Three Kingdoms Battle

White-paper

Last updated: August 2021

Introduction

*"TKB - probably one of the few "minimal risk & maximum reward" project for the yea*r 2021"

Three Kingdoms Battle is a platform based on the BSC (Binance Smart Chain) which combines "Play to earn NFT games and pool rewards to all NFT cards holders".

Story background

Hundred of years of ago in ancient China, under Han dynasty era, from 220 to 280 AD, Han dynasty came to a downfall, the evil Dong Zhuo controls the emperor at the time. Three heroes arose from different part of the dynasty, fought together in different places for years, defeated Dong Zhuo, and forming the ever most famous era in China history, also named as " Three Kingdoms era".

During this era, three different camps, which are the strongest camps, was leaded separately by Cao Cao, Liu Bei, Sun Quan, fought against each other in this famous era, having thousands of battles all over China, rages millions of generals and soldiers, and fighting for every cities their eyes set on...

In TKB community, you get the chance to participate in this famous battle, and raise your own armies and battles against NPC or other real players world wide. What's more is while you are indulge yourself into this "heart beating" era, you can also get tons of passive income, either by farming, PVE or PVP.

TKB gameplay & model

Players can purchase hero boxes from the Merchant store to receive generals in the form of NFT cards which can be deployed into farms to earn rewards.

Battles between players and the evil Dong Zhuo will be available to earn even more rewards, special NFT cards and weapons.

At the same time, there are different types of daily and weekly events for the players to participate, generate "nice looking" passive income, and create more excitement for the players.

Thus, the basic model of TKB is through story background of the Three Kingdom era, players use $TKB in order to purchase hero boxes to generate various NFT cards, then NFT cards on the other hand, generate passive income for the players on a daily basis, so the players are actually investing in the game, and while they are playing the game in their free time, the game pays high interests back to the players. When the player doesn't want to play the game anymore, he/she can decide to sell the NFT cards away for $TKB, which is similar like taking back your original investment fund from the game.

Battle PVE (farming)- Pool rewards sharing

1. All players can participate in this battle zone according to their generals grade.

2. The pools are open for 7 days for players to deposit their NFT cards into different pools grade.

3. The deposit time do not affect the final rewards for players, only the numbers of generals deposit and the level of generals with effect.

4. There's no limit to the number of NFT cards a player can deposit into each respective pool grade.

5. The pool will close when timer reach 0, and rewards will be calculate based on total generals in the battle zone.

6. Total pool rewards/total generals (*6 grades, general levels will be use to calculate the share portion of each general*)

7. Generals can be level up during this period, increase 1 level per day, max level is 7.

Calculation of the pool

Number of generals * C   x level x 50 = n%

Number of generals * B   x level x 65 = n%

Number of generals * A   x level x 85 = n%

Number of generals * S   x level x 280 = n%

Number of generals * SR   x level x 350 = n%

Number of generals * SSR   x level x 800= n%

"PS: total awards / your hero % in the pool = final shares you gets"

How does the game generates income

First of all, you need to use $TKB to purchase hero boxes from the merchant shop, and you will have the chance to obtain NFT general cards from grade C to grade SSR, the higher grade is, the better the return, and of course at the same time, the higher grade it is, the harder it is to get.

After you obtain your hero, you can choose to PVE, or PVP, or maybe you are lazy, just "deploy" your heroes to farm, and by this action, it will generate passive income as time passes. Also, there are daily and weekly events for the players to join, to generate huge amount of $TKB.

Players can deposit their NFT cards in the farms to earn daily rewards. Experience points will be added to the generals as time passes, so the players generals will have higher advantage in PVE or PVP events, while facing same grades of generals on the battlefield.

Also, NFT hero cards can be traded on the marketplace, so you can either try your luck for good grades cards and sell them for $TKB or you can collect more generals to participate in various events at the same time to generate huge massive income on a daily basis.

For marketplace, players can also obtain generals cards, weapons and other NFT cards via battles in the game, so which also means the more generals players have in their hand, the more events they can participate and eventually, higher chances of getting various types of NFT card which can be sold on marketplace to other players.

For the NFT general cards, there are four camps for the players to choose, apart from Wei, Shu,and Wu camps, there are one other camps which it will allow the players to obtain generals outside of the three main camps, and there are some other powerful SSR generals contains in it.

As for the the generals, there is a leveling system as well, higher level of general also will different from the lower level generals in terms of passive income, and the level are from level 1 to level 7 (MAX).

We will also develop more mini games in TKB, that benefit players with extra general cards. Every different contest requires different general cards at the same time, and with more mini games, players with more general cards can generate their maximum passive income, to prevent having any generals "resting in the account with nothing gained".

All rewards are base on the number of player's NFT cards, grade and level, thus it's fair and sustainable for the players.

TKB token information

Buy tax: 0% for buy transaction

Sell tax: 7% for sell transaction

"6% of reflections will be added to the marketing wallet

1% of reflections will be added to the community reward wallet"

Contract address: 0x3ef99822759a2192e7a82f64484e79e89cd90d52

Name: T K B T o k e n

Symbol: TKB

Decimals: 18

Network: Binance Smart Chain

Total issue: 100,000,000

Late development: 4%

Whitelist Pre-sales: 24.9%

Contest rewards: 4%

Project fees: 1%

Community rewards: 1.31%

Liquidity pool: 27.9%

Mining pool: 30%

Dxsale re-balancing: 6.39%

Dxsale fees: 0.49%

Road map

Phase 1 - August 2021

- Creation of the Three Kingdom Battles
- Token pre-sale
- Listing on PancakeSwap V2
- NFT shop launched
- First set of NFT cards launched
- Second set of NFT cards launched
- NFT marketplace launched
- NFT farming launched
- CMC and CG listing

Phase 2 - September 2021

- Launching of more characters from the era of Three Kingdom
- Marketing campaign via YouTube, Twitter and other Blockchain related sites
- Battle games fully launched, including various types of PVE and PVP battles
- More NFT cards various from generals to weapons and other games related equipment
- Upgrade the home site and other game design details for better visual experience
- Recruits more strategic partner and world wide to participate in the community and serve

Phase 3 - fourth quarter 2021

- Weekly community votes, to collect community user's interest, advises and other concerns
- Take the game to a whole new level by installing more functions and ideas, coming up soon
- Cross-chain is coming up soon
- CEX listing

Links:

Website: https://tkbgame.app

Telegram: t.me/TKBAPP

Twitter: https://twitter.com/tkbgame2021

Email: admin@tkbgame.app

Some of the pictures from the game

Generals:

"Cao Cao"   *"Dong Zhuo"*   *"Guan Yu"*   *"Lu Bu"*

Battle scenes:

Hero Boxes: (*Shu, Wei, Wu & Other camps)*