

KJHG

Summary of KJHG Decentralized Multiplayer Gaming Platform

Content

I. Project Positioning and Core Goals

(I) Platform Definition

KJHG, also known as virtual gamer, is a blockchain-based decentralized multiplayer gaming and streaming platform. It is not only for blockchain players but also committed to building a bridge connecting traditional gamers with the blockchain ecosystem. It enables millions of ordinary players to get started easily without blockchain-related experience, while providing rich functions for blockchain enthusiasts and DeFi users, and ultimately becoming a game ecosystem "truly owned by players".

(II) Core Goals

1. Attract millions of users: Rely on the audience base of traditional console games (such as PES and FIFA) and combine innovative gameplay to compete for the mainstream game market share .
2. Simplify blockchain access: Hide complex underlying blockchain technologies (such as wallets and long meaningless text), allowing ordinary players to focus on the gaming experience, while providing blockchain functions for in-depth users .
3. Build a permanent ecosystem: Realize the "permanent existence" of the game through dynamic narratives and community governance to avoid user aesthetic fatigue .
4. Achieve player autonomy: Create a Decentralized Autonomous Organization (DAO) to let players control the game development, rule-making and resource allocation .

II. Core Functions and Game Ecosystem

(I) Core Gameplay Modules

1. Cross-console game support: Compatible with mainstream console games such as PS4, PS5 and Xbox, covering various game types including action games, action-

adventure games, adventure games, role-playing games, strategy games, sports games, puzzle games and idle games .

2. Tournament and streaming interaction: Players can host tournaments, and non-player users can watch live streams, stake on participating gamers, and earn profits as competitors advance to subsequent rounds. Streamers can purchase NFTs of favorite gamers, and users can buy and create virtual sports stadiums and sportsmen NFTs, each with unique characters .
3. NFT creation and trading: Platform users can create in-game assets (such as houses, animals, stadiums, decorations, etc.) using the NFT creator and monetize their design skills. These NFT assets can be traded in the in-game blockchain-based marketplace (the first choice for most players) and marketplaces on other blockchains (such as Ethereum), with asset ownership interchangeable across relevant blockchains .
4. VMOJI interaction: Each player is represented by a VMOJI in the game, through which they can interact with others. Players can modify VMOJIs by installing different assets; VMOJIs are valueless for non-blockchain users but are regarded as NFTs for blockchain users .
5. Progression and community collaboration: The platform has a dynamic progression system that rewards both players (for completing quests and favors) and non-players. It also supports shared quests and community-created events, enabling users to collaborate on shared goals and pool resources to complete interesting activities, fostering an atmosphere of friendship and common interests .
6. On-chain forum: A decentralized forum is available for users to discuss game activities, check the upcoming voting schedule of the Decentralized Organization, and find new friends .

(II) Blockchain Technical Advantages

1. Fully decentralized asset control: Unlike most blockchain games where asset-related information (appearance, non-physical characteristics, game logic) is controlled by game companies, KJHG stores more item data on-chain using the Chromia originals protocol. The item logic is defined in a free/open-source game running on-chain, putting ultimate control in the hands of players .
2. On-chain game logic: As much of the running game as possible is deployed on the blockchain, avoiding control by a single entity .
3. Open-source code: The source code adopts an open-source license, allowing users to control and ultimately fork the application. Users with the same console model can connect and play virtually .

III. Tokenomics and DeFi Features

(I) KJHG Token Utilities

1. Payments: The KJHG token is the in-game currency used by players to purchase in-game assets and land .
2. DeFi participation: Token holders can participate in staking and earn rewards (a fixed proportion of platform revenues from plot sales, asset sales, transaction fees, etc. is allocated to the staking pool). NFTs have DeFi features such as collateralization (users can get monthly interest on NFT holdings, sell NFTs back to the system for locked collateral value, or use NFTs as collateral for loans) and buybacks .
3. Governance: Owning KJHG tokens enables participation in the governance process of the Decentralized Organization through proposals and voting structures to decide on platform operations and development issues. Rewards are provided to encourage user participation in voting .
4. Play-to-earn: A portion of tokens is reserved as user incentives; players can earn KJHG tokens by completing in-game quests to boost user participation and maintain platform activity .

(II) Token Allocation

Tokens are allocated to the following categories: team and advisors (founding and non-founding members), reserve (for staking rewards to reduce ecosystem supply), platform rewards (to incentivize players participating in competitions), community and marketing, ecosystem development, user incentives, token sale, and airdrop .

(III) Key DeFi Functions

1. Staking yield: A reasonable amount of tokens is allocated to staking rewards to incentivize stakers to hold tokens in the early stage of game development; staking rewards will gradually decrease as new features are released .
2. NFT collateral: To enhance liquidity for collectors, collateral-filled NFTs are designed. A percentage of the NFT purchase price goes into a collateral pool; users can sell NFTs back to the system for the locked collateral value or use them as loan collateral, ensuring the NFT value does not drop below a certain threshold .
3. NFT renting: NFTs (including land) can be rented to other players. Smart contracts ensure the borrower cannot resell or destroy the rented items and that the items are returned to the owner at the end of the rental period .

IV. Governance Mechanism (Community Council/Gaming Council)

(I) Governance Positioning

KJHG aims to become a truly user-owned game and has established a Decentralized Organization called the Gaming Council (Community Council). Over time, the DAO

will take over most decision-making powers of the platform, addressing both in-game issues and proposals related to game development and future funding .

(II) Membership Rules

Essentially, every KJHG token holder is eligible to become a member of the Decentralized Organization and gain voting rights on proposals. Considering that some players are only interested in gaming and the KJHG world, membership in the Community Council is optional .

(III) Governance Principles

The Community Council, designed as a consumer cooperative and platform cooperative, follows the following universal principles:

1. Voluntary membership: Membership in the Gaming Council is optional and fully depends on the player's choice .
2. Democratic member control: The Gaming Council adopts liquid democracy as the participation model .
3. Autonomy and independence: The Gaming Council is expected to take over most in-game decision-making powers and remain free from third-party interference and control .
4. Education and information dissemination: One of the key goals is to educate players on various models inspired by the real world .
5. Community cooperation: Many activities require mutual efforts, cooperation and communication to strengthen bonds between players .

(IV) Legal Framework

It is crucial to map governance concepts to appropriate legal frameworks and structures, and clarify responsibilities among ecosystem participants .

V. Market Competitiveness and Team Advantages

(I) Market Differentiation

1. Niche market opportunity: Currently, there are very few interesting building games that integrate blockchain technology, and KJHG fills this gap .
2. User-friendly design: By hiding blockchain complexity, it attracts ordinary players who focus on gameplay, while catering to blockchain enthusiasts, covering a broader user base .
3. Proven market foundation: Referring to the success of games like PES 2020 (which sold millions of copies with growing sales), KJHG has experience in launching games with potential for millions of users .

4. Attractive elements: It has a unique and appealing graphic style, innovative thinking, and a PR-friendly and user-friendly governance model .

(II) Team Background

The founding team has relevant experience in launching games with mass appeal (referenced by the PES 2020 case) and plans to fund the team as a new company, connect with resources to drive commercial success and introduce millions of players to the blockchain ecosystem .