player enjoy ownership and the right to dispose of all assets in the game and they can Earn rewards by participating in games and through value exchange. New hero recruitment mechanism ensures NFT asset value 12/24 In Kingdom of Dwarves, recruiting heroes requires KOD used in bottoming as well as a hero with quite a reputation. The rarity of new recruited heroes is related to rarity of heroes used for recruitment, which controls the output of high rarity heroes effectively. Meanwhile, the existence of KingsLanding Protocol guarantee the NFT value obtained by players is better and avoids losses generated by inflation. War gameplay shows low threshold, great fun and strong guarantee One can register to participate in the war gameplay as long as he has a hero, but he should get more awards to produce better results. Therefore, player have to give full play to the mutual limitations of different classes and vocational skills heroes to win the war through clever troop arrangement. War proceeds are deducted in a chain based on smart contracts for ensure that every war is open, fair and safe.

3. GAME MECHANICS

.3.1 Introduction to Gameplay

Kingdom Of Dwarves game assets can be freely circulated on third-party marketplaces. Players can buy heroes and land through official channels outside the game or exchanging assets through third-party marketplaces. After entering the game Kingdom Of Dwarves, players can complete daily tasks, participate in challenges in adventure and war gameplay, bet to access exclusive content, and get a chance to download rich game resources like Kingdom Of Dwarves heroes. They can also get new heroes through hero recruitment.



3.2 Betting

Kingdom of Dwarves runs a staking process, so for Play-to-Earn users or access certain exclusive areas in the game, the user must stake the access token KOD for access rights. Depending on the number of KOD staked, the user will be able to access more and more restricted content/game areas, which they can explore to obtain certain items for in-game consumption or trade with other players.

3.3 Daily Gameplay

The game unlocks daily quests, adventure challenges and several other daily game. Players who have 3 or more Kingdom of Dwarves Avatars can participate. And the player who participate in daily tasks can get appropriate rewards by completing the behavior required by the task. That adventure challenges require the user to pass the appropriate level and have energy to get rewarded. The reward for passing levels is the Kingdom Of Dwarves experience

3.4 Hero Gameplay

Hero recruitment

After opening the hero recruitment gameplay, players can recruit new players free heroes in the game. Heroes can be used to increase the strength of their team, and can also be used to recruit new heroes after gaining enough reputation, or to sell them through exchange. New recruited heroes must meet the following conditions: Players must own their territory. Have at least one hero with enough reputation. When recruiting heroes, players must designate heroes to use for recruit new heroes. New heroes can be recruited through consumption reputation of the chosen hero, a number of Avatar Kingdom of Dwarves .

3.5 War Gameplay

War gameplay is the core PVP combat gameplay of Kingdom of Dwarves as well as the only channel to get the reputation of a Kingdom Of Dwarves hero in the game. Besides that reputation, participation in the war can win a large number of KOD, NFT Hero Kingdom Of Dwarves and several other resources. Wars start based on the seasons, and users will challenge each other's new battlegrounds season. During the

battlefield opening period, real-time matching is carried out exit, and other users play against each other, and the corresponding medals can be earned by winning battles. After the battlefield closed, the final season Prizes will be awarded according to the medal ranking of all participating users. In each war, the user can only send a group of teams to participate in the war. Users can reformulate teams on the field in the formation interface. When forming a team, users can customize their heroes and position based on Characteristics of the heroes they have in the 9*9 grid occupancy for download a higher win rate. Each team can play up to 7 heroes. After the end of each war, the user's reward will be settled according to the the user's current medal count, this war's victories, and the user's energy. That the losing side can inflict battle damage.

4. FUTURE PLAN

Undeniably, blockchain bears the mechanics of the digital asset economy which has a uniform payment method (a token developed based on blockchain technology can be traded and bartered on multiple exchanges without the need connected to multiple payment channels), open source and transparent basis technology without human intervention outside the code rules. This mechanism will eventually become a favorable carrier through which the game developers, agencies, and gamers can coexist in harmony, and together they manage, maintain and optimize the game ecosystem. As for Kingdom Of Dwarves, we only created an operable base. This white paper on our website only describes the current development on the shareable game player. This is not a complete representation of our game, and there will be more unimaginable evolution with certainty. The evolutionary direction should not only formulated by developers, but also guided by players who the original owner of the game.

5. TOKEN DISTRIBUTION

