



# world white paper

Distributed analog world  
gaming platform



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# Summary

With the bursting of CryptoKitties in 2017, blockchain games have sprung up. Blockchain games are a combination of blockchain technology and games. The game has no change but the ownership of the game property has taken place. Change. Blockchain games are decentralized autonomous communities based on players, developers, and investors. Trading and autonomy in the community will have an impact on the game itself. Instead of unilaterally developing a game by the game company, the player and the investor jointly decide the direction of the game, and the followers of the community follow up and develop to achieve the purpose of iterative update. Blockchain technology is a cutting-edge technology direction. It has a brand new market and users, and it has a vigorous vitality and great development potential.

In the past games, the player's assets could not be protected. Due to the influence of the centralized game developers and operators, the players were forced to withdraw from the game for various reasons, causing the player's investment in the game to be lost. With blockchain technology, players have full ownership of their assets, and blockchain technology protects the player's

intermediate connector will evolve due to the higher requirements of the player.



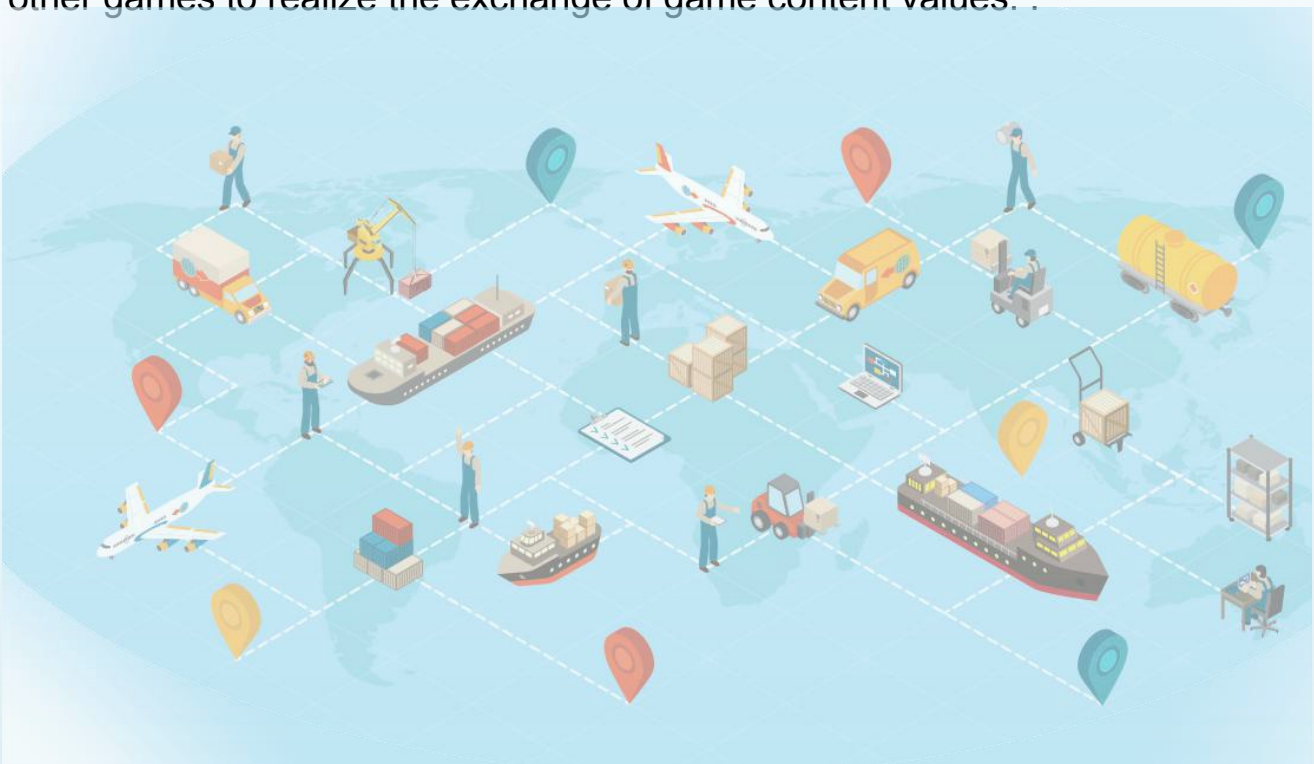
# What is Xworld

Xworld is a simulated earth game running on the blockchain. It is a virtual game with global players. It is a great attempt and a new world. Xworld's ecological environment, economy, political and religious, science and technology, and production materials will all start from scratch. The future development and formation results are dominated by the community's intentions. In Xworld games, players will be more involved. Can change the world, all changes in the world reflect the will of the players.

Xworld is a distributed autonomous system based on blockchain. It develops a consensus-based initiative to create and distribute value social networks. The team belongs to the non-profit team. Most of the game revenue will be used for Xworld development and promotion, because the blockchain can It is regarded as a set of reliable distributed data storage systems. It is unique in that: one is the multi-participation of recording behavior, that is, all parties can participate in the recording; the other is the multi-participation and common maintenance of data storage. That is, all parties are involved in the storage and maintenance of data; the third is to store data and contracts

through chains, and can only read and write, and cannot be tampered with. In the application practice, this system can realize the information sharing, consensus and sharing of all participants, and can become the basic technical architecture of various business activities and organizations.

The team is committed to creating a world of simulations that is fully dominated and benefited by players. The game process, assets, voting, and governance are all handled through smart contracts in the chain, enabling fully transparent community autonomy and game value circulation. The game will exist on top of Tron but the future is not limited to a public chain. The game assets and data owned by the player may be synchronized to multiple public chains, and even the docking of the side chain can complete the docking with other games to realize the exchange of game content values. .





# view of xworld

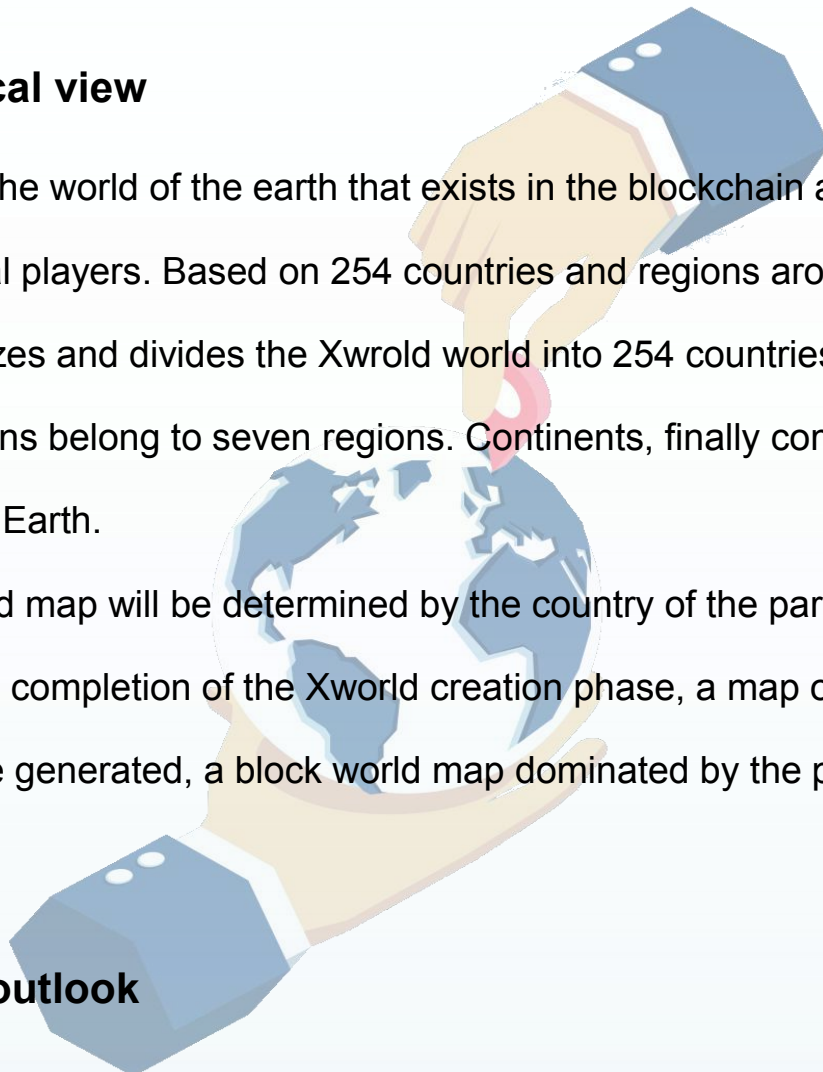
## Geographical view

Xworld is the world of the earth that exists in the blockchain and the second world of global players. Based on 254 countries and regions around the world, Xworld initializes and divides the Xwrold world into 254 countries and regions, and 254 regions belong to seven regions. Continents, finally completed the cloning of the Earth.

The Xworld map will be determined by the country of the participating players. Upon completion of the Xworld creation phase, a map of all Xworld players will be generated, a block world map dominated by the player and created.

## Economic outlook

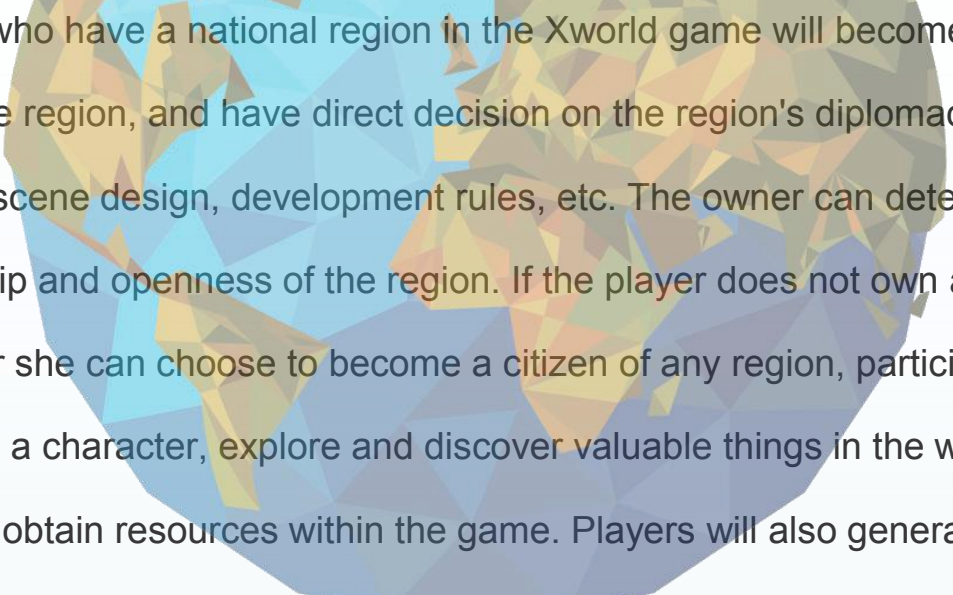
Xworld is different from other games. The game itself does not need any new pass. To participate in the game, you only need to use the tokens of the public chain run by Xworld. The token entry game will be used to pay for the smart contract gas fee and the system recycling fee required for daily operations in the game. Because the game does not need to introduce new tokens, there is no limit to the total amount, token allocation and any game usage. The player's control over the assets will reach a new height. Relying on the public chain, building a new world with the ecological foundation of the



public chain without focusing on the complex closed world of design, allowing more players to directly participate in Xworld and develop together with Xworld.

## **Social view**

### ➤ **Individual**



Players who have a national region in the Xworld game will become the master of the region, and have direct decision on the region's diplomacy, production, scene design, development rules, etc. The owner can determine the ownership and openness of the region. If the player does not own any region, he or she can choose to become a citizen of any region, participate in the game as a character, explore and discover valuable things in the world of Xworld, and obtain resources within the game. Players will also generate different values by using resources in different civilized environments, different regions, and varying degrees, and the game's revenue will be dynamically changed.

### ➤ **Country**

In the early days of the Xworld game, the world was in a peaceful phase until the in-game civilization was synchronized to modern civilization. There will be interactions between countries and regions, and players can make different degrees of influence on other countries through various decisions. The output



and world influence of resources in different countries will also vary from country to country. The most successful countries will open up new gameplay pilots in the second phase, and owners can enjoy the benefits of regional player inflows and regional economic development in the second phase.



# **Xworld game description**

## **Xworld Creation**

In the early days of Xworld, we wanted to recruit the first people to support us, and these players will become the masters of the countries in the world. The owner of the entire world, the king of a continent, or the owner of a certain country. According to the national price, we will give priority to the development of various game scenarios for countries with higher heat, and the in-game charges will be distributed to the national lords in a certain proportion.

The first class of Xworld is the creation stage. Xworld's income can only be used for Xworld's subsequent development, operation and promotion activities. After the first stage, Xworld belongs to the player and the player has 100% rights to its game assets.

## **Introduction to the creation of the game**

The map will be divided into 254 countries and regions, 7 continents, and 1 world. The world, continents and countries will accept bids during the creation phase. The auction countdown is 24 hours.

- **The initial price of the world: 100000TRX**
- **Initial price of continent: 10000TRX**
- **Country's initial price: 1000TRX**

- **Cost of generating invitation link: 100TRX**

The price per player purchase in the corresponding country will increase by 35%, and the 35% profit will be distributed in the following way:

For country buyers:

The previous player will receive 30%

Xworld will receive 40%

10% enter the continent prize pool

5% into the world prize pool

5% into the Fomo prize pool

10% invitation reward

For buyers on continents:

Last player gets 30%

Xworld gets 40%

15% enter the world prize pool

5% into the Fomo prize pool

10% invitation reward

For buyers of the world:

Last player gets 30%

Xworld gets 40%

15% enter the world prize pool

5% into the fomo prize pool

10% invitation reward

For the allocation of the fomo prize pool:

Every time you buy a country in the world, the countdown increases by 30 seconds.

100% to the last lucky buyer

For the world prize pool:

100% owned by the world

## **Xworld Civilization**

At the end of Xworld's creation phase, Xworld will regenerate a new world based on the country regions in which the player owns. The formation of the new world represents the first step in the development of Xworld civilization and at the same time determines the redistribution of the geographic region of the Earth. The evolution of civilization began in the world, when non-leaders can choose to be born in the country to participate in the development of Xworld civilization.

The Xworld civilization stage will first open a country, and will continue to open up civilizations in other countries after the test is stabilized. The direction of the development of national civilizations will be determined by the owner of the country, and other players can choose to settle in the country, and some of the proceeds obtained in the country will be paid to the owner of the country.

### **Travel system**

During Xworld's time, players can see the beautiful scenery of all places and see different customs. Convenient transportation, safe travel, you can go out and play with your friends. Players can collect shells from the Indian Ocean, lobsters from Hawaii, and go to Canada to catch king crabs. You can also come to vegas to win a million TRX. This is xworld, a new world of decentralization.

Players traveling around the world will collect different local resources, and have built-in applications with local characteristics in various countries and regions. Players can only enter the country to play, on the one hand, increase player interaction, on the other hand, to the country. Bring benefits. Players tend to gather in areas with more potential for development. There is a competitive relationship between the world regions. Only by better changing the areas they manage can more players live and travel.

### **Production system**

You can obtain special products in the region in your country. By gaining trade and transportation to other countries and regions, you will gain the level of civilization in your country. Production materials will be transmitted on the chain. Production relations will be determined by the players. The output will start with a set value, which is also determined by the player's exploration process.

The items obtained in the game at a certain stage can be exchanged through reality, allowing the player to actually consume the game items to obtain real items, instead of just staying at the game level, so that the game's property really belongs to the player.



## **Achievement System**

Xworld has a complete set of achievements and collection system. Players can understand the Xgame civilization's series of games through the completion of the game. The content of the high-level achievements and collection system will be determined by the community

## **Tree planting system**

The original intention of the game is not only to obtain resources in the game, but also to acquire the blockchain assets belonging to the players themselves. The designer of the game thinks that the changes of the game





## Xworld Eden

The third stage of Xworld is the state of the world described in Abraham's teaching mythology. The evolution of civilization is constantly evolving. Xworld will develop its own technology and culture from the social framework of competition in different systems. People will not feel pain or death and so on. Technology has affected every aspect of human life. The common functions and needs of sleep, eating and even giving birth can be replaced or satisfied by human or other means.

# Roadmap

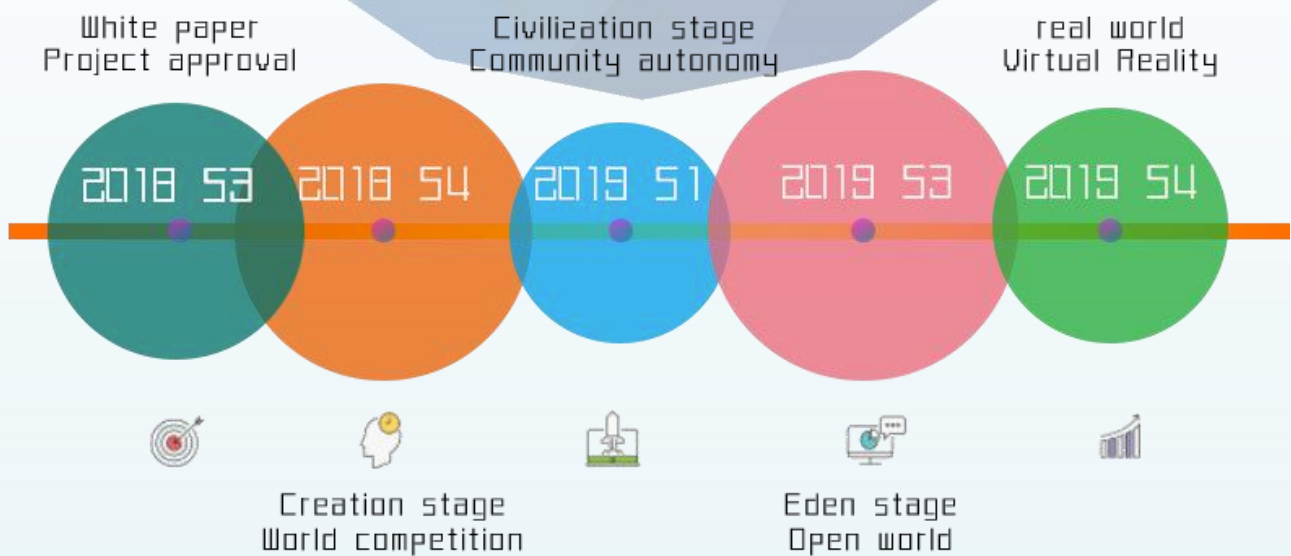
2018 S3 project project

2018 S4 Xworld creation, world competition

2019 S1 Xworld Civilization, Community Autonomy Operations

2019 S3 Xworld Eden, a more open world

2019 S4 Xworld real world, exchange value with other games



# Summary

Xworld is a new blockchain game that was initiated by the team, led by the community in the middle and late stages, and guided by the community. It is a highly free and expectative simulation game. With the world as the background, we will build a world ecology with unparalleled potential around game assets, and let the ideal society and expectation appear in the new world through blockchain technology.

Xworld, your open world, the master of the world, look forward to your joining.

## Disclaimer and Risk Description

This white paper is a conceptual introduction document for Xworld. It is used to introduce the conception and design of the game. It involves some game details, but it is not guaranteed to be completely correct, nor can it guarantee future changes. The document conflicts with the game. The content of the document will be updated regularly as needed.

The assets in the game are generated by Tron smart contracts, which can be stored permanently and cannot be tampered with. Its value is unpredictable. Please participate in the game to assess risk and ability.