

XOVER



XOVERTOKEN.COM



A dramatic, apocalyptic scene featuring a large, ornate castle engulfed in intense orange and yellow flames. In the foreground, a massive, dark, multi-headed dragon with blue wings looms on the left. On the right, a knight in full silver armor stands facing the viewer, holding a long lance. A smaller, dark, horned creature with red spikes is visible at the bottom left. The background is filled with smoke, fire, and the silhouettes of other destroyed buildings under a dark, cloudy sky.

XOVER WHITEPAPER

XOVER



VERSION 1.1
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OUR MISSION

TO PROVIDE PLAYERS WITH A FUN AND ADDICTIVE GAMING EXPERIENCE, TO CREATE AN ENGAGING AND SATISFYING GAME WORLD THAT MAKES PLAYERS WANT TO PLAY THE GAME OVER AND OVER AGAIN.

AND ALSO TO BRING PLAYERS TOGETHER AND HELP THEM BUILD FRIENDSHIPS IN ORDER TO BUILD STRONG COMMUNITIES AMONG PLAYERS.

OUR VISION

OUR GOAL IS TO ESTABLISH A DISTINCTIVE GAMING WORLD AND LEAVE A LASTING IMPACT ON THE MMORPG COMMUNITY. WE AIM TO DELIVER AN IMMERSIVE GAMING EXPERIENCE BY OFFERING AN INTRICATELY WOVEN STORYLINE, MAIN AND SIDE QUESTS, AND AN ACCLAIMED PVP ARENA.

THROUGHOUT THIS PROCESS, WE PRIORITIZE PLAYER FEEDBACK AND CONSTANTLY STRIVE TO ENHANCE THE GAME BASED ON THEIR SUGGESTIONS.





XOVER BLOCKCHAIN

WITH XOVER BLOCKCHAIN INSIDE THE GAME, WE AIM TO PROVIDE A SEAMLESS GAMING EXPERIENCE FOR PLAYERS BY MANAGING MASSIVE TRANSACTION VOLUMES WITH UNPARALLELED SPEED

WITH ITS UNIQUE SECURITY BECAUSE ONCE A BLOCK OF DATA IS ADDED TO THE BLOCKCHAIN, IT IS EXTREMELY DIFFICULT TO CHANGE IT. THIS IMMUTABILITY MAKES IT HIGHLY SECURE AND RESISTANT TO FRAUD AND TAMPERING. BUT TO BETTER SERVE THE PLATFORM PLAYERS; SOME MEASURES MUST BE TAKEN FOR CONTINUITY.

THESE ARE; SECURITY, SPEED, SCALABILITY, COSTS AND USABILITY.

AFTER LOOKING AT MULTIPLE BLOCKCHAINS, WE DECIDED THAT BUILDING ON THE AVALANCHE SUBNET WOULD GIVE US THE BEST BLOCKCHAIN AND WORK WILL BE DONE FOR THE FUTURE OF THE PLATFORM.





XOVER STORY

CHAPTER 1:
FORMATION OF THE XOVER WORLD





CHAPTER 1: FORMATION OF THE XOVER WORLD


LONG AGO, THERE WAS A MYSTERIOUS EMPTINESS WITH ANCIENT ENERGIES MOVING IN IT. AED WAS THE SOLE CREATOR AND THE ONLY LIVING BEING IN THIS INFINITE VOID, POSSESSING GODLIKE POWER. A BEING NAMED AED GAINED CONSCIOUSNESS IN THE MIDST OF THE DARKNESS AND EMPTINESS. AED WAS THE SOLE CREATOR AND THE ONLY LIVING BEING IN THIS INFINITE VOID, POSSESSING GODLIKE POWER.

FROM HIS OWN SOUL, AED CREATED THREE SACRED BEINGS, ARAY, WHO WERE GIVEN LIFE THROUGH HIS BREATH AND THE ETERNAL FIRE. THIS ENABLED THE CREATION OF THREE GODS, AILBE, BALOR, AND EOGHON.

HOWEVER, THE ALMIGHTY GOD AED HAD GREATER ASPIRATIONS. THE IMAGES OF DIVINE CREATURES WERE INSUFFICIENT FOR HIS VISION, SO HE USED CHANTING TO SHAPE THE WORLD OF XOVER, CONSTRUCTING A FLAT SURFACE AND APPOINTING THREE SACRED SERPENTS TO MAINTAIN SUBTERRANEAN ORDER BEFORE DEPARTING.

HE SENT EOGHON, THE ETERNAL BEING OF DESTRUCTION AND FIRE, TO THE WORLD. EOGHON BROUGHT FIRE TO EARTH, CREATING A CORE IN THE WORLD'S CENTER AND CAUSING VOLCANIC DESTRUCTION. THIS RESULTED IN THE FORMATION OF THE HIGHEST MOUNTAINS, DEEPEST VALLEYS, AND LAVA LAKES. FROM ABOVE, IN THE WORLD OF XOVER, AED SENT AILBE, THE ETERNAL BEING OF LIGHT AND NATURE, TO RESTORE ORDER TO THE CHAOTIC ENVIRONMENT AND DESTRUCTION.






AILBE SAVED A PLANET THAT WAS COVERED IN DARKNESS DUE TO VOLCANIC AND FIRE SMOKE. FIRST, THE ATMOSPHERE CLEARED AND THEN LAKES, SEAS, AND RIVERS APPEARED WITHIN DAYS. THE DESTRUCTION CAUSED BY EOGHON WENT UNDERWATER AND THE CONTINENT OF RUNADRU EMERGED. THIS BROUGHT ALONG VALLEYS, HABITATS, AND MADE THE WORLD SEEM TO BREATHE AGAIN.

BUT EOGHON DISAGREED WITH AILBE, WHICH UPSET HIM. AED, ON THE OTHER HAND, WAS CONTENT. DESPITE THE ARGUMENT, HE STILL BELIEVED THAT THE WORLD WASN'T ALIVE AND NOT PROGRESSING. LOST IN HIS THOUGHTS, HE SENT HIS FINAL CREATION ARAY, WHO WAS NOT LIKE THE OTHERS, BUT RATHER THE GOD OF DARKNESS AND THE UNDERWORLD, INTO THE WORLD.

EOGHON AND AILBE WERE BEWILDERED WHEN THEY WITNESSED THE FINAL DESCENT OF ARAY TO EARTH. THEY PROCEEDED TO CREATE RUNADRU ON THEIR OWN ACCORD, WHILE BALOR HINDERED AILBE'S PROGRESS WITH HIS DARKNESS. CONSEQUENTLY, AILBE IMMOBILIZED A FRAGMENT OF HIS LIGHT IN A ROCK THAT WAS INTRICATELY CRAFTED FOR 29 DAYS. THIS ROCK WAS THEN LAUNCHED INTO THE SKY, AND IT ILLUMINATED THE WORLD AS A JEWEL ORB NAMED UAZ.






BALOR DIDN'T KNOW THIS AND WORKED UNDERGROUND TO BUILD DEEP VAULTS. EOGHON WAS AN OBSTRUCTION DUE TO EARTHQUAKES AND VOLCANIC ACTIVITY. BALOR SURFACED AND RECOGNIZED THAT HIS DARKNESS WAS CONTAINED ON EARTH. HE ASKED AED FOR ASSISTANCE, WHO CREATED A MINIATURE SPHERE BETWEEN EARTH AND UAZ TO PRODUCE DAY AND NIGHT. HOWEVER, IT DIDN'T FUNCTION WHERE BALOR AND AILBE WERE.

EOGHON APPROACHED AILBE AND SHARED HIS BELIEF THAT OUR CONFLICT WAS MEANINGLESS, AND THAT AED, THE GREAT ONE, FAVORED AND SAFEGUARDED OUR BROTHER BALOR OVER US. AILBE ARGUED THAT TOGETHER, WE HAD ESTABLISHED EQUILIBRIUM IN THE WORLD, WHICH WAS DISRUPTED BY BALOR. HOWEVER, AILBE HAD DIFFERENT INTENTIONS.

THE ARAYS REACHED A CONSENSUS AND DECIDED TO APPROACH AED TO MAKE THEIR REQUESTS. AILBE SPOKE FIRST. SHE SAID THAT SOMEONE SHOULD BE PRESENT IN THE WATER, ON LAND, IN THE SKY, AND IN LIVING AREAS TO OBSERVE THE BEAUTY OF THE RIVERS, OCEANS, AND LAKES THAT WERE CREATED. SHE REQUESTED THE AUTHORITY OF CREATION SO THAT THIS COULD BE ACHIEVED. EOGHAN WAS TAKEN ABACK BY THIS AND, AFTER COMPOSING HIMSELF, HE REQUESTED THAT AED DISCUSS THEIR TRUE PURPOSE. TO SUMMARIZE, BALOR WAS INTERRUPTING THEIR WORK IN THE WORLD AND NEEDED TO RETURN TO THE SACRED HALL. AFTER THINKING FOR A WHILE, AED INFORMED THE ARAYS HE FASHIONED THAT THEY HAD JUST ONE OPTION AND MUST CHOOSE WHICH ONE TO PURSUE.





AILBE CONVINCED EOGHON THAT AED'S WISH HAD GIVEN THEM SOME POWER TO CREATE, SO THEY WENT BACK TO EARTH. BALOR HAD MADE HIS KINGDOM UNDERGROUND AND WAS FULL OF ENERGY, BUT HE DIDN'T KNOW WHAT HAD HAPPENED.

WHEN THEY ARRIVED AT THEIR RUNADRU DOMAIN, THE ARAY MASTERS OF LIGHT AND FIRE STARTED TO MAKE LIVING BEINGS RIGHT AWAY. AED WAS HAPPY TO SEE HIS WISH COMING TRUE, BUT HE WATCHED THEM WITH CAUTION AND IMPATIENCE.

EOGHON IS UNSURE HOW TO PROTECT HIS CHERISHED VOLCANO CRATERS, SO HE DEVISES FIRE TROLLS MADE OF FIRE AND STONE NEAR THE CRATER. HE OBSERVES AND ASSESSES THEIR STRENGTH AND CLUMSINESS, ULTIMATELY DETERMINING THEY SUFFICE. DRAWING INSPIRATION FROM THE SACRED SERPENTS HE SAW BELOW GROUND, HE FORMS REPTILES AND EARTH-EATERS. RECOGNIZING THE NECESSITY FOR AN INTELLIGENT CREATURE TO MANAGE THEM, EOGHAN EMBARKS ON A QUEST FOR A SOLUTION.

WITH HAPPINESS IN HIS HEART FOR HAVING RECEIVED THE POWER OF CREATION, WHICH HE HAD KEPT HIDDEN, AILBE MADE FISH THAT SWAM IN THE WATER. THEN, HE CREATED TREES AND PLANTS THAT GREW IN THE EARTH. IN THE END, AILBE CREATED HUMANS, WHO WERE A MIRROR IMAGE OF HIMSELF, AND PUT THEM BY THE WATER'S EDGE TO LIVE WITHOUT CONFLICT.






EOGHAN MADE ARGONIAN BY COMBINING LIZARD AND HUMAN. HE GOT THE IDEA AFTER WATCHING AILBE CREATE PEOPLE, BUT HE NOTICED AILBE WAS TOO EAGER, SO HE DECIDED TO MAKE A CREATURE WITH NORMAL INTELLIGENCE JUST TO DESTROY IT. THAT'S HOW HE CREATED "ORCS," WHOM HE QUICKLY ENLISTED INTO HIS SERVICE.

AILBE WAS AMAZED BY HOW THE HUMANS TREATED NATURE. TO SPREAD HAPPINESS AND GAIN CONTROL OVER THE WORLD, SHE MADE THE LIGHT ELVES. SHE GOT THE IDEA FROM HER OWN LIGHT AND LOVE FOR NATURE. SHE PUT THEM IN THE FORESTS AND NEAR THE OCEAN. TO GATHER INTEL ON EOGHAN AND BALOR'S UNDERGROUND ACTIVITIES AND PROVIDE THEM PROTECTION AS NECESSARY, HE MADE DWARVES. HE EXPECTED THEM TO OUTLAST HUMANS, THOUGH NOT AS LONG AS ELVES, TO KEEP LIFE GOING IN THE MOUNTAINS AND UNDERGROUND.

AED OBSERVES FROM ABOVE. BUT THE QUIET OF BALOR, RESIDING UNDERGROUND, DRAWS HIS CONCERN THE MOST. HE WANTED TO INTERVENE ON EARTH, SO HE DECIDED TO SEND A MAGICAL GIFT TO ARAY.

THE LIGHT ELVES OF THE FOREST SETTLED IN THE FORESTS WITH AILBE'S GUIDANCE. THEY ENCOUNTERED A BEING THEY HAD NEVER SEEN BEFORE WHO CALLED THEMSELVES "DRUIDS." AILBE IMMEDIATELY RECOGNIZED THEM. LATER, SHE REALIZED THEY HAD A SPECIAL ENERGY AND ACCEPTED THAT SHE DID NOT CREATE IT.






THE DRUID PEOPLE WERE AWED BY AILBE'S BEAUTY AND, RECOGNIZING THAT SHE WAS AN ETERNAL BEING, PLEDGED THEIR LOYALTY TO HER AND REQUESTED TO RESIDE IN THE HIDDEN FOREST.

AILBE OBSERVED THAT THE DRUIDS AND THE WOOD ELVES WERE IN ACCORD AND, CHOOSING NOT TO INTERVENE, PROCEEDED WITH HER ENDEAVOR OF CRAFTING ADDITIONAL TINY BEINGS. EOGHON DISPATCHED THE ORCS HE HAD FASHIONED TO INFILTRATE AILBE'S BORDERS AS A FORCE OF DESTRUCTION. ON THEIR JOURNEY TO THE BORDERS OF AILBE, THEY CAME ACROSS A COMMUNITY NEAR THE TERSGUL SWAMP. HOWEVER, THEY WERE UNABLE TO APPROACH THEM AND IMMEDIATELY INFORMED EOGHON. EOGHON REALIZED THAT HE DID NOT CREATE THESE HUMAN-LIKE CREATURES AND FELT A PARTICULAR MAGICAL ENERGY FROM THEM. HE DECIDED TO LURE THEM TO HIS SIDE, BELIEVING THAT AILBE HAD CREATED THEM, AND THEY HAD ESCAPED FROM HIM. EOGHON ASKED THEIR IDENTITY AND THEY CALLED THEMSELVES 'RIVER WITCHES'. WHEN EOGHON HEARD THIS, HE SCARED THEM AND MADE THEM PLEDGE LOYALTY TO HIM.

BALOR NOTICED SOME CHANGES IN THE UNDERWORLD, SO HE WENT UP TO THE SURFACE TO CHECK THE DARKNESS ON EARTH. HE OBSERVED THAT THE WHOLE CONTINENT CHANGED, AND NEW CREATURES HAD ARRIVED. HE THEN WENT TO THE OTHER TWO ARAYS WITH CURIOSITY AND WENT CRAZY AFTER LEARNING THE TRUTH. SADLY, HE RETURNED TO HIS OWN UNDERGROUND AND CONSOLED HIMSELF BY SAYING THAT AED HAD A SEPARATE PLAN FOR HIM.






AED RECOGNIZES BALOR'S SITUATION, BUT BELIEVES THAT BALOR'S ABILITY TO CREATE IS NOT USEFUL TO HIM. AED ADVISES BALOR TO CONCENTRATE MORE ON HIS WORK. HOWEVER, BALOR FEELS THAT WHAT HE WAS DOING WAS NOT RIGHT AND THAT HE SHOULD ALSO MAKE A REQUEST. BALOR RETREATS INTO A DEEP, SILENT CONTEMPLATION.





CHAPTER 2:
THE ERA OF EMPIRES AND UPSET OF
EQUILIBRIUM






AFTER MANY YEARS, THE ARAYS, WHO WERE SEEN AS GODS IN THEIR AREA, STOPPED CHANGING THE WORLD AND IGNORED AED'S ORDERS. MEANWHILE, THE RACES AND CREATURES THEY MADE WERE MULTIPLYING AND GETTING HARDER TO MANAGE, BUT THEY DIDN'T BOTHER TO HELP.

AS THE RACES BEGAN ESTABLISHING THEIR OWN KINGDOMS AND GOVERNMENTS, THE WOOD ELVES FOUNDED THE KINGDOM OF PAHON IN THE NORTHEAST. MEANWHILE, OTHER ELVES SETTLED IN WHALE BAY AND FOUNDED THE KINGDOM OF HOUNDAS.

THE SETTLEMENT OF ELVES AROUND THE RIVERS AND FORESTS INFLUENCED THE HUMANS, WHO COULD NOT DEVELOP THEMSELVES. CONCHUR, THE LEADER, KNEW OF THIS AND, INFLUENCED BY THEIR TALKS WITH THE DRUIDS, VENTURED TO FIND THE ANCIENT LAND SURROUNDED BY THE SEAS THEY MENTIONED. ON THE 25TH DAY AFTER LEAVING WHALE BAY ON THEIR FISHING BOAT, THEY CAME UPON AN ISLAND.

THE ELVES WERE INITIALLY SHOCKED, BUT THEY ASSISTED THE HUMANS IN DISEMBARKING AND THEN LEFT FOR RUNADRU TO INFORM OTHERS OF WHAT THEY DISCOVERED. THE HUMANS STAYED ON THE ISLAND AND FOUNDED THE KINGDOM OF FOGU ORO, NAMING CONCHUR AS THE KING.





THE DWARVES CREATED TRINER KINGDOM ON TOP OF MINERAL DEPOSITS IN AKDAĞ, EMERALD VALLEY. THIS ALLOWED THEM TO EXTEND THEIR UNDERGROUND EXISTENCE AND TRADE WITH OTHER RACES.


THE DRUIDS CONGREGATED IN FOREST OF GAEL SITUATED IN DEER CANYON AND WERE CALLED 'GUARDIANS OF GAEL' AS THEY DIDN'T LET ANYONE BUT THEMSELVES ENTER THE FOREST. THEY SOLELY ASSOCIATED WITH ELVES.

THE FIRE TROLLS AND THE WITCHES, BOTH RACES CREATED BY EOGHON, STAYED LOYAL TO THEIR LEADER AND WERE UNABLE TO FORM A COMMUNITY OR KINGDOM.

MEANWHILE, THE ORCS IN THE NORTH BECAME A POWERFUL COMMUNITY AND ESTABLISHED THE KINGDOM OF FOCH WITH NORDTADAN AS THEIR LEADER.

IN THE SOUTH, THE ARGONIAN RACE MULTIPLIED RAPIDLY AND CONTINUED TO RESIDE IN THE KINGDOM OF NUNAUS. IN THE SOUTH, ARGONIANS HAD FOOD SHORTAGES BECAUSE THE LAND WAS INFERTILE. AS A RESULT, THEY RAIDED THE DRUID AND DWARF PEOPLES.






BALOR SPOKE UP AFTER A LONG TIME AND CRITICIZED THE OTHER ARAYS FOR CREATING THEIR OWN WORLDS. HE APPROACHED THE GOD AED AND REQUESTED EITHER TO REMOVE THE POWER OF CREATION FROM THE ARAYS OR TO GRANT HIM A SIMILAR POWER. UNFORTUNATELY, AED DECLINED THE REQUEST, CAUSING BALOR'S ANGER TO FLARE UP, AND HE DECLARED HIS INTENTION TO GO BACK TO THE SACRED HALL. REALIZING THE GRAVITY OF THE SITUATION, GOD AED BELIEVED HE HAD NOT GIVEN BALOR ENOUGH ATTENTION. THEREFORE, HE SENT BALOR, WHO HAD SOME CREATIVE POWERS AND A UNIQUE MAGICAL ABILITY, ALONG WITH SHADOW MAGES TO ASSIST IN CREATING NEW RACES. BALOR'S EXISTENCE WAS TO BE KEPT SECRET FROM HIS OTHER SIBLINGS, AS PART OF THE CONDITIONS.

BALOR DIDN'T HAVE A SIGNIFICANT ROLE IN CREATING THE WORLD AND WAS STRONGER THAN HIS BROTHERS. THEREFORE, HE WISHED TO PROVE HIS PROWESS BY CREATING A CREATURE SUPERIOR TO THEM.

IN THE DARK, BALOR LACKED THE EXPERIENCE OF CREATING LIVING BEINGS. TO KEEP HIS BROTHERS IN THE DARK, SHADOW MAGES TO STUDY HUMANS IN THE OLD LANDS OUTSIDE RUNADRU. AFTER THEIR RESEARCH, BALOR FINALLY CREATED HIS DARK SOLDIERS, KNOWN AS THE KNIGHTS OF ENU. UNLIKE OTHERS, THIS RACE WAS PURE DARKNESS AND SERVED BALOR STRICTLY. HOWEVER, AILBE NOTICED BALOR'S SECRET PLAN TO SPY ON HUMANS AND WARNED HIM.





BALOR WAS FURIOUS. HE DEMANDED THE DARK MAGICIANS TO CREATE THE MIGHTIEST CREATURE ON THE CONTINENT. UNFORTUNATELY, THEY HAD NO OTHER REFERENCE THAN THE IMMORTAL ARAY BALOR. THE SORCERERS SUGGESTED CREATING A SUPERIOR ENTITY, BUT BALOR DECLINED AS HE KNEW THE GOD AED GUARDED THE EARTH.

THUS, HE UNDERTOOK TO WORK IN SECRECY, BRINGING ALONG THE SHADOW MAGES. THEY STAYED THERE FOR MONTHS. GOD AED DIDN'T CARE TO NOTICE, AS HE HAD DONE IT BEFORE. HOWEVER, BALOR BROUGHT GOFANNON TO LIFE, A BEING WHO WAS HALF-HUMAN AND HALF-ETERNAL, ALMOST AS STRONG AS HIMSELF. BALOR RAISED GOFANNON SECRETLY UNDERGROUND SINCE HE COULDN'T TRUST ANYONE.

IT HAD BEEN A WHILE SINCE AED MADE ANY CHANGES TO THE WORLD. THINGS LOOKED GOOD, EXCEPT FOR THE ARGONIAN PEOPLE WHO WERE FACING DIFFICULTIES. EOGHON WAS NO LONGER CONCERNED WITH THE RACES AND PLACES THEY CREATED, AND AILBE HAD LOST INTEREST IN RUNADRU. THE LOCALS BEGAN TO PRAY TO ARAY AS A GOD INSTEAD OF THEIR OWN, WHICH ANNOYED AED. HOWEVER, EOGHON AND AILBE REMAINED INDIFFERENT TO THESE DEVELOPMENTS AND CONTINUED LIVING IN THEIR TEMPLES.






A dramatic illustration of a large, dark dragon breathing a powerful stream of fire from its mouth. The fire illuminates the surrounding area, casting a warm glow on the scene. In the background, a medieval-style city with stone buildings and towers is visible, some of which appear to be on fire. The overall atmosphere is one of destruction and chaos.

CHAPTER 3:
BATTLE OF THE SNAKE PIT






THE ARGONIAN PEOPLE, WHO WERE BECOMING INCREASINGLY RECKLESS DURING DIFFICULT TIMES, ATTEMPTED TO BURN THE FOREST OF GAEL FOR EASIER PASSAGE THROUGH THE DRUID FORESTS. THE DRUIDS INTERVENED AND STOPPED THEIR ATTEMPTS. SUBSEQUENTLY, THE ARGONIAN PEOPLE TARGETED THE WEALTHY AND POWERFUL KINGDOM OF THE DWARVES, WHO TRADED WITH THE ELVES. THEY HARASSED THE KINGDOM WITH VANGUARD FORCES.

THE DWARVES WERE UPSET AND SENT REPRESENTATIVES TO ASK FOR A PEACEFUL AGREEMENT, BUT THE ARGONIANS REFUSED, AND THEN BOTH GROUPS ASSEMBLED NEAR SERPENT'S WELL AND STARTED FIGHTING. THIS BATTLE WAS THE FIRST ON RUNADRU, SO THE ARAYS WERE UNABLE TO INTERFERE, ONLY OBSERVE. TO AVOID SUCH INCIDENTS, THE GOD AED TASKED BALOR, THE LEAST HOSTILE AMONG THEM, WITH CONCLUDING THE CONFLICT.

BALOR SENT ENU'S KNIGHTS TO THE BATTLE AT SERPENT'S WELL, BUT BOTH SIDES ULTIMATELY RETREATED TO THEIR RESPECTIVE KINGDOMS, DEPLETED OF ENERGY AND INCAPABLE OF ENDURING THE KNIGHTS' FORCE. THE BATTLEFIELD WAS SCATTERED WITH CORPSES.





AED HAD NOT CREATED A HABITAT FOR THE DEAD, SO HE ORDERED THE SOULS AND BODIES OF THOSE WHOSE LIVES HAD ENDED TO BE SENT UNDERGROUND. AT FIRST BALOR THOUGHT OF THE SECRET EXISTENCE HE HAD HIDDEN THERE, BUT THEN HE CARRIED OUT THE ORDER WITH HIS SHADOW MAGES TO KEEP A LOW PROFILE. AFTER THE WAR, RUDADRU PLACED HOLY DRAGONS OF 3 DIFFERENT ELEMENTS IN THE CAVES ABOVE THE CLOUDS OF THE HIGHEST MOUNTAIN, APEX, AND ENTRUSTED THEM WITH THE SAFETY OF THE WORLD. IN ADDITION, EOGHON AND AILBE, WHO WERE RESPONSIBLE FOR THE WAR, WERE IMPRISONED IN THE SACRED CHAMBER FOR NOT CARING FOR THE EARTH AND BEHAVING IN A GODLY MANNER.

ON THE MAIN CONTINENT OF RUNADRU, THE RACES THAT HAD LOST THEIR ETERNAL EXISTENCE TURNED AGAINST EACH OTHER AND BEGAN TO TAKE STRONG MEASURES TO PROTECT THEIR KINGDOMS.

BALOR, THE ONLY ETERNAL LEFT ON EARTH AS A GUARDIAN, HAS GAINED AED'S TRUST, BUT NOT WANTING TO REMAIN IN THE WORLD AFTER THESE EVENTS, HE HAS FOUND A WAY TO REVIVE THE DEAD WITH SHADOWMAGES IN THE UNDERGROUND TO VENT HIS ANGER AGAINST HIS OTHER BROTHERS AND SISTERS WHO CAUSED THIS, AND AWAITS THE DAY OF THE GREAT WAR HE WILL START TO GAIN FULL DOMINION OVER THE WORLD.





XOVER GAME CHARACTERS

GUARDIANS OF FIRE
ARGONIANS, ORCS, FIRE TROLS, WITCHES

GUARDIANS OF LIGHT
ELFS, HUMANS, DRUIDS, DWARFS

DARK ASSETS
DARK KNIGHTS, SHADOW WIZARDS, DEADS





GUARDIANS OF FIRE



ARGONIAN



ORC



FIRE TROL



WITCH

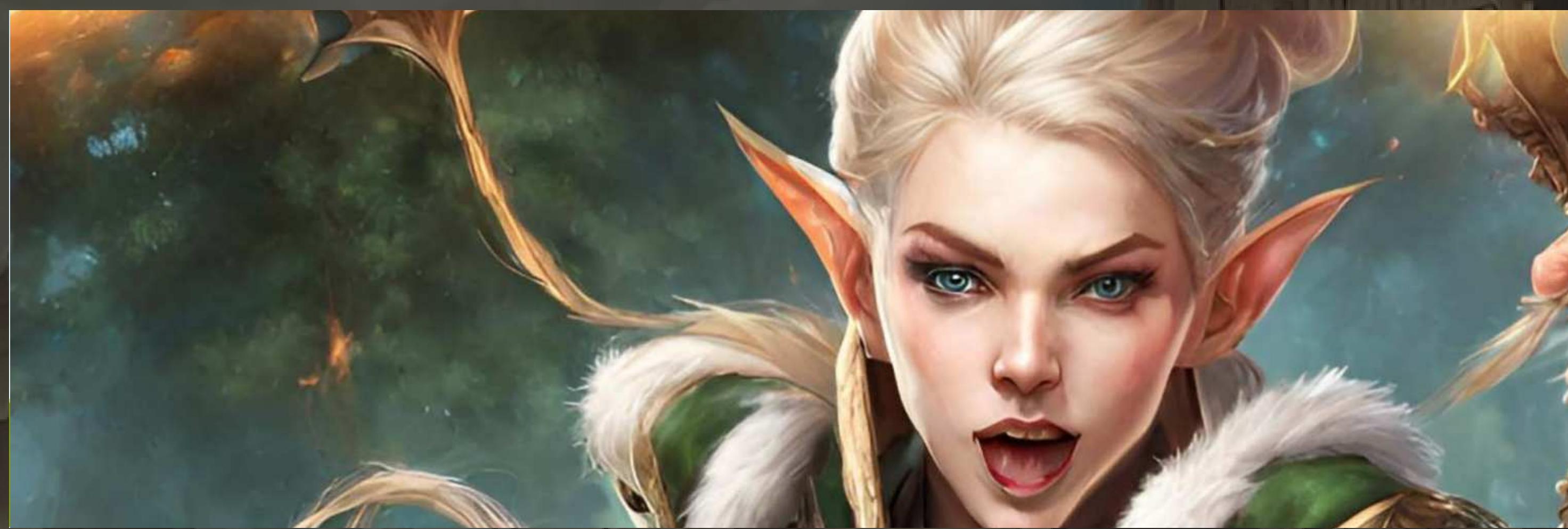
ABOUT

A CHARACTER THAT REPRESENTS THE ELEMENT OF FIRE. THEY ARE A BRAVE, WILD AND FIERY COMMUNITY. THEY ARE EQUIPPED WITH FIRE POWERS AND FIGHT ACCORDING TO THE CHARACTERISTICS OF THE ELEMENT. THEY CAN BE SLOW BUT STRONG





GUARDIANS OF LIGHT



ELF



HUMAN



DRUID



DWARF

ABOUT

THEY ARE A CHARACTER THAT REPRESENTS THE ELEMENT OF LIGHT. THEY ARE WISE, ARMORED AND FAST. THEY ARE EQUIPPED WITH THE POWERS OF LIGHT AND FIGHT ACCORDING TO THE CHARACTERISTICS OF THE ELEMENT. THEY HAVE A MAGICAL POWER TO CAST LIGHT ON THEIR ENEMIES.





DARK ASSETS



DARK KNIGHTS



SHADOW WIZARDS

DEADS ABOUT

THEY ARE THE PRIMARY BEINGS REPRESENTING EVIL, A FEARLESS SOCIETY THAT FEEDS ON DARKNESS. THEIR SOLE PURPOSE IS TO FIGHT WITH THEIR MASTER, GOFANNON, TO CONQUER THE ELEMENTS AND PLUNGE THE WORLD INTO CHAOS





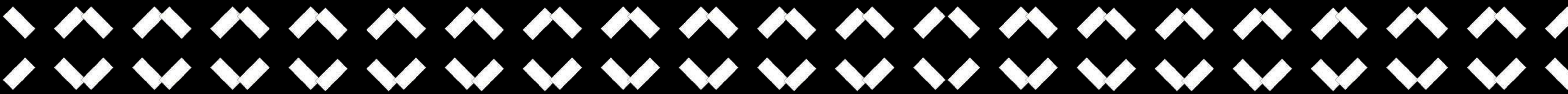
XOVER USAGE AREAS





XOVERPAY

IT IS A PLATFORM SERVICE THAT ALLOWS INDIVIDUALS TO ACCEPT XOVER CURRENCY AS PAYMENT FOR GOODS AND SERVICES. OUR SYSTEM FACILITATES THE CONVERSION OF THE XOVER TOKEN INTO TRADITIONAL FIAT CURRENCIES OR OTHER CRYPTOCURRENCIES, ALLOWING SELLERS OR BUYERS TO PAY WITH CRYPTO FASTER.



XOVERSWAP

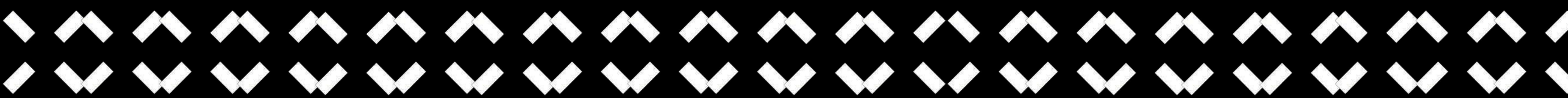
OUR SWAP SYSTEM IS A SERVICE THAT ALLOWS USERS TO EXCHANGE ONE CRYPTOCURRENCY FOR ANOTHER CRYPTOCURRENCY. WE BELIEVE IT WILL BE A POPULAR SWAP AMONG CRYPTOCURRENCY TRADERS AS WE ADDRESS OUR TRADERS' NEED TO QUICKLY AND EFFICIENTLY EXCHANGE BETWEEN DIFFERENT CRYPTOCURRENCIES.





XOVER NFT

NFTS ARE A WAY TO PROVE OWNERSHIP AND AUTHENTICITY OF DIGITAL ASSETS, INCLUDING ART, MUSIC, VIDEOS, VIRTUAL REAL ESTATE, IN-GAME ITEMS, AND MORE. NFTS HAVE GAINED SIGNIFICANT TRACTION IN THE GAMING INDUSTRY, ALLOWING PLAYERS TO OWN, TRADE, AND SELL IN-GAME ASSETS.



XOVER ID

GAME ACCOUNT ID: WHEN YOU CREATE AN ACCOUNT IN A GAME, YOU USUALLY HAVE AN ACCOUNT ID OR USERNAME, WHICH CAN BE CONSIDERED YOUR "GAME ID" ON THAT PLATFORM. IT IS USED FOR QUICK LOGIN OR EASY CRYPTOCURRENCY TRADING IN OTHER GAMES.

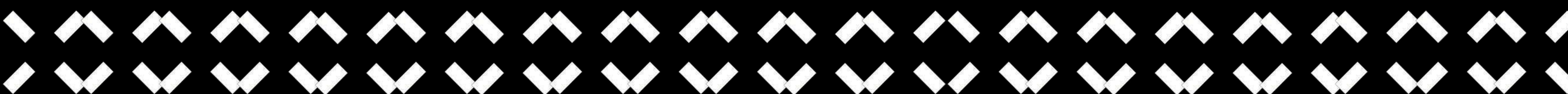




XOVER APP

IN GENERAL, THIS XOVER APP IS DESIGNED TO MANAGE DIGITAL ASSETS AND PERFORM DAILY TRANSACTIONS QUICKLY. THIS INCLUDES THE FOLLOWING:

- BUY AND SELL CRYPTOCURRENCY
- SECURE WALLET
- SEND AND RECEIVE CRYPTOCURRENCY
- NFT



XOVERWALLET

XOVER WALLET IS A SOFTWARE-BASED TOOL THAT ALLOWS INDIVIDUALS TO STORE, MANAGE, AND INTERACT WITH CRYPTOCURRENCIES. CRYPTOCURRENCY WALLETS ARE ESSENTIAL FOR ANYONE WHO WANTS TO SECURELY OWN AND USE CRYPTOCURRENCIES. REMEMBER THAT THE SECURITY OF YOUR CRYPTOCURRENCY ASSETS ULTIMATELY DEPENDS ON YOUR ACTIONS AND PRACTICES, SUCH AS KEEPING BACKUPS, USING STRONG PASSWORDS OR PASSPHRASES, AND PROTECTING YOUR PRIVATE KEYS.





XOVER GAME STORE

AS A GAME STORE, IT IS AN ONLINE ESTABLISHMENT WHERE WE SELL VIDEO GAMES, BOARD GAMES, CARD GAMES, AND RELATED IN-GAME ACCESSORIES. IT CAN ALSO BE DIVERSIFIED WITH OPTIONS SUCH AS PRE-ORDERS AND LIMITED EDITIONS.



XOVER VR GAME

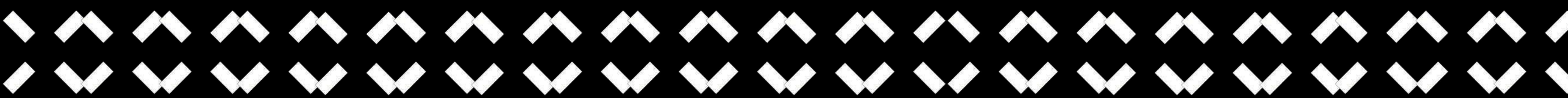
THERE IS A GROWING INTEREST IN THE POTENTIAL INTERSECTION OF CRYPTOCURRENCIES AND VIRTUAL REALITY (VR). THEREFORE, WE AT XOVER VIRTUAL WORLD ARE WORKING WITH THE POTENTIAL TO PROVIDE A VR ENVIRONMENT WITH SUCCESSFUL INTEGRATION INTO AN MMORPG GAME, SUBJECT TO OVERCOMING VARIOUS TECHNICAL, REGULATORY AND ADOPTION CHALLENGES.





XOVER PVP MOBILE

OVERALL, XOVER MOBILE CARD GAME IS A QUICK AND EASY WAY TO RELAX AND HAVE FUN, COMBINING THE CONVENIENCE OF MOBILE GAMING WITH THE TIMELESS APPEAL OF CARD GAMES. WE STRIVE TO CREATE A POPULAR GAME WITH A WIDE RANGE OF PLAYERS, FROM CASUAL GAMERS TO DEDICATED CARD GAME ENTHUSIASTS.



XOVER BAZAAR

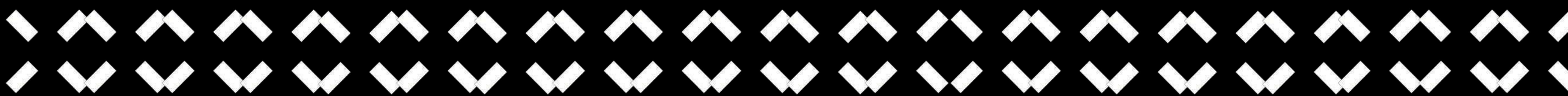
XOVER BAZAAR ARE A SOCIAL ENVIRONMENT WITH VENDORS SELLING GAMING ACCESSORIES SUCH AS WEAPONS, FIGURINES, COLLECTIBLES, PETS, CLOTHING AND OTHER GAME-RELATED PRODUCTS.





XOVERLIVE

XOVERLIVE IS A SOCIAL ENVIRONMENT WHERE CONTENT CREATORS AND VIEWERS MEET, ALLOWING USERS TO INTERACT IN REAL TIME, BRINGING INTIMACY AND AUTHENTICITY TO ONLINE INTERACTIONS.



XOVERGAMERS PORTAL

THE PURPOSE OF XOVER ESPORT IS TO SERVE AS A VALUABLE RESOURCE AND COMMUNITY FOR GAMERS OF ALL SKILL LEVELS AND INTERESTS. IT IS DESIGNED TO HELP GAMERS CONNECT WITH OTHERS, DISCOVER NEW GAMES, IMPROVE THEIR SKILLS, AND LEARN ABOUT THE EVER-EVOLVING GAMING INDUSTRY.

- GAME REVIEWS AND PREVIEWS
- GAME NEWS
- GAME GUIDES AND TIPS
- COMMUNITY FORUMS
- GAME MODDING
- SHOPPING AND DISCOUNTS
- GAME ACTIVITIES



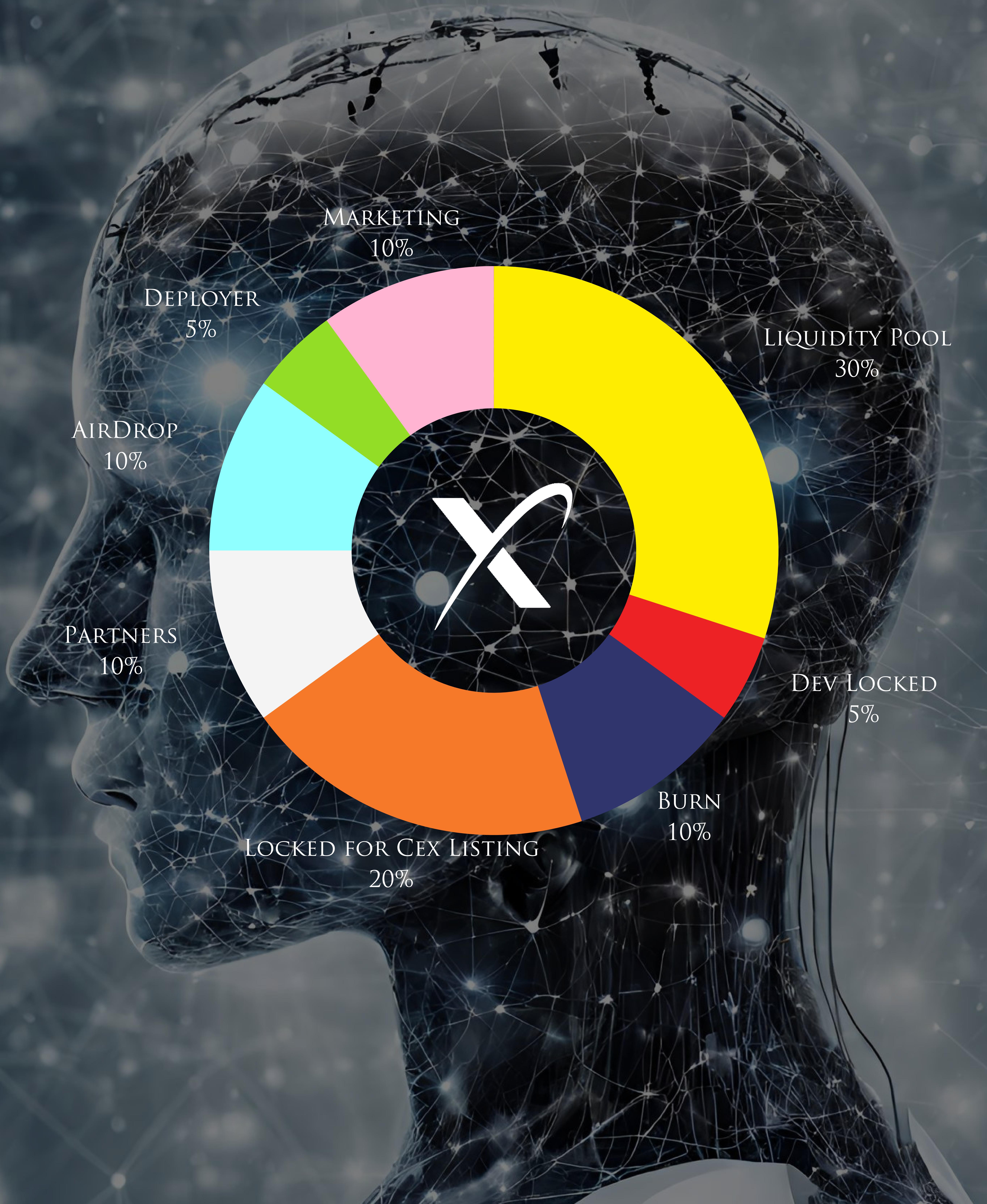


XOVER (XVR) TOKENOMICS





XOVER (XVR) TOKENOMICS





XOVER (XVR) TOKENOMICS

TOTAL SUPPLY | 1 TRILLION

NO FEES ON BUY

IN EVERY SELL TRANSACTION

- 2 % FEE IS AUTOMATICALLY BURNED
- 3 % FEE IS AUTOMATICALLY ADDED TO LIQUIDITY POOL
- 2 % FEE IS AUTOMATICALLY REDISTRIBUTED TO HOLDERS
- 3 % FEE IS AUTOMATICALLY SENT TO MARKETING WALLET





XOVER ROADMAP





XOVER ROADMAP

Q3/2023

- XOVERWORLD IDEA BIRTH
- TECHNICAL EXAMINATION
- BUSINESS PLAN & ROADMAP

Q4/2023

- XOVER WEBSITE
- XOVER WHITEPAPER
- START OF MARKETING ACTIVITIES
- CREATING SOCIAL MEDIA ACCOUNTS
- CREATING CONTRACT
- CREATING XOVER COMMUNITY
- BSCSCAN VERIFICATION
- AIRDROP DISTRIBUTION
- AWARD-WINNING DEMO GAMES

Q1/2024

- XOVER WEBSITE 2.0
- CMC – GECKO
- COMPETITIONS WITH PRIZES
- CEX LISTING
- XOVERSWAP BETA
- XOVERPAY BETA
- PARTNERSHIPS
- NFT LAUNCH
- XOVERGAME DEMO
- VR & MMORPG INTRO
- XOVERPVP WORLD INTRO

Q2/2024

- XOVERID BETA
- XOVERWALLET BETA
- NEW PARTNERSHIPS
- FIRST 50 CEX LISTING
- XOVERAPP BETA
- XOVERBAZAAR BETA
- PRIZE-WINNING COMPETITIONS

Q3/2024

- XOVERNFT STORE
- XOVERGAME STORE BETA
- XOVERPVP GAME BETA
- XOVERPVP MOBILE DEMO
- SECURITY AUDIT CHECKS
- AWARD WINNING COMPETITIONS
- FIRST 25 CEX LISTING
- XOVERSWAP
- XOVERPAY
- XOVERLIVE BETA

Q4/2024

- XOVERWALLET
- XOVERID
- XOVERAPP
- PARTNERSHIPS
- XOVERLIVE
- XOVERPVP GAME
- XOVERBAZAAR
- XOVERVR GAME DEMO

Q1/2025

- FIRST 10 CEX LISTING
- XOVERPVP GAME MOBILE BETA
- XOVERFORM
- XOVERGAME STORE
- E – SPORT SPONSORS
- XOVER E-SPORT GAMERS PORTAL
- XOVERLIVE AWARD BROADCASTS
- XOVERVR GAME BETA

Q2/2025

- XOVERLIVE AWARD BROADCASTS
- GLOBAL CEX LISTINGS
- XOVERVR GAME
- 10 M \$ PRIZE PVP SERVER OPENING

Q3/2025

- XOVERPVP GAME TOURNAMENT
- XOVERLIVE EVENTS
- XOVERGAMERS EVENTS
- XOVERPVP GAME MOBILE
- XOVERVR PVP 100 M \$ PRIZE SERVER INTRODUCTION

Q4/2025

- XOVERVR PVP 100 M \$ PRIZE SERVER OPENING
- THE BEGINNING OF XOVERWORLD

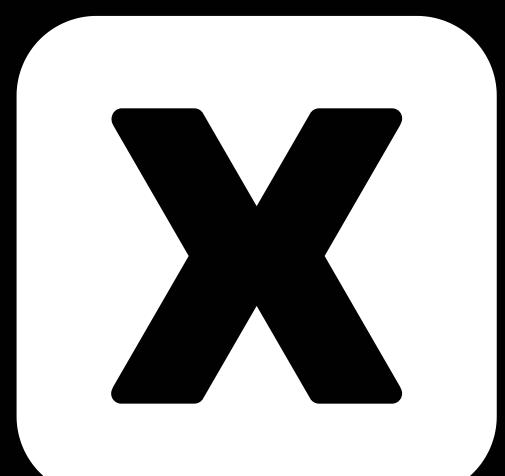




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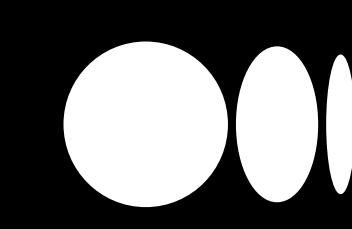
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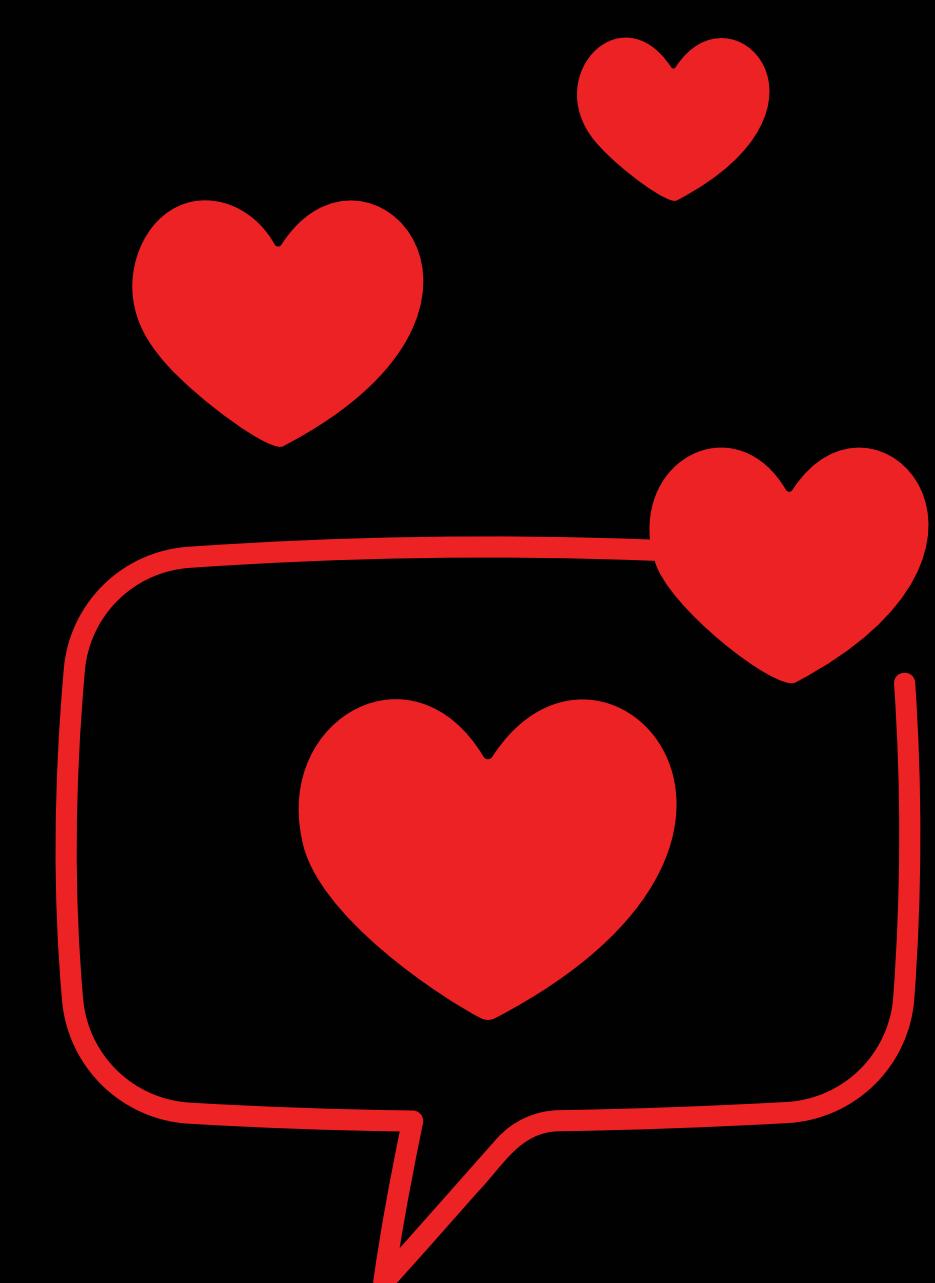
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THANK YOU



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