THE KILL BOX
ARENA COMBAT

Catalog

1. Introduction of the Killbox Game

The Killbox Game is an action-packed, somewhat bloody first-person shooter game in which players assemble elite squads and it has incorporated a tradable NFT weapon system and "play to earn" elements to make it a dynamic game. The Killbox team commits to create the first on-chain FPS game, which is accessible to EVERYONE.

Featured weekly challenges, ranking matches, and a lottery system for the distribution of crypto prizes. The Killbox's gameplay will be interactive with a 360-degree arena combat experience with VR capabilities. Additionally, users can choose from various modes, such as sniper and DM mode, while earning rewards from their gameplay. Annihilate the completion in real-time PVP, face off against opponents in blast mode or experience terrifying single player mode and so on, where players collect chests to obtain different levels of NFT Weapons and equipment. NFT weapon of the same level has unique attributes to generate KBOX tokens, and players can synthesize to obtain better attributes.

1.1. Overview of the TKB Game

➢ Comprehensive NFT Weapon System

➢ Different Challenging Tactical Maps

➢ Awesome Tactical Movement System

➢ Variety of Gameplay Modes and Events

1.2. Key Features of the TKB Game

➢ Intense, immersive real-time FPS action

➢ Hectic 6 VS 6 real-time battles

➢ Awesome tactical movement system with console-like shooting experience

➢ Different real-world guns to choose from

1.3. Product Features of the TKB Game

- Experience incredible 360 arena combat with our fully optimized VR component.

- Various NFT weapons with different characteristics.

- Treasure Chest System: After battles, players will get a chest according to the weapons they used in battles. They can get weapons of the same quality as the ones they use in battles. There is a chance that the weapons in any of the chests are upgraded weapons.

- Localization Operator: A native operator develops game activities according to the consumption habits of local players. The in-game characters and scenarios are designed and specially based on different

countries' cultural customs. Players from all over the world have access to their own local guilds and Streamers.

- NFT Weapons Upgrade: Weapons of the same quality can be upgraded to higher quality weapons by synthesis.

- Staking Rights & Interests:
The ability to obtain a limited number of chests equipped with rare weapons sets that have exclusive special effects in battles.

- Metaverse - Trade & Lease of Land: Players can buy land on the large map and build their own armory, and then make money by renting or selling their own land or armories.

- Metaverse - Trade & Lease of Armory: Players who do not have an armory have limited space to store their weapons. The higher level of the armory, the more weapons they can store. Upgrading the armory requires a large area of land and a certain amount of KBOX tokens.

- User Generated Content: Players have full play of their imaginations to create their own weapons, maps, modes and characters.

1.4. Mission and Vision

Killbox Game is committed to developing the first and best FPS game on-chain, which can be accessed by players from all over the world. We hope that all players can experience the true spirit of e-sports in the TKB Game. TKB attaches great importance to every player, and create a corresponding Play-to-earn mechanism, where players are rewarded for their engagement and contributions.

2. Gameplay

2.1. Overview of the Gameplay

Weapons are NFT assets that can be obtained by opening chests or collecting shards from combats. Effectively, there are thousands of combinations and endless strategies.
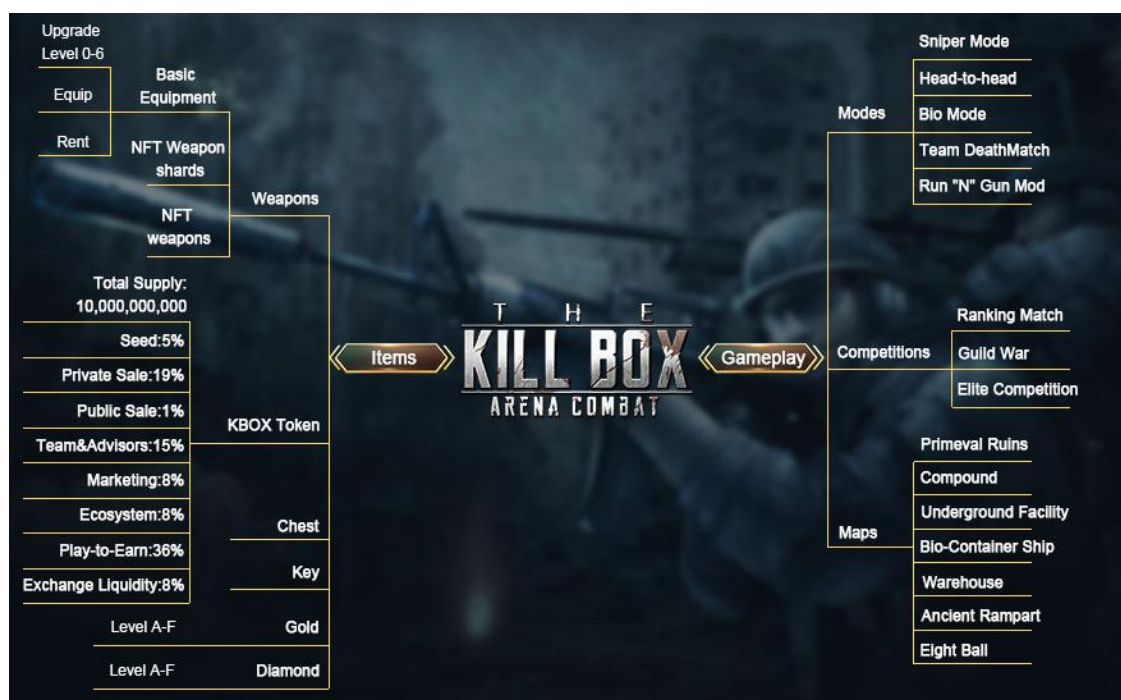
2.2. Limited Quantity of NFT weapons

On a seasonal basis, The Killbox will launch NFT weapons with a global limited quantity. Limited NFT weapons are for ecstatic purposes and will contribute to better attributes. Choose the one that fits your style the most and stand out from the rest!

2.3. Items of the Game

-Chest: Shall require keys or diamonds to open it, and obtain different level of weapons; Acquire from combats and events; Tradable in the Marketplace.

-Key: Used to open chests; Acquire from staking KBOX tokens in the Marketplace; Tradable in the Marketplace.

-Diamond: Used to open chests and join lotteries; Acquire from daily tasks and events

-Shard: Tradable; Used to synthesize NFT weapons; Acquire from combats; Tradable in the Marketplace.

-NFT weapon: Used to play in-game and can generate KBOX tokens; Acquire from chests and shards, sometimes in events; shall require weapons of lower level to upgrade it; Tradable in the Marketplace.

-KBOX token: Used to trade all the items above in the Marketplace; Shall be generated from different levels of NFT weapons, and by finishing tasks in communities; Tradable in the Marketplace.

-Gold: To get involved in lucky draws.
-Basic Equipment: Default equipment when players join the game.

- ➢ Maps
  - -Primeval Ruins
  - -Compound
  - -Underground Facility
  - -Bio-Container Ship
  - -Ancient Rampart
  - -Warehouse
  - -Eight Ball
  - -To be updated
- ➢ Competitions
  - -Ranking Match
  - -Guild War
  - -Elite Competition
  - -To be updated
- ➢ Modes
  - -Sniper Mode
  - -Head-to-head
  - -Bio Mode
  - -Team DeathMatch
  - -Run "N" Gun Mod

3. Ecosystem

3.1. Play-To-Earn System

Players will be able to earn KBOX tokens by owning NFT weapons of T1-T6. Higher level and quality of the NFT weapon will bring more hash rates to the players. The total hash rates of the player will be calculated by adding up the hash rates of all his/her NFT Weapons. The amount of KBOX tokens a player can earn is determined by the proportion of the player's total hash rates in all players' total hash rates.The total amount of the Play-To-Earn ecosystem will be 3,600,000,000 KBOX.

The Play-To-Earn ecosystem will enter the creation period at the beginning, with the mining pool of 100,000,000 KBOX. After that, the amount of KBOX tokens released for the first year will be 1,700,000,000. After that, the annual circulation will be halved every next year.

3.2. NFT Hash Rates

NFT weapons of T0-T3 are required items to upgrade NFT weapons of T4-T6. The quality of NFT weapons is divided into seven levels (T0-T6): Black→Mediocre → Good → Excellent → Rare → Epic → Legendary

T0	BLACK		HASH RATE 0
T1	MEDIOCRE		HASH RATE 1
T2	GOOD		HASH RATE 2
T3	EXCELLENT		HASH RATE 3
T4	RARE		HASH RATE 10-80
T5	EPIC		HASH RATE 50-150
T6	LEGENDARY		HASH RATE 180

The random algorithm of the original hash rates generated for T4-T6 NFT weapons.

T4:

a = 1000000000.0

b=random(0.0,a)/a

c=b-0.995

d=c/0.005

e=10+ b2 *30 + 0.5*(sgn(c)+1)*sgn(c)*40*d2

e will be the original hash rate randomly generated.

lv.=Level

f=20+35*(e-10)/70

f will be the normal rate for one level upgrade

g=4+7*(e-10)/70

g will be the jumping rate for 5-level upgrade

//h=e + (lv-1)*f -(sgn(lv%5)+1)*(sgn(lv%5)-1)*(lv/5)*g

h = mod(lv,5)

i=e + (lv-1)*f + (1+h)*h*0.5 *g

The algorithm of the final hash rate for upgrading NFT weapons of T4-T6:

$$q = 3 + e/10$$

$$Power_i = e + 5q(i-1) + q \sum_{j=1}^{[i/5]} j$$

$Power_i = e + p(i-1) + q \sum_{j=1}^{[i/5]} j$

T4

$$p = \frac{e - 10}{2} + 20 = \frac{1}{2}e + 15 = 0.5e + 15$$

$$q = \frac{e - 10}{10} + 4 = \frac{1}{10}e + 3 = 0.1e + 3$$

T5

$$p = \frac{e - 50}{2} + 50 = \frac{1}{2}e + 25 = 0.5e + 25$$

$$q = \frac{3(e - 50)}{20} + 15 = \frac{3}{20}e + 12.5 = 0.15e + 12.5$$

T6

$$p = e = 0.5e + 90$$

$$q = 72 = 0.4e = 0.2e + 36$$

3.3. TKB Marketplace

Players can buy and sell all their NFT items in the Marketplace.

When the player lists their NFT for sale, the hash rate will be subtracted from his/her total hash rates accordingly.

When the player purchases an NFT from the Marketplace, the hash rates will be added to his/her total hash rates accordingly. 5% commission will be charged when users buy and sell NFT items.

3.4. Treasure Chest Mechanism

1. Players who stake KBOX token in the Marketplace will obtain the chance to purchase keys to the chests. The more KBOX tokens they stake, the more chances they can purchase the key.

2. Players can obtain different levels of treasure chests through battles and competitions. The higher levels of the treasure chests, the higher the rate to obtain higher quality of NFT Weapon.

3. Only NFT Weapon of rare weapons (T4-T6) can be upgraded by consuming lower level of NFT weapons and a certain amount of KBOX tokens to obtain higher hash rates.

3.5. The Income of the Team

1. 5% commission will be charged when users buy and sell NFT items.

2. 5% of revenue will be used to buy back and burn KBOX tokens.

3. 20% commission from competitions.

4. Trade of land/Armory Construction & Upgrade.

5. NFT equipment upgrade.

3.6. The Usage Scenarios of KBOX tokens

1. Staking KBOX tokens to get the privilege of purchasing the keys.

2. Entry fees for registering a competition.

3. The upgrade of NFT equipment consumes a certain amount of KBOX tokens.

4. Trades of lands and upgrade the armory.

5. Trades of NFT requires KBOX tokens.

3.7. The Output of KBOX tokens

1. The equipment of rare level and above has a hash rate that can generate KBOX tokens. The higher the quality and level of the equipment, the more KBOX tokens will be generated.

2. Users can obtain KBOX tokens by participating in specific competitions.

3.8. Rental Mechanism of the NFT Weapons

In the Marketplace, players can lend their extra high quality NFT equipment to other players in need. The weapon still belongs to the owner, but he/she can grant rights to use the weapon in a game battle to a different guild member. The treasure chests obtained from the in-game battles will be preferentially assigned to the lender in a 1:1 ratio.

3.9. Technologies Used and Created by the Project

Game development: C# Unity

3.10.   Marketing Strategies of the TKB Game

Channels used: We already have 37k twitter followers and 40k members in the TG group. In addition to twitter and telegram, we'll use other ways, such as YouTube, Instagram and Facebook to pull more users to the game. Also, we'll make full use of our large user

bases of the traditional version (DAU: 200,000, MAU 1,500,000). We'll encourage original players to experience the on-chain version with free candies.

We set strategic partnerships with game guilds, such as good game guild. Announcement of partnership and activities, like kicking start scholarship programs with guilds will be released on official website and social media.

3.11. Basic Mechanism of the Guild

5 guild levels from 1 to 5. The guild level decides the guild capacity. The higher the guild level, the more members it can hold and the more commission a guild leader can earn when members trade NFT equipment in game.

3.12. Requirements to Upgrade the Guild

1. How often do the members trade NFT;
2. How many tokens are staked by members;
3. How many treasure chests and keys are held by members;
4. Guild war participation;
5. How much NFT equipment does the guild have;
6. How many treasure chests have been opened by the guild;
7. The detailed rules will be announced when the on-chain version is launched.

4. RoadMap of the TKB Game

Oct. 2021

- Beta testing for the game & Community construction

Nov. 2021

- IDO

- Marketing

- KBOX token listing on an Exchange

Dec. 2021

- Elite Competition

- On-chain version launch

Mar. 2022

- Beta version of Metaverse system launch

Apr. 2022

- Land sales and rental
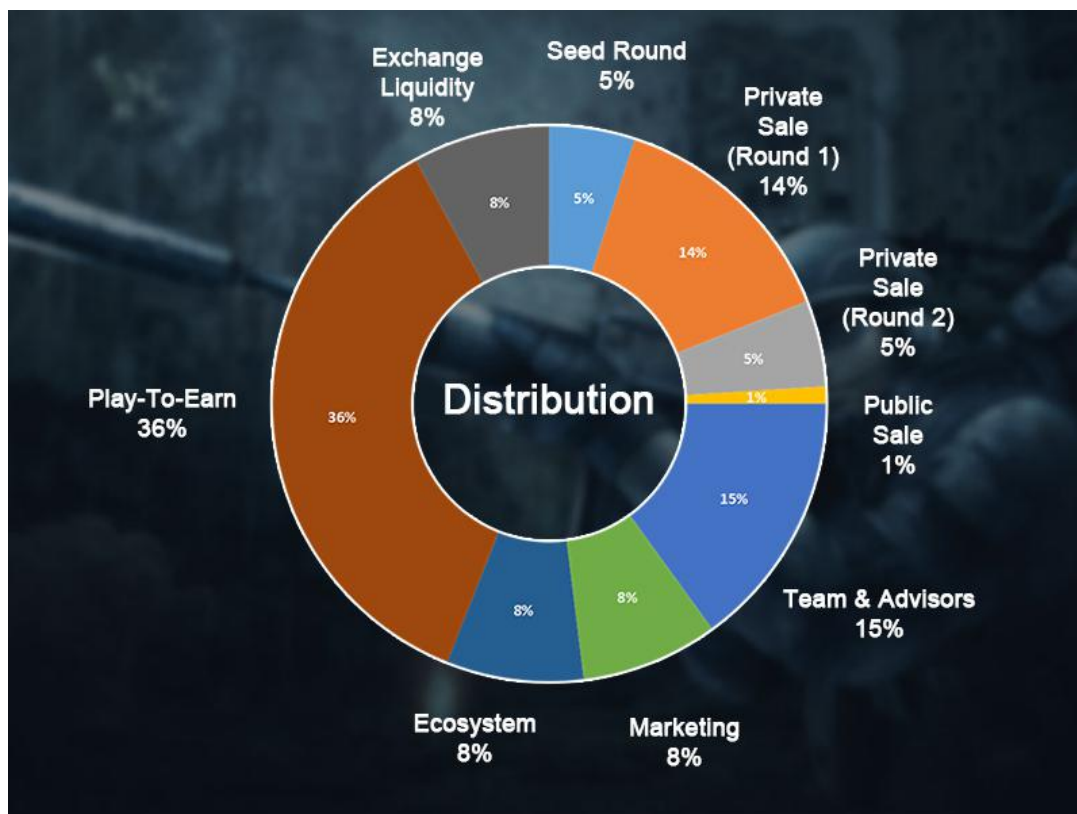
May 2022

- User Generated Content

5. Tokenomics of the TKB Game

5.1. Overview of the Token Distribution

5.2. Economic Model of the Token

Token name: KBOX

Token Symbol:

Contract Address:

0x3523d58d8036B1C5C9A13493143c97aEfC5Ad422

Total Token Supply: 10,000,000,000 KBOX

Initial Circulating Supply: 60,000,000 KBOX

Public Sale Price: $0.0035

Initial Market Cap: $210,000

5.3. Detailed Token Metrics

5.3.1. Play-To-Earn System

36%

The "Play-To-Earn" system supply represents 36% of the total KBOX supply, at the amount of 3,600,000,000 KBOX. The "Play-To-Earn" tokens will allow players in the Killbox to claim NFT weapons for token rewards and to transfer NFT ownership and stake KBOX tokens to the most active players.

5.3.2. Team & Advisors

10%

Team

5%

Advisor

Team supply represents 10% of the total KBOX supply, at the amount of 1,000,000,000 KBOX. And Advisor supply represents 5% of the total KBOX supply, at the amount of 500,000,000. Each and every single one of the honorary advisors are carefully selected and are aligned to support the Killbox towards its long-term plans and towards its vision. And this represents the team's commitment and confidence for the long-term growth of the project.

5.3.3. Marketing

8%

Marketing supply represents 8% of the total KBOX supply, at the amount of 800,000,000 KBOX. The marketing & partnership fund will initially be managed by the the Killbox development team, and its sole purpose is to grow an open economy community. Partnerships with key opinion leaders, gaming youtube content creators, play to earn communities, press releases, publicity and more.

5.3.4. Ecosystem

8%

Ecosystem supply represents 8% of the total KBOX supply, at the amount of 800,000,000 KBOX. Ecosystem is designed for future partners who contribute to the TKB game ecosystem. Once there is Ecosystem distribution plan, we will announce on website.

5.3.5. Exchange Liquidity

8%

To provide liquidity in Pancake and other Exchanges.

5.3.6. Public Sale

1%

The Killbox will raise $350,000 in the public sale of KBOX through IDO at the price of $0.0035 USDT per KBOX token, at a total valuation of $35,000,000.

5.3.7. Private Sale

1%

The Killbox will raise $35,000,000 in round 1 of private sale of KBOX to strategic investors at the price of $0.0025 USDT per KBOX token, at a total valuation of $25,000,000; and $1,750,000 in round 2 of private sale at the price of $0.0035 USDT, at a total valuation of $35,000,000.

5.3.8. Seed

1%

The Killbox will raise $750,000 in seed round of KBOX to strategic investors at the price of $0.0015 USDT per KBOX token at a total valuation of $15,000,000.

6. Introduction of the TKB Team

Don Zhu

Founder of The Killbox Game

Don created an overseas game trading platform called Buyboe.com in 2006, managing 200 customer service specialists and earned tens of millions of USD in revenue. Don has also established a gold farming studio consisting of 500 employees which provides gold and items for WOW(World Of Warcraft) players and has organized hundreds of gold farming studios in other regions to serve overseas game players. His studio is one of the largest gold farming studios around the world.

In 2013 - 2015, Don established Ugamehome.com which is a game-operating platform. It has operated more than ten games in the U.S. and Europe, some of which include Dragon Call, Hero Throne, Navigate and many others. They have earned tens of millions of USD in cumulative revenue.

In 2015, Don and his team members started to develop The Killbox Game, which had been released in Vietnam, Middle East, Arabia and many other countries. TKB project has gained 50 million USD in cumulative revenue.

TKB is a certified partner of ByteDance. Battles recorded by users can be uploaded to TikTok automatically through the exclusive SDK.

Jackson Baker

Leader Designer

Over 9 years of experience in game design. As the main designer of G-Bits gaming company, Jackson is responsible for the interesting and exciting gameplay of TKB Game.

Bill Gregg

Project Manager

Over 10 years of development experience and has overseen the operation of a dozen of games, like Hero Throne, Devil-War, the TKB and to name a few.

Albert Smith

Lead Programmer

Over 12 years of programming experience and was involved with the development of several games, like Spirit World, Warriors Online, the TKB and to name a few.

Scott Stone

Art Director

Over 9 years of experience in art production and is responsible for the direction of cool weapons in TKB Game.

7. Risk Tips and Disclaimers

7.1. Risk Tips

7.1.1. Market Risk

The KBOX Tokens will be a part of the crypto currency market. Since the market is always fluctuating, it does not determine the actual value of the KBOX token.

7.1.2. Regulatory Risk

Block-chain technology is still in the early stages. There are no regulations and documents related to the per-requisitions, transaction requirements, information disclosure requirements, and lock-in requirements in the fund-raising process. New policies could possibly be implemented in the near future. These factors may have an uncertain impact on the development and liquidity of the project. Block chain technology has become the main subject of supervision in all major countries around the world. If regulators intervene, ABE may be affected by the restrictions on the use of law. These restrictions could possibly restrict or terminate the ABE application, and development in the future.

7.1.3. Competitive Risk

There are many projects in the field of block-chain technology. The competition is stiff. There are strong market competitors and loads of

project operation pressure. The TKB project is not only depending on its own team ability and strategic planning, but also could be affected by many other factors such as an oligopoly.

7.1.4. The Risk of Brain Drain

The TKB project brings together a team of talents with both vitality and strength. It attracts experienced individuals in block chain technology. In the future development, it is not ruled out that there is a possibility that the core personnel will leave, or internal conflicts within the team will cause the TKB to be negatively affected as a whole.

7.1.5. Project Technical Risk

The accelerated development of quantum computing could lead to a potential risk of the TKB Game and Marketplace being cracked. If this matter does happen, it could lead to data loss. If these vulnerabilities occur during the project update process, they will be repaired on time. We cannot guarantee the outcome of the damage taken.

7.1.6. Other Unknown Risks

In addition to the risks mentioned in this white paper, there are unforeseen risks that may occur abruptly. Participants need to fully understand the background of TKB to be aware of the overall project before making the rational decision to join.

7.2. Declaimers

The content is only for the purpose of conveying messages without any opinion on trading tokens issued by the TKB Game. The content and analysis is not a investment suggestion, idea, proposal or investment reassurance. The content is neither an instruction, nor an invitation for buying, or selling securities of any kind, nor a contract, or a promise of any kind. The participant knows perfectly the risk of TKB project. The investor takes his or her own risks if he or she makes an investment.