

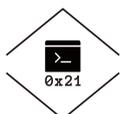


X World Games

Dream Cards:Collectible Fukubukuro Dream Cards Empowered by Blockchain Technology

Whitepaper

VERSION 1.0.1



Abstract

As blockchain technology continues to dominate headlines, cryptocurrencies—especially their valuations and potential to disrupt the financial industry—increase interest. However, the average consumer doesn't understand what a cryptocurrency is or why it matters, let alone how the technology behind it works.¹

Blockchain technology in gaming is transforming the way we play online virtual games. Back to the 2017 release of a game called **CryptoKitties**, developed by Axion Zen, introduced unhackable assets. Your goal in the **CryptoKitties** game is to breed, purchase, and sell virtual cats. The platform on which CryptoKitties operated on, the blockchain-based , was actually slowed down because of the popularity of the game.² Blockchain gaming would very well be a glimpse into the future of gaming itself.

Compared to **CryptoKitties**, **X World Games** is a multiplayer builder game, where anyone can buy and own virtual dream cards, collect and create exciting items and meet new friends with battles and community. Inspired by successful **Pokémon Trading Card Game**³, a fun narrative for regular players who want to enjoy the gameplay experience as well as an ecosystem for **players and creators** who want to collect and trade NFT:s, even if they have no idea what an NFT is.

X World Games is not just a game for blockchain players. But it's a game that could introduce blockchain to millions and millions of players.

The game is aimed at the diverse gaming community which can get easily onboarded from regular platforms. Our main line of comparison lies within the traditional gaming market with the same players being targeted as our audience. We are innovating a new unobtrusive way of connecting an exciting game narrative to blockchain features. X World Games has the potential to attract millions of gamers, and an associated greater opportunity for revenues, especially in Asia players.

The game is designed in a way to allow players to “own the cards” by exercising power over the platform. **Players and Creators** also enjoy the democratic governance model based on a liquid democracy and real-world inspiration rules over a DAO (Decentralized Autonomous Organization).

X World Games has a first version that runs and plays well, and proves that the technology behind it works. The intent now is to fund this team as a new company, connected to a

¹ <https://en.wikipedia.org/wiki/CryptoKitties>

² https://drive.google.com/file/d/1soo-eAaJHzhw_XhFGMJp3VncQoM43byS/view

³ https://en.wikipedia.org/wiki/Pok%C3%A9mon_Trading_Card_Game

non-profit and foundation, developing X World Games so it becomes a commercial success introducing millions and millions of players to the blockchain.

Abbreviations

API	Application Programming Interface
DLT	Distributed Ledger Technology
IP	Intellectual Property
MAU	Monthly Active Users
NFT	Non- Fungible Token
P2P	Peer-to-peer
TCG	Trading Card Game
ERC-721	a free, open standard that describes how to build non-fungible or unique tokens on the Ethereum blockchain, tokens are all unique.
BEP-20	a standard on Binance Smart Chain that extends ERC-20, the most common Ethereum token standard
ERC-20	a standard for Fungible Tokens
ERC-1155	a digital token standard created by Enjin that can be used to create both fungible (currencies) and non-fungible (digital cards, pets, and in-game skins) assets on the Ethereum Network

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1.Introduction

1.1 Game Overview

At its beginning, X world games is an ecosystem for Players and Creators, consisting of four main components: a card collector, a card creator, a Marketplace, and the game itself.

The current team began working on X world games in 2019. At the time, the adoption of crypto assets was still in its infancy, as much of the blockchain-based infrastructure necessary for a player-oriented platform was lacking. The team was inspired by the Pokemon Card Game, which is collectible or Trading Card Game (TCGs) are enormously popular. As of March 2020, the game has sold over 30.4billion cards worldwide.⁴

X World Games is a decentralized gaming ecosystem built on the Binance Smart Chain. Players and Creators can obtain the X World Games (XWG) Tokens through a variety of innovative games. The first game launched on the platform is **Dream Card**, inspired by **Pokemon TCG**⁵. **Dream Card** are digital, collectible **characters** built on the Binance Smart Chain. They can be bought and sold using XWG token, and bred to create new **characters** with exciting traits and varying levels of **cuteness**, **powerful** cards to **battle and trade**.

⁴ https://en.wikipedia.org/wiki/Pok%C3%A9mon_Trading_Card_Game

⁵ <https://www.pokemon.com/us/>

1.2 Historical Background

2017-2021

We're leveraging our most successful IP, a large community of creators and **5 years of expertise in User-Generated Content**

2019-2021

Welcome to X World Games
Dream Card are digital, collectible characters built on the Ethereum blockchain and Binance Smart Chain.

<https://xwg.games/>

The Dream Card is the latest version of Belle Battle Musou franchise, which has helped create the Belle Battle Musou creation games genre on iOS and Android smartphones since its launch in 2017:

- 174,539 players have downloaded Belle Battle Musou franchise;
- The latest iteration, Belle battle musou, has over 160,000 MAUs, with up to 189,000 at peak;
- 210,000 Character have been created; and
- Over 11,000 Characters are created every day.

Game Awards:

The new blockchain-based version of The Dream Card has already received several awards:

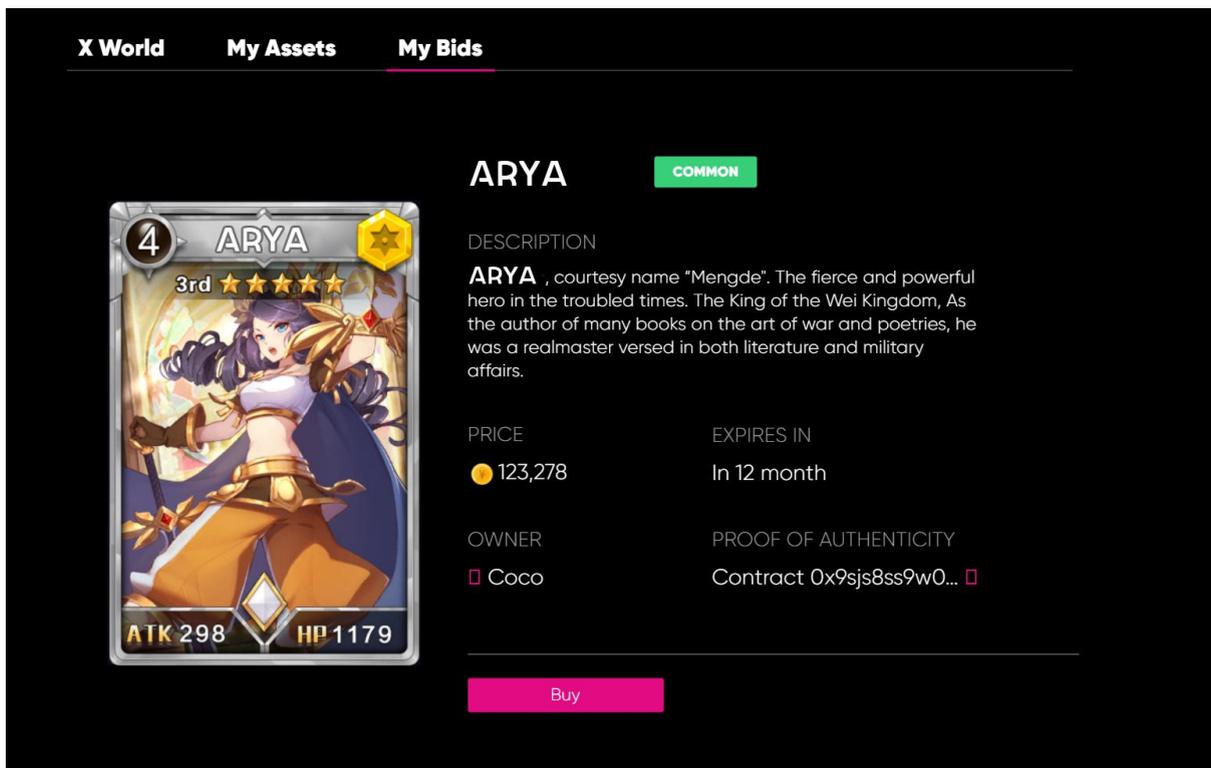
- Voted the most anticipated No. 1 in the game hotlist of 2020/2021 by TapTap.com

Media link: <https://www.taptap.com/top/download>

1.3 Key game features

Marketplace

Decentralized ownership is that users could create and trade their own assets in-game and earn XWG token via their prove-of-time play games in X world. Note this marketplace is blockchain-based and ownership is with every participating player.



The screenshot displays the 'My Bids' section of the X World marketplace. At the top, there are three tabs: 'X World', 'My Assets', and 'My Bids'. The main focus is on a character card for 'ARYA'. The card features a 4th level character with 3rd rank, 5 stars, and a yellow star icon. The character is depicted as a warrior with purple hair and a blue and gold outfit. The card's stats are ATK 298 and HP 1179. To the right of the card, the name 'ARYA' is displayed in a green box labeled 'COMMON'. Below the name is a 'DESCRIPTION' section: 'ARYA, courtesy name "Mengde". The fierce and powerful hero in the troubled times. The King of the Wei Kingdom, As the author of many books on the art of war and poetries, he was a realmaster versed in both literature and military affairs.' Further down, the 'PRICE' is listed as 123,278 gold coins, and 'EXPIRES IN' is 'In 12 month'. The 'OWNER' is 'Coco' and the 'PROOF OF AUTHENTICITY' is 'Contract 0x9sjs8ss9w0...'. A pink 'Buy' button is located at the bottom of the card's details.

Mystery Box

Mystery Box, also known as 'blind box', is a type of packaging that keeps its cards hidden. They are identical in every way, and nobody, including us, knows which unique **character card** is inside.

Mystery Box



Luck draw

As long as you spend 100 XWG , you can get unique cards that surprise you, and there is no limit to the number of times at the same time.

START

Congratulations



Put card in your asset

Trade to Markets

Cards type

In Dream Card game, there are 40 basic character cards initially, these avatars come from the **Romance of the Three Kingdoms**⁶ All these cards are released on blockchain as NFTs. Once players own enough basic cards and tools, they can create their own character cards.

Features collecting

New characters are framed from the creator, which need to be collected from the Mystery Box and Marketplace. The new characters have certain specifications and format and come with a default set of animations such as quality, level, power, HP, Attack. Specifically, these new characters will be designed piece by piece (helmet, arms, torso, legs, etc.) by equipping it with different compatible tools.

In-game assets

There are in-game assets that can be deployed into the game and they can be bought and sold on the marketplace. Among them - basic cards, and new characters would be a player's asset. In addition, users can create assets using the NFT creator and monetize their design characters and skills! DeFi capabilities will be added to the in-game assets by Community council.

Competitive Play

In addition to the collectible aspect of the card game, Dream Card has also created PLAY! Players can battle others in local multiplayer and earn players points and special tools.⁷

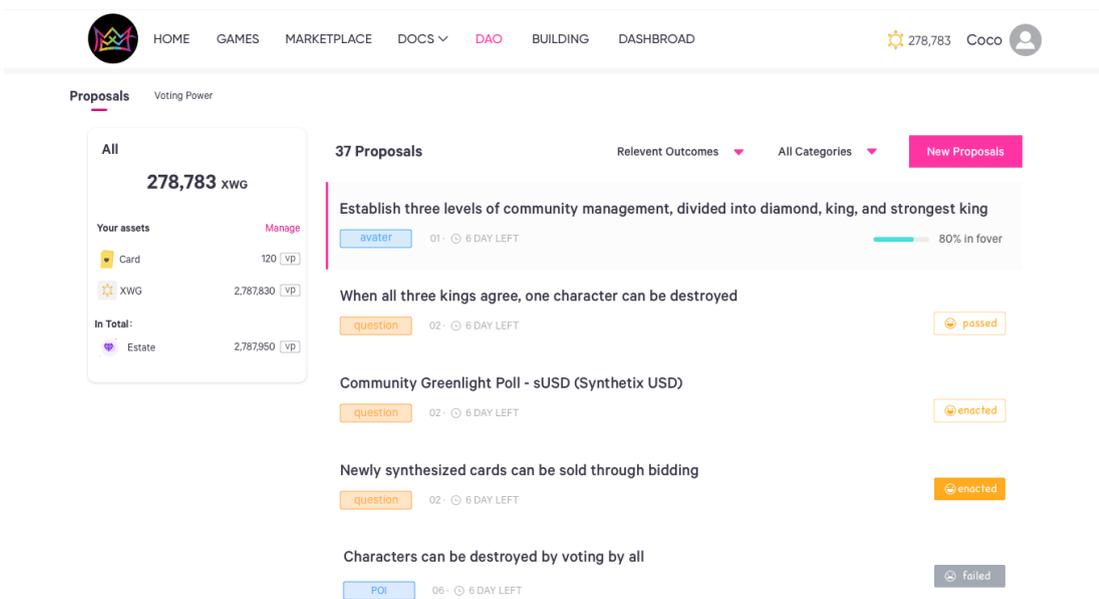
⁶ https://en.wikipedia.org/wiki/Three_Kingdoms

⁷ Tools can create new characters and also could be sold in the marketplace.



Share Quests and Community

One of our fundamental values in the game is to create new characters from Creators. The ultimate purpose of Dream Card is to create a user-owned world where anyone could collect, create and play. The game will also have community-created events where players can propose burn cards and make cards scarce.



On-chain forum for vote and discussion

X-world games will also enable a decentralized forum. Users will discuss the game activities, figure out the upcoming voting schedule within the Decentralized Organization, search for new friends, etc.

[HOME](#) [GAMES](#) [MARKETPLACE](#) [DOCS](#) [DAO](#) [BUILDING](#) [DASHBROAD](#)

278,783 [Coco](#)

[← Create Voting](#)

Proposal category

Proposal title

Proposal detail

Minimum support rate setting %

Proposal cycle

submit

2. Blockchain Architecture

Blockchain technology is used to record the ownership of tokens and allows owners to transfer/sell/use them without restriction. IPFS is used to store the actual digital asset and ensure the asset cannot be changed without owner permission.

Four different blockchain protocols will be integrated into X world gaming stack:

- ERC-20 for XWG;
- BEP-20 for XWG; and
- ERC-1155 and ERC-721 for the Digital Assets storage and trading.

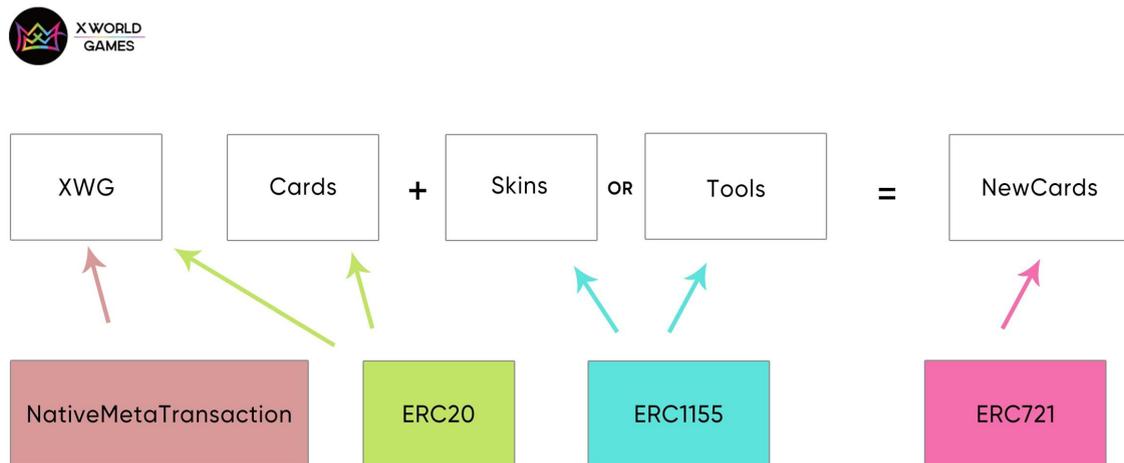


Figure: The XWG Tokens

2.1 Game currency, The XWG token

XWG token is the native currency in the game, as well as mirrored as an ERC20 and BEP20 token. It allows token holders to collect, create and also be part of the game. There is a fixed supply of XWG tokens.

There are several utilities of the token:

- It can be used for payments between collectors, creators, and players.
- NFT and cards can be purchased from the ecosystem using XWG tokens.
- XWG mining can grow the X World platform
- Token holder could propose burn cards in the DAO

ERC20 and BEP20 compatibility

Binance Smart Chain can also function as a Layer Two to other blockchains, and has features for moving tokens between for example Ethereum and Binance Smart Chain. There will be a bridge to move the XWG token back and forth between Binance Smart Chain and the Ethereum network, and thus players are able to swap on ethereum to ensure liquidity.

2.2 Game Assets

In gaming, the element of scarcity and collectible items have been around cards, tools, and skins. Once collectors get enough basic cards, tools, and skin, they could be creators and create new cards or new characters, players will be user-generated content.

Collectible cards and scarcity

Scarcity in Dream Cards exists on different items:

- Fix supply of basic cards
- Limited editions of skins
- Scarcity limits cards from creators
- Limit cards have special skills in gaming



2.3 Fully user-own assets

In mainstream blockchain games, NFT consists of a small amount of binary data that represents ownership of an asset. But there are many more elements needed to actually have full control of an asset:

- How it looks
- Non-physical characteristics
- Game logic implementing the asset

So far, in most blockchain games, this information is often stored elsewhere, not under the control of the player and instead under the full control of the game company.

Players and Creators

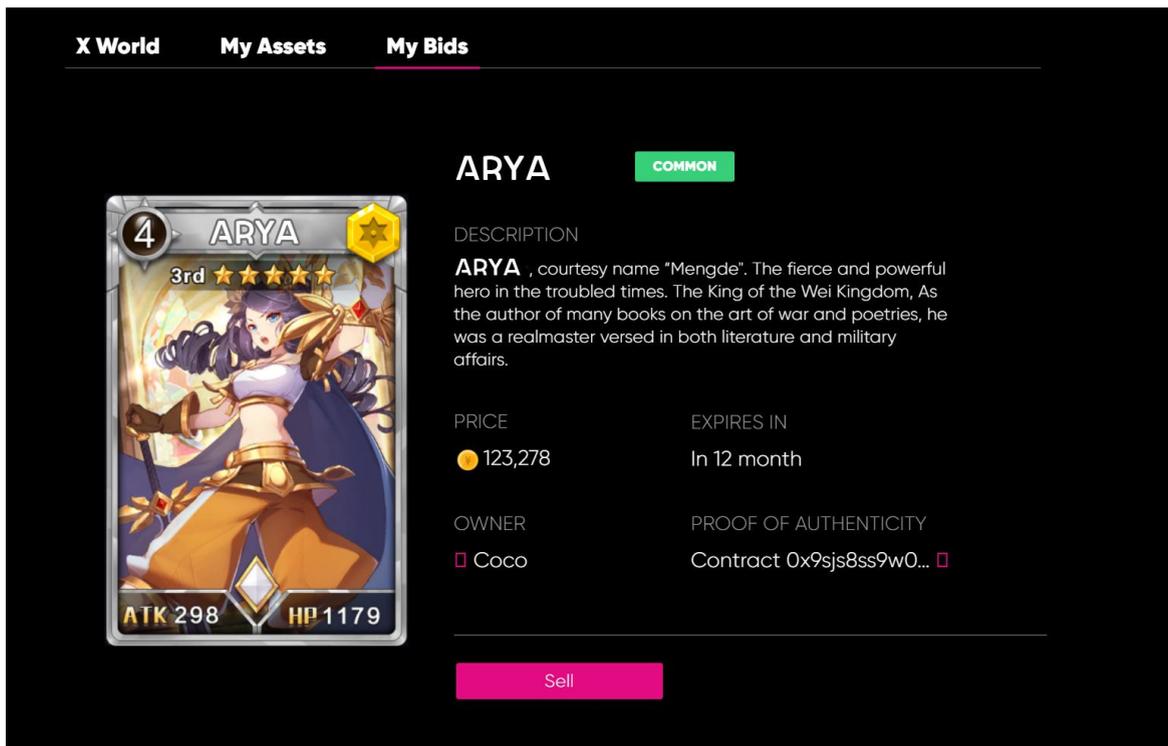
X-world games strive to improve on this as much as possible. It stores much more data about items on-chain, using the Binance Smart Chain, a standard for asset definitions from players and creators. So, the items will be defined in a user's-own only, running on-chain and being under the ultimate control of the contributors, see the chapter on Community Council DAO.

2.4 Marketplace and trading

One advantage of decentralized ownership is that they can be traded on marketplaces outside of the game companies' influence. This can increase financial incentives for gamers to purchase and create items in the game. Naturally, this feature will be available with X World Games.

In-game marketplace

Players would easily buy and sell their character cards and tools in the marketplace. All the trading is built on the blockchain for all digital assets (NFTs) transactions.



Marketplace on Binance Smart Chain

The XWG token is interchangeable with a BEP-20 Binance Smart Chain token, but also items and item ownership might be transferred to other blockchains like Ethereum.

2.5 A game created by players

Community council, or DAO

The ultimate goal for X world games is to become a truly user-owned game platform with its own Decentralized organization called Community Council governed by the community. So, we integrated a concept of DAO, which over time can take over the majority of new characters' powers within the game.

Fee and open source

The source code will have an open-source license so users can control and ultimately fork the application. Note that this game depends on users, which is a non-free platform.

Logic on Chain

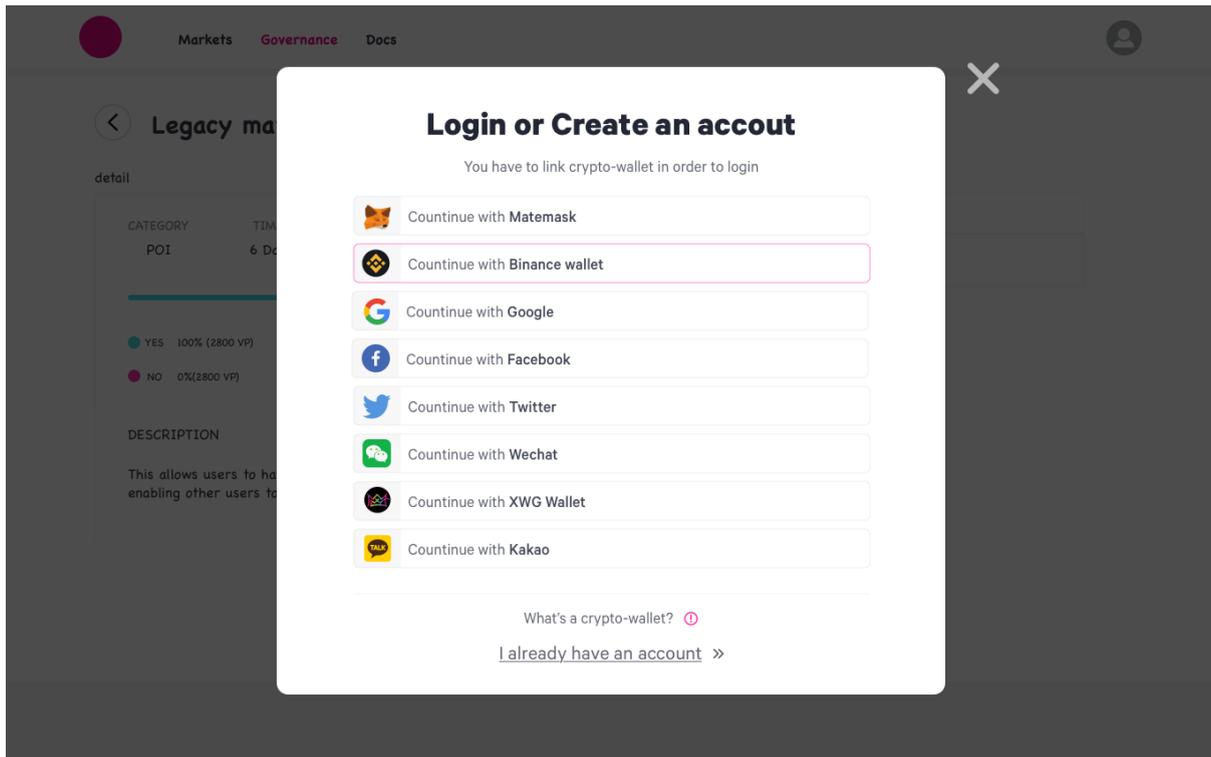
The running game will be on the Binance Smart Chain, thus avoiding the situation where a single entity controls the server.

2.6 Use case for non-crypto users

X world games is a very easy use platform for players log in, we design the wallet⁸ with different registration. So no matter you know the private key⁹ or not, players could easily join the game as collector, creator and player.

⁸ https://en.wikipedia.org/wiki/Cryptocurrency_wallet

⁹ <https://searchsecurity.techtarget.com/definition/private-key>



New Cards creator - (ERC-721)

Avatar creator - (ERC-1155)

Blockchain technology is used to record ownership of tokens and allow owners to transfer/sell/use them without restriction.

Four different blockchain protocols will be integrated into X World Games stack:

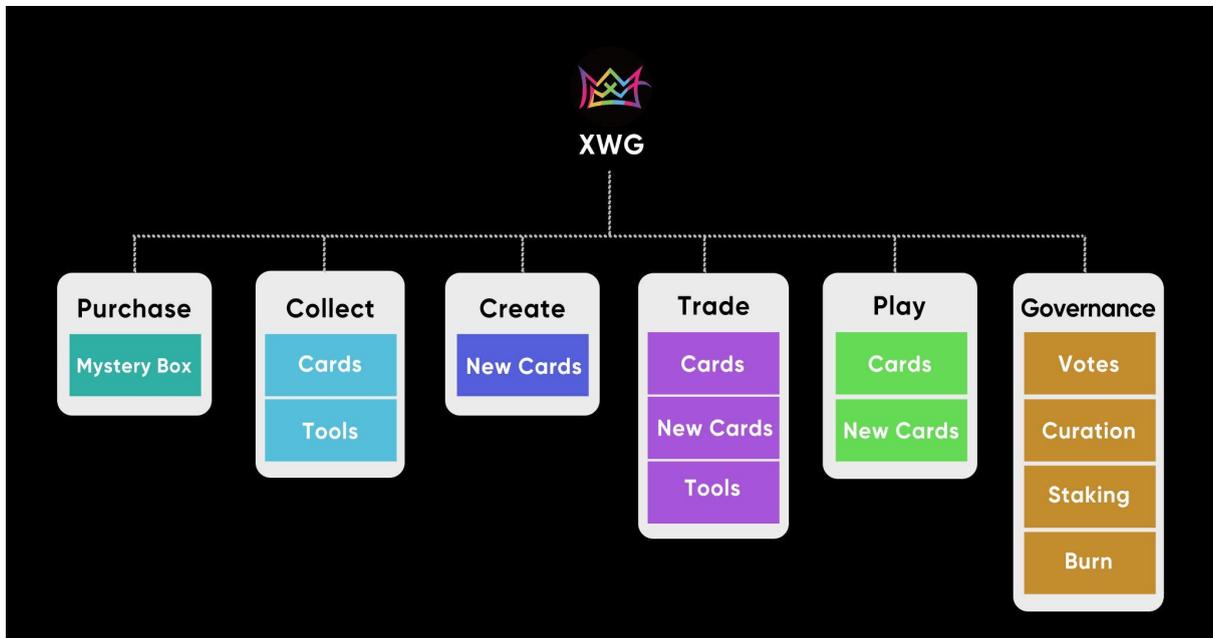
- ERC-20, BEP-20 for XWG;and
- ERC-1155 and ERC-721 for Avatar creator and New Cards creator storage and trading.

3.Token model

3.1 XWG Token

XWG token is the native currency in the game. It allows token holders to play, invest and also be part of the game. There is a fixed supply of XWG tokens.

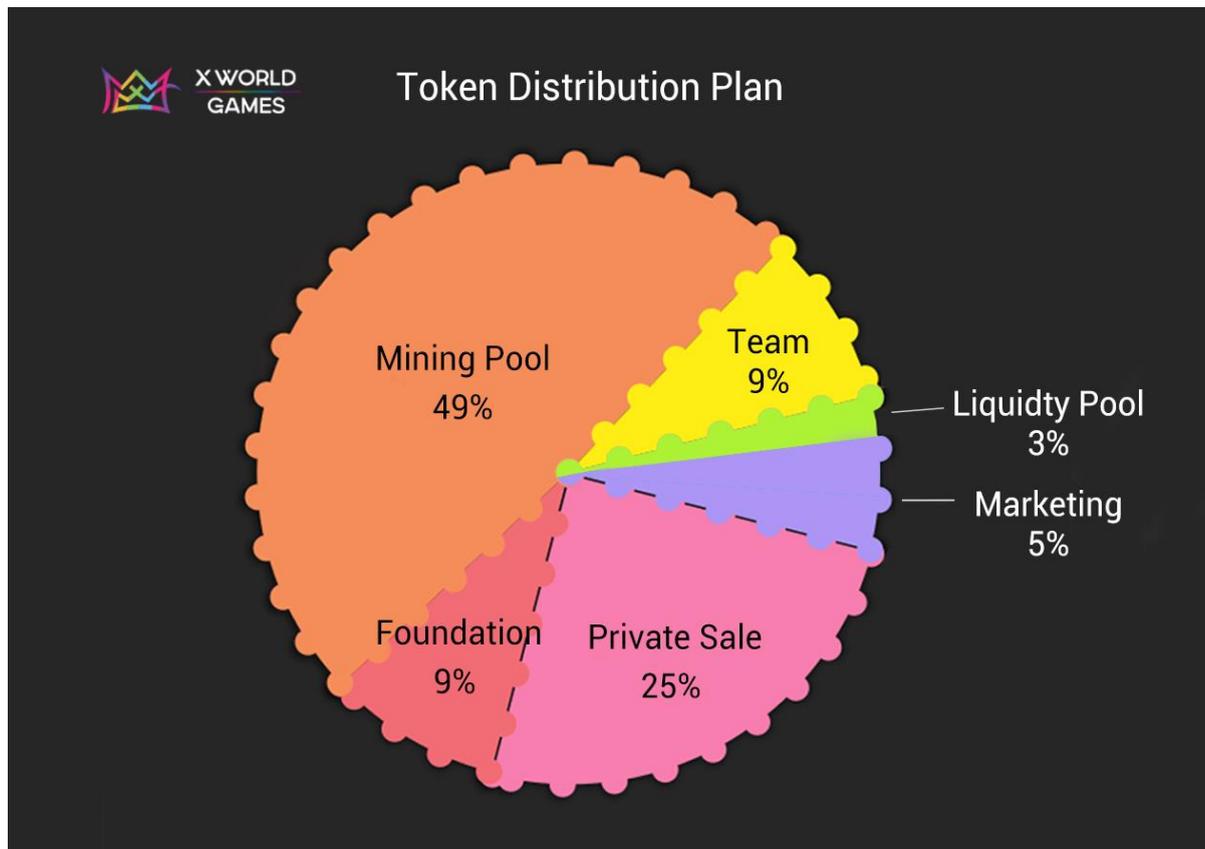
Token utilities



Purchase	XWG token is the digital currency that players use to purchase cards and Mystery box in the game.
Mining Pool	<p>Mining is a way to grow the games ecosystem, and receive tokens from play games in reward. Token holders could participate in creating new cards and earn a token as creator from the marketplace.</p> <p>For instance, the gaming platform would have revenues from card sales, asset sales, transaction fees, etc., and that a fixed proportion would be distributed to the staking pool.</p>

	NFT:s will also have Defi features such as collateralization, buybacks, and burn mechanisms.
Governance	<p>Owning XWG token enables the player to participate in the governance process through a decentralized organization, with proposals and voting structures.</p> <p>There are issues related to the platform operations and development that could be decided based on the preference of the token holders. In order to encourage users to participate in the voting process, there will also be rewards for voters.</p>
Play to earn	There is a proportion of the tokens reserved for user incentives. By parti in battles in the game, players could earn XWG tokens. This design is to encourage user participation in the game, grow the community and maintain traction.

3.2 Allocation



Allocation type	Token amount
Private Sale	2,500,000,000
Foundation	900,000,000
Mining Pool	4,900,000,000
Team	900,000,000
Marketing	500,000,000
Liquidity Pool	300,000,000
Total	10,000,000,000

-Team. These tokens are allocated to founding and non-founding members of X World Games.

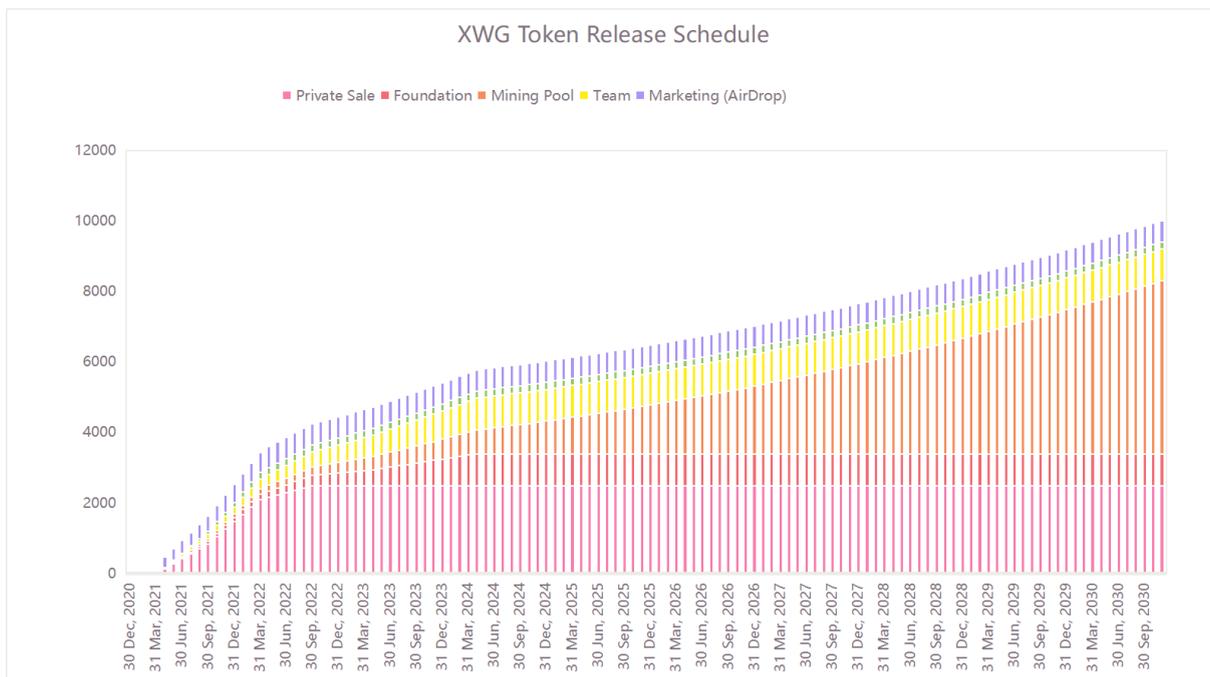
-Mining Pool. These tokens will be used for collecting, creating, and playing rewards. Any network participant can mine tokens to grow in the whole ecosystem.

-Marketing. These tokens will be used for various ecosystem-building initiatives, including marketing, bounties, incentive programs, and more.

-Foundation. Game development and support the ecosystem of the X world games, offering high-quality content & game production on the platform.

-Liquidity Pool. These tokens will be provided as liquidity for trading.

-Private sale. These tokens will be reserved for a private sale.



3.3 Revenue

Collectors and Creators could buy and sell their cards in the Marketplace, X world games platform will charge 5% of XWG tokens as a transaction fee from the Seller.

4. Player and Creators - Community Council

4.1 Membership

In principle, every XWG token holder can become a member of the DAO and get the right to vote on proposals. Different token holders would have different voting rights from creators and discounts in translation fees.

5. Roadmap

As the team has extensive experience in the gaming industry, the ecosystem will use **Dream Card** as a starting point. However, the ecosystem is designed to have the flexibility for business extension. According to the team's development roadmap, XWG will start with online games and then gradually extend its business to online comics & literature. The business model for the XWG ecosystem will extend from content distribution to content creation, crowdfunding, and an IT service marketplace. Geographically, XWG aims to realize a global reach in the near future. X World Games is just a starting point. X World Games will be transformed into an X World DAO, which will be transformed into X-World digital world.

2019

- Q1 -The overall concept of the project is formed
- Q2 -Build the team
- Q3 -The first batch of character IPs confirmed
-Game development started - Dream Card
- Q4 -The technical architecture of the X World Games platform is completed

2020

- Q1 -The main game development is completed
-The first batch of character IP creation is completed
- Q2 -Card NFT contract development begins
-Access wallet function development
- Q3 -Official website, Marketplace construction
- Q4 -Game battle function test completed
-The function test of accessing the blockchain wallet is completed

2021

- Q1 -NFT contract audit passed
-Official website and Marketplace launched
- Q2 -The complete game including collector, creator, marketplace and battle
- Q3 -DAO community launched
-Sign the second batch of card IP
- Q4 -The second batch of IP characters are created and put into the game

2022

- Q1 -Added access to 5-10 cooperative IP games

6.Core Team

Fernando Oscar Liu

CEO

Email: fernando.Liu@xwg.games

Linkedin: <https://www.linkedin.com/in/fernando-oscar-liu-536a0720a/>

Fernando Oscar Liu has over 10 Years of venture capital, private investment, fundraising and M&A restructuring experience worldwide.A result oriented candidate with a proven track record in multilateral financial and operations management.

An early investor in HangZhou Zhexin, which is a company focused on the publishing of online cellphone games and was later acquired by a Chinese public company called Jinke Culture (SZ: 300459).

Fernando joined the X World Games in 2017, leading the development of the blockchain games for Dream Cards.

Erick Wu

CMO

Email: erick@xwg.games

Linkedin: <https://www.linkedin.com/in/erick-weijen-wu-0605ba38>

Erick Wu has over 5 years of marketing and 3 years of crypto investment experience.He worked for a family office based in New York from 2017 to 2020. He developed a robust international investor relations strategy and framework. He also was in charge of managing equity research and throwing marketing events.

He received his master degree in marketing and finance from New York University and earned his bachelor degree in economics from Shanghai Fudan University.

Erick Wu is in charge of setting the marketing goals and objectives of the XWG, analyzing the company's marketing strategy and running the social media platforms of XWG.

Sean Chen

CTO

Email: sean@xwg.games

Linkedin : <https://www.linkedin.com/in/xcsean>

Sean Chen is founder of BlaCat game platform and architect of ZoroChain; He has 15+ years gaming industry experience, software engineer, experienced in game architecture/3D game engine/linux game server/game frameworks, and serial entrepreneur, started several companies since 2009 and developed a number of successful games in China, earning a combined total of over 100M USD+ in revenue.

7. Summary

All transactions in the XWG ecosystem are conducted through the XWG token which is a kind of BEP-20 token issued on Binance Smart Chain. Within the ecosystem, users can earn XWG tokens through game mining or purchase them on digital currency exchange. At the same time, XWG token holders can purchase game cards on NFTs marketplace.

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