

THREE KINGDOMS BATTLE



"Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt"

- Sun Tzu, The Art of War -

WHITE PAPER

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PROJECT VISION

Three Kingdoms Battle is a project developed on the Binance Smart Chain following a play to earn model. The platform integrates NFT games and decentralized yield farm applications.

TKB aims to become a complex and exciting multi game features in an immersive open world for players to enjoy their free time and generate profits.

Based on the novel “Three Kingdoms” written by Luo GuanZhong and published in the second half of the sixteenth century, the story takes place in the Ancient China right after the Han Dynasty fall. A period known as the Three Kingdoms Era.

TEAM INFORMATION

The TKB team is group of a dozen people worldwide passionate about Ancient China History and specifically about the Three Kingdoms Era.

Built around **Jason**, our Head of Development, the team is composed of members, each of whom bringing his contribution and own competence.

To ensure trust and serious about our long term project, we also came through a KYC audit:

SolidProof



The team includes:

- Developers
- Designers
- Marketing agents
- Marketing planner
- Admins/Mods of our community



TOKEN INFORMATION

Global information

Contract address:
0x3ef99822759a2192e7a82f64484e79e89cd90d52
Name: TKB Token
Symbol: TKB
Decimals: 18
Network: Binance Smart Chain

How is the money from Box sales used?

To ensure the value of TKB tokens and of the NFTs, we came with an progressive and adaptive plan of distribution. The current distribution at this stage of development is shown below.

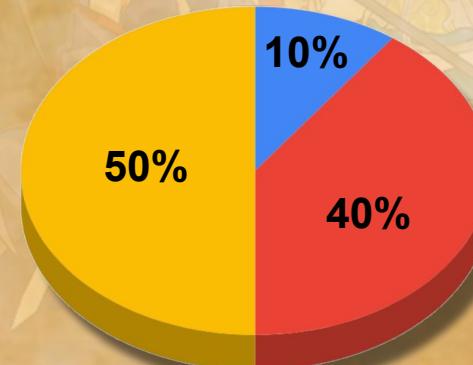
Fees Utility

Buying TKB: 0% tax fee

Selling TKB or NFT: 12% tax fees

Redistribution:

- buybacks
- rewards
- marketing

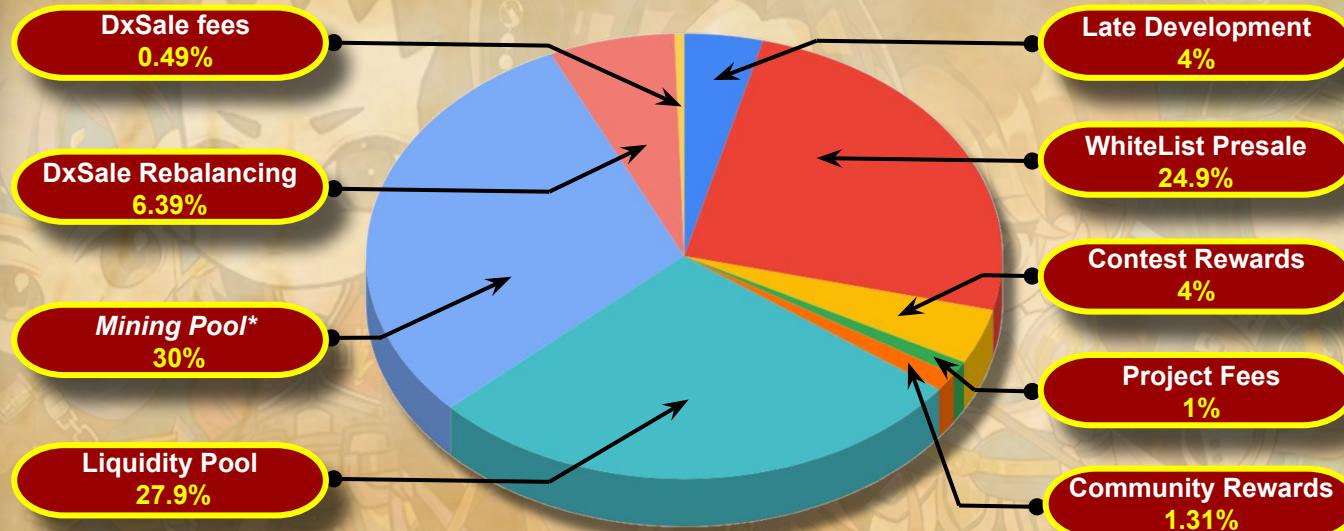


Players
Rewards

Team &
Development

Marketing
(at early stage)

SUPPLY DISTRIBUTION



Mining pool:

Initial circulation supply was set to 70 000 000 tokens. 30% of the total supply will slowly be released through the mining pool rewarding early comers to ensure a sustainable growth. Once the total and max supply of 100 000 000 tokens will be reached, no more token can be introduced.

ROADMAP

Disclaimer: As the project is still developing and strategy is subject to evolve, the roadmap may be adapted. We have to consider priorities following 3 main factors: Sustainability of the project, Preference of our investors and Attractivity of the game



August 2021

Phase 1

- 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
- CG listing
- CMC listing
- PvE launch

September - October 2021

Phase 2

- Fusion release with a new set of generals
- Marketing campaign (youtube, twitter, listing on play2earn sites, AMA on blockchain communities)
- PVB launch (beta)
- Merit Exchange
- Audit
- KYC
- Recruitment of worldwide strategic partners

ROADMAP

Phase 3

Fourth quarter of 2021 - First quarter of 2022

To add in the gameplay:

- Landlords feature
- Tavern feature
- PvP (first version feature)
- General inventory. Equipment including weapons, armors, mounts, jewellery.
- General seasonal skins
- Addition of attack, defense, health, wisdom parameters into the game.
- Forge feature (forging weapon, armors or jewels)
- Lucky draws from battles (weapons, mounts, gems) giving extra bonus to make every general unique
- More in-game contests to be hold, chances to get all above rewards and other “one-and-only” rewards.
- More Bosses will be added in for different occasions and purpose, so that the players can fully use their generals and other items to obtain a much higher passive income daily.
- More PVP in different events will be added, including camp vs camp, and others classic battles.
- Upgrade of market place where you can sell not just generals, but everything above will be included.
- A whole new world map included with all the cities and villages that actually took place in the era of the Three Kingdoms Battle.

ROADMAP

Phase 3

Fourth quarter of 2021 - First quarter of 2022

Outside of the gameplay:

- Website update
- You will be able to play our game and trade at the same time on your mobile phone, comes with web version and APP version
- Whole new graphic design will be upgraded with new animations of the generals and the game.
- Weekly events in our community to collect votes and ideas from the community members in order to upgrade the game
- CEX listing
- Marketing campaign at every step of development

THE STORY OF THE THREE KINGDOMS

After four hundreds years of undisputed dominance on the eastern asian continent, the Han Dynasty, also referred as the golden age of China, collapsed. A succession of weak and most of the time, too young emperors leaded by corrupted advisors and family conflicts disturbed the stability of their hegemony.

During this period, the imperial legitimacy was also thrown into confusion and turbulence by the Yellow Turban Rebellion, a peasant rebellion rising all over the country.

Taking the advantage of the disorder, the Warlord Dong Zhuo slowly increased his power by destroying Empire's institutions and gaining influence over regional regimes ruled by vassal warlords of the Han monarchy.

THE STORY OF THE THREE KINGDOMS

Despite efforts made by Yuan Shao and Cao Cao, two famous generals loyal to the crown to bring back order and stability by facing Dong Zhuo, the country slowly plunged into chaos.

A new era of war begins...

A period of conflicts where warlords fought each other, through three main forces, in order to rule all over the continent.

A period during which war rages...

A period during which generals became heroes...

A period known as the Three Kingdoms Battle...



Source: Timelapse Three kingdoms history from Wikipedia

WEI CAMP

Non-exhaustive list

Cao Cao

"The leader of Wei camp, was a high ranked general in the capital during the fall of Dong Zhuo. At this time, Cao Cao controlled the strongest and greatest number of soldiers and generals, exceeding the number of soldiers and generals from Shu and Wu camps. A strong and true ambitious hero in the era."

Guo Jia

"Right after Han dynasty fall, Guo Jia was under Yuan Shao's army. However he changed one's mind and went under Cao Cao. Swearing his loyalty to Cao Cao, he helped him to conquer the northern part of China. Guo Jia died at a young age of 38. After his death, Cao Cao claimed he was the best military advisor in the era."

Li Dian

"During the ending of the Three Kingdoms Battle, Li Dian was one of the key generals in Wei camp, saving a lot of Wei camp generals during several battles. Li Dian was a humble person back in the era, never fought for power nor money, and was obsessed with literature, behaving like a scholar more than a general."

Sima Yi

"One of the best military advisor in the era, Sima Yi helped one of Cao Cao's son, Cao Pi, to become the prince. At his time, he took part into several battles with Zhuge Liang, including the famous "Empty City Fraud". At the old age of 70 years old, he chose to rebel against Cao's empire, to overtake the throne in favor of his family."

SHU CAMP

Non-exhaustive list

Guan Yu

“Ranked second in the brotherhood with Liu Bei and Zhang Fei. Guan Yu was famous for his bravery and his legendary weapon. Before Zhu GeLiang arrival, Guan Yu was the advisor of the camp and the brotherhood. Well known for his knowledge and skills at war, also respected for his intelligence, Guan Yu was a true force to be reckoned with.”

Zhu GeLiang

“The military advisor for the Shu camp and without a doubt, Zhu GeLiang is also one of the top advisor throughout that era. He was famous due to many accurate forecast of the war, and eventually, brought victory to the Shu camp. In order to invite him to join the force, Liu Bei brought his two brothers to Zhu GeLiang’s door step three times. The third time Zhu GeLiang finally agreed.”

Zhang Fei

“The third in the brotherhood with Liu Bei and Guan Yu. Zhang Fei behaved just like his outlook. He had a bad temper but always tried to prove and show his skills.. He was a butcher before he joined the army with his brothers. However, his bravery is perfectly respectable comparatively to his old brothers. Surpassing Guan Yu from time to time.”

Liu Bei

“The leader of Shu camp, relative of the last emperor of Han Dynasty. Grew up in a village far away from the capital, and when the fall of Dong Zhuo starts, Liu Bei formed his own forces with Guan Yu and Zhang Fei: so called the famous three brothers of the time.”

WU CAMP

Non-exhaustive list

Lu Xun

"Lu Xun was both the military and political genius back during the days. He was at the very front of each battle, thus much respectful among Wu generals and soldiers. Together with Zhou Yu, they were the best partners in the era. While Zhou Yu developed battle plans Lu Xun was making sure the plan was followed scrupulously on the battlefield."

Zhou Yu

"One of the top military advisor in the era and the most powerful general in Wu camp apart from his leader, Sun Quan. Zhou Yu was both the right and the left arm of Sun Quan, and also seen as a very respectful person by the people of Wu camp.

Thereafter, Zhou Yu will be overshadowed by the genius of Zhu GeLiang ."

Sun Quan

"The leader of Wu camp, also the righteous owner of the southern part of China in the era. Sun Quan was the best of the three leaders in terms of justice all along his reign. In the Wu camp, the people got a better quality of life compared to the Shu and Wei kingdoms. However, when he became old, the decisions of the prince and new ruler of the Wu kingdoms weren't as smart as Sun Quan, and led to the downfall of Wu empire. "

Sun Shang Xiang

"The sister of Sun Quan, later married with Liu Bei. She was a fighter in the era, unlike other woman who usually stays behind their husband. In Sun Shang Xiang's case, she fought with Liu Bei at the front of every battle, and won the heart and loyalty of many generals, soldiers as well as WU ordinary people."

WILD GENERALS

Non-exhaustive list

Dong Zhuo

"During the last period of Han dynasty, Dong Zhuo controlled the Han executive power, and overthrow the legitimacy of emperor's directives, giving direct orders in the name of the emperor. The emperor too weak and too young could do nothing about it, the court being full of Dong Zhuo's soldiers and generals. This is the critical period when Han dynasty started to collapse and when to the era of the Three Kingdoms begins."

Zhang Jiao

"During the dark ages of the Han Dynasty, Zhang Jiao formed his own army, starting the Yellow Turban Rebellion. Zhang Jiao founded the Taiping Taoist cult, leading his people to war in the name of God. However, this event didn't last long before he and his army finally got eliminated by the army of Dong Zhuo."

Lu Bu

"Lu Bu was the one and only ever most famous and strongest general in the history of the Three Kingdoms. Because of seeking for greater power in authorities, Lu Bu helped Dong Zhuo in the battle against the alliance of Yuan Shao. Lu Bu was so strong in military skills that other generals had to gather forces and make alliances between them in order to face him. He was only defeated when all his enemies finally made the biggest coalition of that time to march on his army.

Yuan Shao

"Before the era of the Three Kingdoms, Yuan Shao gathered all the famous heroes and generals together, in discussion about eliminating Dong Zhuo and restore the Han dynasty. Those heroes included Liu Bei, Cao Cao and Sun Quan. After the fall of Dong Zhuo, the alliance shattered as every of those famous generals started to have their own vision on the future of Han dynasty.

The end of this alliance initiated a biggest conflict: The Three Kingdoms Battle"

HOW TO BEGIN

1

First, you have to set up your wallet in order to use the Binance Smart Chain:



Click on the Binance logo above in order to start a video tutorial



or



TRUST
WALLET

If you still don't have any wallet, you can create your own using Metamask or TrustWallet

2

Once you get everything set up and assets on your wallet, you can swap your assets for TKB by using Pancakeswap:



Slippage: Buy 0.1%, Sell 13.7%

If your transaction doesn't come through, slightly increase the slippage

3

Go on the Store or on the market to first approve the contract:

Store

OR

Market

Click on Approve under any box from the store or under any general in the market

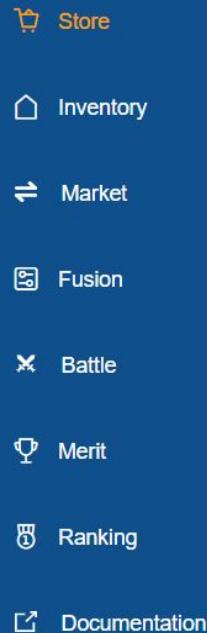
You are now ready to buy a box from the store or a NFT from the market to start your journey!



THE STORE

From the Store, you can buy a general for **4000 tkb** (make sure to have slightly more in your balance to ensure the success of the transaction (4005 or 4010 tkb for example).

- 4 types of boxes are available in the store -



SURPRISE box

give you a random chance to get a WU, SHU, WEI or WILD general



WEI box

give you exclusively a WEI general



SHU box

give you exclusively a SHU general



WU box

give you exclusively a WU general

BOX PROBABILITIES

The class general you get by opening a box is given following the probabilities below.



0.65 %



1.7 %



5 %



19.35 %



28.3 %



45 %



THE MARKET

Market is a place where player can buy or sell generals directly to other players. Generals' prices are driven by players themselves. There is no minimum or maximum in those prices.

The screenshot shows the game's main menu on the left with options: Store, Inventory, Market (highlighted), Fusion, Battle, Merit, Ranking, and Documentation. The central area is titled "THE MARKET". It displays two general cards: "WEI" (蔡文姬) and "WU" (丁奉). A large yellow arrow points from the "WEI" card to the text explaining the selling process. Another large yellow arrow points from the "WU" card to the text explaining the buying process. The "WEI" card details are: Name : Cai WenJi, ID : 2391, Level : Max, Health : 100%, Price : 4000, and a "Sell" button. The "WU" card details are: Name : Ding Feng, ID : 1534, Price : 1699, Level : Max, and a "Buy" button.

To place an order, player can choose a general **in his inventory** and set the price he wants for his general using +/- as shown on the picture or directly by entering the price on the window before clicking on **Sell**.

To buy a general from the market, simply select **Buy**.

FUSION

Store

Inventory

Market

Fusion

Battle

Merit

Ranking

Documentation

Fusion is a feature allowing a player to fuse **two generals** to get a better rank general.

The chance to get a better rank is **high** but there is still a **risk** to get a general of the same rank.

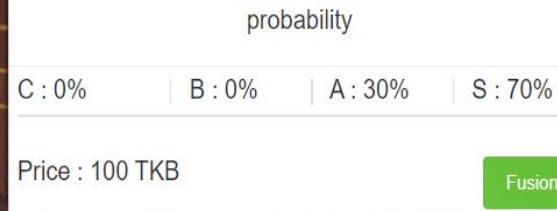
Fusion is a way to get rid of your low cards by burning them to improve your team for the PvB and PvP games.

Strongest PvB boss will require at least 1 S class in a 5 generals formation in order to defeat him.

Fusion gives a player having too much low class general, a chance to get S to create a competitive formation for the boss.



FUSION



How it works:

- Click on in the Fusion page
- Select two generals of your choice before confirming with **OK** at the bottom right of the page
- You will then be able to see the probabilities of your fusion as shown above
- Select **Fusion** to combine your 2 generals and collect the new one



Probabilities combinaison table is given in page 23 and 24

FUSION

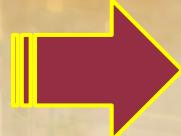
From S class general, all cards given from fusion are **exclusive S generals** not obtainable from boxes. This way, there is **12 generals** only collectable with fusion. Three of them being rarer than the others: **Da Qiao, Xiao Qiao and Diao Chan** that also give you additional rewards in TKB (from 3000 to 13000 TKB)

List of S general exclusively provided from fusion:

- Da Qiao (rare)
- Xiao Qiao (rare)
- Diao Chan (rare)
- Guo Jia
- Hua Tuo
- Huang Zhong
- Ma Chao
- Pang Tong
- Sun Che
- Dian Wei
- Xu Chu
- Zhang Xiu



FUSION



0 %



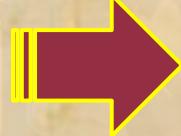
0 %



0 %



100 %



0 %



0 %



5 %



95 %



0 %



0 %



10 %



90 %



0 %



0 %



15 %



85 %



0 %



0 %



30 %



70 %

FUSION



PLAYER VS BOSS

PVB

Player vs Boss is our first gameplay feature.
In order to fight the boss, the player has to possess at least **5 generals**.

There is **4 different boss difficulties** based on chance of attack success.
Harder is the boss to defeat and higher is the reward given to the player.

If the attack succeed, the player get rewarded in **Merit points** which can then, be exchanged for **TKB tokens** or for **weapons boxes**. The player can also hold his Merit points for future use.

The Merit points given for an attack is calculated as one - tenth of the attack power of the **5 generals composition** after adding generals bonus affinities and reward multiplicator from boss difficulty (with a +/- 40% variation)

In case of defeat, the player get rewarded of 25% of the base attack of his generals power.

[Store](#)[Inventory](#)[Market](#)[Fusion](#)[Battle](#)[PVE](#)[BOSS](#)[PVP](#)[Merit](#)[Ranking](#)[Documentation](#)

PLAYER VS BOSS

PvB

As mentioned in PvB presentation, there is 4 bosses available according to difficulty ([Attack Winrate](#) and [Rewarding factor](#))

Very Easy



100 %
100 %

Easy



90 %
120 %

Medium



70 %
150 %

Hard



50 %
200 %

The attack power of a general is different according to its class as shown below.

The **attack power** of a 5 generals team is the sum of all their attacks.

	1400	
	500	
	230	
	40	
	35	
	30	

The Very easy boss will be accessible for any team but the 3 others will require a minimum of **300 attack power** in order to fight.

PLAYER VS BOSS

PVB

Calculation example

Let's say a player choose to fight the Medium Boss with this team.

Attack power: 765 (damages)
Bonus Affinity*: +70% (combined bonus)
Boss difficulty: 70% (chance of attack success)
Boss rewarding factor: 150% (1.5x rewarding in Merit)



If the attack succeed (70% chance):

$$\text{Merit Rewards} = (765 \times (100\% + 70\%) \times 150\%) / 10 = 195.075 (+/-40\%) \text{ Merits}$$

If the attack fails (30% chance):

$$\text{Merit Rewards} = (765 \times (100\% + 70\%) \times 25\%) / 10 = 32.5 \text{ Merits}$$

Bonus affinities are given in pages 29 to 32

[Store](#)[Inventory](#)[Market](#)[Fusion](#)[Battle](#)[PVE](#)[BOSS](#)[PVP](#)[Merit](#)[Ranking](#)[Documentation](#)

PLAYER VS BOSS

PVB

How it works:

- Select the boss you want to fight on the Boss Page and click Enter
 - Press  in order to choose your team composition
 - Select 5 of your generals for the fight (the combined power attack will appear on the bottom left of your screen) and then press Enter
- Don't forget about the bonus affinities to increase your power attack**
- Click Go -100TKB to start the fight (you will be charged 100 TKB)
 - This is it! Win or loss, go in the **Merit Page** to see and use your rewards
Your generals will be able to attack again in exactly 24 hours

Store

Inventory

Market

Fusion

Battle

PVE

BOSS

PVP

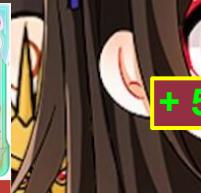
Merit

Ranking

Documentation

PLAYER VS BOSS BONUS

Beside the class system, we added a special feature in order to make some generals more valuable than others: **Bonus Affinities**. As Player vs Boss mod (PvB) require 5 generals to play and defeat the boss, generals will be galvanized having their historical allies or lovers on their side.



PLAYER VS BOSS BONUS

+ 30%



+ 30%



+ 25%



+ 25%



+ 30%



+ 30%



+ 25%



+ 25%



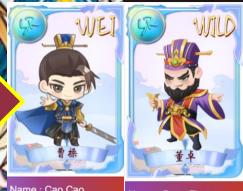
+ 30%



+ 30%



+ 20%



+ 30%



+ 25%



+ 25%



+ 20%



PLAYER VS BOSS BONUS

+ 20%



+ 10%



+ 10%



+ 10%



+ 20%



+ 10%



+ 10%



+ 10%



+ 15%



+ 10%



+ 10%



+ 10%



+ 15%



+ 10%



+ 10%



+ 10%



PLAYER VS BOSS BONUS



Example:



Also, these **bonuses can stack** and there is hundreds of combinations. The additional bonus you get from combination is directly related to the amount of rewards you receive.

Choose wisely your team before entering the battlefield...

COMBO EXAMPLE

Among hundreds of combinations

+200%



+110%



+210%



+ 50%



+100%



+ 55%



+ 40%



+ 25%



MERIT EXCHANGE



Store

Inventory

Market

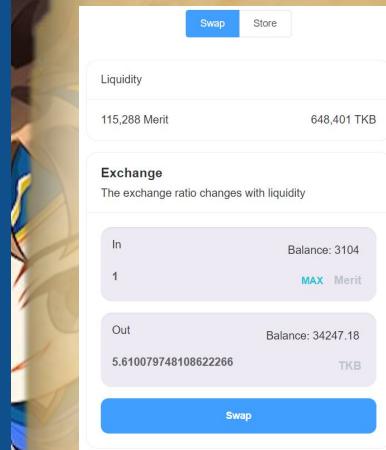
Fusion

Battle

Merit

Ranking

Documentation



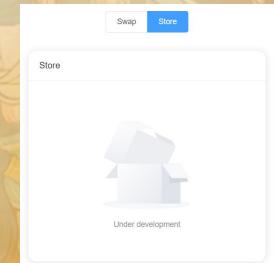
The Merit exchange also include its own shop. From here, players will be able to buy weapons boxes and more at a later stage.

Weapons will be used in order to boost the stats of your generals to make them even more powerful and unique.

Merit points earned from PvB can then, be trade for TKB through the Merit Exchange or keep for future use coming at a later stage.

The pool is fed up with the **100 TKB** cost for an attack on PvB but also with **42%** of the TKB sell fees.

The ration Merit/TKB is **self adjusting** regarding the TKB sells.



LANDLORDS

As with **players ranking**, the Landlords introduction to the game will give one more way for players to compete against each other (awaiting for PvP).

There will be, at first, between **3 and 5 lands** to acquire through a system of **TKB auction**. The player giving the highest bid for a land will assume the **title of Lord**.

By owning a land, the Lord also own **the access of villains or boss** appearing on his territory. Any player seeking for fight and venturing on the Lord's land will have to pay a tax, rewarding accordingly the Lord but also **his tenants or vassals** until the end of his reign.

On top of that, a special jackpot will grant a land randomly, increasing rewards of the lucky Lord and his tenants.

TAVERN

Generals need to rest between two battles and sometimes it may seems a bit long for players...

To kill time, our next feature will allow players to participate to multiple **mini games** in the Tavern.

A good occasion to try your luck and hopefully earn even more rewards!



Store

Inventory

Market

Fusion

Battle

Merit

Ranking

Documentation

RANKING

Ranking has been implemented in order to display the top 10 of our players (based on the power addition of all generals owned)

Special rewards will be given monthly to the players able to reach the top ladder at the end of each month.

TOP 10 FIGHTING		
	Amkor	170.8k
	China No.1—白袍	111.1k
	Sy	110.5k
	0x38..3a44	100.7k
	白袍哥哥的小迷弟	76.3k
	0x94..11f0	74.5k
	gokou2001	72.6k
	Anh Trí Phong Đô	62.5k
	Crypto Vietnam	58.4k
	Kivondrius	57.6k

WHAT'S NEXT

PvP and Open World

The **Player vs Player** feature is our most ambitious challenge and long term vision game mod. As we want the game to be entertaining and immersive, we came with a long term vision of an **open world** comparable to what strategic games offer nowadays:

A **map** reliable to Ancient China, faithful to History, during Three Kingdoms era. An open world with **towns**, **villages** and **roads** in which players may travel from a point to another in order to fight each other, occupy cities, and fight for different **factions** to compete together or against each other.

As still on the early stage of development, this idea will take shape step by step by introducing gradual features and improvement into the UI and contract code to ensure the sustainability of the project i.e. economy system and to fix potential bug or error in the code.



SneakPeak of the upcoming map from our designers

LINKS AND INFORMATION

PROJECT INFORMATION



Contract details



Website



Documentation



KYC Audit

COMMUNITY



Twitter



Discord



English



简体中文



CoinMarketCap

