

KingdomVerse



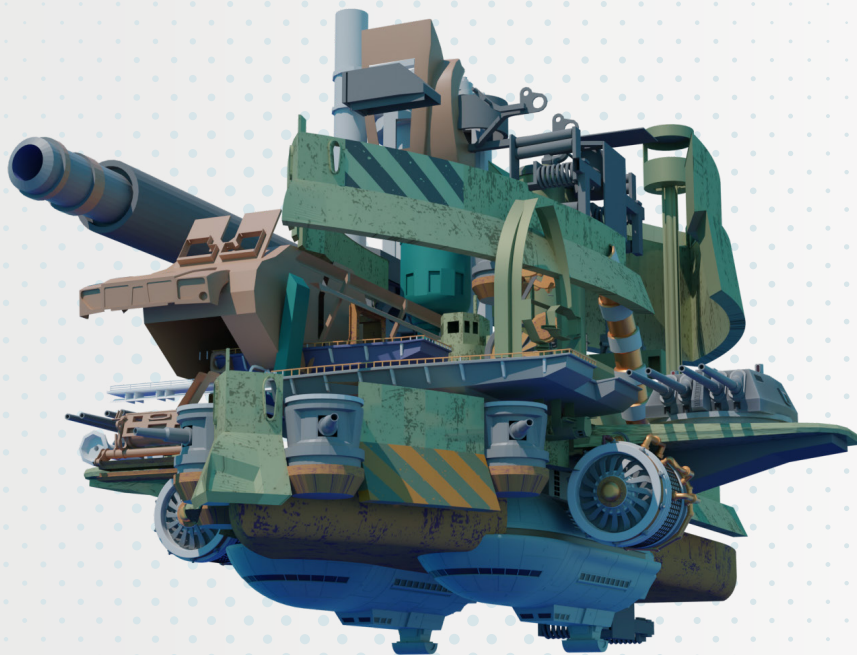
WHITEPAPER

00.

CONTENT

01. INTRODUCTION	4
1.1 Core Values	5
1.2 Core Game Genres	8
02. First Mobile Game: Defend The Kingdom	9
2.1 Gameplay	10
2.2 Heroes	11
2.3 Skills	12
2.4 Bosses	15
2.5 Champions	16
2.6 In-App Purchases	17
2.7 IP Collaborations	18
2.8 Tournaments	19
03. KINGDOMVERSE: Mobile Metaverse	20
3.1 The world of KMM	21
3.2 Kingdom – Floating Island	22
3.3 Empires	25
3.4 Battles	26
3.4.1 Kingdom Battles	26
3.4.2 Death Battles	26
3.5 Avatar Exploration and Stealing Ability	27
3.6 Marketplace and NFT Items	27
3.7 Avatars	28
04. Tokenomics & Game Economy	29
4.1 \$King	29
4.2 Supply	30
4.3 Use of Tokens	31
4.3.1 Treasury	31
4.3.2 Play-to-Earn	31

4.4 Shield	32
4.4.1 Utility	32
05. Team & Advisors	
5.1 Team	33
5.2 Advisors	36



01.

INTRODUCTION



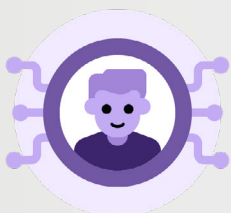
Welcome to the Kingdomverse

Kingdomverse is a first of its kind, Mobile Gaming Metaverse (MGM). Kingdomverse is one diverse ecosystem, consisting of multiple different mobile games, connected by a dynamic, open-world social hub where players can interact, game and trade with their fellow players. Within this gamified social hub, players can also form guilds, battle one another and conquer resources and lands, ensuring that players will never lack for a new adventure in Kingdomverse!

Kingdomverse also believes that digital ownership is of paramount importance, and is fundamentally changing how we approach gaming. Therefore within the Kingdomverse ecosystem, in-game and metaverse items are all non-fungible tokens owned by the players, ensuring that in our ecosystem, players keep what they earn, and can trade these items on both our internal and second hand marketplaces.



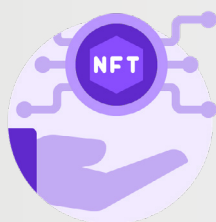
1.1 Core Values



The ultimate goal of games is that they are fun to play, and that should hold equally true for Web3.0 gaming. All mobile games in Kingdomverse share common core values; They are fun to play, user-friendly, and yield tangible benefits to players, but also solves existing issues that plague current games.



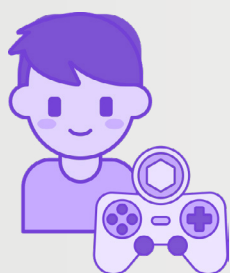
One common frustration with traditional freemium mobile games is that once players have had enough and quit the game, the time, effort and resources invested will come to nothing. But not anymore. The innovations in blockchain use in gaming and NFTs have allowed players to truly earn their in-game assets such as NFTs and tokens.



Digital ownership is the cornerstone of Web3.0, and signals a huge paradigm shift in the relationship between the players and the games. This is the foundation Kingdomverse is built upon, to provide immersive and fun experiences, and give our players real ownership of the assets and items they've spent their time, energy and effort on

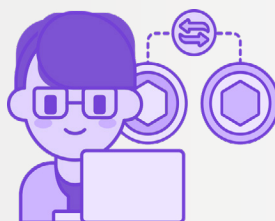
Web3.0 gaming is still a relatively new frontier, and projects live or die on their userbase. To achieve mass adoption, Kingdomverse has lowered barriers to entry for traditional Web2.0 gamers who may not be familiar or understand Web3.0 concepts with a number of on-boarding mechanisms; new players don't need an existing crypto wallet to start enjoying the mobile games. In fact, functionally, the mobile games will run identical to Web2.0 games, players will not need any Web3.0 knowledge to play them.

Additionally, for the more savvy Web3.0 players, Kingdomverse will support multi chain networks so players may transfer their assets as they see fit. By combining traditional freemium model and play-and-earn, Kingdomverse will bring the traditional gamer demographic to Web3.0 game and gamefi.



Easy to use

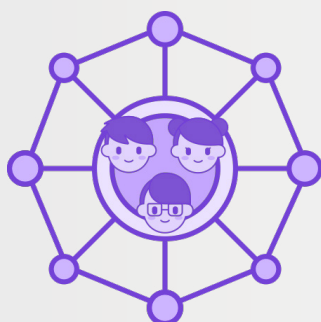
Seamless transition between 2.0 games to 3.0 games.



Advanced features for advanced players

Support multi-chain networks for transferring assets.

Kingdomverse also places a heavy emphasis on community building. Our community management team has extensive hands-on experience in building and maintaining communities, which is crucial for the survival and success rate of Web3.0 games. Our community team will constantly on board new members, including pro-gamers, gaming influencers, cosplayers, NFT analysts and more. Kingdomverse will provide an all encompassing Web3.0 gaming experience including gaming, socializing, community building, earning and more.



Emphasis on community building

We have extensive experience in building, engaging and maintaining communities.



Kingdomverse runs on \$King, the native token of the platform. \$King has a hard cap of 1 billion, and will have a variety of different functions and utilities that players will need to explore and experience the Kingdomverse ecosystem.

60% of the entire current traditional game market are mobile games, Kingdomverse's vision is to bring Web3.0 games to masses and we believe mobile games are the best method of achieving that goal. Furthermore, we don't want our game to be only enjoyed behind a PC or at home. Our mobile games and mobile metaverse allow us to give our players the ability to play on the go. Kingdomverse is meant to be enjoyed anywhere and everywhere, there is no limit!

Overall, Kingdomverse is defined by its two prongs. Community building and gaming, united in one virtual world. Web3.0 has and always will be community driven. The platform will bring together these communities in a fun and immersive metaverse, allowing these players to enjoy the games, own their assets and earn the tangible rewards.



1.2 Core Game Genres

Kingdomverse is dedicated to creating a long lasting ecosystem that brings all its stakeholders to build together. The core game genres will only include games of the highest quality for our players and community.

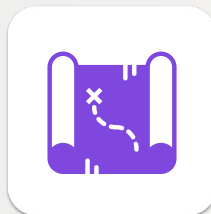
Player versus Player (PvP)

Kingdomverse focuses on PvP gameplay for both synchronous PVP (Real-time) and asynchronous PvP. In order to provide fair competition among players, Kingdomverse implements two strategies. First, the Kingdomverse game design team, with experience in previous PvP games that had userbases of over a million players, have implemented game balancing mechanisms that factor player skill, time spent in game, and amount of resources spent to ensure gameplay is always balanced and engaging for players of all denominations. Secondly, Kingdomverse utilises a ranking system which categorises the different levels of players so that their matchups will always be equal.

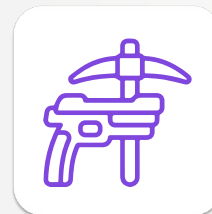
Current genres being developed and introduced to the ecosystem:



Tower Defense



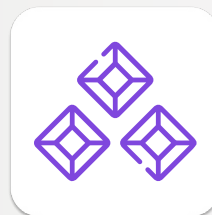
Real Time Strategy



Battle Royale



Social Deduction



Matching 3

02.

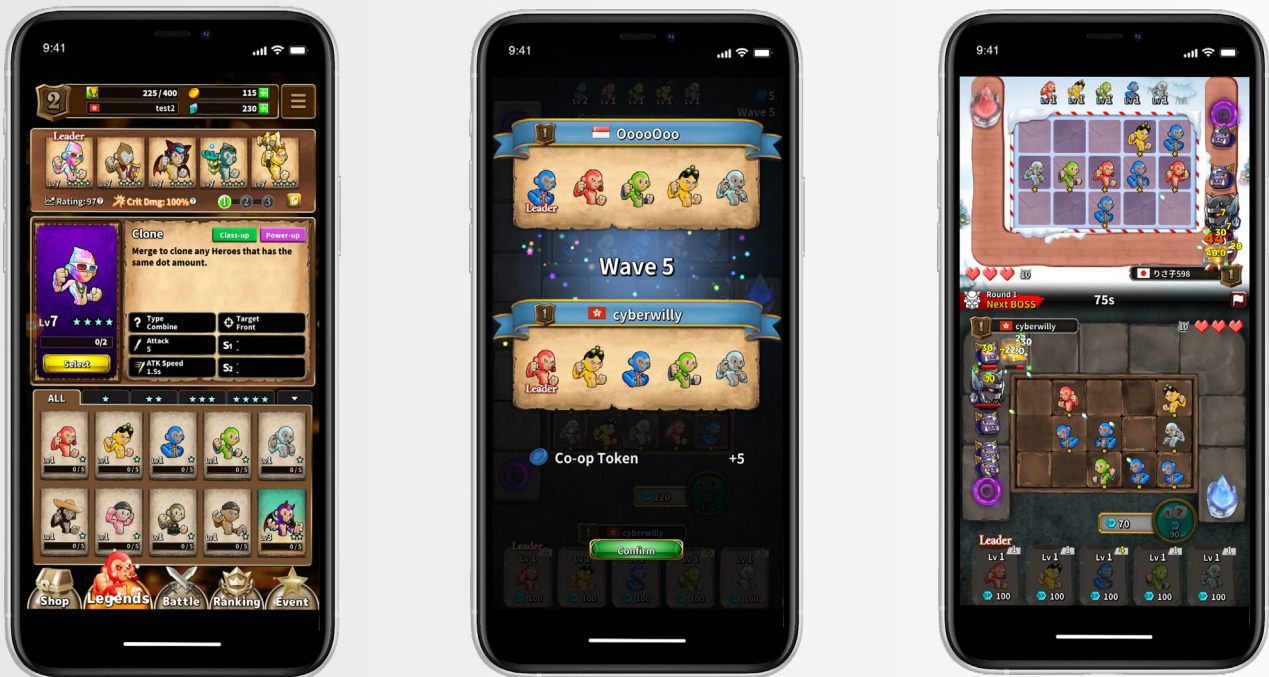
First Mobile Game: Defend The Kingdom



Kingdomverse will develop its own mobile games or co-publish mobile games with strategic partners. Only selected games that pass through our quality control and checks will be published.

Defend The Kingdom is Kingdomverse's first mobile game, in association with Monkey Kingdom NFTs, Asia's premier NFT project. In Defend The Kingdom, players will use Monkey Legend Heroes to defeat a variety of foes in both competitive PvP and Co-op modes. Defend the Kingdom uses Monkey Legend NFT avatars in game, and includes other NFT game items that can be used to upgrade your avatar.

2.1 Gameplay



Gameplay

Players assemble a team of five heroes to fight enemies and face the ultimate challenge of game bosses. Players strategically place heroes on the map and combine them to clear waves of enemies and final bosses. Leaderboards will display the highest rated players. Within the game, there are different seasons, bringing new quests, heroes and items, and even more importantly, the ever changing state of play requires players to come up with new strategies to defeat one another and their enemies!



PvP Mode

Play against other players online in an intense battle



Co-Op Mode

Play with your friends as allies to defeat the AI infinite waves.



Tournaments

Seasonal tournaments with rewards for top players.

2.2 Heroes



Heroes

There are four levels of rarity for heroes including Common, Rare, Epic and Legendary. The base statistics will be higher for rarer heroes. Heroes have different types according to their skillset and their method of targeting and attacking enemies. Targets refer to the order of enemies that are targeted. For example, heroes can target the closest enemy, the highest ranked enemy, or a random enemy.

TYPES	FUNCTION
Magic	Cause magical damage to enemies
Debuff	Weakens opponents characters stats
Buff	Boosts own character's stats
Assist	Boosts other character's stats
Force	Attack that deals damage to a large number of enemies
Time	Affects enemies movement
Sequence	Attack causes sequential damage to enemies
Environment	Set up traps on the map
Transform	Heroes transform automatically into a more powerful character
Wisdom	Special skill that creates heroes

2.3 Skills



Apart from different statistics, heroes also have different skills, their descriptions shown below:

SKILL EFFECT	DESCRIPTION
Fire Dmg	Attack the 1st enemy with explosion effect Effect damage other enemies around it
Electric Dmg	Attack the 1st enemy with electric effect Effect applies to 1st (70% of attack damage), 2nd & 3rd targets (30% of attack damage)
ATK Spd +	Attack the 1st enemy with certain increased % of attack speed
Virus Dmg	Infect all enemies from the 1st to the last If all enemies are infected, attack the 1st enemy
Slow Effect	Attack the 1st enemy and apply 1 layer of ice per attack 3 layers of ice are maximum
Paralysis %	Attack the first target with a fixed chance to paralyse it Lock effect can accumulate to the same target
SP Produced	Every dot produces 10 SP every 10s as base. Production speed is upgraded by dice level up
ATK Spd +	Gives a Speed Boost to up to 4 neighbouring dice.
Trap Dmg	Does not attack but instead sets up a trap on a random point of your track every 5 seconds Trap production speed is increased by Dots
Armour Weak	Attack the first Enemy Target without the Armor Decrease effect on him. For every dot increase, the base Armour Decrease effect increases.
Crit Hit % +	Increase Critical Hit rate to up to 4 neighbouring Dices. Basic critical rate = 10%
SP Dmg Rate	Attacks the first enemy dealing his Base Damage
SP Produced	When merged with a soul, you get SP

SKILL EFFECT	DESCRIPTION
Arrow Dmg	Attack random enemy, Fire a special arrow (3x damage) for every 5 attacks
Inst Kill %	Attacks a random enemy and has a fixed chance to instantly kill non-bosses enemies.
Teleport %	Attacks a random target and has a fixed chance of 10% to teleport the enemy back to the start of the track.
Toxic Dmg	toxic infect all enemies from the 1st to the last If all enemies are infected, attack the 1st enemy
Chain Dmg	The thunder damage will be chained to the followed enemies based on the dots amount
SP Stole	Attacks the first target who is without Absorb Effect on it and deals his basic damage to the target
Duration	Attacks the first enemy dealing his Base Attack Damage Transforms into Heavy Rain Mode every 7 seconds, which has 7x attack speed
Punch %	Attacks the first enemy. has a fixed chance (3%) to cut in half the enemy's current HP. For bosses, the chance starts at 0.3% and will be increased via power up.
Nuclear Dmg	Attacks the first enemy dealing his Base Attack Damage, if merged with another nuclear or adapt dice with same dots amount, it will cause a nuclear explosion
Spc Mine %	Does not attack but instead sets up a Mine trap on a random point of your track
Duration	Attacks a Random Enemy. Every 7 seconds it sets a spider web (last 5 seconds) on a random point of the track which will slow enemies for 50%.
Punch %	Attacks the first enemy. has a fixed chance (3%) to cut in half the enemy's current HP. For bosses, the chance starts at 0.3% and will be increased via power up.
Inst Kill %	Does not attack but instead gives a fixed Instant Death chance (0.5%) to neighbouring Dices (Basic Attack Only).
Duration	Attacks the first enemy. Every 10 seconds, it will set a barrier on a random point of the track which completely stops any enemy from moving.
Slow Effect	Attacks the first enemy. Every 8 seconds, it sends to all monsters on the player side a frost layer which slows them down, a maximum of 3 layers can be stacked.
Splash Dmg	Inactive Galaxy Dice attacks the first enemy dealing his Base Attack Damage, which will be stacked by every 2 bullet shots to the same target.
Orbit Dmg	Attacks the first enemy. For Every Dot on the Dice, it generates a spinning orbit. Each time a spinning sphere hits an enemy it deals a fixed amount (6%) of enemy's current HP. Rotational speed of the orbit can be increased by power up.
Rkt D. (Boss)	Attacks a random enemy. For every dot from 2 to 6, it attacks more than 1 targeted monster randomly (2 dots = attack 2 different monsters randomly) .
Monster HP	Does not attack. When merged, spawn a monster on your opponent tracks (300% of regular monster's HP) in PVP mode. In co-op mode, it spawns a monster (50% of regular monster's HP) that gives SP

SKILL EFFECT	DESCRIPTION
Duration	Attacks the first monster. Every 6 seconds, it triggers the 1st phase which will last for 4 seconds, in this phase the Dice will attack faster (5x). When the 1st phase ends (4 seconds), it will trigger the 2nd phase (2 seconds) which consists of a hyper attack speed (5x) with 100% critical chance.
ATK Spd +/-	Does not attack. It decreases the enemy's dice on his board with the same dot amount by the Base slow speed of Time Dice + In-Game Power-Ups.
Combo Dmg	Combo Dice targets the first enemy. When merging a Combo with itself or a Joker Dice, it will stack 8 damage per combo.
Chain Dmg	Attacks the first enemy. When exactly 3, 6 or 9 King Thor appears, the chain becomes activated and fires thunder-storm damage that deals 30% damage of the current HP off the enemies. The thunder-storm damage will be chained to the followed enemies based on the star amount
Basic Dmg +	When even numbers appear, attack speed +10% & critical rate bonus will be given. Formula = basic crit rate + bonus crit rate + power up + class up
Spawn % +	Increase the probability of spawning the leader stone Formula = (basic probability + power up + class up) * dot
Gamma Dmg	After the first hit, the laser dice starts stacking damage, meaning if the first attack damages the enemy by 10, the second hit will deal 20, and the third hit will deal 30 damage and so on, forever. If the laser dice's target is slowed and another enemy passes through, the attacking stacks resets and he starts back with basic attack.
Area Dmg HP	Activated when connected with a neighbouring stone. When activated, it has 20% (tbc) of phenomenal area damage on the path according to the star count of connecting stones.

2.4 Bosses

Players will unlock different bosses as they climb up the rankings. Different bosses will require different strategies to overcome, and different heroes will be more or less effective against certain types of bosses. There will be new boss types every season.



Lycanlord

The Werewolf boss has the ability to spawn more monsters in two types, regular monsters and speed type monsters



Azazel

The Lion boss has the ability to deactivate 1 to 3 heroes on the deck randomly



Labyrinth

The Minotaur boss has the ability to switch all heroes on the deck randomly



Baltha'zaar

The Demon boss has the ability to throw a rock at a hero randomly, it may also clear all the monsters on its side of the track and can heal himself



Doom Bringer

The Anubis boss has the ability to downgrade half the heroes in the board by 1, it can sprint forward and is not affected by slowing effects

Bosses every match

In every match a random boss will spawn, each boss has a special ability.



2.5 Champions

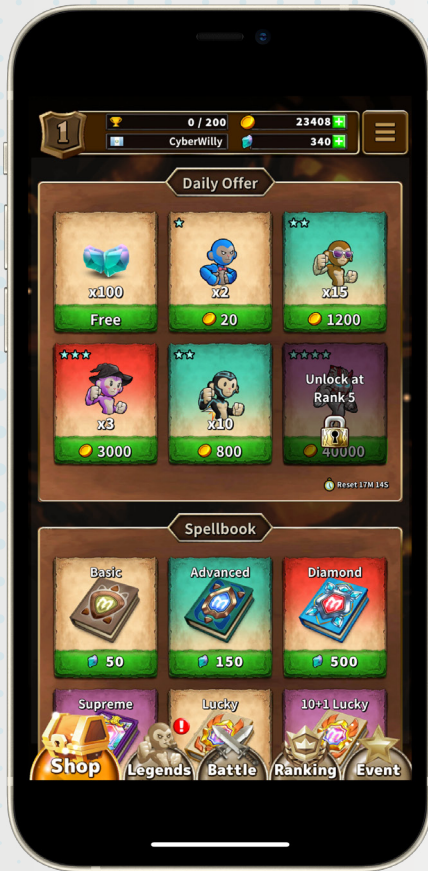


Champions

Champions are the special characters in game, possessing unique abilities and different powers. Players can equip only one Legend which will also be their PFP in game. Each champion has a special skill which is significantly more powerful than the average hero. There is a cooling time to activate the skill, but upgrading the Champion can shorten the cooling time.

SKILL EXAMPLES	DESCRIPTION
Nuclear Bomb	Kill all enemies on the map
Frozen	Freeze all enemies on player's map
Almighty	All heroes instantly upgrade
Rusty	All enemies on opponent's map move faster
Heal the World	Recover player's HP
Transformation	All heroes change randomly.

2.6 In-App Purchases



In-App Purchases

Apart from minting NFTs from marketplace or official minting platform, players can also purchase in-game assets and items in-game through IAP with both tokens or fiat currency.

Items that players can be purchased or unlocked in app:

ITEMS	DESCRIPTION	NFT	Payment
Spell-Book	Gacha for heroes and gold	N	Shield / Fiat
Gold	Material to upgrade heroes	N	Shield / Fiat
Champion	Superheroes and PFP	Y	\$King
Heroes	Characters for battling	Y	\$King
Season Pass	Unlock seasonal items	N	\$King
Battle Pass	Doubles the rewards a player receives	N	Shield / Fiat
Armor	Items equipped by Champions	Y	\$King
Runes	Items equipped by Champions	Y	\$King

2.7 IP Collaborations

With almost a decade of experience in the gaming industry, the Kingdomverse team believes one of the best ways to improve and grow as a community is IP collaboration. Cross game collaboration brings mutual benefits to both projects, and most of all the players. Kingdomverse's first crossover is with GenshoKishi, one of the leading Japanese Game IPs for the past 12 years. Playable characters from both projects will appear in-game, bringing together the two projects. Character collaboration is just the beginning, cross games campaigns will also take place as the partnership develops further.



x



KingdomVerse

2.8 Tournaments



Tournaments

Tournaments are a key opportunity for players to earn tokens via a ‘win-to-earn’ model. Striking a balance between skill-to-win and pay-to-win, players that do not spend resources in game will still be able to compete with those that do spend, however it will take much longer times and a lot more effort. The reasoning behind a “win-to-earn” model is that it prevents players that spend from gaining advantages that would completely imbalance the game, and instead we are able to maintain competitive and fair gameplay for our players.



There are two types of tournaments: Regular and Seasonal. Regular tournaments are simple, results will be based on the top performers on the leaderboards, which will be updated on a weekly basis. Season tournaments are available only for players who have purchased the Season Pass with \$King. Seasonal tournaments will boast better rewards for players. Upon the completion of each seasonal tournament, the Kingdomverse team will implement game balancing operations on existing characters, and launch new Legends and Heroes to ensure there is constant and balanced gameplay for our players.

03.

KINGDOMVERSE: Mobile Metaverse

Kingdomverse Mobile Metaverse (KMM) is the social hub for players, where they can interact with other players, form guilds, explore the world, show off their trophies, avatars or items and more. However, KGM is not just a social hub, but is also a game unto itself, in the form of a Real Time Strategy Game. Players build up their individual 'Kingdoms' and partner with others to form 'Empires'. Kingdoms are "floating islands", acting as home bases inside the KGM. The goal is to build the strongest 'Kingdom' and/or 'Empire' to win battles and capture more resources.

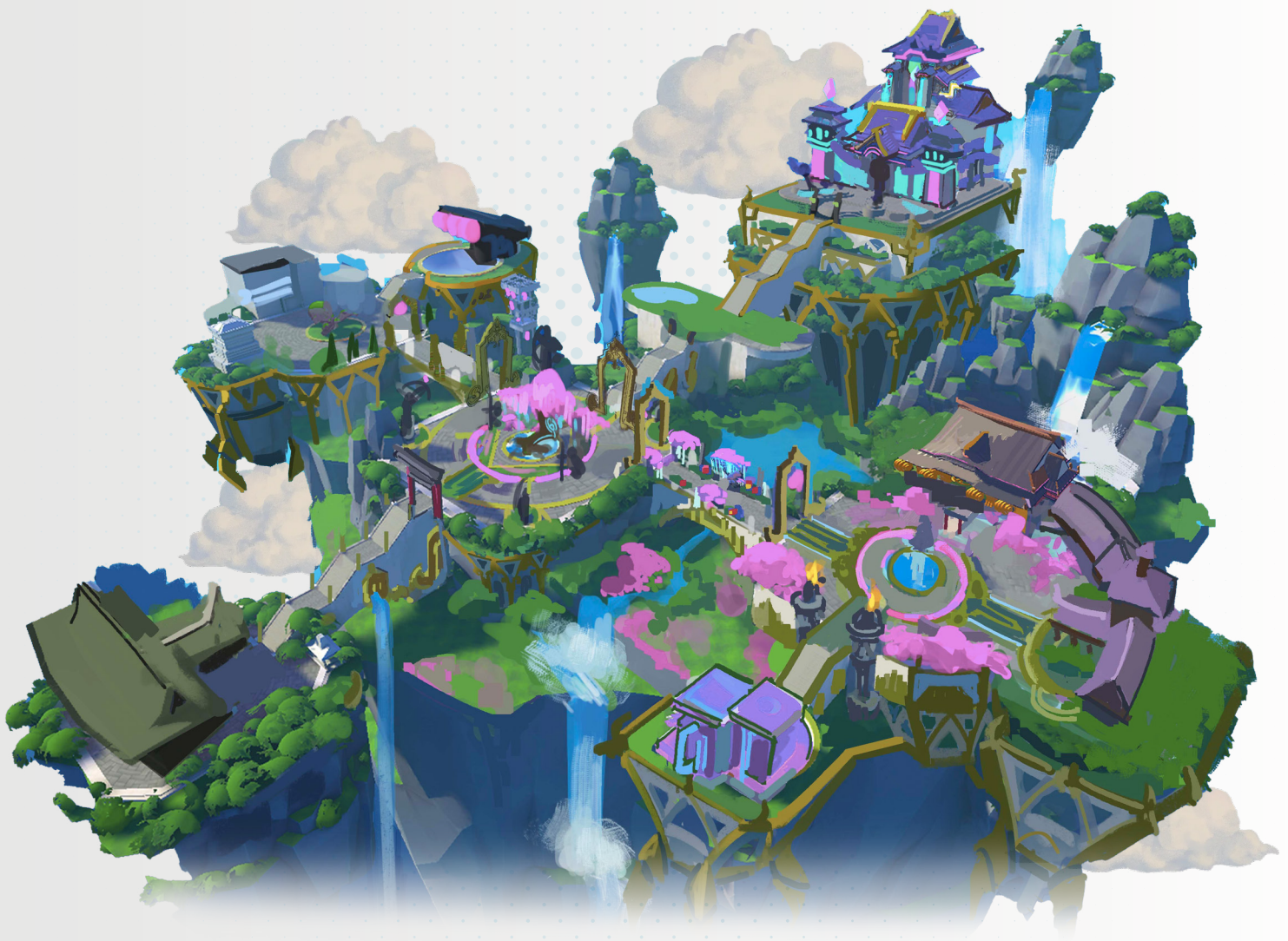


Players must purchase Island NFTs to build their own Kingdoms, otherwise they can join other Kingdoms by staking their Kingdomverse issued Avatar NFTs. By playing the mobile games, players can unlock NFT armours, buildings and items for their Kingdoms, as well as the Game Token "Shield" to upgrade their Kingdoms. Some Avatars even come with resources stealing abilities, allowing them to steal resources from other kingdoms.

In KGM, a heavy emphasis is placed on community building, and the intention of the Kingdomverse is to allow communities to naturally build and flourish while simultaneously attracting established NFT communities to interact and even battle with each other in one virtual world.

3.1 The World of KMM

Suspended in time and space, the KMM is a collection of floating islands and worlds that are interconnected by multiple games and a central economy. Players start inside the Capital Island, a common space where events, experiences and social activities are galore. From there, players venture out to discover their own 'Kingdoms' and write their own legend!





Utility Buildings in Capital Island

BUILDING	FUNCTION
TownHall	Ranking (Players, Kingdom, Empire) , Exhibition
Temple	Gacha Characters (NFT), Items (IAP) , Building (NFT)
Marketplace	NFT trading
Arena	Battle



3.2 Kingdom Floating Islands

Kingdoms are the home bases for player communities. Players can socialise, build and play on these islands. These Kingdoms come in the form of floating islands, each a unique NFT a single user will own. Players who own a Kingdom NFT are styled as the Lords of their island. From these home bases, they decide the future of their realm.



Kingdoms - Floating islands

Kingdom NFT can be purchased with our native token, \$King, and the total number of NFTs available will be finite. However, it is not necessary to own a Kingdom to experience the world of the KGM. Individual players can stake any of their NFTs, in the form of their avatars on a Kingdom of their choosing, officially becoming a 'citizen' of that Kingdom. Each Kingdom will have a limit on the amount of citizens that can be staked, corresponding with the level of the Kingdom. In order to increase the number of citizens and by extension its rewards and power, the Lord of the Kingdom must first improve his floating island. By doing so, the citizen contributes to the growth of the Kingdom and also shares in its reward pool and enjoys other perks.



The strength and growth of each Kingdom relative to others is measured by Six factors, known as its GDP, and is as follows:

Population

Number of Player NFTs staking in a Kingdom

Experience

Gained by playing casual games or winning guild battles

Prosperity

Upgrading buildings inside the Kingdom

Charisma

Charisma of the King/Queen. The level of their avatars, shown by their in-game clothing and armors

Wealth

Capital Reserve for the Kingdom by holding \$King

Combat Power

Combination of attributes to determine its battle strength

Whether players choose to play as Citizens or Lords, they will be rewarded with \$King. The better GDP of the Kingdom, the more \$King token will be available in the reward pool. The mechanism is players can hold Avatars and Game items NFT as well as \$King Token on Kingdom NFT in order to enjoy better returns. Additionally, players can also win more tokens by joining Kingdom Battles and Empire Battles.



3.3 Empires

Empires are the guilds and factions that shape the world of KGM. To earn more prestige, rewards and develop your Kingdom further, players can team up with others to form guilds, known as 'Empires'. Empires consist of more than one Kingdom banded together. These larger communities will build up their communities and economies to battle other Empires.

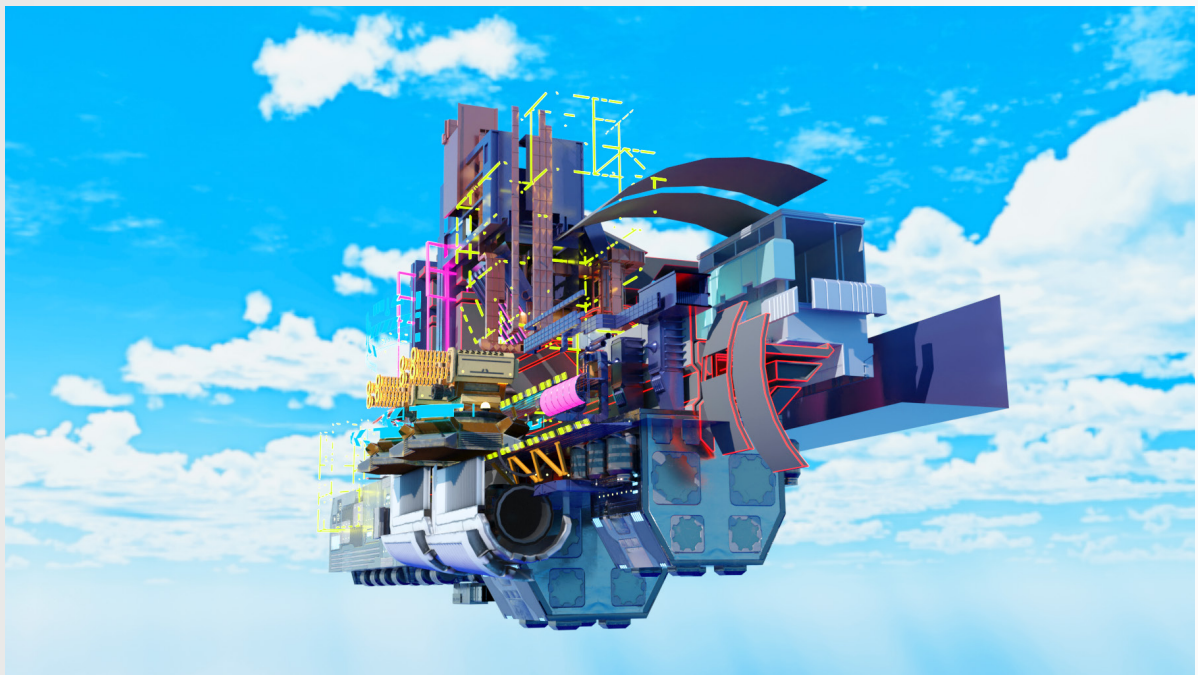


Empires grow more powerful by a number of metrics which correlates with the battle strength. Empire Battles will take place regularly for great rewards including in-game Items, even Kingdomverse NFTs!

3.4 Battles

3.4.1 Kingdom Battles

Kingdom Battles are a turn based strategy game. The Kingdomverse matching system will pair opponents of similar combat power with each other. Players can pick an opponent from the list of matches to start a battle. Players will have a limit on how many battles they can fight, represented by a stamina bar. Once this bar is depleted, players must either wait for it to recharge or can instantly refill by spending \$King.



3.4.2 Death Battles

Death battles are for players who love high risk, high reward, intense gameplay experiences. Players take turns to fight against each other 1-on-1 for rare items, tokens, and more... and the winner takes all. Death Battles are only for the bravest of warriors.

3.5 Avatar Exploration and Stealing Ability

Players can explore the world with their avatars. Some of the avatars have the ability to 'steal' resources from other kingdoms or resource islands. Owners of Kingdoms can defend against these avatars by upgrading their Kingdoms in various ways, including but not limited to upgrading existing buildings, building defensive structures and levelling up their Kingdoms.

3.6 Marketplace and NFT Items

Kingdomverse and the mobile games, including Defend The Kingdom, share one common marketplace. Players will be able to sell their in-game/in-metaverse items as NFTs in this marketplace. The marketplace will allow players the opportunity to trade their hard earned items, as well as their own created items to earn tokens, creating another revenue stream for players.

Key NFTs that will be issued in Kingdomverse:

NFTs	UTILITY
KINGDOM ISLAND	An unique Island that players purchase to build their Kingdom. 768 Islands will be issued in Season 0
MINING ISLAND	Rewarded to players who win Empire Battles. Own and Stake on the Kingdom Island NFT will increase the yield
BUILDINGS	Structures that players build on the Island. They can enhance the attributes of Islands and their Combat Power
WEAPONS	Weapons and small structures. Examples include decorative items and equipment. Some items can increase the Combat Power of an Island
AVATAR	Kingdomverse issued avatar NFTs. Player can stake them on Kingdoms to earn passive rewards. Players can also use avatar to steal resources from other kingdoms
EQUIPMENT	Game items players can equip on their avatars to increase attributes such as charisma and combat power



3.7 Avatars

Within The Kingdomverse, players will have the option to have a number of different avatars to represent themselves virtually, including but not limited to pre-built characters, characters from mobile games and NFTs. One example is the Legends in Defend the Kingdom.



04.

TOKENOMICS & GAME ECONOMY

Kingdomverse applies a dual token model aiming to better balance interests among investors, P2E players, NFT holders and game partners.

The dual token system is made up of \$King, the native token on ERC-20, and Shield, the game utility token on a multi-chain network.

4.1 \$KING

\$King is a native token of Kingdomverse (ERC 20) with a hard cap of 1 billion. It is to be used as follows:

Mobile Games

- ▶ Purchasing premium game items in mobile games, e.g., Heroes and Champions in Defend the Kingdom
- ▶ Purchasing passes e.g., Season Pass in Defend the Kingdom

Mobile Metaverse

- ▶ Purchasing Kingdomverse utility NFT items including Kingdoms (Floating Islands), avatars, and buildings

Ecosystem

- ▶ Trading NFT items in Kingdomverse Marketplace
- ▶ Partner studios can join the ecosystem by holding \$King tokens.

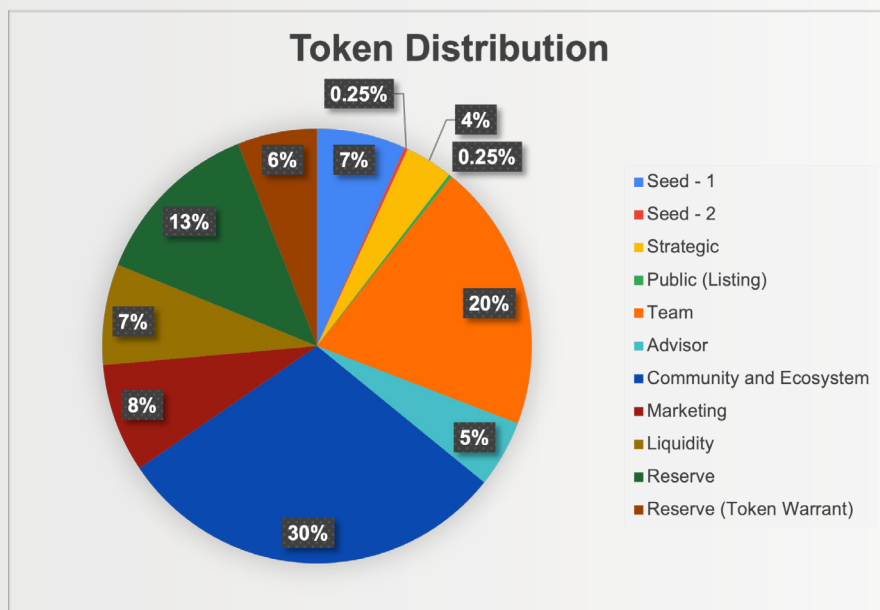
Earning

- ▶ Season Tournament Rewards for Mobile Games and Mobile Metaverse
- ▶ Kingdomverse Reward



4.2 Supply

\$KING Token Distribution					
Allocation	Token Price	Valuation	Number of Total Tokens	% of Total Supply	Vesting Terms
Seed - 1	US\$0.030	US\$30,000,000	67,000,000	6.70%	6 months lock-up, first trench 20% after lockup; remaining 80% - 12 months monthly vesting
Seed - 2	US\$0.040	US\$40,000,000	2,500,000	0.25%	6 months lock-up, first trench 20% after lockup; remaining 80% - 12 months monthly vesting
Strategic	US\$0.045	US\$45,000,000	36,000,000	3.60%	6 months lock-up, first trench 20% after lockup; remaining 80% - 12 months monthly vesting
Public (Listing)	US\$0.060	US\$60,000,000	2,500,000	0.25%	N.A.
Team			200,000,000	20%	12 months lock-up, 12 months monthly vesting
Advisor			50,000,000	5%	12 months lock-up, 18 months monthly vesting
Community and Ecosystem			297,000,000	29.70%	0.5% upon listing, 18 months monthly vesting
Marketing			81,000,000	8.10%	2% upon listing, 18 months monthly vesting
Liquidity			75,000,000	7.50%	50% upon listing, 18 months monthly vesting
Reserve			129,000,000	12.90%	2% upon listing, 18 months monthly vesting
Reserve (Token Warrant)			60,000,000	6.00%	6 months lock-up, first trench 20% after lockup; remaining 80% - 12 months monthly vesting
Total			1,000,000,000	100%	



4.3 Use of Tokens

4.3.1 Treasury



Kingdomverse treasury will be managed by the Foundation and be primarily for establishing and growing the community as well as developing the Kingdomverse ecosystem. For mobile games developers who join Kingdomverse Platform in our early stages, they will be rewarded with \$King.

This fund is also a mechanism to share revenue generated in Kingdomverse among game studios. We believe only when all stakeholders in Kingdomverse have their benefits aligned, can the ecosystem then grow.

Funding in the Treasury will be rewarded as a bonus for the partnered studio and players. Apart from the funding stored from Studio and Genesis allocation, there will be inflow to Treasury that comes from:

- ▶ 5% of NFT sells for the Game
- ▶ 10% of \$King spending in the Game
- ▶ 5% of Transaction of Game NFT in Kingdomverse Marketplace.

4.3.2 Play-to-Earn

P2E in the Kingdomverse does not only aim to reward playing games, but also rewards players or NFT holders who win game tournaments and develop the Kingdomverse through building their own Kingdoms, Empire Guilds and contributing to the entirety of the Kingdomverse ecosystem. \$King will be rewarded in various ways, including but not limited to:

- ▶ Top ranking players on the various leaderboards
- ▶ Winners of Kingdom and Empire Battles
- ▶ Winners of season tournaments

4.4 Shield

4.4.1 Utility



Shield is the in-game off chain currency with an unlimited supply. It can be utilised in both the Mobile Games and the Mobile Metaverse, such as:

- ▶ Purchasing In-Games Items in the mobile app games e.g., Spellbooks, gold in Defend the Kingdom
- ▶ Purchasing Metaverse items
- ▶ Levelling up individual Kingdoms

Players can earn Shield in a variety of ways, including rewards and participation in different activities:

- ▶ Regular Quests
- ▶ Leaderboard
- ▶ Events
- ▶ Winning from PVP

Players will be encouraged to spend the Shield they earned in order to level up their characters or kingdoms in order to win the tournament and earn the \$King tokens.

05.

5.1 TEAM



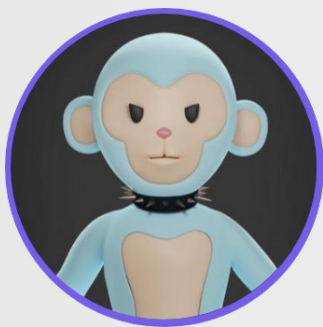
Terence Chow (Chief Executive Officer)

Terence Chow is an accomplished and highly respected business management professional with an emphasis on online entertainment. Terence has more than 20 years' experience with a proven track record in mobile and gaming business development and operations, especially in ecosystem establishment. He was Co-founder of Air World. Prior to Air World, He was the CEO of 17LIVE HK, the leading live streaming company in Asia with operations in Hong Kong, Taiwan, Japan, India and United State; before that he was the CEO of MAMO Games, a mobile game company focusing on entertainment collaboration with Meiah Entertainment (HK-listed company) and 3W (privately funded) as strategic investors.



Garfield Ip (Chief Technology Officer)

Bought his first bitcoin in 2014, and forever a fan of DeFi after reading the Uniswap whitepaper. Tech lead for cross-chain NFT projects on Ethereum / Binance NFT / BSC / Arbitrum One / Solana. Launched the Monkey Kingdom cross-chain breeding (Solana > Ethereum) and staking mechanisms, these contracts totaled 10k+ transactions. Before joining the Kingdom team, he worked in Memoriki (Subsidiary of Me2on) responsible for developing social online games.



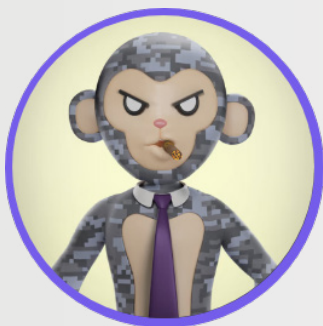
Cloud Hui (Chief Product Officer)

Cloud is an expert in Game Design and Game Publishing for over 15 years; in charge of several hundred millions sales titles including Gardenscapes and Cats. He maintains good relationships with notable partners: Sony and Homescapes iOS and Kadokawa. Before joining Kingdomverse, he was the Head of BD in Idreamsky (HK Listed Company).



Guillermo Sierra (Chief Creative Officer)

Guillermo has extensive experience working for Branding and advertising agencies for over 10 years, creating designs for different kinds of clients with many different objectives and requirements. Guillermo worked for one of the biggest technology companies in the world where he learned about UX and how big companies handle operations. Guillermo is passionate about art and technology, he is constantly learning new software in order to be able to better express the ideas in his mind, the computer then becomes just an extension of his body. Currently Guillermo is the Chief Creative Officer of the Kingdom, his goal is to define the best and most efficient way to create high quality visual content for our platform.



Josh Kovac (Chief Strategy Officer)

Josh's background is in sustainability and law before moving onto starting a business and entrepreneurship, co-founding his first company in the realm of digital advertising. Always interested in new technologies and its practical application and how to take it to market, Josh was drawn to cryptocurrency and began trading in 2018. A believer in the transformative effects of Web3.0, Josh is currently the Chief Strategy officer of The Kingdom, committed to bringing The Kingdom to mass market through innovative branding and marketing and constantly developing the business model and overall strategy.



Benjamin Lee (Executive Director)

A gaming industry veteran and serial entrepreneur, Ben has 20+ years of hands-on experience in software product development and in-depth knowledge of startup businesses with successful exits. After studying Computer Science at the National University of Singapore, Ben has worked in managerial roles at Nokia for various pioneering global initiatives such as the early app store Club Nokia and cross-device gaming platform N-Gage.

Post Nokia, Ben has led mobile R&D in the JV between major Taiwanese game publisher Softstar and Japan's Square Enix, SDK development and developer relationships in social gaming startup Scoreloop, and merchant acquisition and product design in gaming-focused fintech startup Coda Payments. Scoreloop was acquired by BlackBerry in 2011 for 75 million USD and Coda Payments is now a Unicorn valued at 2.5 billion USD.

Ben is also the co-founder and CTO of LifeQuests, whose LifePlus app aims to motivate users to explore real-life locations and achieve personal goals through gamification and mixed reality.

5.2 Advisors



Adrian Lai

Adrian Lai is the founder of Newman Capital, a principal investment firm focused on private equity and venture capital investment with significant presence in Web3. He previously served as the co-founder of Liquefy, an institutional blockchain solution with presence in Hong Kong & The Middle East. Adrian began his career at BlackRock with experience in Sales & Marketing, Fintech & ESG Investment. He worked with chairpersons and board members from 100+ listed companies across Asia on corporate governance, corporate actions, cybersecurity, and climate change risk. Adrian was a Columnist at SCMP on blockchain technology and a commentator for Wall Street Journal & CNN.



Brian Lu

Brian is currently Partner at Headline Asia, formerly known as Infinity Ventures (IVP), as well as Founding Partner at Infinity Ventures Crypto (IVC). Headline Asia invests across geographies, leading rounds at every stage and is very committed to bringing the project a global success.

Headline Asia's Early Stage Funds are based in the US, Europe, Asia, and Brazil, and invest locally. Its San Francisco-based Growth Fund invests globally from Series B and beyond, working in collaboration with their Early Stage Teams. The sizes and locations of these funds make it possible for Headline Asia to see local trends up close, identify winning founders, and lead rounds at every stage. Sonos, The RealReal, Credits, Sorare, Pismo, AppFolio, goPuff, Acorns, Farfetch, Segment, Bumble, Yeahka, Freee, Wealthnavi and 17Live are among the stars in Headline Asia's investment portfolio.

