



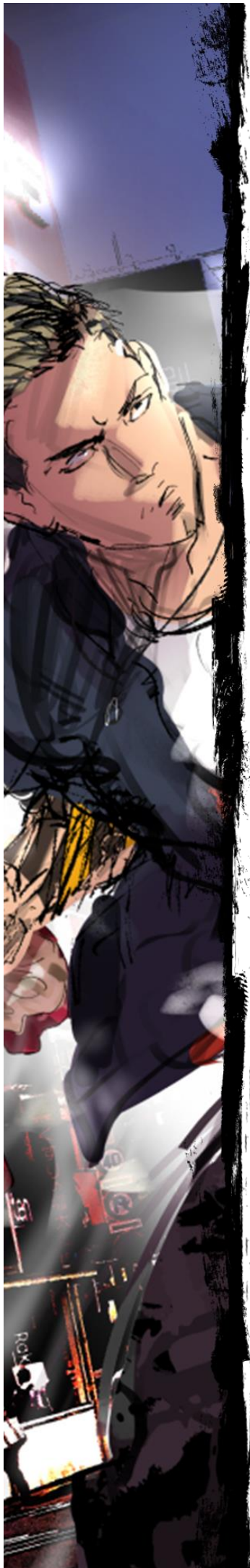
KENKA METaverse

KENKA METaverse Light Paper

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【Light Paper】KENKA METAVERSE

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Introduction

KENKA METaverse is a blockchain game inspired by the underground world. The game ecosystem is designed to have an immersive Play to Earn experience, where players can train their characters and by having a “KENKA”, meaning fighting in Japanese, to gain fame and fortune. Land, squads or brothers, and other items in the game are in NFT and tradable. By bringing these items together and forming guilds with other players, you can participate in a robust community than in traditional games.

What KENKA METaverse discerned from the other projects is the economy that is being designed. Many of the projects introduce themselves as decentralized projects, but the truth is, most of them are not. The economy is closed and the majority of external capital inflows are coming from investors and newcomers buying and selling tokens and NFTs. Therefore, whenever the newcomers stopped entering the game, it collapsed instantly. KENKA METaverse will build a sustainable service by connecting to the real world economy through a billing system like traditional social games and advertising revenue from sponsors, and by intentionally creating a "layer of balance deficit".

This light paper will introduce the functions and elements of KENKA METaverse, and most importantly, the concept of the designed economy. Although the project is still at the early stage and may be subject to change due to various factors such as technical, legal, and tax issues, we hope to convey what lies at the heart of the project.



Feature

1. Single Play

Explore around the city and have a “Kenka”, meaning fighting against NPC. By winning the battle, players are able to earn the token or the opponent may join player’s squad and become your “brother”.

2. Main Character

Can dress up with items that players have acquired. The more items players acquire, the stronger character will be.

3. Shatei

In this game, your allies or your squad members are called the Shatei. Basically, Shatei will be the trainers who train your character and partners who support you. Shatei can help you in many ways by training in the gym, running and protecting the “Shima”.

4. Shima

The land in this game is called the “Shima” and there are various roles. Owning a Shima allows you to regularly earn revenue and use the facilities that are built in the Shima. The more Shimas you own, the more advantageous to play the game. The number of people (e.g. number of audiences, maximum number of votes) that can be accommodated in the facility varies depending on the location and the size of the Shima.

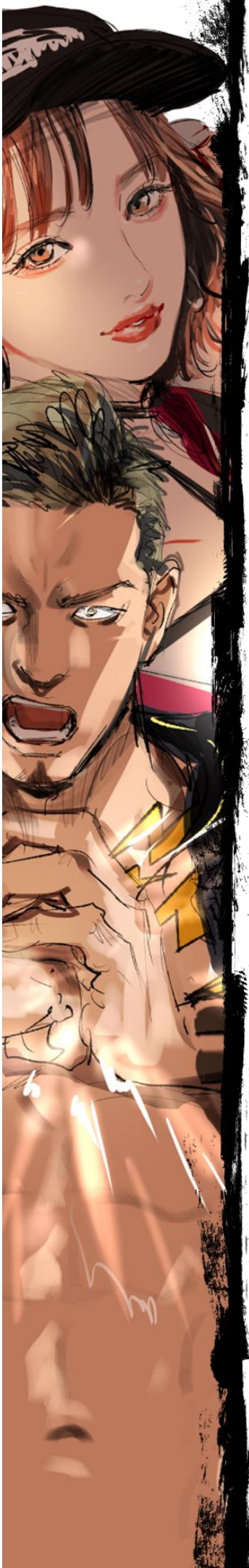
Followings are some of the Shimas with special facilities:

●Gym

Players are able to train their characters in the gym. Methods of training vary from gym to gym. Owners of the gym can set their trainer NFTs and players are able to learn the techniques. Players need to pay the fee to use the gym, and this fee is used to generate revenue for the owner. Gyms used by star players or fighters will attract many players who want to get stronger.

●Arena

In the arena, players can fight with players from all over the world and earn the prize by winning. Non fighters in the arena are able to bet and predict the winners. Fighting tournaments or events can be hosted in the large Shima and can predict not only the winner of each match, but also the winner of the tournament itself.



A certain percentage of the profits generated from bets is allocated to the parties involved and is used to distribute to the owner's earnings, to each fighter, and to cover management fees.

● Bettings

At the betting area, tokens are used for purchasing the mini-game points, which can then be used to play a variety of games, including slots and poker. The types of games vary from Shima to Shima, and the points accumulated from winning games can be exchanged for NFTs that can only be obtained in this area. The revenue generated will be the owner's earnings, excluding commissions.

Notes

*The specifications are subject to change to ensure that there are no legal problems.

*NFTs will be owned by the players, and can be used or traded.

● Market

NFT can be traded in the market.

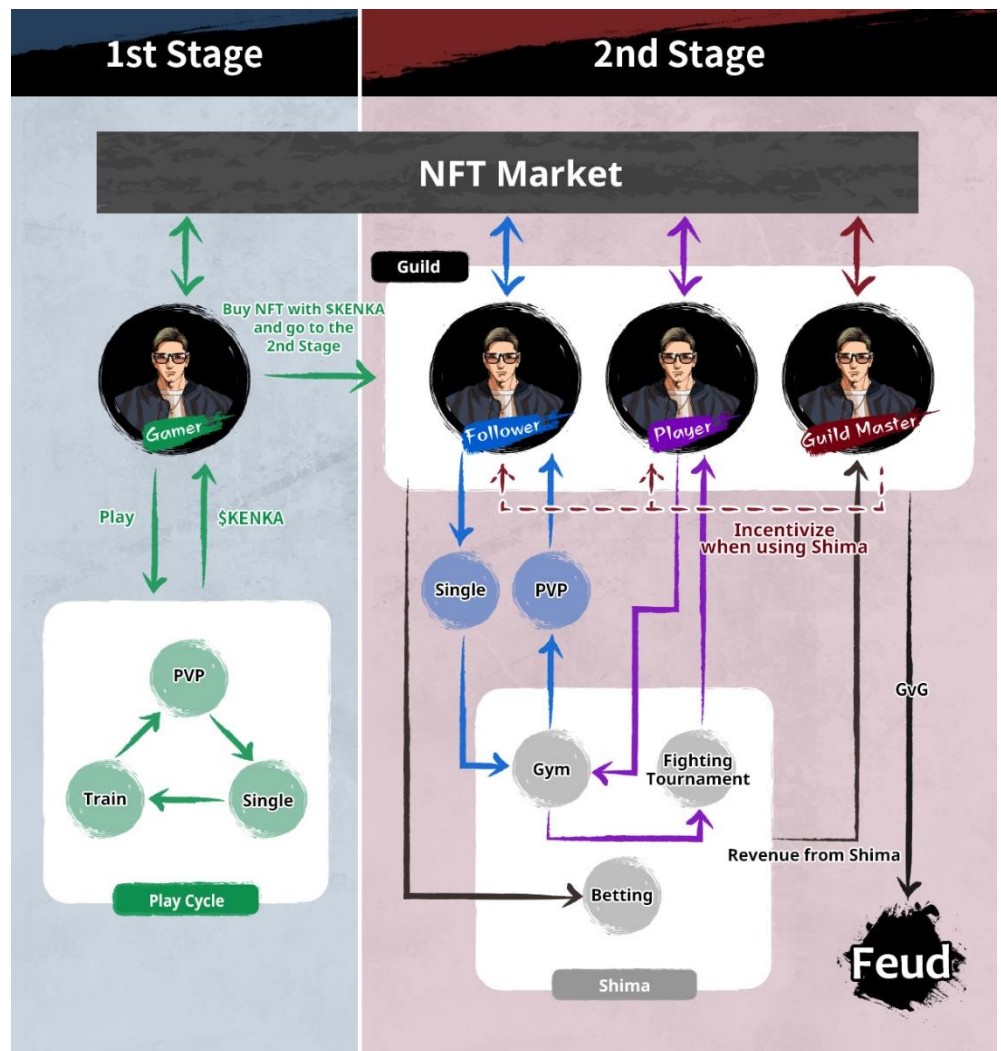
There is a fee for buying and selling on the market.

Guild

The guild can be created by multiple players. The number of people that can join depends on the number and the size of shima you own. Within a guild, you can give preferential treatment to your team, such as allowing members of the same team to use the gym for free. It will be easier to proceed the game by working together by creating a stronger guild.

About the Economy

KENKA METaverse will create a sustainable Play to Earn service by designing the economy by categorizing with 2 stages and 4 groups of users.



The Economy of KENKA METaverse

1. Stage

The term "stage" is used in the description and is conceptual and there is no clear division of stages to play in the game.

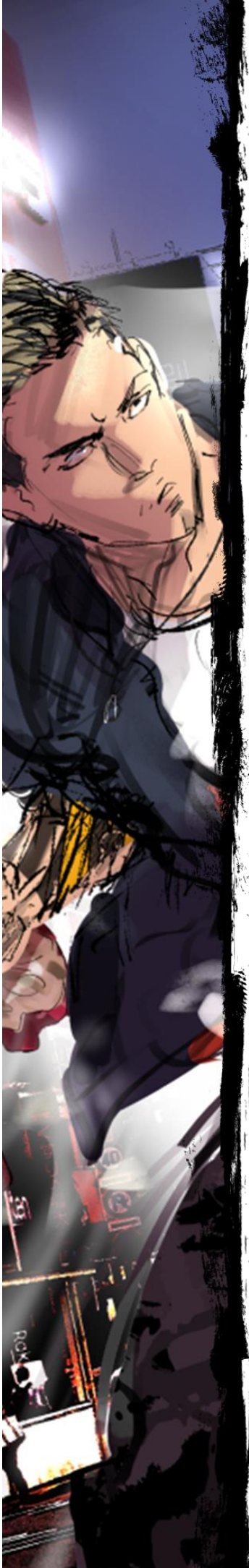
● 1st Stage

the part of the game that can be played without any NFTs like the other social games.

● 2nd Stage

The part of the game where players play using NFTs as a Play to Earn service is what we call the "2nd stage".

In fact, each user can play both stages at the same time, but cannot play at the 2nd stage unless the player has the required NFTs.



For example, Shatei from the regular in-app purchases can only be used in the 1st stage; Shatei purchased as NFTs can be used in the 2nd stage.

※If Shatei obtained in the 1st Stage is minted, able to use it in the 2nd Stage.

1. Groups of Users

KENKA METaverse categorizes users into four types according to how they play: Guild Masters and Players are the "Entertainers" and Follower and Gamers are the "Enthusiasts". Users who contribute to the game by entertaining other players can earn tokens. Players who simply enjoy the game can make regular in-app purchases, or any disbursement with any other points.

●Guild Master

Group of players focusing on earnings.

The land in KENKA METaverse is called "Shima". Players belonging in this group are able to earn by creating guilds, cooperating with other players, and holding "Shima".

Guild necessarily does not need to be run by a single player. Multiple Guild Masters can bring their own Shima and form an even bigger guild. Members from the guild can be given preferential treatment, such as free use of the gym, thereby training members and encouraging players to become the star. Guild Masters are like the gym owners, arena owners, and esports head coaches in the real world.

●Player

Group of players acquiring both fame and wealth.

Earn from the fighting tournament and possible to earn from ads revenue.

Most of the players will be aiming for this group and will be the symbolic players of this game. Imagine a professional fighter or professional esports athlete in the real world. This group includes not only the top-tier players, but also players from regional leagues, so there are many more players than most people imagine.


●Follower

The most common players of KENKA METaverse.

This is the group that focuses on having fun while earning tokens in single-player or PVP.

The player can train in the gym, buy NFTs at the market to strengthen the character and aim to be in the Player group, or play in mini-games in the betting hall. The most promising role is to keep on pushing for the Player in fighting tournaments. By betting on the winners and losers, they become an important constituency that enthusiastically supports the Player and encourages the Player to become a star.

●Gamer



Group of players mainly play for free

Basically, players belonging to this group do not own NFTs and are playing the game for free. The difference with the group, Follower, is whether or not the players have NFT items and are eligible to play in the 2nd stage. By accumulating some token by playing in the 1st stage, most of the players in this group will aim to be in the Follower group.

Exchanging token, buying the token, and betting will motivate the players to play the blockchain games.

Conclusion

To sum up the economy of KENKA METaverse, the Guild Masters organizes the gym and hosts the fighting tournament where Players fight to make the audience electrified. The groups of players in Follower and Gamer will bet on the fighters from the Player group and support them. This leads to the creation of real star fighters like in the real world.

The tokens spent on in-app purchases and bets are used to maintain the economy.

The rise of a super star also brings sponsors and advertising fees into the economy as well. The advertising fees are not only used to generate revenue for the Shima owners and fighters, but again, it will be used to maintain the economy.

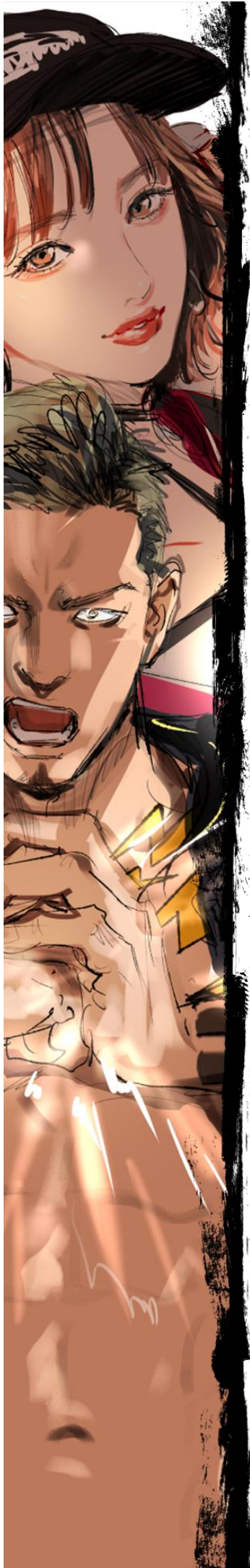


Team Members

● TTX. Inc

● Development Team

WEARE Inc.



Disclaimer

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Investors should fully consider the risks and take responsibility for all corresponding consequences of their decisions. Possible risks include, but are not limited to, changes in government agency policies and regulations, compliance, business cycles, hacking, delays or failures in technical development, management risk, and price volatility.