

The Token

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Tokenomics

Total Supply : 1,000,000,000 (1 billion) tokens

Token Name: KING

Total Raise: 6.2m USD

Listing Price: 4 cents

Initial Market Cap: 400k USD excluding liquidity - 640k including liquidity (10m IDO tokens + 6m Liquidity tokens at 4 cents)

Token allocation breakdown

- **27%** Fundraising (vesting and locks According to the numbers above
 - **20%** VC Private Sale (200m tokens) 4m raise 2 cents (3 month lock, then 10% unlock each month)
 - **3%** (30m tokens) 600k raise Seedify.fund Private Sale 2 cents (3 month lock, then 10% unlock each month)
 - **4%** (40m tokens) 1m raise Seedify.fund IDO 4 cents (25% unlock at listing, 25% each proceeding month)
- **15%** Team & Advisors (3 month lock, then 5% unlock each month for 20 months)
- **3%** Exchange Liquidity (20% unlock for initial liquidity, then 5% unlock every month)
- **15%** Community & Marketing (locked initially, then 10% unlock every month for 5 months, then 5% unlock for 10 more months)
- **15%** Development of New Game Features (6 month lock, and then unlocked at 5% unlock each month for 20 months)
- **2%** Partnerships & Exchanges (locked initially, unlocked each month starting from 2nd month, 5% unlock each month for 20 months)
- **3%** Seedify Incubation (6 month lock, and then 10% each month for 10 months)

- **20%** In-game Rewards (locked initially, will be unlocked according to the launch day of the game - the emissions will be 2.5% each month, for 40 months)

Blockchain Utilization

NFTs:

- Villages

On-chain features:

- Sharing tokens (KING, SKILL) between chains
- Reserving chunks of land per blockchain
- Buying villages
- Converting King to Gold
- Converting Gold to King

Off-chain features:

- Wood/clay/stone - calculated either from a timestamp or stored layer 2
- Troop counts - calculated either from a timestamp or stored layer 2
- Calculating combat results
- Upgrading village buildings
- training units buildings
- Issuing attacks / supports
- Storing combat results
- Cancelling attacks / supports
- Entering dungeons
- Nicknaming your wallet

What is Gold?

Gold will be an ingame currency that Cryptoblades Kingdoms utilises. It will be a 1:1 evaluation with KING but allow users to interact with the game without spending gas on every transaction. Users will be able to buy Gold with their KING Token without any tax. However when selling Gold for KING tokens a player will be charged a 5% fee subject to change.

Actions that cost Gold

- Changing wallet nickname
- Training units
- Upgrading buildings
- Sending armies
- Attacking dungeons
- Trading Post transactions
- Claiming a new village
- Canceling anything