



Kingdom Karnage

A top leading game on Enjin Network

- ★ \$KKT to be launched on BSC and Enjin jumpnet
- ★ Asset rentals, sponsorships, governance
- ★ \$KKT token supply: 1.000.000.000



Game Overview

Kingdom Karnage is an Animated Combat NFT Trading Card Game. It is currently in Beta and playable on Browser, Google Play, Steam. Characters and Equipment are not just virtual assets, they are also NFT's, powered by Enjin. Players can trade the NFTs on the Enjin Jumpnet Blockchain and in future Enjin's Efinity.

Like most games Kingdom Karnage has both a website and an in-game shop where players can purchase packs and other game assets directly. In-game players can spend \$KKT only, in our online shop we accept over 70 popular cryptocurrencies and all local FIAT currencies.

The NFTs on-chain can be traded on Enjin's Marketplace, jumpnet.enjinx.io. Purchases on the marketplace are subject to a % fee which the game collects.

Additionally NFT transfers are subject to fixed transfer fees, for eg; Player A sends an NFT to Player B as a trade or as a gift, they pay a small fee to the game.

Kingdom Karnage has multiple game modes which run on the game's decentralised native cryptocurrency: \$KKT.

\$KKT token

The native cryptographically-secured fungible protocol token of Kingdom Karnage (ticker symbol \$KKT) is a transferable representation of attributed governance and utility functions specified in the protocol/code of Kingdom Karnage, which is designed to be used solely as an interoperable utility token thereon.

\$KKT is a functional utility token which will be used as the medium of exchange between players of Kingdom Karnage in a decentralised manner. The goal of introducing \$KKT is to provide a convenient and secure method of payment and settlement between participants who interact within the ecosystem on Kingdom Karnage, and it is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. \$KKT does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will \$KKT entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. \$KKT may only be utilised on Kingdom Karnage, and ownership of \$KKT carries no rights, express or implied, other than the right to use \$KKT as a means to enable usage of and interaction within Kingdom Karnage.

Features

Shop Purchases

Players will be able to purchase Character packs with \$KKT directly in the game and on the game website. Character packs will have their prices fixed to USD value, the cost in \$KKT will be equal to the amount of \$KKT required to meet the USD value at the current market value of \$KKT.

Prize Power

Players start with 10 prize power. Each successful dungeon/challenge run uses up 1 prize power, when this value is exhausted the player will no longer receive loot until their prize power is replenished. Each day, at server reset (00:00 UTC) all players have their prize power reset to 10.

To gain extra prize power before the next daily reset, players can watch adverts or purchase additional prize power using \$KKT. Premium dungeons (Catacombs & Midas Temple) do not require prize power.

Auction House

Players can now list characters and equipment for sale in the game's virtual auction house for an amount of \$KKT they specify.

When purchased by another player, the price paid will be sent to the character/equipment owners account and a small fee collected in \$KKT by the game.

Buy it now auctions are already available. Players will soon be able to set Auctions with time options, and starting bids.

Character & Equipment Rentals

Players will be able to list characters and equipment for rental in the game's virtual auction house for an amount of \$KKT they specify and for a fixed term.

When rented by another player, the price paid will be sent to the character/equipment owners account and a small fee collected in \$KKT by the game.

King of Karnage (KoK)

Players can challenge the current King of Karnage to a 1v1 match, the current King is controlled by AI so that multiple players can challenge the King at any time. A challenge entry fee charged in \$KKT is sent to a prize pool (minus a small fee collected by the game). The prize pool is also boosted by a small % of the Global \$KKT pool every 10 minutes.

When a King is defeated, they take 75% of the current prize pool, with 25% left to seed the victor King's reign.

Two versions of KoK are available. One for beginners and one for veterans. No player will be able to hold both thrones. If you hold the beginner throne and win the veteran throne your beginner throne will be automatically abdicated.

The veteran throne will have a considerably larger rewards pool and additionally cost more to challenge.

Catacombs Keys

The Catacombs is a premium dungeon with the best loot in the game. The Catacombs unlike other dungeons is guaranteed to drop a game asset on completion and is home to cross game NFTs and exclusive loot that is not available anywhere else.

Key Rentals

Players require a Catacombs key to enter the Catacombs dungeon. They are able to rent these to other players for \$KKT, by specifying a \$USD fee amount. The required \$KKT for renting the key will fluctuate to match the \$USD price set by the owner.

The rental fee is paid to the key owner with a small fee collected in \$KKT by the game.

When renting a key the cheapest available is used first. Should there be more than 1 available at the same price 1 is chosen at random.

Key Bounties

Key owners will be able to set a Bounty in \$KKT, by specifying a \$USD amount. Keys listed by owners will be displayed to hungry dungeon explorers who can see the best Bounty available. When the explorer starts the Catacombs dungeon the "Bounty" is unlisted and the next best price shown to the next player.

Should the explorer fail to complete the Catacombs the key becomes re-listed at the same price.

Should the explorer successfully complete the Catacombs run the explorer receives the Bounty payment, and the Key Owner receives the loot.

Sponsorship - not axie, just similar.

Masters & Apprentices

After completing the campaign you will unlock Sponsorships.

Sponsorships allow established players (Masters) to lend their spare assets to starter players (Apprentices). This allows the Apprentice to play with strong decks and items without having to make an early investment in the game. In turn the Master receives a share of the Apprentices loot while the sponsorship is live.

Sponsorship Collection & codes

Masters can deposit spare items to a Sponsorship Collection. Masters can then generate a sponsorship code to share the contents of their collection with their Apprentice. The code has no time limit and grants access to the collection until the Master requests a new code.

Weekly & Monthly Codes

Masters can choose a weekly or monthly code. The purpose of weekly codes is testing out how new apprentices perform before committing to a longer period. A weekly code can be upgraded to a monthly code should you decide you are happy with your apprentice.

Restrictions & Profits

Whilst playing on the sponsorship account certain game modes are locked. In the available modes the Apprentice can play and earn the usual in-game rewards from which the Master will get a share.

- Dungeons - alternates loot between apprentice and master, master gets the first loot.
- PvP Daily - 2 gems - 1 each.
- PvP Weekly - cards to apprentice - gems to master.
- PvP Monthly - 50:50 on \$KKT. (monthly codes eligible - weekly are not)

- Cata Bounties - the \$KKT earned is split 70:30 with the master.
- Locked: cata key use - cata rental - campaign - KoK

When loot is allocated to an Apprentice it is added to their account.

When loot is allocated to a Master it is added to the Master's account and not usable nor visible by the Apprentice, until the Master assigns it to the Sponsorship Collection.

If a Master revokes access, by requesting new code, the Apprentice no longer has access to the Masters Assets; automatically removing them from their decks. They can then enter a new Sponsorship Code.

If the Apprentice abandons a Weekly Sponsorship they will be released at the end of that PvP week, not before.

If the Apprentice abandons a Monthly Sponsorship they will be released at the end of that Month, not before.

Dungeon Boosting

Higher level players will be able to create dungeon groups as a group leader and set a “boosting fee” in \$KKT by specifying a \$USD amount. They can thus boost the lower level players by essentially charging other players to help them on their quests. Of course the “boosting fee” is only paid for successful dungeon runs.

Tournaments

Kingdom Karnage will feature multiple player vs player tournaments with varying conditions & durations. Some free for all to enter. Some requiring a \$KKT fee to enter. Prizes for winners may include: characters, equipment, catacombs key usage, event dungeon keys, unique characters & \$KKT!!

Events

Kingdom Karnage will feature multiple events. Some of which are seasonal, some free for all to enter, some requiring a \$KKT fee. Prizes for winners may include: characters, equipment, catacombs key usage, event dungeon keys, unique characters & \$KKT!!

Some example events:

- Exclusive dungeons
- Challenge the developer in 1v1
- Challenge team in 3v1
- Speed battle competitions

Guilds

Players can create guilds for a small \$KKT fee collected by the game. Guilds will have access to a guild dungeon which requires guild owned characters/equipment. Guild members can purchase resources for the guild with \$KKT.

Example:

1 wood = 1 \$KKT

1 food = 1 \$KKT

1 stone = 2 \$KKT

1 steel = 3 \$KKT

Guilds can unlock perks with Guild Resources, eg.

- Upgrade the number of player slots for their guild
- Upgrade prizes for the dungeon
- Upgrade the number of times a guild player can run the dungeon each day
- Purchase guild characters/equipment
- Level the cards in the guild deck

Midas Vault

To utilise the Midas Vault, players must first acquire a King Midas character by purchase, either from Kingdom Karnage (in-game or our online shop) or the auction house (other players).

Once they have acquired a Midas, players can stash \$KKT in the Midas Vault, which provides numerous benefits including Midas XP, voting rights and access to purchase exclusive limited edition items.

King Midas is a fully playable character with a unique level up system. XP is awarded to your active Midas daily (only 1 Midas can gain XP at a time). XP gained can be increased by stashing more KKT as shown in the table below:

Midas XP gain for stashing KKT

KKT in Vault	Daily XP gain
>0	1 XP
>9	2 XP
>49	3 XP
>99	4 XP
>499	5 XP
>999	10 XP
>4999	25 XP
>9999	50 XP
>49999	100 XP
>99999	200 XP
>499999	400 XP
>999999	800 XP

XP required for each Midas level up

Rarity	Level	XP required
Common	1	0 XP
Common	2	3 XP
Common	3	6 XP
Common	4	10 XP
Uncommon	3	25 XP
Uncommon	4	50 XP
Uncommon	5	75 XP
Uncommon	6	100 XP
Rare	5	250 XP
Rare	6	500 XP
Rare	7	750 XP
Rare	8	1000 XP
Epic	7	3000 XP
Epic	8	6000 XP
Epic	9	10000 XP
Legendary	8	30000 XP
Legendary	9	60000 XP
Legendary	10	100000 XP

Midas also unlocks a unique ability "Golden Touch". Each time Midas gets a killing blow in any battle, you get Golden Touch points. At the end of the month you will receive a share of KKT from the Golden Touch Prize pool based on your Golden Touch points:

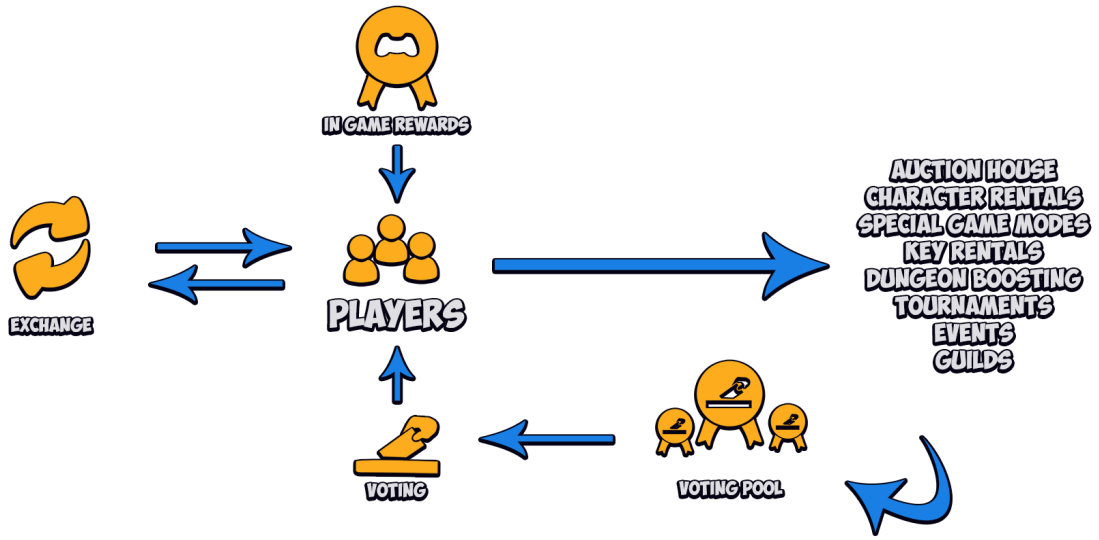
Players with \$KKT in the Midas' Vault also have access to a shop with four limited edition assets. Please note some items may require a specific amount of \$KKT to be locked up. Each item is available for 4 months, after which, it is removed and will never be available again.



Voting

In order to promote decentralised community governance for the network, \$KKT will allow holders to create and vote on on-chain governance proposals to determine future features of Kingdom Karnage (the right to vote is restricted solely to voting on features of Kingdom Karnage; it does not entitle \$KKT holders to vote on the operation and management of the Company, its affiliates, or their assets or the disposition of such assets to token holders, or select the board of directors of these entities, or determine the development direction of these entities, does not constitute any equity interest in any of these entities or any collective investment scheme; the arrangement is not intended to be any form of joint venture or partnership).

- At the in-game Polling Booth players with \$KKT in Midas' Hoard can vote for free.
- Players without \$KKT in the Midas' Hoard can opt to pay \$KKT to vote, bribing their way into the polling booth.
- Votes will carry weight depending on the amount of \$KKT they hold in Midas' Hoard.
- When paying to vote with \$KKT the weight will be multiplied.
- Voters with \$KKT held in Midas' Hoard will receive \$KKT rewards based on the amount of their Vault tokens and the total amount of \$KKT in the vault.
- Example Votes:
 - Next race of characters to be added to the game.
 - Next Midas' Vault option: weapon, shield, lycan, elf.



Advisors & Investors

The Kingdom Karnage team enjoys strong support from experienced investors and advisors who are helping to scale growth through joint partnerships and smart integrations.

1. Eric Clark Su & [ExNetwork Capital](#)
2. Oscar Tan & [Enjin](#)
3. Maxim & [Chronos Ventures](#)
4. Prakash Somosundram & [EnjinStarter](#)
5. [Dreamboat Capital](#)
6. Srdjan Mahmutovic [Kriptomat](#)
7. Aleksandar Bibovski [Kriptomat](#)
8. Simon Kertonegoro [Enjin](#) & [MyMetaverse](#)
9. [Animoca Brands](#)

and many more VCs.

Launchpads:

EnjinStarter, GameFI, Red Kite



RISKS

Kingdom Karnage is currently in the initial development stages and there are a variety of unforeseeable risks. You acknowledge and agree that there are numerous risks associated with acquiring \$KKT, holding \$KKT, and using \$KKT for participation in Kingdom Karnage. In the worst scenario, this could lead to the loss of all or part of \$KKT held. **IF YOU DECIDE TO ACQUIRE \$KKT OR PARTICIPATE IN KINGDOM KARNAGE, YOU EXPRESSLY ACKNOWLEDGE, ACCEPT AND ASSUME THE FOLLOWING RISKS:**

- 1. Uncertain Regulations and Enforcement Actions:** The regulatory status of Kingdom Karnage, \$KKT and distributed ledger technology is unclear or unsettled in many jurisdictions. The regulation of digital assets has become a primary target of regulation in all major countries in the world. It is impossible to predict how, when or whether regulatory agencies may apply existing regulations or create new regulations with respect to such technology and its applications, including \$KKT and/or Kingdom Karnage. Regulatory actions could negatively impact \$KKT and/or Kingdom Karnage in various ways. The Company, the Distributor (or their respective affiliates) may cease operations in a jurisdiction in the event that regulatory actions, or changes to law or regulation, make it illegal to operate in such jurisdiction, or commercially undesirable to obtain the necessary regulatory approval(s) to operate in such jurisdiction. After consulting with a wide range of legal advisors to mitigate the legal risks as much as possible, the Company and Distributor have worked with the specialist blockchain department at Bayfront Law LLC and obtained a legal opinion on the token distribution, and will be conducting business in accordance with the prevailing market practice.
- 2. Inadequate disclosure of information:** As at the date hereof, Kingdom Karnage is still under development and its design concepts, consensus mechanisms, algorithms, codes, and other technical details and parameters may be constantly and frequently updated and changed. Although this whitepaper contains the most current information relating to Kingdom Karnage, it is not absolutely complete and may still be adjusted and updated by the Kingdom Karnage team from time to time. The Kingdom Karnage team has neither the ability nor obligation to keep holders of \$KKT informed of every detail (including development progress and expected milestones) regarding the project to develop Kingdom Karnage, hence insufficient information disclosure is inevitable and reasonable.
- 3. Competitors:** Various types of decentralised applications and networks are emerging at a rapid rate, and the industry is increasingly competitive. It is possible that alternative networks could be established that utilise the same or similar code and protocol underlying \$KKT and/or Kingdom Karnage and attempt to re-create similar facilities. Kingdom Karnage may be required to compete with these alternative networks, which could negatively impact \$KKT and/or Kingdom Karnage.
- 4. Failure to develop:** There is the risk that the development of Kingdom Karnage will not be executed or implemented as planned, for a variety of reasons, including without limitation the event of a decline in the prices of any digital asset, virtual currency or \$KKT, unforeseen technical difficulties, and shortage of development funds for activities.
- 5. Security weaknesses:** Hackers or other malicious groups or organisations may attempt to interfere with \$KKT and/or Kingdom Karnage in a variety of ways, including, but not limited to, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Furthermore, there is a risk that a third party or a member of the Company, the Distributor or their respective affiliates may intentionally or unintentionally introduce weaknesses into the core infrastructure of \$KKT and/or Kingdom Karnage, which could negatively affect \$KKT and/or Kingdom Karnage. Further, the future of cryptography and security innovations are highly unpredictable and advances in cryptography, or technical advances (including without limitation development of quantum computing), could present unknown risks to \$KKT and/or Kingdom Karnage by rendering ineffective the cryptographic consensus mechanism that underpins that blockchain protocol.
- 6. Other risks:** In addition, the potential risks briefly mentioned above are not exhaustive and there are other risks (as more particularly set out in the Terms and Conditions) associated with your participation in Kingdom Karnage, as well as acquisition of, holding and use of \$KKT, including those that the Company or the Distributor cannot anticipate. Such risks may further materialise as unanticipated variations or combinations of the aforementioned risks. You should conduct full due diligence on the Company, the Distributor, their respective affiliates, and the Kingdom Karnage team, as well as understand the overall framework, mission and vision for Kingdom Karnage prior to participating in the same and/or acquiring \$KKT.