Game Introduction

Crossworlds is a blockchain-based MMO game that operates using smart contract interaction between every game asset to provide self-sufficient gameplay mechanics and economics. There are three key directions of roleplay that players can choose from for their own preference or even all of them together at the same time such as mining, crafting, and fighting. Game tokenomics are built in a way to give users freedom: diverging owned game assets control on the market and between players, which allows them to create their own earning strategy inside the game which naturally decentralizes game ownership.

TOP FEATURES

- Smashing battle mechanics!
- Adventure-laden scenario
- Token deflational mechanics
- Free to play game entry
- Ultimate trading toolset

- Manifold crafting structure
- Advanced governance system
- Earn for every action
- Fair tournament ranking system
- Unique gaming Experience

OUR GOALS

Unique wholistic gaming Experience

Stable financial vault for customers

Versatile P2E gameplay

Massive P2P NFT market

Multi-platform cross chain integration

Game assets auxiliary specification

Supreme long life tokenomics

Massive multiplayer events

Implementing DAO and Web 3.0 principles

Mobile game version

Gameplay

Roleplay overview

There are multi-layered gameplay activities and controls in the Crossworlds game.
In the beginning of the adventure the player appears as a hero who has the spirit and will to dive deeper
in a great contest to obtain the power and fame all over Crossworlds realms.

The player appears at the selected hero's historical starting point which may be located over several main
worlds of Crossworlds. Depending on what character the player starts with and his role he receives relevant attributes
as well as a great story and adventure in the beginning.

The player can have multiple daily quests while owning other heroes and equipment for extra roles and activities.
Each activity involving the hero consumes an amount of energy from the players account and hero energy pool, the
same way every hero has daily energy limitations that still give advantages and potential for earning and evolving
in the game. The questline is split between the main story narrative and a set of events and adventures.

Exploring the metaverse

◇ Global comprehensive multi-layered narrative

◇ Every game character has its own unique storyline

◇ Make a quest for another player and choose the reward for it

◇ Special events, mystical places, challenging riddles

◇ Investigation, adventures, events, and immersive story

◇ Accidental events, quests, unexpected plot twists

◇ "Intervention of higher powers", "a path for the chosen"

◇ Adaptive scenario based on players' behaviour analysis

battle

◇ Go to battle in order to help out local civilians and explore the surroundings

◇ Cleanse ancient dungeons and find treasures as a lone wolf or with your friends

◇ Defend the city against terrible monsters and bosses

◇ Travel to explore unknown places, creatures, treasures, and forgotten legends

◇ Get in an adventure to earn fame and reveal secrets of the Crossworlds

◇ Prepare yourself for tough survival raids with other players

◇ Compete versus other champions at the battle arena

◇ Lead guild battles to establish order in your lands

CROSSWORLDS

Mining

◈ Get improved mining tools for more efficient mining

◈ Improve your skills and competence to find the rarest ores faster

◈ Explore the lands to find mines with the rarest ores and minerals

◈ Build and improve your own mines to dig deeper and get the most ore

◈ Buy, sell or rent your mine to other players of your choice

◈ Trade ore and minerals on markets or use them in crafting

◈ Become a foreman and organize a working crew for benefits

◈ Develop mineral deposits at owned lands

Crafting

◈ Get basic crafting tools to start making equipment and more

◈ Blueprints across game quests and activities to learn and memorize

◈ Hone your skills to craft rare items of the best quality

◈ Make interior elements, structures or workbenches

◈ Learn blueprints or recipes for repetitive items crafting

◈ Advanced blacksmith, alchemy lab, starforge altar

◈ NFT's reassembly, customization and transmutations

◈ Workshop for crafted NFTs customization

Land Ownership

◇ Land can include or exclude the adjacent property

◇ Owned lands adjacent to it can be sold, rented or rebuilt

◇ Forests, mines, nature reservoirs for gathering and mining

◇ Build structures and castles to start running a guild or household

◇ Lands stand on a certain fractions territory - be ready to defend it

◇ Get benefits from facilities located on your lands

◇ Resource harvesting bonuses and building discounts at owned land

◇ Governance protocols privilege for land ownership

Marketplace

◇ Trading, sending, delegating and renting every owned game asset

◇ Send gifts to your friends or rent them a complete set of equipment

◇ Secure your investments in stable coins or lock your assets for various periods

◇ Tools for trading orders customization and asset ownership management

◇ Renting, trading and delegation to any chosen player from the market

◇ Exchange earned NFTs and game tokens for upgrades or new role unlocking

◇ Token swaps and bridging of game assets to other trading platforms

◇ The trading operation fee is 5%

Game mechanics

PVP/PVE general overview

The Crossworlds fighting gameplay is built on principles of turn-based mechanics with possible adaptive
dynamic intervention events for reactive counter and co-related additional moves, perks, actions, tactics and
abilities that are making the turn-based fighting gameplay truly unique as well as influencing the battle result.
The battle sessions are divided by rounds and actions within them as well as limited time to use them.

Mining and gathering

Raw materials and resources can be gathered or mined from several sources such as elaborated
mineral deposits, forests, fields, and water reservoirs, which can be found in wildlands, mining camps or on owned lands.
The number of resources that can be mined or gathered depends on used tools, miner skills, time and energy spent,
mine depth and structure level, natural source world location and its type. Received resources can be delivered
by foot, transported via a caravan or by means of other logistic options and sold at mine camps or in nearby settlements.

Crafting and evolving

Any game asset improvement or upgrading can be performed only by a specified game NPC (basic upgrade),
completing a special quest or by the player with a required toolset used on a certain workbench type.
According to a player's skills, a higher level of items can be created or upgraded,
better materials can be used and higher quality of items achieved.

Ecosystem

Our ecosystem includes three interconnected functional core pools with sub-pools at the secondary layer,
linked by a set of automated smart contracts for controlling and redirecting all income inflows
for filling sub-pools with determined operational purposes and precise diversification of actives.
Its designed in a way to keep a long-lasting lifetime of self-support with P2E oriented
reward pools recovery and deflationary mechanics with accurate asset burning provided.

Free to play

Distribution of basic NFT sets allowing to start the game for free.

Airdrop

Airdrop distribution will be delivered via multistage giveaways of NFTs or token assets at the early project stage,
ownership of required game assets or a sufficient amount of tokens will allow you to start playing after official
release or buy required game assets on the marketplace. Crowdloans will be delivered at the early and middle
game stages to the community members as rewards for social quests.

Resources & Materials

Resources are a very big and important part of game economics and P2E mechanics.
Most of the resources are embedded in the games treasury pool and can be gathered, mined,
looted, earned as quest or event rewards. Raw resources can be refined into materials, ingredients,
consumables and further used in crafting, building, repairing, remaking, upgrading and more.

General token allocation to pools

NFT Allocation

- Third party marketplace — 10%
- Presale — 15%
- Marketing and airdrops — 10%
- Private sale — 5%
- Crowdloan & FTP — 5%
- Team & test — 5%
- Craft & reward — 30%
- General sale — 20%

Inner ring (NFT)
- Repartition
- Craft & reward pool 33%
- Governance pools 14%
- Game dev. 11%
- Cyber security and support 12%
- Marketing 30%

Token Allocation

- Public sale — 25%
- Game reward pool — 14%
- Private sale — 4%
- Presale — 14%
- Staking reward — 10%
- External swaps — 14%
- Development reserves — 8%
- Marketing and airdrops — 10%

Inner ring (COIN)
- Repartition
- Craft & reward pool 33%
- Governance pools 14%
- Game dev. 11%
- Cyber security and support 12%
- Marketing 30%

Return

80% of unburn tokens return to next cycle

Burn

Burning is a key tool for ecosystem defational mechanism implying 20/25/33% evolved NFT's of different rarity is getting burned 20% of tokens what is speng for official NFT of ingame sales and services, get burned. Burning not included in the game marketplace operations
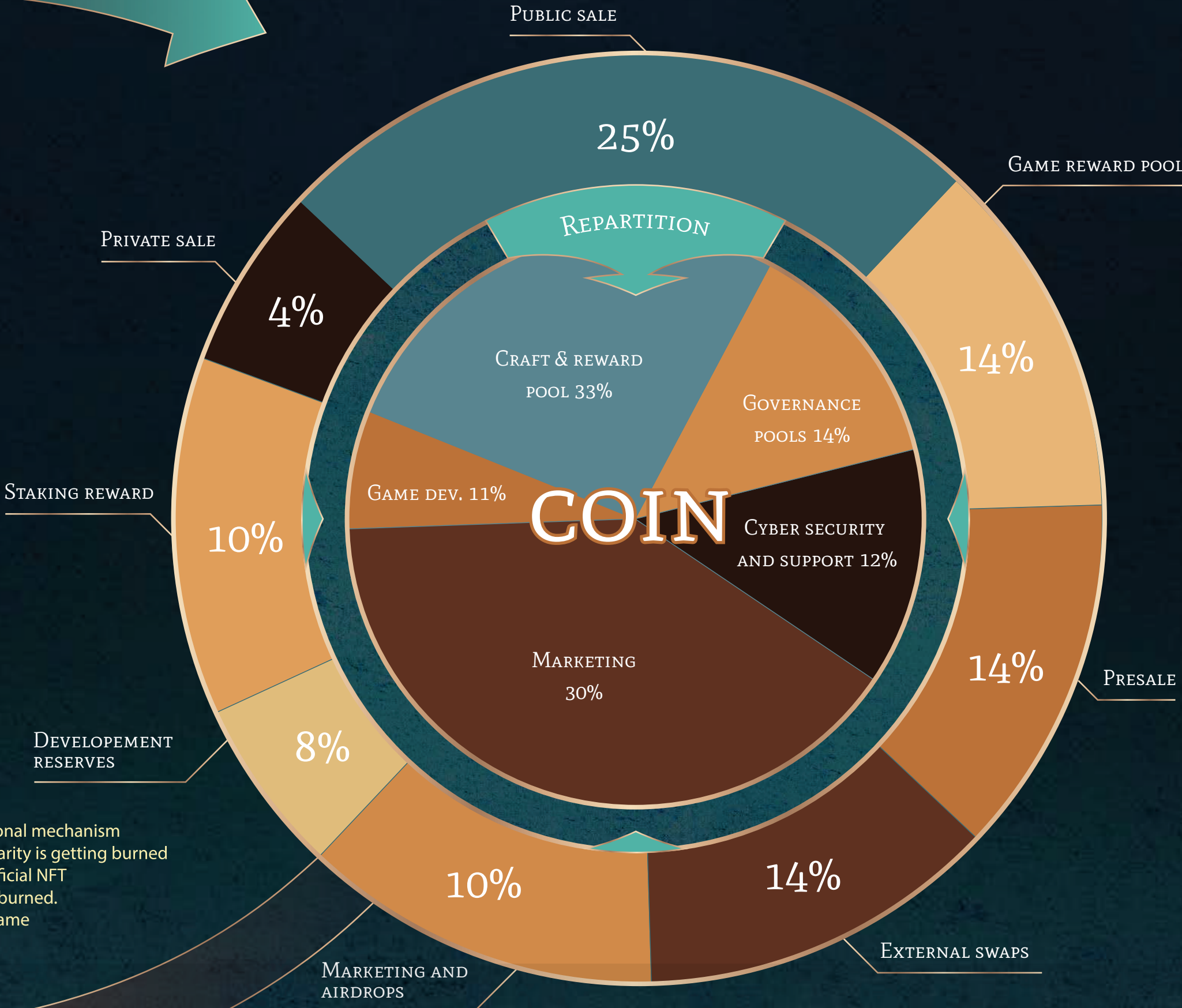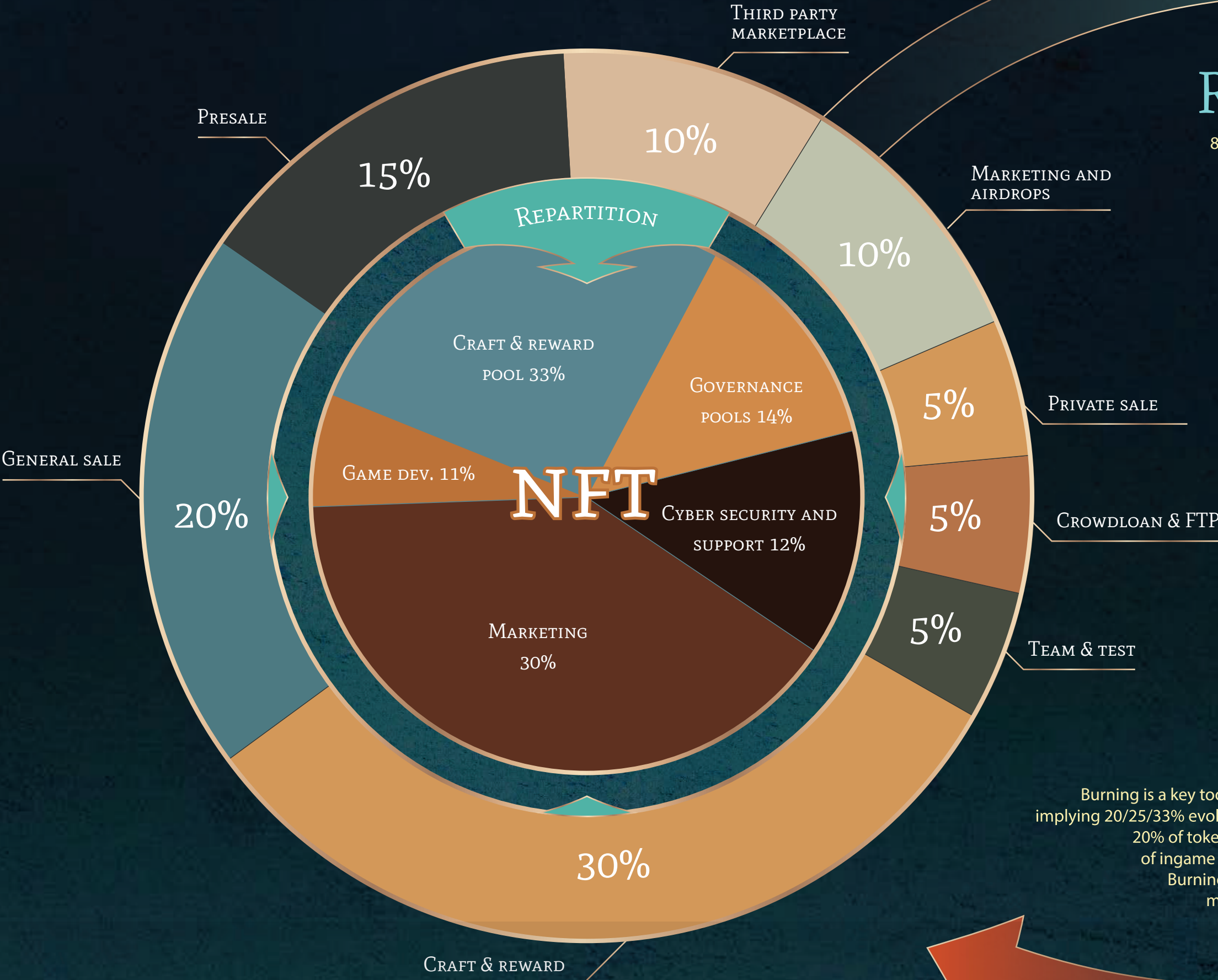
Token Tier/ Cycle/ Phase I pools

Development reserves
Pool for game development and team expenses

Marketing and airdrops
Pool for starting a marketing campaign with airdrops,
giveaways, referral and community rewards

Private sale
Pool for planned private token sale distribution to our closest partners
and communities via token staking rewards, token swapping service,
direct and organized trade, this pool is mostly a part of the marketing strategy

Presale
Pool for planned multi-stage presale events each bound with a marketing campaign

Public sale
Pool for planned multi-stage big sale campaign
including IDO, crypto trading platforms and launchpad listings

Staking reward
Pool for internal game staking service planned to reward coin holders
also included as a part of governance reward

External swaps
Pool with a pre-reserved share for distribution to swap and farming
platforms such as PancakeSwap, QuickSwap and others.

Game reward pool
Pool with liquidity locked by a smart contract, which makes it possible
for partial unlocking of certain amounts only by completing definite
P2E conditions in the game

Token Tier/ Cycle/ Phase II pools

◈ **Game reward pool**

Pool with liquidity locked by a smart contract, which makes it possible

for partial unlocking of certain amounts only by completing certain

P2E conditions in the game

◈ **Governance pools**

Pools for top shareholder rewards and custom event generation with awards

◈ **Cyber security and support**

Pool used to maintain network, audit and increase project security

◈ **Marketing**

Considering the project architecture, format and scale - maximum distribution will provide the

best possible multiplayer experience at all game levels. Therefore we plan

to run a massive, multistep marketing campaign with a deep level of recursion.

Token stats

Token platform	HIVE > Crosschain
Token name:	XWDS
Max supply:	100000000000 coins
Circulating cupply:	52000000000 coins
Automated reward pools:	24000000000 coins
Vested until service release:	24000000000 coins
Burning ratio after spent:	20%
Return ratio after spent:	80%

Our way to DAO

With each asset distribution cycle we will continuously increase the delegation level of game asset ownership in the players and investors hands, autonomous smart contract-based allocation, control and returning system to perform the decentralization of governance and ownership delivery to end-users, also providing extra control over them. We want to bring a decentralization concept similar to those of ledger and trezor cold wallets to keep control over your wallet and game account without a possibility for external developer control in order to avoid "hard" banning due to regional, political or any other reasons.

Pools

Our team undertakes to distribute all, without exception, funds received from the sale of all official products, services and any assets related to the Crosswords project, according to the plan presented in this document, including all stages of the trading campaign for the sale and distribution of gaming NFT assets and the main gaming cryptocurrency on all public and private platforms.

Governance

In our vision there is a lot of undisclosed potential in currently existing governance. Besides voting power we want to make it possible for the community to generate reward pools for custom events, give moderation tools based on a required amount of project share ownership for project administration. Power delegation and leverages for supporting other players and other initiatives. Governance splitting shares will not be based on equal ownership amounts. We believe that owning half of the project actives in one portfolio should not give an equal amount of control over the project compared to multiple other portfolios with the same amount in total, because a group decision over a single unit is more justified. Taking this into account we will develop a balanced system of distribution of governance power.

Deflation mechanics

We are planning deflation mechanics to be built into automated smart contract settings, including every token spent in the game and every NFT evolved. A simple example can be presented: any asset evolution is an exchange between multiple amounts of less rare assets that players need to spend from their own collection to receive a single asset of higher rarity from a gaming reward pool. To prevent hyperinflation of assets in a game pool, we will perform an automated "burn&return" system, which will dead burn some assets and return the others to the backline of the reward pool rotation.

9 Worlds

Aum
World of Light source.
Home of higher order entities.

Wu
World of information and mind.
Logic prevails here and as air represents space, there is space
for any ideas here and wisdom is worshiped most.

Chi
World of natural symbiosis
of Sapient Life forms.

Kha
Aggressive and
persuasive, passionate and emotional. Ideals.
Great powers of transmutation are born here.

Lha
Sences.
Interconnection of all and everything.
The source of life. The aspect of a mothers fertility.

Central World
Place where they all meet.

Gha
Tradition. Heritage. Form.
No thing is better than another thing.

Thu
World of technical exploitation of
nature. Imperial dictatorship.

Heiss
World of the dark source.

Lore

Crossworlds is a multi-layered universe consisting of nine worlds all intricately interwoven with each other.
It used to be a place of harmony, tranquillity and solace. Everything changed with the Cataclysm.
This world-shattering event occurred recently and led to a conjugation of spheres that left the worlds torn apart,
knocked upside down, and in complete and utter disarray. As a result of these immense changes the Central world
took on a new role and new home for all beings living in the Crossworlds universe. The fabric of reality was torn
apart and sewn back together in an absolutely new and unique matter.

In the aftermath of the universal collapse the Central world became divided in a previously undividable way.
New fractions arose from the dust, while old ones were desperately clinging for life.
Others decided that anarchy or denial is their new path.

After the cosmic dust settled, mountains became lakes, and caverns rose to the skies.
The map of the Central world endured numerous changes and can be divided into 2 main
continents, as well as numerous other agglomerations.

AGAYA

ATTARSA

Factions:

Imperial

The Empire – was one of the two main pillars of power before the global disaster event. Imperials were ruled by Dynasties and countless Lords and Counts that formed the elites. At its Darkest hour, when sparks of civil, like a forest fire, unrested all across the Imperial Lands, the outraged citizens with some of its former protectorates headed by the resistance leader - Sigurd Ironwill and his army fought through the emperor's guardians and challenged him to a duel of honor for the throne of Empire. The emperor was seriously injured and his last loyals helped him to flee. This is how Sigurd Ironwill became a new Emperor and during his reign, the law stated - that any valiant warrior who becomes the champion of the Empire tournament can challenge the rights for the throne in a duel of honor.

Republic

As an opposition to the Empire, the Republic was born from the high values of freedom. In the beginning, it was a democracy, however, It started turning into something else prior to the EVENT and the event itself was just a finalization of an evolutionary process. Freedom was a catch since once people got it, they started looking for more, but what would one State do if its citizens were free of... responsibility, family, gender…
The surrealism of psychological flips of the inhabitants of the central world turned this state into a circus-like show, where the true carriers of power stayed unseen, and the public was just entertained, given numerous "choices" to vote for merely unimportant things. Nowadays it is how it is, torn apart, but still alive, keeping its pieces together with the weakening illusions of the past.

Trading Company

A conglomerate of corporations that used to be parts of the Empire and the Republic. Due to their financial success, those companies built their philosophies and value systems so, that they were competitive with the two main factions of the Central World. Before the Event, they were still a novelty, and debates around their organization and ideas were highly skeptical, but then reality proved the TC to be a great survivor as a system. Today they are the traders, keepers of roads and seas that connect the Empire to the Republic. Militaristic, and pragmatic, yet lacking the depth of understanding of the Multiverse as a younger system.

Freemen

These are the people that rebelled against all three fractions. Their community is decentralized, mostly meritocratic organizations operate to unite the communities with the Vision. The Vision is the only thing that truly unites the freemen. Locations are spread all around the Central World. After the event, when Heroes started to understand the mutations that happened to them, they spread among all factions, but mostly they were the source of power for the Freemen that were the youngest formation in the Central World.

LIAN HARAJI

When the spheres converged, Lian was walking alone on a small whaling boat in the open sea. She woke up on the shore, her body ached, but when she tried to get up, Lian realized that she was unhurt.

A strange feeling similar to thirst was being felt more and more. Breathing was strange for her and a slight burning sensation went through the body. Following some unknown urge, Lian went into the water. It was wonderful. She dived and swam. She had never experienced such lightness while swimming. She perfectly saw under water and while distracted by this... inhaled. This worked out as well. Delighted, she began to frolic under the water, but then she noticed a flock of small fish. They curled around her, creating a slightly shimmery glow. As soon as she reached out her hand, they began to spin around her. Lian quickly realized that they "obeyed". Her skin has changed colour, texture and properties. She could breathe underwater. Over time Lian also learned how to use the Fish and other powers obtained from the connection with the World of Water.

All of the Crossworlds characters
endured a process of changing, unique for each individual.
While everything was connected to the Converging, there is nothing
similar in the experiences and character development that you will see
in the game.

CrossWorlds

Legal disclaimer

Please read before purchasing Crossworlds tokens or attempting to use the website crossworlds.co

This Whitepaper ("Whitepaper") is meant to provide to the Customer/User with the information regarding Crossworlds ecosystem.
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