ANCIENT KINGDOM

I.   Introduction

Ancient Kingdom is the first martial art game on the Blockchain, a survival RPG in which you take on the role of one of the myth warriors, eliminate monsters and compete against other players to become the hero who will save the whole kingdom. When joining this metaverse, players can create their warriors and equip them with unique NFTs items to engage in efforts for resources, territory conquests, and political dominance. In other words, Ancient Kingdom's gameplay and in-game assets are authentic and easy to understand.

Using the BSC blockchain, the Ancient Kingdom team is developing a play-to-earn mechanism that will greatly benefit discerning players. Moreover, the protocols of Ancient Kingdom NFTs gaming are designed to enhance the blockchain technology's value proposition. With the decentralized finance and gaming mechanisms that empower users to have a real feeling, users are awarded tokens that can grow by tens or even hundreds of times in value.

The Ancient Kingdom game is a whole new generation of leisure economics games, in which players are rewarded for their time and can later grow their earnings like actual traders. Because of this, traders and professional gamers — the game's primary target audience — are able to easily grasp trends and technical aspects that are challenging for other users. This is the beauty of the Ancient Kingdom NFT game.

II.   Ancient Kingdom Features
MMORPG

Ancient Kingdom is considered an MMORPG, a story-driven online video game in which a player, taking on the persona of a character in a virtual or fantasy world, interacts with a large number of other players. When joining the Ancient Kingdom, players can choose their characters and designate a suitable style of combating that matches their real characteristics. Millions of other players partake in the exclusive gaming concept, together with entertaining themselves and even monetising at the same time. Ancient Kingdom is a real-to-life MMORPG that might make players swallow up entire days at a time.

Blockchain & GameFi

Blockchain innovation utilizing the BSC convention set up a generally serverless and got ongoing interaction experience. GameFi, in a brief, is the merging of gaming with the financial sector. In fact, it's the combination of video games and decentralized finance (DeFi), which is a big thing in the crypto/Web3 world.
Gaming applications developed on decentralised networks enabled by blockchain enable this new breed of gamers to access a variety of alternative financing options, which are referred to collectively as GameFi.

Including a combination of the following:
• in-game currency rewards
• staking
• yield farming
• NFT-based asset ownership

NFT and the Blockchain Gaming Industry's Future

With NFTs, Ancient Kingdom offers a realistic gaming experience. An NFT is a unique digital certificate of ownership that may be utilized for crypto transactions, turning in-game objects into tradeable liquid assets. Thus, the addition of NFTs in the game enables players to trade NFTs more realistically in the virtual world

Through its comprehensive features and environment, NFT empowers a variety of sectors. Blockchain technology enables the distributed ledger to be transparent, as it is composed of various nodes and untrusted data. The technology's safety and compatibility are ensured by this network consisting and the isolated environment.

Play to earn (P2E)

This approach enables other gamers or gaming enthusiasts to purchase and exchange game awards or items represented as tokens or NFTs on the open market. This massive change in a classic gaming paradigm has once again transformed the way the Ancient Kingdom is viewed and experienced, allowing consumers and game experts to sit at the same table as the game's creators and developers.

Reincarnation

Ancient Kingdom grants the characters the ability to rebirth. In detail, it triggers the rebirth function at the 90th level (the highest level), which has the capacity to improve attack, defence, and life holistically. This essentially means that if players reach level 90, they can restart at level 0 while retaining their previous stage's powers and talents (90th level), allowing them to continue growing their characters indefinitely. Since then, players can anticipate earning more and doing so more effortlessly.

III.   Ancient Kingdom unfolding

1. Main Story

The three heroes of the game are Tianzun, Jihad, and Fashen. Tianzun is the title of the highest Taoist in the ancient kingdom, Fashen is the title of the highest magician, and Jihad is the title of the highest martial arts, all of which correspond to the game's three professions: Taoist priest, magician, and warrior.

When the Ancient Kingdom was initially established, the conflict between gods and demons was still ongoing. The gods chose three human beings with varying abilities to teach them Taoism, magic, and martial arts, respectively, while the demon king incorporated all monster tribes.

The demon king ordered Zhongsan's leader on an expedition during the first human-demon war, and the half-beast army led the way. Warrior, general, and demonic flame were among the forces he brought with him to cause chaos in the human world. A steady stream of fire was hurled toward the fleeing humankind. Three heroes appeared at this critical moment. Commander Zhongsan was repulsed by the strength of three, but one of the three heroes was hurt in the battle.

In the second war, the demon king sent the leader of Zuma, and the half-beast army also served as the frontier to capture human territory. However, the demons lost this war.

Not wishing to repeat his failure, the Red Moon Demon King determined to initiate the third human-demon war on his own. This time, the conflict between humans and demons ended terribly. When all of the demons attacked humanity at the same moment, it was a crushing blow to all.

The kingdom was completely decimated throughout this war, and the humans were exceedingly fatigued trying to halt the demons' wave of attacks. The three heroes chose to take a chance, assaulting the Demon Race's lair and assassinating the demon king to reverse the tide of war. The supreme god (being the creator god, he is incapable of attacking) sent an unnamed warrior (the ancestor of the tiger guard) to help the three heroes. While they unexpectedly overpowered the demon king's stronghold, they misjudged the demon king's abilities to defeat Jihad and Fashen. After suffering terrible injuries, Tianzun and the accompanying warrior were rescued by the god.

Despite the fact that Jihad and Fashen made self-sacrifices, the Demon King was spared. He had major injuries, and his physical condition was broken down. All of the demon army's fellows sustained severe damage. All demons were brought to their space and sealed with the assistance of the gods. Finally, the gods created dragons to guard the ancient temples' seals. Tianzun recovered and established his tribe, the White Sun Gate, to impart his Wisdom and unique abilities to mankind. Following the restoration, humanity founded a new capital, and the Ancient Kingdom flourished once more. However, cryptic prophecies indicate that humanity will face the fourth fight between gods and demons in the not-too-distant future. The Demon King's strength has been gradually restored. The devil is poised to strike again, and the descendants of the three heroes must oppose all of this.

2. Characters:
The game is divided into 3 professions and 6 characters.

Powerful physique: Warriors
The distinguishing aspect is the use of Warrior, which is based on physical strength. It is more appropriate for BOSS and PK battles. Strong fighters are extremely durable and act as

vanguards and shields in monster battles and PK. The warrior's armor, on the other hand, is quite vulnerable to magic.

Male Warrior Based point: Attack: | Defend: | HP: |Mana: | Speed:

Female warrior Based point: Attack: | Defend: | HP: |Mana: | Speed:

Magician: Mage
Magicians can cast powerful offensive spells by relying on long-term passive strength training. While magical attack power is superior, physical strength is deficient. The ability to defend directly against physical strikes is limited. Additionally, high-level magic is time-consuming to cast, and during this period, the opponent may strike rapidly. Magic is more potent than any attack ability and can be used to effectively threaten an opponent.

Mage: Based point: Attack: | Defend: | HP: |Mana: | Speed:

Sorceress Based point: Attack: | Defend: | HP: |Mana: | Speed:

Strongest Support: Taoist
The Taoist has the greatest ability to employ poison since he is conversant with nature. He can also employ healing skills to help others because he has a strong mental basis. Taoist priests, on the other hand, have summoning skills that allow them to call divine monsters to aid them in battle. He is intelligent and proficient in swordsmanship and magic, allowing him to cast a variety of spells at all times, and he is incredibly flexible.

Male Taoist Based point: Attack: | Defend: | HP: |Mana: | Speed:

Female Taoist Based point: Attack: | Defend: | HP: |Mana: | Speed:

3. Skills

The game is organized into three professions, each with seven skills.
Those skills are classified into three separate stages; the basic abilities are taught automatically through role upgrades, while the advanced skills of the furious set are obtained through treasure hunts. Before you may learn the highest talents, you must first level up your original skills to level 10.

Warrior skills set
- *Normal attack*
- *Basic swordsmanship*, depending on the level of practice will improve attack power.
- *Piercing swordsmanship*, Disregarding defence and the magical shield.
- *Moon Palace Revenge*, causes damage to surrounding units.
- *God of War Collision*, Hit players of a lower level than you within a set distance with your shoulder.

- *Flame swordsmanship*, assigning flame spirits on top of weapons, dealing massive damage to a single target.
- *Momentum swordsmanship*, combine the flame soul with the weapon, causing immense damage to four targets in a straight line.

Mage Skills set
- *Fireball:* launch fireball to target.
- *The ring of fire*, concentrating your great magical force and knocking back all foes within a given distance whose level is lower than your own.
- *Lightning technique*, concentrating the potent magical force to summon a bolt of lightning capable of inflicting significant damage on a single target.
- *Firewall magic*, condensing powerful magic to summon hellfire, dealing continuous damage to enemies stepped on.
- *Hell lightning,* unleashing thunder at the centre.
- *Magic Shield*, a magic shield made of magic resists a lot of damage.
- *Ice roar,* condensing the powerful magic to summon an ice storm which causes huge damage to enemies within 3 * 3.

Taoist Skills set
- *Fa of spiritual strength*, the Taoist's strike power will increase with his or her level of cultivation.
- *Collective Corrosion*, imparts mental power to the poison to spread, dealing continuous damage to enemy targets within a 3 * 3 range.
- *Holy Spirit Charms*, bring strong mental power to the top of fire charms to attack enemies.
- *Group seclusion*, releasing spiritual power around the comrades, causing them to become invisible, an invalid teleport condition
- *Ghost Armor*, can improve allies' physical and magical defence within 3 * 3
- *Heal group*, Increase the allies' HP regeneration rate within 3 * 3
- *Summon beasts*, summoning beasts to serve as guards to support in combat and monster killing.

4. In-game Equipment:

4.1. Event Costume
- Summer Cool:
- Western Cowboy
- Admiral
- Legend of the werewolf
- The Matrix
- Villain Angel
- Condor Heroes
- Swords of love
- The crown prince of the dynasty
- Golden Holy War

4.2. Game props introduction
In-game props can be divided into two categories

A. Consumption
(1) Restore Blood (HP) volume after use:
(2) Temporary increase in attack
(3) Fight monsters after use to get double experience items
(4) Equipment strengthening stone
(5) Various ores obtained by mining
(6) Increase weapon lucky value
(7) Weapon synthetic materials

B. Equipment

Equipment set
The game's primary equipment consists of ten pieces. When characters reach a certain level, they can wear appropriate equipment. The level increases the equipment attribute strength and decreases the equipment explosion rate, allowing players to spawn monsters and PK more efficiently.

Equipment classification and wear level:
- Star King suit (level 70)
- Backfire suit (level 80)
- Thunder Dragon suit (level 90)

    After reincarnating counted by Turn:
- Taurus suit (Turn 1)
- Tiger Wei suit (Turn 2)
- Tianlong suit (Turn 4)
- Must-kill set (Turn 6)
- Legendary package (Turn 8)
- Haoyue package (Turn 10)
- Blood set (Turn 12)

Equipment upgrading
There are two fundamental types of equipment upgrading: **enhanced** and **gem-inlaid**.

Equipment enhancement:
Strengthening equipment requires different ores.

Strengthening from 1-5: black iron ore required.
Strengthening from 6-10: bronze ore required.
Strengthening from 11-15: silver mine required.
Strengthening from 16-20: purple gold mine required.

Ore can be obtained by daily mining tasks.

The early equipment improvement should be adequately strengthened, because the early equipment obtained is relatively low-level, and the high-level equipment must be employed, rendering the earlier equipment enhancement meaningless. For this reason, everyone must be careful not to over-strengthen equipment from the start, as this will cause unnecessary loss.

Gem-inlaid equipment:

To increase the strength of the equipment, each item can be inlaid with 6 different gems. High-level gems can be obtained through low-level synthesis.

Gem classification:
- Assault gems
- physical defense gems
- magical defensive gems
- life gems
- and magic gems.

Gems' total level is 15. The function and attributes increase with level.

(1)Weapons:
(2) Helmets:
(3) Necklaces
(4) Bracelets:
(5) Rings
(6) Belts:
(7) Armor/Robe:
(8) Boots:
(9) Jade:

5. Play to Earn (P2E)

Players begin the game by creating an account on the game's homepage. Each IP address is limited to registering a single account (any fraud case will be permanently banned IP). After that, players need to link their accounts to Dapp Wallet and purchase DOM.

There will be three maps available to players in the Ancient Kingdom, each with its own set of rewards.

World Map

Available to all players - low drop rate of rare and valuable items. Players will store Dom tokens, which can be exchanged for Gold at a 1:1 ratio, to acquire essential props for enhancing combat

power in-game, and will utilize Gold to purchase support goods that increase the killing effect. After eliminating monsters, mini-bosses, and bosses, items will be dropped for collecting on the world map. The "Game card" is extremely unlikely to be dropped, which can be swapped for Gold to continue levelling characters, or it can be sold on the market to earn back DOM tokens.

NFT Map
To access this map, players will invest Dom tokens to purchase NFTs items (VIP cards) from the Marketplace. On this map, the drop rate of rare items and NFTs will be higher than on the world map for corresponding tasks.

VIP Map: In comparison to the other two types of maps, VIP maps include the rarest items. The correct VIP map will be entered for each VIP level. Profitability increases as the VIP level increases. There are a total of twelve VIP tiers available. When players attain any VIP level, they will receive a rare NFT weapon. They can use this extraordinary NFT weapon to train and earn money by levelling up and fighting monsters. In detail, the value of becoming a VIP 1 is calculated so that if a player plays for three hours per day, the investment will pay off within twenty to thirty days. The payback period will be reduced if the player is equipped with a large number of distinct NFTs items.

Additionally, the game provides players with helpful tools. Players can earn more revenue by completing add-on missions to gain the benefits.

When players (in a guild) participate in a siege war, a guild, a fighting game, or a faction league, they will be required to make a deposit. The winning team will take home the jackpot. And the publisher will be paid based on the value of the winning prize.

Versions in the Game
Version 1: Players enter the three types of the map above using DOM tokens. (Note: Due to the strength of monsters, players should be adequately prepared to avoid being destroyed by them. This version features a single mode: KILL ALL; it is highly advised that you battle with a guild to ensure mutual support.
Version 2: Additional features will be implemented soon, including Siege War, World Boss, Guild Duel, Further Updates on Boss NFTs Rewards, and Fighting PK Mode.

6. Game description

Game main function A

Game main function B

6.1. The A -1 area

A. Level up
Hereunder is the tutorial and various upgrade skills to help players level up the fastest way.

(1) Level 1-20: Enter the Novice Village and follow the main tasks.

(2) Level 20-45: With each passing level, the challenge of the game's main tasks becomes increasingly challenging. Try to complete those tasks.

Level 30 activates the jade pendant function and increases the character's blood volume. Activate the shield function at level 40, increasing the character's physical and magic defence.

(3) Level 45-50: Level 45 is open to Boss missions which are divided into stars. The higher the stars, the richer the rewards. It is recommended to take the highest-star missions and receive them 3 times after completion which maximizes the revenue.

The 50th level activates the guard feature, which allows for the summoning of guards to help in combat and increase efficiency.

(4) 50-75 level: Continue to complete the primary task while also accomplishing the demon task.

The 60th level activates the wings function, enhancing the character's attack power, physical defence, and magical defence significantly.

At level 65, dragon heart equipment becomes available, enhancing the character's physical attack, magical attack, and Taoism attack.

The 70-level Spike equipment is unlocked, significantly increasing the character's criterion and criterion probability, as well as the effectiveness of monster-slaying and PK.

Level 73 initiates the BOSS challenge; defeat the BOSS and earn valuable equipment, NFTs, and Tokens.;

(5) Level 75-90:

Roast Pig Hole is unlocked at the 75th level, and players can tackle it three times every day for a chance to earn a lot of experience.

Level 75 opens the official position function, the prestige obtained by the slayer mission can be upgraded to the official position and increase character attack;

Worship of the City Lord Activity: Daily hours of operation are 11:30-12:30 and 17:30-1830, which can enhance the experience.

National darts activity: open daily from 16: 00-16: 30 for practice;

Elite Pavilion activities: open daily from 17:00 to 17:30 to accumulate experience points;

Recycling monster-dropped equipment.

To earn experience, follow the directions of NPCs in the main city;

Breaking through the sky activity: gaining experience and gold, as well as strengthening the guard stones.

Mining activity: finding materials for upgrading equipment.

Duplicate the World boss into the Personal boss for solo combat.

Treasure hunting: using keys or Gold to open treasure chests for experience points, weapons, equipment or Gold.

When a character reaches level 90, the reincarnation system is triggered. Rebirth has the potential to significantly increase a character's combat ability. There are different reincarnation levels, each with its own set of reincarnation equipment. These reincarnation items are more aesthetically pleasing and strong than standard equipment.

After level 90, players can keep getting an increasing number of attribute benefits as their rebirth level grows, also comprehensively improving the character's combat effectiveness through the equipment system, wing system, official position system, etc.

B. VIP level

C. Evaluation of combat effectiveness

D. The character's attack mode [Peace|Team|Gang|All]
    (1) Peaceful mode: the attack will not result in any injuries to other players.
    (2) Team mode: attacking teammates does not result in damage.
    (3) Gang mode: Attacking members of the same gang does not result in damage.
    (4) All mode: Attacking any player will result in damage.
E. Recharge button, click it to open the recharge function.

6.2. The A-2 area
Including the task and team function.
(1) The task function is mainly divided into [main line|branch line|experience|gold coin] tasks.

(2) Team function, which will be displayed in this area after teaming up with other players.

6.3. Area A-3 area

This is the chat function

Double-click this area to open the chat function.

(1)

[system] A BOSS appears in Not Dark Hall

[system] welcome to the game, wish you happy!

[system] Player Mltz enters mysterious ,It's up to him to get good equipment

[system] A BOSS appears in Not Dark Hall

[system] Player CaiLeigh enters mysterious ,It's up to him to get good equipment

[system] Player CaiLeigh enters mysterious ,It's up to him to get good equipment

[system] Boss House3 of Boss Be destroyed, Drop King War Helmet

[system] Boss House3 of Boss Be destroyed, Drop King War Quit

[system] Not Dark Hall of Boss Be destroyed,Drop King Ring

[system] Not Dark Hall of Boss Be destroyed,Drop King Helmet

Note: this channel cannot speak.Please switch to another channel to speak

6.4. The A-4 area
Displays the current player's life, mana and player experience

6.5. The A-5 area
Displays the latest in-game limited-time activities, such as betting on darts, worshipping the city lord, etc.

6.6. The A-6 area

Displays the skills currently available to the player. When the number of skills is greater than 4, you can switch to the new skills by dragging.

6.7. The A-7 area

The map information is displayed in the area A-7 of the main function, click to open the minimap

(1) Synthesis, click and send directly to Mengzhong's synthesis NPC.
(2) Recycle, click and send directly to the NPC of Mengzhong's equipment recovery.

(3) Transmit, click it to transmit to the specified map.

(4) Random, after clicking this button, it will consume random times and send it to the random coordinates of the current map.

6.8. The A-8 area

In the Chuangtianguan dungeon, click to open the Breaking through the sky activity.

(1) Access conditions:
Players are able to unlock the Chuangtianguan gameplay after the character level reaches level 85. To challenge the dungeon, you need to have a dungeon scroll. The scrolls can be purchased on the Marketplace or dropped by monsters.

(2) Dungeon rewards:
After completing the dungeon tasks, you can obtain a large number of guard experience pills and advanced pills, character experience gourd, bound gold coins and bound ingots and other props, which can not only increase the level of guards but also provide gold coins, ingots and character experience.

(3) Dungeon play:
After entering the dungeon, players must eliminate all monsters and BOSSes within a specific time frame. The player can also buy attacks and crit potions to improve their second damage. A character's level must meet certain requirements to access a more advanced dungeon.

This task is separated into five chapters; as the activity grows more challenging, the rewards become more valuable. The act of breaking through the sky requires extensive character abilities, as well as level and attack power requirements, which presents a significant challenge for players.

6.9. The A-9 area: The guard system

As one of the game's main systems, the guard system is the most critical for players to cultivate early on, which is enabled when the player achieves level 50. The guard is considered the player's protector and will be automatically summoned after the player goes online.

(1) The guard can take advanced pills to become more powerful, and killing monsters increases the guard's experience and ability to upgrade automatically.

During the initial improvement, the guards were capable of defeating strong monsters on their own due to their high basic attribute levels that will provide players with an easy way to upgrade. They can use the guards' strength to take on enemies that are more powerful than their own character level to not only get experience and ingots but are also extremely likely to burst valuable equipment.

It is recommended that players focus their early training on guards. Due to the low threshold for guard upgrade, guards can be upgraded as long as having enough ingots to spare. The guard will advance automatically every ten levels, and will trigger cooler appearances and additional abilities!

(2) Guard skills are another area in which players must focus their efforts, which are classified as active and passive. (E.g Moon Slash and Half Moon Slash are active talents). Passive skills improve guards' and characters' qualities. The greater the guard rank, the more proficient the characters and guards are in their attacks, and the more ingots players can earn by completing chores, slaying monsters, participating in activities, and recycling equipment. All of these should be utilized to train guards in return. This not only increases the average pace at which monsters are killed, but also provides a more rapid improvement path during the early stages.

6.10. The B-1 area
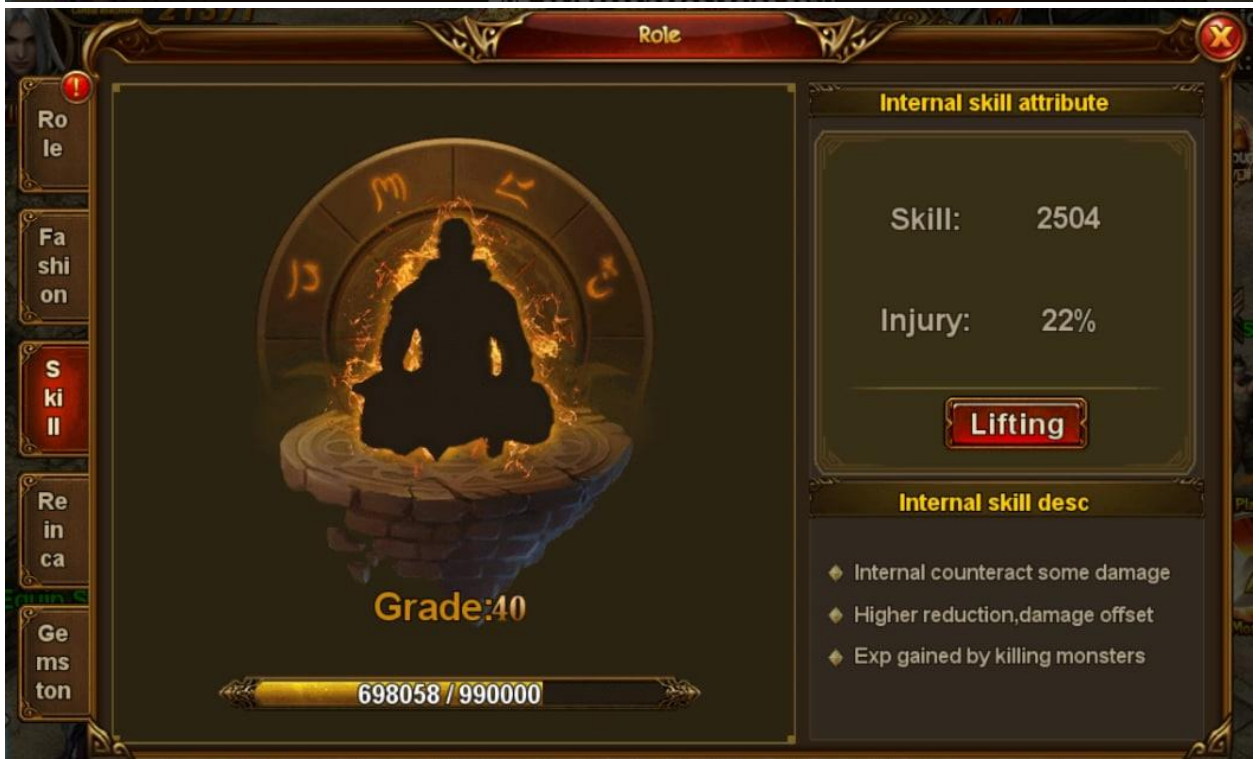Displays the current player's life, mana and player experience

6.10.1 Character relating function
   (1) The Role button shows the equipment currently worn by the player.

(2) The outfit button shows the current player's outfit list

Role

olala

No guild

Method

List   Overview

Cowboy West(7D)

Wear

Get attributes through fashion

Phy Atk:: 0-0

Magic Atk:: 0-0

Daosu Atk: 0-0

Physical Def: 0-0

Magic Def: 0-0

desc

Role

Internal skill attribute

Skill: 2504

Injury: 22%

Lifting

Internal skill desc

Grade:40

◆ Internal counteract some damage

◆ Higher reduction, damage offset

◆ Exp gained by killing monsters

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The outfits can be obtained by accumulating daily log-in game days or corresponding activities. Each pair of the outfit can activate unique display effects and boost a character's combat capabilities; the outfit's internal strength can help lessen the damage dealt by opponents and monsters to the character. Internal strength is determined by the

number of monsters killed, and the more monsters killed, the greater the internal force value.

(3) The internal power function displays the current player's internal power level
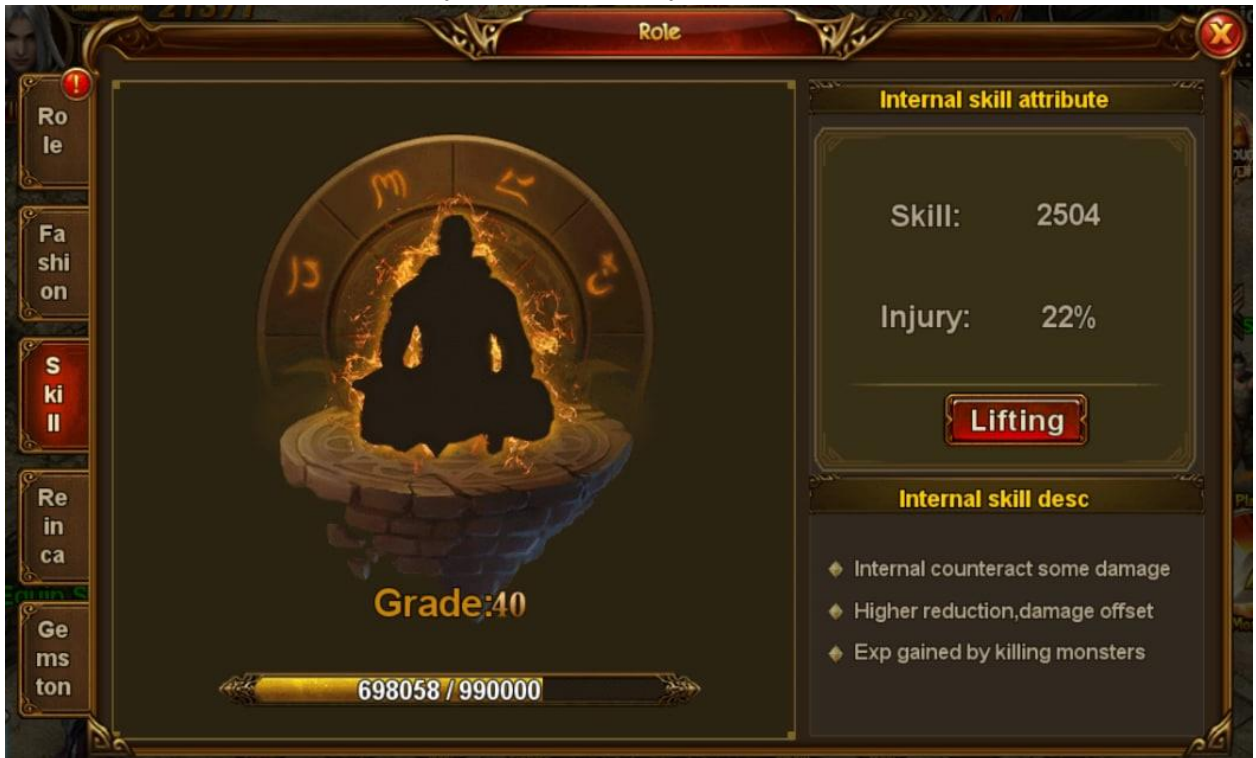
(4) The Rebirth function shows current information about the player's reincarnation.

The reincarnate function is triggered when the character reaches level 90. There are a total of 12 reincarnation levels, each of which corresponds to a unique piece of reincarnation equipment. These rebirth equipment are more attractive and awesome than standard equipment, and they may also grant stronger attribute boosts. Rebirth also significantly improves the character's combat ability.

In order to raise the rebirth level, consuming a certain amount of reincarnation cultivation base. Different reincarnation levels require different reincarnation cultivation bases, and reincarnation cultivation bases can pass activities, gift packages, and Reincarnating pills obtained through the Marketplace and other channels. Furthermore, experience and Gold can be used to obtain cultivation bases, but the level will be reduced by one. When redeeming, players should keep in mind that the level should not be lower than 90.

After reincarnation, characters will be able to challenge the new reincarnation map and boss in order to obtain more powerful equipment and rare materials.

(5) Official position function

The official position function is open at level 75. The prestige obtained by the demon mission can be upgraded to increase the official position and increase the attack of the characters. You can also purchase the prestige value to increase the official position through ingots; after the official position is upgraded to a certain level, the corresponding official seal can be obtained. Obtaining the official seal requires honour, which can be passed through Activities or purchased through gold coins.

- The official position, the official rank upgrade can increase extra attack power

- *Official seal function, official seal upgrade can increase PK damage proportionally*

6.10.2 Bag function

The BAG contains the items obtained by the character and the common currency in the game.

The SHOP button in this function is used to quickly buy pills, return stones and random teleport stones; different props could be purchased to increase the character's combat power.

The SORT button is to sort items in the backpack according to the scarcity and place them so that the rarest items go first.
Common currencies include gold coins, ingots, bound gold coins and bound ingots; ingots can be exchanged through the RECHARGE section. Gold coins can be purchased in the STORE by DOM; while bound gold coins and bound ingots are added into Recharge through playing activities, daily activities, treasure hunts and other ways.

6.10.3 The Equipment relating function

The equipment consists of four parts: forging, gem-inlaid, synthesis, and exchange.

(1) Forging function

Forging: is equipment enhancement; ten pieces of equipment on the body can be strengthened to increase their attributes. Each piece of equipment can be enhanced up to a maximum of +20. The greater the enhancement, the greater the attribute increase.

Equipment enhancement requires various ore and GOLD; strengthening 1-5 uses. The following ores can be collected through daily mining tasks: black iron ore, 6-10 bronze ore, 11-15 silver ore, and 16-20 purple gold ore.

Inheritance is the upgrading of existing equipment. If more advanced equipment is obtained, the enhancement attributes of the current equipment can be passed on to the new equipment via

inheritance, ensuring that the enhancement is not wasted. Inheritance requires the consumption of gold coins; the more advanced the equipment, the more gold coins are required.

(2) Gem function

Each piece of equipment can be inlaid with six gems of varying attributes, resulting in an increase in strength; high-level gems can be obtained through low-level synthesis.

- Attack gems
- Physical defence gems
- Magic defence gems
- Life gems
- Magic gems
- Magic gems;

Gems can be obtained through the Guardian Goddess's daily activities. The total gem level is 15. The higher the level, the more attributes there are and the more powerful the role.

(3) Synthetic function

Equipment that is accessories above level 70 can be obtained through synthesis. The synthesis here can only synthesize other equipment except for weapons and clothes. Weapon clothes can be obtained through treasure hunting or BOSS; higher-level equipment can be synthesized into god outfits, so you can get them every time you fight monsters. All of the equipment can be reserved to synthesize higher-level equipment.

- Set synthesis function, every 15 pieces of equipment can be synthesized into high-level equipment.

- God equipment synthesis function, every three pieces of reincarnation equipment can be synthesized into high-level equipment.

(4) Exchange function, get treasure points through a treasure hunt, accumulated points can be exchanged for equipment. Players can get treasure hunting points through treasure hunting, one point for one treasure hunt, and 10 points for 10 times. Through points, you can redeem advanced equipment or auxiliary equipment enhancement materials and other props in the redemption mall to enhance your character's combat effectiveness.

- Points exchange equipment function

- In the treasure hunting function, consuming ingots to randomly obtain equipment.

6.10.4 God furnace function

Shenlu is a forging function for four auxiliary pieces of equipment:

Level 30 activates the jade pendant function and increases the blood volume of the character.

At level 40, activate the shield function, which increases the character's physical and magical defense.

The level 65 dragon heart equipment is now available to enhance the character's physical attack, magic attack, and Taoism attack.

The 70-level Spike equipment is unlocked, greatly increasing the character's crit and crit chances and improving monster killing and pk efficiency.

Players can increase the auxiliary equipment level corresponding to the fragments through daily activities or daily dungeons, shopping mall purchases, and other channels. The more attributes that are added, the higher the level of auxiliary equipment.

- Jade, upgrade to increase lives

- Shield, upgrade to increase physical defense and magic defense.

- Loongson, upgrade to increase physical attack, magic attack, road attack.

- Spike, upgrade to increase critical strike power and critical strike rate.

Wolf Tooth Preview

Spike 1	RECEIVED
Spike 2	RECEIVED
Spike 3	
Spike 4	
Spike 5	

CritHit: 110
CritRate: 10.00%

CritHit: 221
CritRate: 10.40%

Spent Wolf Tooth 30
Own Wolf Tooth 26

Up Lv

Purchase

Ja de

Sh el d

Dr ag on

Wo lf

Equip

89

21517

EXP:22175009/95599156(23.20%)

ion Heavy
:56 Y:19

6.10.5. Achievement function:

The rewards for completing the achievement are divided into five categories: position increase, experience bonus, monster damage increase, daily recovery limit increase, and character damage   reduction.

The orange fonts indicate the names of the tasks that must be accomplished; the green fonts show the number of times the tasks have been completed. The available awards are highlighted in yellow text.

Once the task is completed, click on the accomplishment activation to access the rewards. Activation requires the consumption of bound gold coins.

Following the accomplishment's activation, you will be rewarded with achievement points. When you score a particular number of achievement points, an achievement medal will be presented to you. As illustrated in the figure below, the greater the achievement medal level, the stronger the attack Power.

- Active the achievement; the achievement can unlock new game features

- Achievement medals; upgrade medals through achievement points, medals increase extra attack power.

6.10.6. God Wing function

Feathers are used to upgrade God Wing. God Wing enhances players' attributes and enables them to adopt a new appearance. Players can use the Wing System function after reaching level 60 by pressing the God Wing button on the menu bar. The wings are divided into 12 tiers, with each wing having its own distinctive look and bonus power. The more angular the shape, the higher the wings are.

Feathers for enhancing Wings can be gained through daily activities, game packs, and the marketplace. Upgrades to wings have a probability of occurring. The higher the level of players

responsible, the greater the chance of success.

6.10.7. BOSS puzzle function
- When you defeat the boss, a piece of the boss puzzle is dropped. Each jigsaw piece adds additional traits to your character's potential.

- Full BOSS puzzles can be recalled via the soul refining function, and the points earned can be used to upgrade the refining soul and increase character potential.

6.10.8. Other functions of the game

Adding   companions

- Click on another player's avatar in the friend feature to add that player as a friend or an enemy.

- The green button in the upper left corner toggles the role attack mode.
- Peace mode refers to the capacity to stay peacefully with other players and the inability to attack them.
- Team mode allows players to attack others who are not in the same team.
- PK means players can fight with any other players.
- VIP button: check up on the VIP level and its benefits.
- Switching role: you can switch to other roles by clicking on the character's avatar.
- Guild mode enables to attack other guilds.

Guild Function

- When a player is not a member of a guild, a list of guilds is displayed.

- When a player joins a guild, the guild's operations are carried out under the guild's permissions.

Mail Function

Consignment Function

- The window of the Consignment Bank appears, players can make purchases here.

- With the sale option, consignment goods are charged in silver coins according to time.

Ranking Function

Setting Function

6.11. The B-2 area

This area displays the current player's life, mana and player experience.

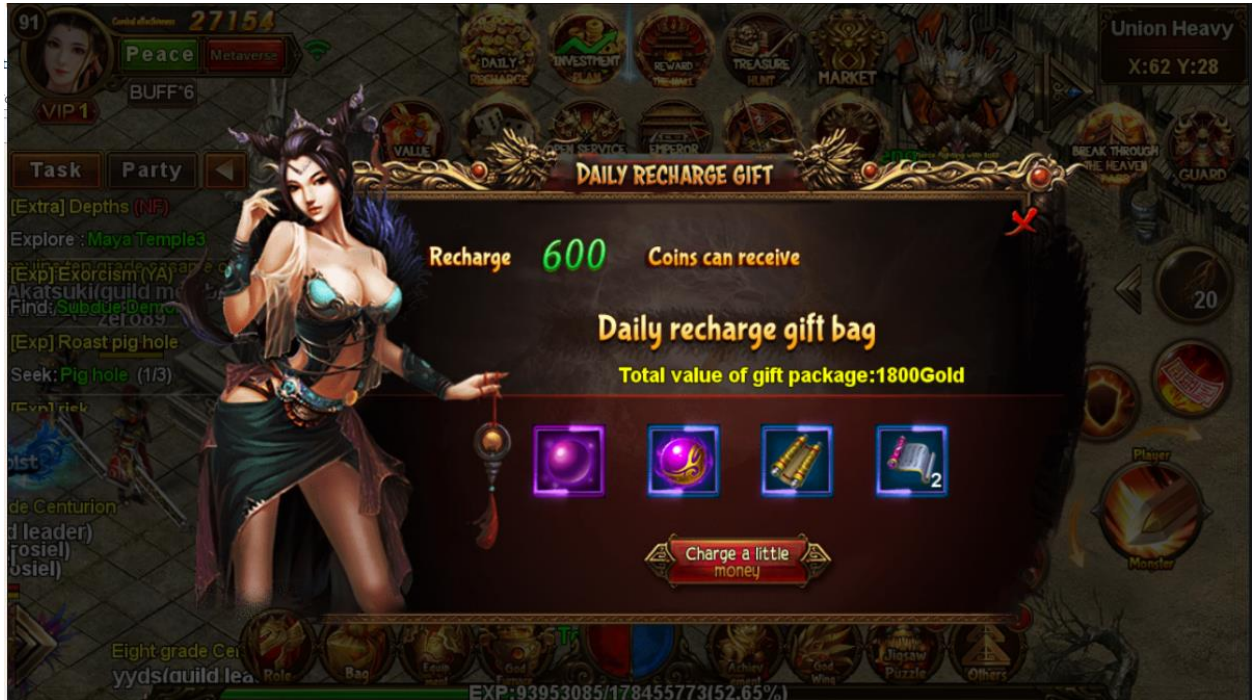(1) Super value rewards, extra rewards based on accumulated recharge.

(2)   Shaking

(3)   First   charge

(4) Super member

91 Combat effectiveness **27154**

VIP1

Union Heavy
2 Y:28

Task

SunGift

MoonGift

StarGift

Talent achievement, it's you!

As long as you spend **2888** coins, the maximum income can reach **650%**

Invest now rich returns!   **Invest**

Investment section 1Day   **Receive**

Investment section 2Day   **Receive**

Investment section 3Day   **Receive**

yyds(guild.lea) Role   Bag   Wing   Puzzle   Others
EXP:93953085/178455773(52.65%)

---

91 Combat effectiveness **27154**

VIP1

Union Heavy
2 Y:28

Task

SunGift

MoonGift

StarGift

Value management, loved by Winners

As long as you spend **888** coins, the maximum profit can reach **550%**

Current investment17Day   Invest now rich returns!   **Invested**

Investment section 1Day   **Received**

Investment section 2Day   **Received**

Investment section 3Day   **Received**

yyds(guild.lea) Role   Bag   Wing   Puzzle   Others
EXP:93953085/178455773(52.65%)

Off-line hang up

Secret Religion
Open Condition: Lv 70

Gold Mine Tomb
Open condition: Lv 90 or VIP1

Mysterious Pig Cave
Open condition: Lv 100 or VIP1

Gold Mine Tomb

Hang up not start!

Exp symbol unused   **Use**

VIP Exp:1548136   **Collect**

Hang up,continue offline...
Defeats: 18903
Offline:

EXP 5160456   11340   Infernal feats 333949

Receive

Falling objects

Desc
The main output of different maps is different, you can choose any on-hook map according to your needs
2.Exp symbol effect **cannot be superimposed**, repeated use will overwrite the previous effect
3.Hang up for more than **1 min**

EXP:3559002/46367736(7.68%)

Reward Hall

Checkin

Rewards

Login15th

The more cumulative check-in, the richer the reward!

Cumulative sign in this month: **3** times   **Sign in**

2times   5   2   2   2X   **Received**

5times   5   8   2   2X   **Unmake**

10times   5   10   2   2   **Unmake**

EXP:8719458/46367736(18.81%)

(10) World events: World events are open to all players. Different events will be available at various times throughout the day, and the rewards will vary correspondingly, enhancing the game's excitement and playability. Because this is a full-server event, players with more combat power will have an advantage and will win greater awards. Players can employ team or guild

mode to extend their time remaining alive during events.

(11) Mall

(12) Merit: Merit is the daily value earned by completing the daily merit task. The merit value increases to 30, 60, 90, and 120, and each of these values corresponds to ten treasure chest goodies, which may include dungeon scrolls and guard experience, pills, bound gold coins, bound

ingots, reincarnation experience pill, and other props.

(13) Fighting BOSS: Combating BOSS is divided into two categories: Personal BOSS that the character can kill and general BOSS in the field. As long as the player's battle strength reaches a particular threshold, he or she may challenge BOSS. The greater the BOSS level, the more difficult the challenge will be, and naturally, the higher the burst rate will be. Personal BOSS is a BOSS that is solely controlled by the player. Players can compete against them based on combat strength, unaffected by the actions of other players.

7. NPC:

1.   *League*   *heavy*   *teleporter*

Players can be sent to the corresponding map to fight monsters. Different maps have requirements for character level and reincarnation, and only those who meet the requirements can enter; the higher the map, the more precious materials and equipment dropped, and the higher the explosion rate.

Guardian Goddess activity allows you to challenge 3 times a day. Your mission must be clearing customs to get gem rewards. Gems are used to inlay the gems of equipment, increase equipment attributes, and enhance the character's combat effectiveness.

3. **Equipment** **synthesis**

The dungeon scroll volumes to enter here are the same as entering the Chuang Tian Guan activity.

5. *Temple* *of* *Reincarnation*

Guar

Rebirth Temple

1st floor (Lv
2nd floor (Lv69-ReLive1)
3rd floor (ReLive1-ReLive2)
4th floor (ReLive3-ReLive4)
5th floor (ReLive5-ReLive6)
6th floor (ReLive7-ReLive8)
7th floor (LvReLive9)

Enter temple

The advanced dungeon is divided into 7 layers. It requires level and reincarnation conditions to enter. At the same time, the monster is very powerful and requires the character to have a strong attack or team up to kill. Rich in drops, which include precious materials and equipment.

Warehouse NPC, extra items or equipment can be stored here to ensure safety.

Item Recover

Worship gain2000

RECOVERY

Recycle All

Sundries Recycle

Below Lv 70

80 Lv Recycle

90 Lv Recycle

Turn 1 Recycle

Turn 2 Recycle

My backpack (Double Click)

Item recycling (Double Click)

Gain exp20000
Gain Guard Experience:20000

Worship gain20000Exp,20000Escort Exp

Strengthen ✓ Profession

? des

Input   **Recycle**

Recycling equipment NPC is a character that you meet when the excess equipment the player hits can be recovered. Recycling equipment can get a lot of experience points and jade pendant experience points. The more advanced equipment, the more experience points you get.

8.   *Mayan*   *Temple*

Maya Temple

1. entry condition: **1 maya scroll**
2. Boss number: **3**
3. refresh time: **30-180** minute
4. Drop material: **all** materials
5. Drop equipment: **all** equipment

Enter Maya

9.   *BOSS*   *House*

Boss House

entry condition: **Become a VIP**
No1.BOSS: **10**
No2.BOSS: **5**
No3.BOSS: **3**
refresh time: **150-360** minute
Drop material: **all** material
Drop equipment: **all** equipment

Enter

VIP players' exclusive map, you can only enter if you become a VIP. There are many BOSS maps and a high burst rate. The entire series of equipment may fall.

10.   Roasted   Pig   Hole

Level 75 open activities, you can enter 3 times a day, you can get a lot of experience, the main way to get daily experience, don't miss it.

Miners

Task reward

EXP 500000   2   20

Today the number:3

Accept the task

NPC give you daily activities. You can complete 3 times a day, you can get gold coins, experience, and more needed to strengthen equipment by completing tasks.

MATERIAL COPY

NFT LV1
NFT LV2
NFT LV3
NFT LV4
NFT LV5
NFT LV6
NFT LV7

Replica reward

EXP 1500000   100

Copy condition

Remain entries: 1 time
NFT level limit: 1(Current Lv:12)
Time limit: 30Minute
Entry level: 60Lv

Go

The dungeon messenger, the main way to obtain auxiliary equipment, can be completed daily to obtain auxiliary equipment promotion materials, players should not miss it.

Magic hunting

Go to the pig hole and destroy 8 monsters

Task reward

Exp: 303000   Prestige: 6000

★★★★★★★☆☆☆

10000 binding gold refresh

Refresh

Number of times remain today:17

Pick up the task

Daily activities are also given by this NPC. Character experience and prestige are the main ways to obtain the highest level by binding gold coins, and then take the task, maximize the income, and reputation can be used to improve the official status and increase the attack power of the task.

On the 4th opening day of the server, the imperial city battle event will be started. The guild as a unit, the victorious guild, and the leader of the imperial city can get a lot of ingots and exclusive title rewards. The lord can be displayed in the lord statue to show the lord's authority. Other senior officials of the gang will also be displayed on the Imperial City War page. Of course, the competition will be extremely fierce, testing the number of guilds, the strength of unity and cooperation, and the overall combat effectiveness of guild members. The above is an introduction to the NPC function of the game. More gameplay methods will be opened later, and then we will exchange and learn together.

IV. Token metrics
1. Governance Tokens
1.1. Tokens in the real-world: DOM Governance token

- DOM is a governance token, with applications in directing real-world economic policy. Externally, control of DOM will enable the gaming community to influence the decision making of the Ancient Kingdom development team. This will follow a period of centralization of decision making, likely 2-3 years of game development and balance. After the centralized period, holders will be able to influence game economics, asset release schedules, and game direction, and will otherwise provide some degree of ownership in development decision making.

- Use Case:

+ Staking for farm DOM/GOLD

+ Staking for NFTs

+ Payment on Marketplace

- Faction governance sets faction wide targets, like the following:

● Occupy

● Hold

● Build

● Control

Their targets require staking DOM and a passed vote, and the slots are limited. Each target generates faction wide bonuses in the target region. Faction governance unlocks mega-projects as well. After a project is completed, they enable new types of airdrop and/or missions for the faction

1.2.Tokens in-game: GOLD

GOLD will be the primary in-game token in the Ancient Kingdom. Initially, players would use GOLD to purchase assets like equipment, potions, item upgrades, and support items. However, just as in any other real economy, a financial system is required to facilitate commerce. GOLD is the unit of account used to accomplish operational needs, whether through NPC merchants or direct peer-to-peer transactions.

Holders of GOLD will be in a unique position of jurisdictional owner over entire regions, regardless of who owns title (NFT) to the battle and equipment rights. These players will be able to restrict some of the activities that can occur while under their oversight, impose taxes on other players, change tolls, and otherwise create a separate set of laws with which other players must obey. However, GOLD represents voting rights, not dictatorial owners. In this regard, it will likely require multiple players to collaborate on these rules, fines, fees, tolls, etc… lest they be superseded by a more powerful group of players. Decentralized Autonomous Corporations would do well to take advantage of this tool.

GOLD can only be earned through in-game activity or sales by other players. Total distribution is unlimited
- Use Case: Market in-game, Quest, Training, Tournament

1.3. Currency in the real world: KING:

KING is the currency in-game that users have to fight bosses to get the Tokens. This token can be used to swap for DOM.

2. Tokens Distribution

TOKEN DISTRIBUTION

Seed	5%	100.000.000	0,006	600.000	5%	5.000.000	9% At TGE, Cliff In Next 2 Months, Then Vesting Linearly 3,5% Monthly
Private	15%	300.000.000	0,010	3.000.000	10%	30.000.000	12% At TGE, Cliff In Next 2 Months, Then Vesting Linearly 5,18% Monthly
Public	0,5%	10.000.000	0,012	120.000	100%	10.000.000	20% At TGE, Cliff In Next 2 Months Then Release Each 20% After 02 Months

3. Asset destruction and Deflationary Mechanics

The multi-tiered engagement zones in the Ancient Kingdom represent a novel feature that encourages users to participate in riskier activities in exchange for bigger rewards. Players accessing these zones place their abilities and talents on the ground via seamless smart contract asset assignment. If a warrior lead is lost, the NFT will be permanently destroyed (burned). The winner of these battles will take the spoils of war in the form of rescued NFTs, but only a fractional random portion of what was destroyed.

Players accessing these zones place their abilities and talents on the ground via seamless smart contract asset assignment. If a warrior lead is lost, the NFT will be permanently destroyed (burned). The winner of these battles will take the spoils of war in the form of rescued NFTs, but only a fractional random portion of what was destroyed.

Furthermore, certain farmed materials are temporary and will be destroyed when they are utilized, such as materials used in building (lower return when deconstructing an item for material recapture) goods, equipment, etc. Ultimately, the Ancient Kingdom development team is dedicated to a token buyback and burn program based on both traditional and in-game earnings.

4. Tokens burn

The minting and burning of DOM and GOLD will be purely based on game user-base growth and adoption. The Ancient Kingdom supply and price will be kept on a level to maintain reasonable in-game asset pricing internally and optimize the entry-level for new users while allowing for appreciation externally. In addition to contributing toward the NFTs burn, the Ancient development team will also participate in a token acquisition and burn mechanism. These purchases will occur on the same open-market DEXs to which all players have access. GOLD repurchases will come from gross company revenues and will create a circulating supply.

5. Game Economics

5.1. Training

Trainers experiment and produce new innovative goods to sustain and improve their characters. Training is the exercise of finding the most efficient and novel ways to use farmer resources to create goods that can be utilized within the game.

Ancient Kingdom will create the initial (and growing) list of crafting recipes for natural resources, and how they become new goods. Trainers can either consume/utilize their built composite resources and structures, collect compensation from their faction for exchanging them, or sell them in the game marketplace for the Ancient Kingdom. In addition, a player can also increase their skills which will lead to unlocking new recipes-and ascending tiers of crafting. Trainers' roles within the game include Research and Development, and Production.

❖ Research and Development

R&D is akin to crafting or alchemy, where players experiment with different combinations of refined and raw materials to produce new skills.
● Initial Cost: Crafting rig costs fixed GOLD
● Maintenance Costs: Acquisition of raw and refined materials, pending the experiment, and a GOLD gas fee per learning.
● Yield: New skill that grants advantages in mining, skill, combat and expedition.
● Perks: Learning speed and improved recipe efficiency/potency

❖ Production:

These trainers are responsible for the production and maintenance of skills at scale.
- Initial costs: Production Rigs (fixed GOLD), and recipes.
- Maintenance Costs: Acquisition of raw and refined materials per recipe, and a GOLD gas fee per learning.
- Yield: Deployable skill
- Earned Perks: Crafting speed and reducing waste

❖ Exploring

Explorers depend on trainers to de-risk their expeditions and earn new opportunities to hunt new monsters and maps. Exploration is one of the most complex and aspirational activities in the game. Explorers utilize equipment and competitive skill to increase efficiency and safety as an initial investment for well-endowed users on a selective or limited basis.

Explorers are the " hunters " of this hunter-gatherer society, charged with bringing back materials for miners to potentially reproduce, or for trainers to learn new items. These new materials can either be utilized to gain additional competitive advantage or sold for GOLD. Explorers can also improve their skills, which can lead to advantages, such as:
- Reduce character damage while exploring.
- Increased efficiency in mining rare materials

5.2. Fighting

Trainers depend on levels to gain advantages in combat. Fighting is required to capture loot-which can come in the form of resources and equipment goods from other players-and expand the boundaries of control of your faction. A player can buy-in to enter into scheduled matches or tournaments or attack the outer reaches of the map. The rewards increase the further into the outer map goes, but so does the risk and the cost of losing.

Trainers earn GOLD and resources from the salvage of fallen opponents from winning matches. They can use them to either repair equipment or reinvest into new skills/production or farming. Trainers can improve their levels, and skills, which leads to increased dame outputs bonuses and defences.

Fighting roles include

❖ Executive Roles

Executive roles are responsible for ordering the Combat Roles to carry out actions.
- Initial Cost: Weapons and trainers
- Maintenance Cost: Currency in-game and repairs
- Yield: Bounty from raiding the losing equipment
- Perks: Accuracy and critical hit rates

❖ Combat Roles

Combat roles are responsible for fighting and carrying out the actions instructed by the Executive Roles.
- Initial Cost: Weapons and trainers
- Maintenance Cost: Component items and NPCs
- Yield: Bounty in the form of GOLD and resources
- Perks: Accuracy, critical hit rates

In the special case of Stage PVP fighting, trainers and their players may risk losing all of the assets they deployed or brought on the expedition into Stage PVP, however, the reward is bountiful.

❖ Siege Battle

Siege Battle roles: Players from different clan factions join the siege battle map, together with support gunners to dominate and govern the siege map
- Initial Cost: Weapons and trainers
- Maintenance Cost: Component items and NPCs
- Yield: Bounty in the form of GOLD and resources
- Perks: Accuracy, critical hit rates

6. Allotment Funding

- Liquidity: 25%
- Development: 25%
- Operation: 15%
- Ecosystem Development: 35%

V.   NFTs
1. NFTs release

Characters, Equipment, Components
Every Ancient Kingdom item is an NFT recorded on the blockchain. This means that the origin of each item can be back-tracked to its creation event and, as such, every item used in-game is " unfakeable ". NFTs can be purchased within the Ancient Kingdom using GOLD or on secondary marketplaces using other supported currencies.

New NFT assets will be released periodically by the game developer with careful consideration surrounding the inflationary impact of the release. Analysis of current demands for assets by the new players, growth in user adoption, asset availability on NFT Marketplaces, and the natural deflation of assets resulting from high-risk zone engagements will be conducted before the release of a new tranche of assets. All efforts will be undertaken to reduce negative impacts to players and asset holders resulting from these future sales.

Particular emphasis will be placed on assets released in earlier versions with power bonuses or otherwise unique benefits bestowed upon them

2. NFT Marketplace

The Ancient Kingdom Marketplace connects all players in-game to buy and sell all asset types and post item listings for paid, in-game quests. The majority of assets traded on the Marketplace will be earned doing in-game quests, equipment, and NFT characters in-game.

This is also a place to list assets purchased from the Private Sale and concept sale. Other players will place bid offers or settle immediately for the price limit. Due to the permanent loss during normal economic activity, all assets are considered deflationary. This deflationary, asset-burning mechanic ensures that assets are unique and of finite supply unlike traditional online games

Ancient Kingdom will utilize NFTs for the following:
- Reflecting characters
- Recording specific items (like weapon hit-points, armor class, skill boots, special bonuses, etc)
- Recording items rarity (its value is based on the statistical probability of item airdrop or value components used to craft the item)

Ancient Kingdom items can be either airdropped (i.e. acquired via completing quests/ exploration missions/ map/boss/ P2P or P2E battle) or crafted (by combining necessary resources). Any Ancient Kingdom item can also be improved to increase its rarity.

VI. Market Research
1. Gaming Market

Around 75% of online gamers want to exchange their virtual assets for a currency that can be used to purchase and sell on other platforms. Cryptocurrency empowers players to accumulate and trade virtual assets that may be transferred and traded anywhere in the world. Using cryptocurrencies in online games saves a lot of money on handling and exchange fees. It facilitates players to play

without having to verify their identity or email address. According to one estimate, 2.7 billion users might spend $159.3 billion on online gaming in 2020.

Many consider the NFT gaming business as the inevitable extension of what individuals are already doing in the bitcoin realm. The prospective market for non-fungible tokens (NFTs) — digital assets related to ownership that are kept on a blockchain and are frequently used for buying and selling digital assets in the NFT game — is growing rapidly. And in the sphere of NFT, the metaverse concept is paving the way for a new type of digital ownership. The notion of "the metaverse" is commonly represented as a virtual environment with actual and augmented reality. It also mentions that this platform would stimulate peer-to-peer engagement and provide users with unique methods to uncover new experiences in video game players.

Many investors are willing to spend up to $4.5 billion on virtual reality (VR), indicating that the new experience has a social component that extends beyond the blockchain world in particular and the marketplace features in general.

For the Ancient Kingdom, what we expected was how much positive impact our earlier individual demands would have on our overall development and our ability to win some of the most competitive seed deals in the NFT marketplaces.

2. NFT Market
NFTs are digital assets that reflect real-world artefacts like art, collectibles, and in-game goods. They are frequently encoded into smart contracts on a blockchain and transacted online, frequently with the use of cryptocurrencies.

Between January 2019 and July 2020, the Art, Games, and Metaverse categories accounted for 90% of the total volume traded on NFT, contributing 18%, 33%, and 39%, respectively. Since mid-July 2020, the market volume has been led by NFTs classed as Art, which account for 71% of total transaction volume, followed by Collectible assets, which account for 12%. Since July 2020, the most traded NFTs have been in the categories Games and Collectible, which represent 44% and 38% of total transactions, respectively.

3. Digital Payment
The online betting industry is well-positioned to benefit from the rise of digital payment systems that use this technology. The growing usage of cryptocurrency in the gaming industry can help websites request particular information on users' data by using cryptocurrency. Because of their decentralized nature, cryptocurrencies are also less expensive than traditional modes of payment, such as bank transfers.

The worldwide web based betting business sector is relied upon to develop from $58.9 billion in 2019 to $66.7 billion in 2020 at a development pace of 13.2%. The development is principally ascribed to COVID 19, because of which the populace is bound to home during the lockdown and has available energy to partake in a few free and paid recreation exercises including internet betting. The market is then expected to reach $92.9 billion by 2023 at a CAGR of 11.64%

Bitcoin casinos have already set a new standard for online betting. People are allowed to play anonymously and avoid the regulations of their local nation. Bitcoin is gaining popularity in the online gaming industry because of the ease, simplicity, and speed with which it may be deposited and withdrawn from an online casino. More online casinos will accept Bitcoin as a payment mechanism as more players utilize it (The Guardian, 2021)

4. Genre Competitive Analysis

Ancient Kingdom is an out of this world game that later will bloom in the trending market as NFT is escalating exponentially. The game also supports and avoids being hacked with accounts or NFT items, enhancing the trading possibility.

DOM is the virtual currency that can be used in exchanges to trade as well as farm, and complete transactions smoothly. Hence, gamers can at the same time enjoy their entertaining gameplay and exploit a lot of economic benefits, which leads to a thorough liquidity flow.

VII.   Tools

Unreal Engine 5

Cutting-edge continuous illustrations innovation include Nanite for film quality models, Lumen for constant worldwide brightening, the Chaos material science motor, and the Niagara particles framework.

- **Nanite**
  With the arrival of Nanite innovation employing Unreal Engine 5 out of 2021, customary resource creating pipelines become advanced and the visual quality is significantly improved. Nanite permits boundless polygon counts for select articles. Without ongoing polygon spending plan requirements, ACDOM's visual loyalty rivals pre-delivered PC created symbolism.

- **Lumen**
  Lumen will permit undeniably more credible and dynamic conditions as the lighting don't need faked upgrades with physically positioned lighting.

- **Chaos**
  Chaos gives the game an enhanced physical science layout for destructible lattices and conceivable vehicle rigs.

- **Niagara**
  Niagara improves customary molecule frameworks with completely uncovered blueprinting for the craftsmen and effectively carries out high-level shading language (HLSL)

VIII.   Roadmap

1. Asset sale phase

- Q3/2021: The journey begins
  - Build game
  - Research game and NFTs
- Q4/2021: Develop game test version
  - Launching website, deck
  - Building community
  - Call for the first round of strategy, Seed round and Private Sale.
  - IDO/IEO
  - Launching NFTs Sale
  - Release Acdom V1 on Browser
  - Launching features: Ranking function
  - Launching PVP/PVE
- Q1/2022: CEXs/DEX listing
  - Run marketing program
  - Open NFT market
  - Release Acdom Marketplace
  - Soft Launching
- Q2/2022: Expand partnerships, run marketing programs
  - Upgrade the game (characters, equipment, features,...)
  - Release the Official Game version
  - App version Android and Testflight
- Q3/2022: Mobile Game
  - Available on both Android and iOS operating systems
  - Ranking tournament with many prizes
  - Stake DOM and GOLD to earn other tokens (DOM, BNB, USDT,...)
  - Implement buyback and burn - Partner with influencers
- Q4/2022: Strategic cooperation and product development
  - Major exchange listing
  - Fighting
  - Upgrade (PvE) - Reduce gas fees and integrate new functions
  - Upgrade API
  - Update more maps for the Mobile version (PvP)
  - Siege War/ Sect Battle

2. Asset use case
- In-game Professional Careers

- Asset Brokerage
        - Node Staking
        - Alternate Gaming Clients

IX.   Conclusion

Ancient Kingdom has successfully merged the state-of-the-art blockchain, real-time visuals, and multiplayer video games using decentralized financial technology. We build on our shared achievements and leverage years of close technical collaboration to help players stake real-world assets to grow their corporate empires, discover unique and distant alien worlds, battle in high-stakes combat, and shape the game's features and future with earned political influence. Ancient Kingdom discovers new ways to attract players by employing cinema-quality graphical technology in Unreal Engine 5. Players are beginning to understand new improvements that they may profit from, get prizes, and have a lot of fun doing it.

Ancient Kingdom project is to develop on our cumulative accomplishments and leverage years of close technological collaboration to shatter the fundamental notion in the game industry. By doing so, we will lay the groundwork for human exploration, presenting a once-in-a-lifetime prospect for finance, video games, entertainment, real-world vocations, and blockchain.

X.   Team

HA THU TRANG - CEO

Tracy has nearly 10 years of working in the financial market, especially related to raising funds and investor relations. She is also in charge of investor relations manager of GELEX group, which has a market capitalization of more than $400million and was listed on the Hochiminh Stock Exchange (HOSE).

She worked as a Coordinator Manager of Initial Coin Offering (ICO) of a verification and authentication protection project by Nextech Group of Entrepreneurs, which successfully raised $3M in the private sale in the first round. Moreover, Tracy grasps great expertise in structuring and processing M&A deals in the Investment Banking (IB) field.

LE MINH DAT - CTO

With more than 8 years of experience in the IT industry, Dat Lee has built nearly 50 projects which were entirely successfully raised millions of dollars. In addition, he and his team achieved the third prize in the Hackathon contest at Vietnam Blockchain Hub 2018 (The biggest Blockchain event in Vietnam and the grand prize in TomoChain Hackathon 2018. Always keeping abreast of new software technologies, as well as conforming to best practices in cybersecurity is his working motto. His co-workers find him to be a great CTO with a mathematical brain and an eye for details.

TRAN THANH DUC DUY CMO

Prior to the Ancient Kingdom, Joe spent five years working in many marketing roles in the cryptocurrency, blockchain projects such as Beowulf Blockchain, Kryptono Exchange, Beowulf blockchain AntEx, VDNDT, and the other CEX, DEX projects. Joe also worked for Quickom telecommunication, ULI distance learning projects where he was a business analyst, and Earable neuroscience as a content leader. Joe began his career in Supply-chain management for European Business (Czech Republic). He received his BS in International Commerce & Tourism from Saigon University and Paris-Est Créte University.

PHAM THANH TUAN DESIGN

Brian graduated with an excellent certificate from the Graphic Design Department of Ha Noi University and then acquired The Advanced Design course at FPT Arena. Brian has nearly 10 years of creative design experience, contributing significantly to the success of domestic and foreign projects such as the Tiki education system, Instant Money Landing system, Wetrade global project...

Besides his passion for graphic creativity, Brian has also researched Blockchain in general and Cryptocurrency in particular. During the past 5 years, he had contributed significantly to the

development of digital platforms. It can be said, he is one of the people who laid the foundation for VNDT.

TRAN LE HA ANH MARKETING EXECUTIVE
Julia has 5+ years of Marketing experience, with at least 2 in a marketing leading and expanding role. She has developed, communicated, and implemented marketing strategies and ensured all team members are aligned with the objectives. Julia has partaken in 8 different projects that apply blockchain technology in the areas of Crypto Wallet - Decentralized Exchange - Gamefi.

XI. Preference & Disclaimer

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