

# X World Games White Paper

Next Generation of Web3 Gaming

Version 2.0.0



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## Overview

X World Games (XWG) is a leading gaming protocol on blockchain. We are a Web3 company passionate about the evolution of gaming, and our products reflect that. We explore big, bold ideas capable of reshaping the gaming industry as we know it.

Since 2018, XWG has been on a mission to build an interoperable, composable, scalable, and fair Web3 gaming ecosystem. Powerful yet easy-to-use blockchain integrations allow game publishers to contribute to the growth of our next-gen ecosystem hassle-free and ensure smooth and rewarding experiences for all players. Our solutions currently serve more than 2 million registered ecosystem participants.

Our strategic vision is for X World Games to become the most diverse gaming ecosystem, bridging traditional gaming with the blockchain world for both developers and players through an innovative and robust decentralized technology framework.

The company name captures the essence of that vision: "X World" appeals to an unknown, endless virtual world for players to explore. At the same time, "Games" introduces the idea of an interconnected gaming ecosystem.

Creating a welcoming platform for Web2 players and game developers is our top priority. X World Games collaborates with renowned professionals in the space to ensure our products deliver maximum value to our audiences. X Wallet, X Swap, X Pool, and X DAO are the four core pillars of the XWG blockchain infrastructure.

X World Games is one of the most influential contributors to the BNB Chain since 2020, and we are proud to be among the top gaming protocols on this network. Our long-term vision revolves around interoperability and composability with multi-chain support and cross-game NFTs.

The first gaming product released on the XWG ecosystem was Dream Card – a Japanese ACG-style trading card game series. This NFT game series has attracted over a million players worldwide. Similarly, XWG's most ambitious project to date – "Dream Idols" – the first-ever crypto VR idol group in development, will pioneer in integrating a Web2 business model with a Web3 revenue model.

## HISTORY

X World Games entered the Web3 gaming space in 2017 with the development of an ultra-popular Japanese action mobile game named "Belle Battle Musou". This title generated an active user base of over 1 million players. In parallel, the XWG team developed nearly a hundred online mini-games, acquiring a vast and rich game production experience in the mobile game industry.

The Founder and CEO of X World Games, Fernando Liu, has more than a decade of investment experience and a keen sense of market trends. In his early years, Fernando invested in various blockchain and mobile game projects. As his experience in the sector evolved, he envisioned a future where games, blockchain, DeFi, Japanese anime, NFTs, the metaverse, and more elements come together into a single blockchain-driven gaming ecosystem.

In 2019, X World Games started its journey in the blockchain games sphere with the launch of Dream Card – an NFT trading card game featuring the signature style of Japanese ACG. The game concluded its Genesis Sale in 2021.

The XWG platform infrastructure plan includes a blockchain game digital distribution service, an NFT marketplace, a cross-game protocol port, and a full-function game-creation toolbox. While the platform continues to develop, the XWG ecosystem and community will grow by publishing more games, signing more original anime IPs, connecting migrated games with pre-established tokenomic systems, and guiding the gaming community to a full DAO governance.

## **CORE FEATURES**

### **DECENTRALIZATION**

True ownership and control of the gaming ecosystem enabled by DAO.

### **CREATION & COLLECTION**

Players can create original in-game items, from unique avatars to fantasy equipment.

### **GLOBAL COMMUNITY**

The XWG global community offers every player an immersive multiplayer experience.

### **CROSS-GAME EXPERIENCE**

A diverse set of games available in a single metaverse delivers a cross-game experience.

### **INTEROPERABILITY**

Multi-chain support with asset transferability and game interoperability.

### **COMPOSABILITY**

Composable, cross-game NFTs which can be used across different games.

## Disclosures

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<b>X WORLD GAMES</b>	
<b>Basic Information</b>	
Token Ticker	XWG
Project Initiation	2018
Token Protocol	BEP-20, ERC-20
NFT Protocol	BEP-721, BEP-1155, ERC-721, ERC-1155
Total Supply	10,000,000,000 XWG Tokens
Token Contract Address	<a href="https://bscscan.com/address/0x6b23c89196deb721e6fd9726e6c76e4810a464bc">https://bscscan.com/address/0x6b23c89196deb721e6fd9726e6c76e4810a464bc</a>  <a href="https://etherscan.io/address/0x0a77ef9bf662d62fbf9ba4cf861eaa83f9cc4fec">https://etherscan.io/address/0x0a77ef9bf662d62fbf9ba4cf861eaa83f9cc4fec</a>
<b>Project Highlights</b>	
Blockchain Gaming Protocol	Provides infrastructure tools, user traffic, and economic flows for blockchain games, and creates a gaming metaverse for players and creators.
NFT Marketplace	Provides exclusive NFT transactions for in-game items, adopts various bidding models, and supports NFT fragmentation and market maker liquidity in the future.
DeFi Gamification	A variety of DeFi functions with gamification, including liquidity mining, staking, DeFi lending, and Swap.
Open-Game Creation	Provides a series of open-source and comprehensive game creation tools, from simple character creation to complex script/function editing.
Cross-Game Ecosystem	Creates a unique cross-game character and equipment experience, allowing digital in-game item ownership and sharing multi-game resources.

# Web3 Gaming Infrastructure

## X WALLET

X Wallet is the native wallet of the X World Games ecosystem. This solution is designed with convenience in mind, offering our participants seamless access and management opportunities over their digital identities and in-game assets.

In the Web3 realm, blockchain empowers people with true ownership over their digital lives. While that transition is certainly a win in terms of user rights, there are associated risks to the decentralized model. In Web2 centralized structures, players do not really own their in-game assets, and their access to games is controlled by game developers. In the new paradigm, players are in full control, meaning they take responsibility for managing their identities, assets, and interactions. X Wallet eases the transition for players by combining UX-friendly Web2 features with a secure and reliable Web3 toolkit.

### Key characteristics:

**Easy log-in:** unlike traditional blockchain wallets, X Wallet allows users to register via email or use their Google, Facebook, and Twitter logins.

**SDK for developers:** X Wallet is structured as a White Label solution that can be rapidly integrated into any game of the XWG ecosystem and adapted to match their specifications.

**Multi-chain compatibility:** the wallet is connected with the world's most popular networks to ensure maximum compatibility. Users can store and transfer assets across the BNB Chain, Ethereum, Solana, and other networks currently supported by X Wallet.

**NFT minting:** by signing in to X Wallet, players can quickly mint their desired assets using their available balances and enjoy a smooth game experience. All their NFT assets are stored in X Wallet for them to manage in the secondary market.

**User-friendly dashboard:** users of X Wallet can keep control over their assets at all times with easy-to-read analytics. The dashboard displays different token balances

and NFT tracking, helping players get a better picture of their gaming profile and future opportunities.

**DeFi integrations:** the X Wallet incorporates useful features from decentralized finance, such as Swap, Lend, and Stake. These features open up additional use cases for their digital assets without jumping into other applications.

**Hardware wallet support:** X Wallet can easily connect to leading hardware wallet providers, such as Ledger and Trezor, to transfer tokens and NFTs.

## PAYMENTS ECOSYSTEM

Building a sustainable and growth-focused gaming ecosystem is a top priority for X World Games. And counting on a comfortable and reliable solution to access that ecosystem is the first step to creating the smoothest player experiences in the age of Web3.

Many gaming dApps fail to develop smooth user journeys for non-blockchain players, resulting in low onboarding metrics and poor retention. In most cases, such results are associated with the integration of third-party wallets into their products.

The X World Games ecosystem supports a wide variety of wallets to give freedom of choice to both developers and players. However, we used our expertise in the industry to develop a native X Wallet. This solution guarantees the best user experience for players and the most effortless integration for games in the XWG ecosystem.

X Wallet is fast, safe, and user-friendly, with innovative features that include NFTs and Collectibles showcasing, easy-staking, and others. Players will have their private keys stored in the Cloud under a non-custodial model, which offers higher comfort for those players getting started in the blockchain gaming space.

X World Games has developed an embedded version of X Wallet and integrated it with Dream Card V1 & V2. This ensures that tokens and NFTs can be accessible anywhere, anytime.

## DECENTRALIZED IDENTIFIER

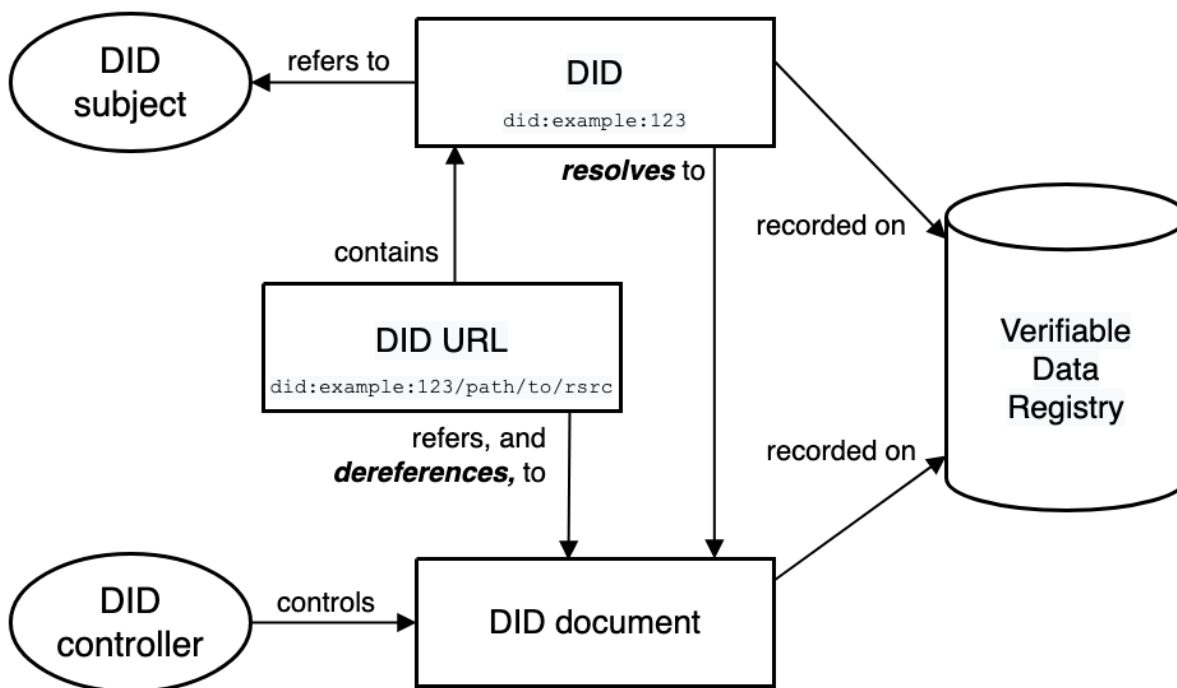
Until recently, user identities have been managed through the classic username-and-password model, a dominant choice in the Web2 reality. This approach, while widely accepted among all sorts of products and industries, presents various limitations when it comes to user experience and data management. In such

scheme, users have to register and verify individual accounts on each platform, resulting in a multiplicity of usernames, passwords, and a higher exposure to security threats, including hacking, censorship, data manipulation or even loss.

In Web3 ecosystems, such as X World Games, we opt for a different approach based on user-centricity and decentralized data management. By prioritizing these aspects, we improve user data portability and create an identity layer that ensures the transferability of data. In the context of X World Games, users can rely on X Wallet to access different games and related services, such as staking, minting, and DAO features. A single verification process is required to enable decentralized management of personal data, account information, and digital assets.

X World Games is embracing the use of Self-Sovereign Identities (SSIs) through X Wallet, which operates as a user-level Decentralized Identifier (DID) that remains off-limits from any centralized registry, identity provider or certificate authority.

As described in the DID specification of the World Wide Web Consortium (W3C):  
“Decentralized Identifiers (DIDs) are a new type of identifier for verifiable, “self-sovereign” digital identity. [...] DIDs are URLs that relate a DID subject to means for trustable interactions with that subject. DIDs resolve to DID Documents – simple documents that describe how to use that specific DID. Each DID Document may contain at least three things: proof purposes, verification methods, and service endpoints. Proof purposes are combined with verification methods to provide mechanisms for proving things. For example, a DID Document can specify that a particular verification method, such as a cryptographic public key or pseudonymous biometric protocol, can be used to verify a proof that was created for the purpose of authentication. Service endpoints enable trusted interactions with the DID controller”



Source: <https://www.w3.org/TR/did-core>

An ecosystem where players own their identities can prove beneficial for game developers. Firstly, it can significantly enhance the UX (user experience) as participants can use the same credentials for all games and ecosystem products. In other words, it removes the need for multiple login credentials and reduces exposure to security threats. This approach also reduces friction during onboarding. Instead of having to enter an email, verify it, and provide personal data, players can simply sign in with X Wallet and start playing in seconds, not minutes.

Aside from an improved UX, the implementation of DIDs also provide game developers with opportunities to collect available data related to user interaction with products of the ecosystem, which could lead to positive adjustments to gameplay and other critical game aspects.

## SOFTWARE DEVELOPMENT KIT

At X World Games, we understand the complexities of transitioning from Web2 to Web3 models. To ease that process and promote a welcoming ecosystem for game developers of all backgrounds, we have developed the X Wallet SDK – a one-stop toolkit that gives creators everything they need to enter the blockchain gaming arena in a smooth, headache-free manner.

By implementing the X Wallet SDK, game developers get access to a wide array of Web3-native features without the hassle of searching and optimizing individual solutions.

- **Non-fungible tokens:** turn any game asset (characters, skins, add-ons, etc.) into NFTs and unleash new mechanics for players through gameplay, using marketplaces, tokens, and more.
- **In-game wallet integration:** with X Wallet compatibility, players can store all of their tokens and assets in one place. Outstanding UX and additional possibilities to build cross-assets with other games within the XWG ecosystem.
- **Multi-chain integration:** as X Wallet adds support for additional networks, developers get a chance to explore new audiences and allow players to switch between networks.
- **GameFi features:** empower players with added usability for their in-game assets, such as NFT lending, token and NFT staking, marketplace operations, and more.
- **Unreal Engine & Unity compatibility:** the X Wallet SDK is compatible with the world's most popular game engines, ensuring a straightforward integration into your gaming environment.

## METADATA API

Access to the Metadata API is an essential part of the X World Games ecosystem. Developers can use our standard APIs to query and analyze on-chain game information and create new assets or build compatibility with other gaming environments. XWG's Metadata API can be used to work with both non-fungible and fungible tokens alike.

## NFT API

NFT APIs assist developers in the building of NFT marketplaces, analytics platforms, on-chain games, as well as in verifying the ownership of digital assets. With our NFT API, participants of the XWG ecosystem can fetch important information on NFT assets. Here are some examples of the most common attributes potentially extracted using NFT API:

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image	Typically available as a URL pointing to images in conventional servers and formats (SVGs, PNGs, JPEGs, etc.). However, videos are also a possible variation of this field.
external_url	A preview/visualization of the NFT image URL, in most cases required for marketplace listings, NFT platforms, etc.
name	The name attached to the NFT asset.
description	A description of the NFT asset, usually used in secondary market platforms, as well as game environments.
attributes	Specific list of traits/attributes/characteristics for each NFT asset.

### Token API

With the Token API, developers can query information on specific tokens, extracting metadata and using it for multiple purposes. Examples of the metadata available for tokens include name, ticker, decimals, and logos. Balances are also possible to extract for given addresses.



## X SWAP

### MARKETPLACE

X Marketplace is the go-to solution for participants of the XWG ecosystem to enter secondary market operations. All players of the XWG platform can easily exchange non-fungible tokens through a reliable, game-focused marketplace without relying on third parties.

Aside from the basic features of a secondary market platform, X Marketplace offers enhanced filters to sort NFT collections based on Name, Rarity, Generation, Stars, Elements, and more. Users can also view Live Auctions or access the list of Fixed Price assets. The dashboard is structured to prioritize visuals and animations, taking into account most assets are in-game NFTs.

X Marketplace primarily supports BEP-721 assets, but there are plans to expand the compatibility to additional blockchain protocols in the future.

When it comes to transactions, X Marketplace offers gamers extra convenience through NFT borrowing and lending capabilities in addition to purchases.

### NFT BORROWING & LENDING

Scalability has always been among its major dilemmas in the blockchain gaming space. How do you scale a game's userbase tied to NFT assets without undermining their scarcity? The first generation of Play-to-Earn games came up with a solution to this dilemma – scholarships.

As the popularity of an NFT game increases, the assets required to play and earn will subsequently appreciate. This price behavior can limit the onboarding of new players, who might not be willing to pay a high price for the NFTs. To ensure this issue does not affect the onboarding of new players, existing owners of the NFTs can loan their assets to other participants and earn interest. Under this scholarship system, guilds would acquire NFT assets and rent them to incoming players (scholars) based on a rewards-sharing model.

While this system offers clear advantages to both new players and NFT owners, there are several limitations. The scholarship model populates games with intermediaries that control the flow of NFTs into new players. In many cases, the transactions

between guilds and scholars are not regulated and are subjected to abuses or human errors.

X Marketplace incorporates a 100% on-chain lending process, which tackles the transparency and fairness issues related to the standard scholarship system. By regulating the interactions between guilds and scholars, X Marketplace creates a trustless sharing economy ensuring borrowers cannot steal the assets nor use them in unstipulated ways, and simultaneously prevent guilds from setting unfair conditions for new players.

## **AUTOMATED MARKET MAKER**

Players should have the opportunity to execute transactions in a timely manner, keeping up with their gaming experience just like in traditional, non-blockchain platforms. To that end, X Swap incorporates Automated Market Makers (AMMs) allowing automatic and permissionless trading of assets through liquidity pools.

AMMs have become a pillar of Decentralized Finance (DeFi), proving their efficiency in sourcing liquidity for decentralized exchanges (DEXs). In gaming environments, NFTs can stumble upon limitations of reduced supply and demand for digital assets.

The AMM model relies on the creation of liquidity pools and the provision of incentives for liquidity providers (LPs). At its core, liquidity pools consist of digital assets supplied by LPs, who earn fees for sourcing the assets. The prices are generated by a mathematical formula, and LPs collect fees paid by every actor that interacts with the liquidity pool. This model, with certain adaptations, is utilized by X Swap to guarantee comfortable liquidity levels for players.

### **Concentrated Liquidity**

One of the key changes implemented by X Swap to the standard AMM model is the use of concentrated liquidity. Instead of a uniform liquidity distribution along the price curve  $(0, \infty)$ , concentrated liquidity allows liquidity providers (LPs) to pick a particular range along the price curve to provide liquidity.

This modification promotes capital efficiency and makes up for the inadequacy of the original  $x*y = k$  formula. Under the classic AMM model, most of the liquidity in pools is never really used, creating liquidity inefficiencies. By concentrating liquidity to specific ranges, narrower price intervals, X Swap participants benefit from deeper liquidity around average prices while LPs get more opportunities to collect fees on their assets.

Additionally, concentrated liquidity serves as a market mechanism to regulate the sensibility of liquidity distribution. LPs are incentivized to concentrate their liquidity in the most competitive price ranges, and therefore ensure their liquidity remains active.

$$\left(x + \frac{L}{\sqrt{P_b}}\right) \cdot \left(y + L\sqrt{P_a}\right) = L^2$$

## NFT Fractionalisation

NFT fractionalisation is a process that enables NFT holders to fractionalize their ownership and sell shares to willing buyers. NFT fractionalisation remedies some key barriers for new players: high valuations and low liquidity. Acquiring shares of specific NFTs might allow players to participate in blockchain games, accessing certain mechanics without having to upfront the capital for a whole in-game asset.

In cases where the popularity of a particular game increases the NFT valuations to levels hardly affordable for average players, fractionalisation can be a great way around to safeguard the onboarding flow. From an owner's perspective, offering fractional shares in the form of utility tokens (e.g., ERC-20) on their NFTs (e.g., ERC-721) helps them realize liquidity without having to formally dispose of them.

## Bonding Curves

NFTs are non-fungible by nature. And liquidity in the secondary market has been historically limited by high network fees and royalty settings. Pricing inconsistencies as a result of different traits on NFTs also result in extra challenges for the traditional AMM model.

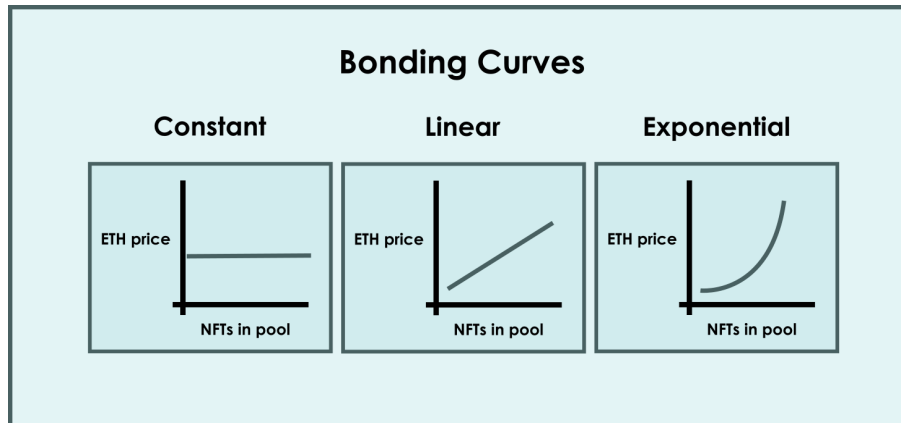
X Swap is structured to allow the trading of assets without incurring additional fees, reducing friction for platform participants. Sellers can contribute their NFTs and assets as liquidity to specific pools and ensure on-chain settlements. The creators of the pool can set ranges affecting fees and bonding curves.

X Swap uses bonding curves to automatically adjust (increase or decrease) the bid and ask on the listed NFT collections based on the number of assets bought or sold. Participants can opt for linear or exponential bonding curves and the delta that influences the floor price of the pool every time a new purchase or sale is executed.

For example: when a player buys an NFT from a pool, the cost of subsequent purchases increases, supporting the asset prices and keeping them aligned with

demand. On the contrary, when a player sells an NFT into a pool, this transaction increases the supply, pushing the buy price to go down based on the delta value.

This low-fee environment incentivizes participants to rely on pools for trading assets and pushes pool creators into a “race to the bottom” scenario that will minimize fees over time.



Source: <https://blog.0xmons.xyz/83017366310>

## X POOL

X Pool is a core component of the XWG ecosystem. This infrastructure enables end users to stake tokens & NFTs to earn \$XWG rewards in return. The creation of pools, as outlined in the X Swap section above, is a vital resource for guaranteeing marketplace liquidity and supporting Lending, Staking, and other DeFi functionalities.

### **TOKEN POOLS (SINGLE TOKEN STAKING, LP TOKEN STAKING)**

These pools allow ecosystem participants to stake their \$XWG holdings and earn yield based on multiple factors, including staking duration and market conditions.

### **NFT POOLS (DREAM CARD STAKING)**

Players holding NFT assets can also contribute to the ecosystem's liquidity and benefit from attractive APRs by staking their NFTs. At first, NFT Pools will feature Dream Card assets only, but additional pools will be created as new games join the ecosystem.

## X DAO

Aligned with the key values of Web3, X World Games aims to become an entirely decentralized gaming platform driven by its community. To that end, the XWG ecosystem progressively integrates DAO capabilities until every platform aspect can be directed and owned by its users.

Following a single-token approach in the ecosystem, \$XWG acts as a governance token. Holders can use their tokens to submit proposals, vote on existing initiatives, and get involved in various decisions concerning the XWG ecosystem and its projects.

# Web3 Games

## DREAM CARD GAME SERIES

The Dream Card Series was the first Web3 game series released on the X World Games Platform. Also known as “Dream Card V1”, this was the first collectible trading card game that X World Games issued. On top of that, it’s the first Japanese ACG-style NFT-based card worldwide.

When playing “Dream Card”, it is easy to get a sense of familiarity since it is based on the Pokémon Trading Card Game, which is arguably the most popular game of its kind. The game itself combines the blockchain technology with the classic TCG battle functions and playstyles, creating a great play and earn ecosystem, which allows players to play, have fun, and earn crypto on top.

The NFT hero cards you collect are all transparently recorded on-chain, meaning they can be openly bought and sold. Each NFT hero card is also non-fungible, meaning no other person can have the exact same card as you. Aside from that, players can also customize their NFT hero cards and add new attributes and designs, which greatly improves the game’s playability.

### DREAM CARD V1



The minimum viable product version of Dream Card is Dream Card V1. This iteration puts the spotlight on PvP (player versus player) gameplay.

With that being said, the base version still contains all the aspects and elements you need in a functional crypto TCG such as rarity and level systems, character growth, ELO rankings, passive skills, and NFT staking and trading. Originally launched in June of 2021, to date, Dream Card V1 has attracted over 1 million players globally.

## DREAM CARD V2

Version 2 of Dream Card is an auto-battler RPG, which was developed using Unity. This time around, Dream Card features PvE (player versus environment) gameplay, with a brand new set of heroes and NFTs.

Despite being significantly different, Dream Card V2 still runs in parallel to Dream Card V1. While its predecessor allows you to compete against other players, in Dream Card V2, players can battle against powerful computer AIs, passing through levels, beating the final boss, and collecting glorious rewards.

Launched in January 2022, Dream Card V2's combat animations and other special effects are on the level of modern mobile gaming, which ensures a fun experience. X World Games is looking to introduce more Web3 games and playing modes to onboard the next 100 million crypto users.



## NFT COMPOSABILITY

Dream Card NFTs, Lucid, and Shard are composable cross-game NFTs which can be used across games.

## DREAM CARD



Dream Card NFTs are the first series of collectible trading cards issued by X World Games as BEP-721s. Each Dream Card has rarities, elements, skills, HPs, ATKs, levels, and other features, which are assigned based on exclusive IPs either developed by the XWG team or through third-party partnerships. Each Dream Card is unique, verifiable on-chain in a trustless manner. Dream Card NFTs can now be cross-played in Dream Card V1 & V2 and utilized in the X Pool staking events.

## LUCID



### Lucid: The X World Games BEP-1155 Token Asset

LUCID is currently the primary Play-to-Earn reward asset as BEP-1155s throughout the ecosystem. As X World Games enters the next phase of Web3 gaming integrations, the single-token economic model will not be fit and inclusive enough to embrace the



whole gaming metaverse. Therefore, LUCID has become the new incentive of Play-to-Earn and paved the path to XWG's latest introduction of the Play-to-Earn-to-Staking (P2E2S) economic model. Players can earn LUCID from opening loot boxes to winning matches.

LUCID has three types of rarity: Basic, Magic, and Super. Lucid Magic and Super are extremely rare and currently only obtainable from opening Lucid Chests.

## **Lucid Utilities**

### **Staking Fuel**

Lucid Basic is the crucial and required fuel for staking Dream Cards. Players must consume a certain amount of Lucid Basic while staking their Dream Cards to earn \$XWG tokens. The staking mechanism with Lucid Basic is attached to the length of time Dream Cards are staked, which means the more LUCID a player consumes while staking, the longer that player can stake.

### **Rarity Upgrade**

LUCIDs are consumed in card crafting mechanisms: Card Fusion & Evolution. Players have the ability to evolve their Dream Cards into higher rarities with the required amount of \$XWG tokens, LUCIDs, and Dream Cards. This can be done through the Card Evolution upgrade mechanism.

To evolve Dream Cards into Legendary and Myth rarities, higher rarities of LUCIDs are needed – Lucid Magic & Super. SHARDS are the BEP-1155s consumed in Card Fusion, which we will discuss in the next section.

## **Understanding the Switch to LUCID**

LUCID will gain dominance and become XWG's primary play-to-earn reward asset, while the \$XWG token will lean its attribute more towards being the XWG governance token.

Hence, XWG will have a more adequate and sustainable economic design to ease the token inflationary pressure and bring more possibilities for making financial adjustments. A key point to address is whenever LUCID is consumed, it will be burned and thus removed from circulation.

With the addition of LUCID, the X World Games ecosystem is becoming more complex and dynamic. These changes will promote healthy and vibrant economic growth in our earning scheme, tokenomics, and player user base.

## SHARD



### Shard - The X World Games BEP-1155 Token Asset

SHARDS are the primary reward assets for opening LUCID Chests, which are consumed in Card Fusion to craft new Dream Cards.

There are five levels of rarity available for SHARDS, similar to the rarities for Dream Cards (Common, Rare, Epic, Legendary, Myth). The number of obtainable SHARDS from opening Lucid Chest is random but within a predetermined range.

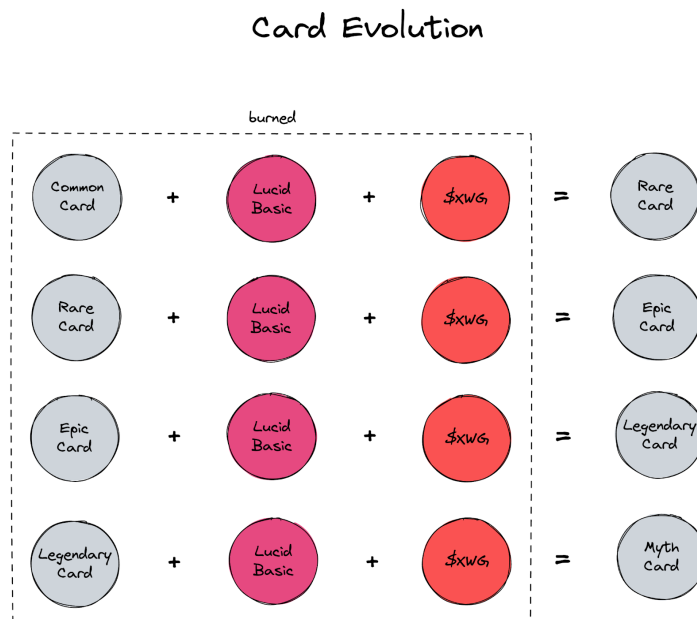
### Hero Shard

Not all Dream Card heroes will be available as Hero SHARDS, so keep an eye out for which Dream Card heroes are and are not available during each Lucid Chest offering.

## NFT BURNING

Card Fusion & Evolution allow players to craft and evolve cards through NFT burning.

## CARD EVOLUTION



### Card Evolution Process

Another feature of Dream Card is the Card Evolution system. Through this system, players can evolve their Dream Cards to higher rarities by consuming a base amount of lower rarity cards. In this system, Dream Card NFTs will eventually be burned along with the tokens as a measure to mitigate inflation, which is one of the major issues with other blockchain games.

Players can obtain any rarity of Dream Card but this will only work if they have enough base cards for evolution.

Dream Cards used in Evolution must have the same rarity. If they also happen to have the same name, the result will be a Dream Card of the same name but one tier higher in rarity (up to Myth). If the cards used do not have the same name, the result will be a random Dream Card but one tier higher in rarity (up to Myth).

### **Multi-Attribute Card Evolution**

The evolved card's attributes, such as ATK, HP, Element, and Skills will depend on the card names used in Dream Card Evolution.

If the names of the cards are the same, then the resulting card will be the same element as the first card put in. HP & ATK will increase one tier higher in rarity. Skills will be randomized according to the resulting rarity.

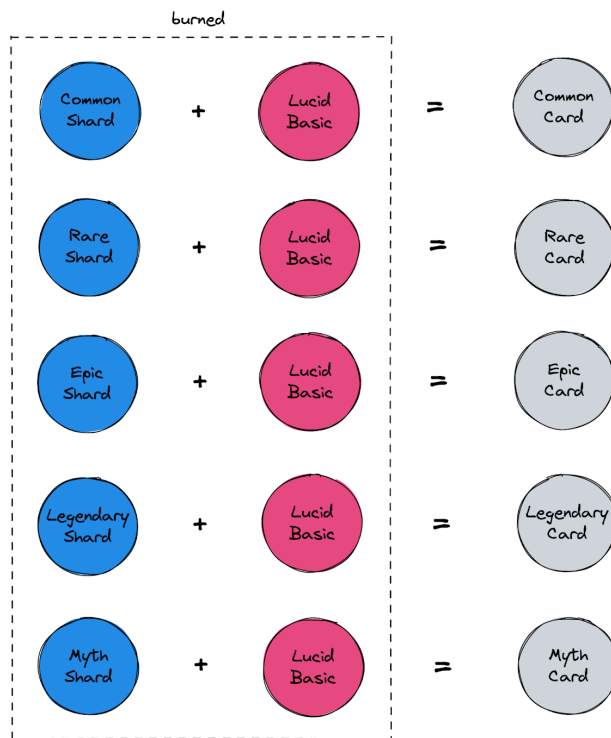
If the names of the cards are not the same, then all attributes will be randomized on the resulting card (according to the name of the evolved card).

### **Card Evolution and Hash Rate**

If any of the cards used in Dream Card Evolution have an upgraded hash rate, which is the same thing as power level, then all additional hash rates will be added to the evolved card.

## CARD FUSION

### Card Fusion



With the Card Fusion system, players can combine the Hero SHARDS they have obtained to craft more Dream Cards.

### Mechanism & Rarity Levels

Through the Card Fusion mechanism, players can collect Dream Card Hero SHARDS to create and craft their favorite Dream Cards. These SHARDS will come in 5 rarity levels, which are the same as what you find on Dream Cards. This means you will have Common, Rare, Epic, Legendary, and Myth SHARDS in the game.

By consuming SHARDS of the same rarity and Lucid Basic, players will have a chance to craft the corresponding rarity of Dream Card at a predetermined probability. SHARDS currently are only obtainable from Lucid Chests. Players also have a chance to get lottery tickets and even Lucid Magic & Super. Lucid Chests are purchasable using \$XWG and Lucid Basic with a rotation of heroes.

# Tokenomics

## PLAY-TO-EARN-TO-STAKING

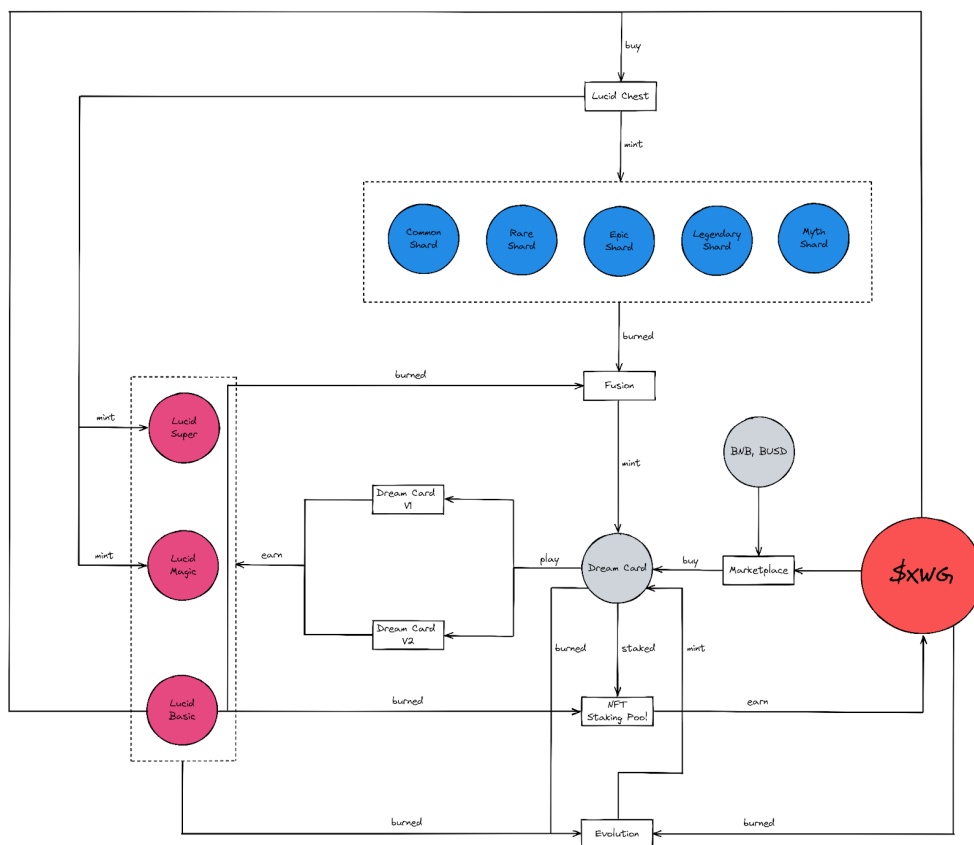
### A SYSTEM BUILT ON P2E2S

Integrating GameFi with DeFi, X World Games has created a new Web3 gaming economic model: Play-to-Earn-to-Staking (P2E2S). This new mechanism will tie together Play-to-Earn (P2E) with DeFi staking functions.

P2E2S is a brand new tokenomics design that will reshape how users look at gaming and earning. This model has been introduced into the Dream Card game series.

We have also introduced two new key assets important to the P2E2S model and the Dream Card game economy, LUCID & SHARD. Our unique asset LUCID will be the new primary reward asset in-game and be used to allow players to participate in our X Pool (staking pools) to earn \$XWG tokens.

### P2E2S (Play-to-Earn-to-Staking)



## **P2E2S: A BRAND NEW MECHANISM**

The original Play-to-Earn (P2E) has changed to Play-to-Earn-to-Staking (P2E2S), a mechanism that requires players to play to earn a variety of different assets in order to participate in the staking pool. Two newly introduced BEP-1155 cross-game NFTs, LUCID & SHARD, have brought a significant change to XWG's Play-to-Earn mechanism and token utilities. LUCID & SHARD have become the primary rewards for players to earn and aim to resolve the single-token economic problems.

This solution aims to solve the free-rider problem. To put it simply, when players want to stake, players have to play.

## **STAKING MECHANISM**

Dream Card staking pools are currently hash rate based. To enter, players need a minimum amount of hash rate. In addition, the reward amount is proportional to the total hash rate staked before reaching a predetermined upper limit.

This design not only prevents low-rarity Dream Cards from diluting the staking reward of high-rarity Dream Cards, but also inhibits any bad actor trying to earn reward disproportionate to his contribution to the game by simply being the first to stake.

You can find our full \$XWG token earning flow chart and in-depth P2E2S model on our Gitbook. The model includes a detailed outline of our staking pools, card crafting system, and the use case of LUCID & SHARD.

We are incredibly confident that the new P2E2S model for our Dream Card game series will significantly improve both our in-game economy and gameplay experience.

While the traditional Play-to-Earn game model has shown success in many blockchain game titles, it also has its problems. X World Games strives to innovate, grow, and develop new models to help combat these issues and lead the Web3 gaming industry.

## \$XWG: X WORLD GAMES GOVERNANCE TOKEN



Owning \$XWG tokens enables players to participate in the governance process through a decentralized autonomous organization (DAO), with development proposals and voting structures. Issues related to platform operations and development could be voted on 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 voting actions.

### \$XWG USE CASES

<b>Incentives</b>	The ultimate reward for playing, or as known as Play-to-Earn-to-Staking.
<b>Yield Farming</b>	Rewards for DeFi/GameFi, such as liquidity farming & staking.
<b>Governance</b>	Entitlement to execute community DAO process.
<b>Purchasing</b>	The exchange token in the XWG ecosystem, to purchase NFTs & gaming items.



## **INCENTIVES**

Incentives are the ultimate reward for playing. It comes with the self-developed and pioneered approach of the Play-to-Earn-to-Staking (P2E2S) mechanism.

Players could earn \$XWG tokens by taking a series of actions such as playing and staking. This design encourages user participation in games, integrates GameFi with DeFi, and resolves the complicated challenge of GameFi's economic problem.

## **YIELD FARMING**

Rewards for DeFi/GameFi, such as liquidity farming & staking, are involved with the practice of staking or lending crypto assets to generate high returns or rewards in the form of an additional \$XWG.

## **GOVERNANCE**

Governance is another key way players use their \$XWG tokens. Players can use their tokens to participate in a decentralized voting system, submit proposals, and influence the future of the ecosystem.

## **PURCHASING**

\$XWG is the digital token circulated in the X World Games ecosystem, which players use to purchase NFTs & in-game items as well as to participate in different game activities.

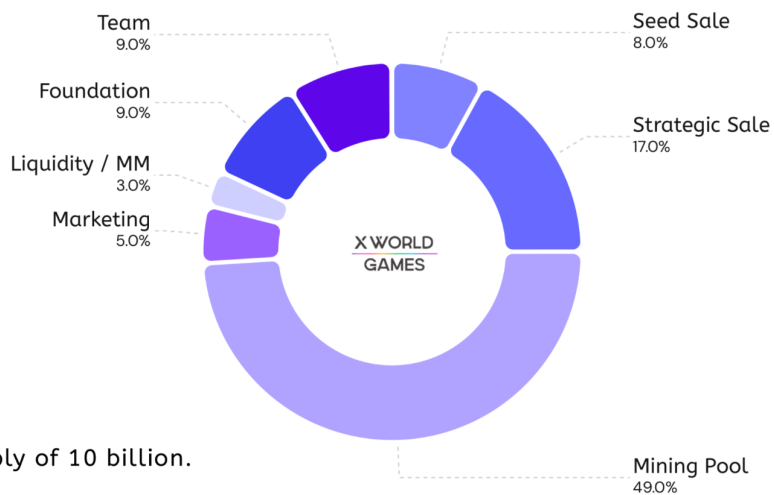
## \$XWG TOKEN METRICS

\$XWG token is the native token of X World Games, which is available on both the BNB Chain and Ethereum as a BEP-20/ERC-20 token.

Contract Address: [0x6b23c89196deb721e6fd9726e6c76e4810a464bc](#) (BNB Chain)

[0x0a77eF9bf662D62Fbf9BA4cf861EaA83F9CC4FEC](#) (Ethereum)

\$XWG has a total supply of 10,000,000,000 tokens. Here is a breakdown of how these tokens will be distributed.



\$XWG has a total supply of 10 billion.

Segment	Allocation	Release Schedule	Description
Seed Sale	8%	6 month cliff at TGE, unlock semiannually over 5 years	This portion will be held by the project’s early financiers, including seed/strategic sale rounds.
Strategic Sale	17%	10% vesting at TGE, unlock	This portion will be held by the project’s early

		semiannually over 5 years	financiers, including seed/strategic sale rounds.
Mining Pool	49%	0.83% vesting at TGE, unlock monthly over 10 years	This portion will be reserved as an incentive for the Play-to-Earn-to-S taking system.
Marketing	5%	50% vesting at TGE, unlock quarterly over 1 year	This portion will be reserved for future ecosystem development, including game incubation, social media marketing, and community events.
Liquidity / Market Making	3%	Fully liquid at TGE	This portion will serve as liquidity and also the incentive for the ecosystem market makers.
Foundation	9%	To be released by Team upon product & market progress over 10 years	This portion will be reserved for Foundation's operations, including auditing, consulting, branding, researching, legal, fundraising, and overhead costs.
Team	9%	6 month cliff at TGE, unlock semiannually over 10 years	The portion will be allocated as incentives for project founders, employees, and advisors.

On top of that, X World Games will have burning and other economic mechanisms through decentralized governance to achieve a better economic deflation and ecological incentive mechanism. The detailed operation will begin with the community proposal and voting, and the whole process will be open and transparent.

## REVENUE MODEL

X World Games has 4 revenue streams as detailed below:	
NFT Sales	Sales of NFT assets (in-game assets) for game titles produced by XWG or released within the XWG ecosystem under specific collaboration agreements
Player Subscriptions & Services	Fees applied to specific player-level actions within game environments (Entrance, Upgrade, and others)
Transaction Fees	Fees applied to transactions within the XWG ecosystem (Marketplace listing and sale fees, Royalties, AMM transaction fees, etc.)
Advertising & Partnerships	Specific advertisement campaigns and collaborations with game developers, brands, and other entities to promote their products and services within the XWG ecosystem

## ECONOMIC SUSTAINABILITY

### ADDITIONAL VALUABLE NFT UTILITIES

New games and game modes will be constantly developed, giving NFTs additional utilities and players new goals to reach in a cross-game ecosystem. We strive to build a healthy and sustainable economy by creating diverse forms of value for our players including competitive, progression & achievement, social, and of course fun aspects.

### ADDITIONAL TOKEN / NFT SINKS

New token/NFT sinks will be introduced over time to help mitigate inflation.

**DIVERSE PROGRESSION SYSTEM**

We plan to implement seasonal progression and rotating meta models in our games, catering to different players' needs and fighting against power creep.

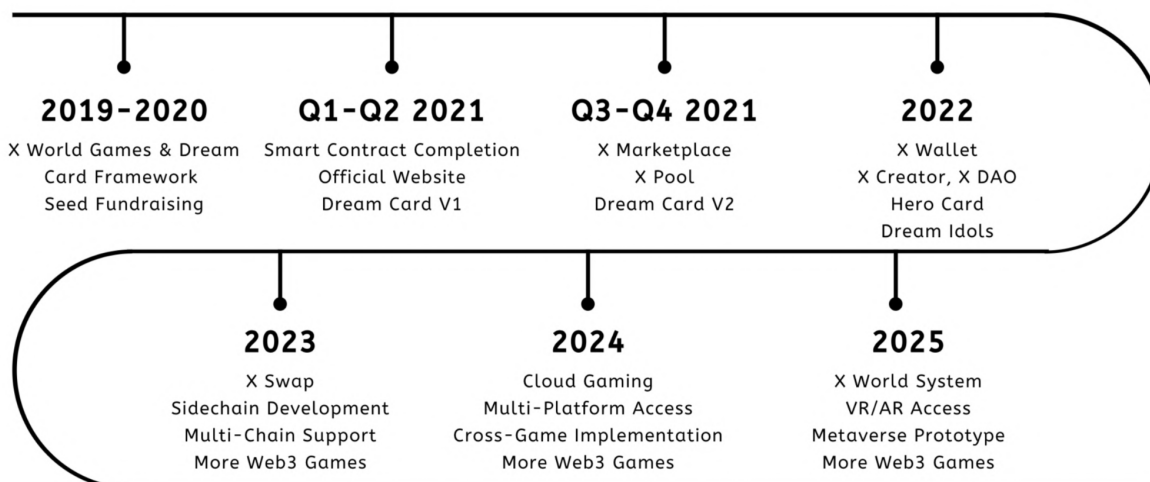
**ACCESSIBILITY IMPROVEMENTS FOR WEB2 USERS**

Barriers to enter and points of friction have been traditionally high for Web2 users. We intend to create more demand by integrating white-label solutions and existing free-to-play business models, making the onboarding process more Web2-friendly.

The more sustained demand for our ecosystem assets, the healthier the long-term economy will be.

Over time, the outlined additions above will be rolled out to improve the economic sustainability of X World Games.

# Roadmap



X World Games will be completing a gigantic infrastructure plan, including a blockchain game digital distribution service, an NFT exchange marketplace, a cross-game protocol port, and a full-function game-creation toolbox.

Meanwhile, X World Games will enrich the gaming ecosystem and community by publishing more games and signing more original anime IPs, connecting migrated games with pre-established tokenomic systems, and guiding the player community to a full DAO governance.

Here is what we have accomplished so far and what you can expect from us in the future.

Date	Objectives
Q1 2019	Finish Whitepaper v1.0 for X World Games
	Foundation and Legal Structure Setup
Q2 2019	Team Building
Q3 2019	The First Batch of Game Character IPs
	Dream Card Games Development

Q4 2019	X World Games: Technical Architecture of the Platform
Q1 2020	Main Gaming Framework Development
	Creation of First Batch Dream Card Character IPs
Q2 2020	NFT Contract Development
	Access Wallet Function Development
Q3 2020	Official Website & Marketplace Establishment
Q4 2020	In-Game Battle Functions
	Blockchain Wallet Access Function Test
Q1 2021	Token Smart Contract & NFT Smart Contract Audit
Q2 2021	New Official Website & Marketplace
	Dream Card Release - Collector, Creator, Marketplace & Battle Functions
Q3 2021	Global Community on Twitter, Discord, Reddit, Facebook, Telegram
	The Second Batch of Dream Card Characters IPs
	Dream Card - Expedition: Stake Card to Earn
	Dream Card - ELO System
	Dream Card V2 Demo
	X World Games - 1 Million Users Achievement
	X Marketplace 2.0
Q4 2021	Dream Card - Creation of Second Batch Dream Card Character IPs

	X World Games - Developer Tools for Landscape Visualization and Its Adaptability for Modifications (Mods)
	X Pool Launch
	DAO - Decentralized Community Launch
Q1 2022	Dream Card V2 Alpha
	Launch Game Hub for Mini-Games App
	Launch X-Wallet
Q2 2022	P2E2S New Tokenomics
	BEP-1155 - LUCID asset
	Dream Card V1 - Ragnarök
	Dream Card V2 - Project Vapor
	Dream Card V2 - Protect the World
	Dream Card Crafting - Evolution
Q3 2022	Dream Card Crafting - Fusion
	Lucid Chest & BEP-1155 - SHARD asset
	Fellowship - Lease to Earn
	Onboard New VR Games to X World Games
	Dream Idols
	Hero Card
	Release SAFU Fund for X-Wallet



	FunBox by BunBun ACG - Game Hub Relaunch
Q4 2022	Dream Card V4
	Improve On-Chain Transaction Speed and Lower Gas Fees
	Launch Mining Terminal Apps
	Launch Metaverse Dream Concert
2023	Launch X Swap
	Start Sidechain Development
	Introduce Multi-Chain Support
	Develop and Launch More Web3 Games
2024	Launch Cloud Gaming Features
	Introduce Multi-Platform Access
	Cross-Game Implementation
	Develop and Launch More Web3 Games
2025	Launch the X World System
	Develop VR/AR Access
	Metaverse Prototype Development

	Develop and Launch More Web3 Games
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## Team

### Fernando Liu

#### Co-Founder, CEO

- ❑ Former Asia Pacific president of Wall Street private equity investment fund Barron Partners
- ❑ Experienced in investing and incubating companies listed on the New York Stock Exchange and Nasdaq.
- ❑ 17+ Years experience in venture capital, private investment, fundraising, and M&A restructuring experience worldwide.
- ❑ Acted as CFO and other officer roles in various US publicly listed companies.
- ❑ Investor in crypto-games and blockchain since 2017

LinkedIn: <https://www.linkedin.com/in/fernando-liu-6a726a32/>

### Edwin Liu

#### Co-Founder, CGO

- ❑ A senior marketing specialist and financial analyst with a decade-long accumulation of experience in various business portfolios and investment, also a crypto investor since 2013.
- ❑ Responsible for managing and growing Cardano Foundation's Asia & North America communities beyond 100k.
- ❑ Actively contributed and participated in multiple blockchain projects' incubation and development, including ones that were later invested by industry-recognized VC funds.

LinkedIn: <https://www.linkedin.com/in/edwin-xwg/>

## **Ada Jyun**

### **Co-Founder, COO**

- ❑ Crypto investor & community advocate since 2012
- ❑ Former product manager at Tencent Singapore
- ❑ Veteran in NFT gaming product design, development strategy and WEB 3.0 adoption in gaming.

LinkedIn: <https://www.linkedin.com/in/ada-jyun-6286b720b/>

## **Kata Botica**

### **CMO**

- ❑ Over 5 years corporate industry experience in the technology, administration, HR, and social media marketing space.
- ❑ More than 2 years of experience in the crypto space, with knowledge of industry trends and community engagement.
- ❑ Previous experience in Talent Acquisitions for the gaming industry (client Electronic Arts), for the accounting field (Smythe LLP), and in the tech industry (Yardi Systems Inc.).

LinkedIn: <https://www.linkedin.com/in/stefaniebotica/>

## **Carmo Cardoso**

### **Head of Design & Product Manager**

- ❑ Graduated in architecture from Instituto Superior Técnico, but always had an interest in the computational world.
- ❑ Pursued a master's in computational design, which led her to work with companies such as Disney, RFR engineers, and Marshall Strabala.

- ❑ Currently exploring the intersections between design and the blockchain space, figuring out how to integrate the best of both worlds.

Linkedin: <https://www.linkedin.com/in/carmo-cardoso-516a91135/>

## **Tony Wang**

### **Director of Marketing & Business Development**

- ❑ Over 3 years of experience developing marketing strategies for tech startups and blockchain projects in Vancouver, Canada.
- ❑ Extensive experience in copywriting for various advertising campaigns, with a specific focus on content and copywriting developments.
- ❑ Actively involved in the crypto space, growing and engaging with trending projects and communities.

Linkedin: <https://www.linkedin.com/in/tony-wang-138754207/>

## **Jordan Kwan**

### **Community Lead**

- ❑ More than half a decade of experience organically populating discord servers to thousands of users.
- ❑ Managed community servers for AAA games such as Minecraft, League of Legends and more.
- ❑ Over 2 years of experience actively trading cryptocurrencies and NFTs with extensive knowledge of financial market trends and crypto communities.
- ❑ Extensive experience in social media management and community engagement.

Linkedin: <https://www.linkedin.com/in/jordan-kwan/>

# Appendix

## GLOSSARY

ACG	Animation, Comics, and Games
API	Application Programming Interface
DeFi	Decentralized Finance
DID	Decentralized Identifier
IP	Intellectual Property
NFT	Non-Fungible Token
P2E2S	Play-to-Earn-to-Staking
RPG	Role-Playing Game
SDK	Software Development Kit
TCG	Trading Card Game
SHARD	Primary reward asset for Lucid Chests
LUCID	X World Games' primary play-to-earn reward asset
\$XWG	X World Games' governance token

## TERMS AND CONDITIONS

### ABOUT X WORLD GAMES

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1. Can be purchased in the market;
2. Can be downloaded from third-party applications or websites operated by X World Games;
3. The purchase of such assets and games is subject to these terms.

X World Games tries to ensure that all digital assets uploaded to X World Games are uploaded by its original creator and available for sale, but if other users violate any of our terms and conditions (including these terms) and create assets for which they are not the original creator entirely.

If you purchase assets in the X World Games market, please note that the creator of the support retains the copyright of the asset, which means that you cannot use the



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In addition, you can not:

1. Upload, transmit or distribute any computer virus, worm or any software designed to damage or change computer systems or data to or through this website;
2. Sending unsolicited or unauthorized advertisements, promotional materials, spam, spam, chain letters, pyramid schemes or any other form of repetitive or unsolicited messages through this website, whether commercial or otherwise Form;
3. Use this website to collect, collect, collect or collect information or data about other users, including email addresses, without the consent of other users;
4. Interfere with, destroy or cause undue burden on the server or network connected to this website, or violate regulations, policies or procedures of such networks;
5. Attempting to access this website (or other computer systems or networks connected to or used with this website) without authorization through password mining or any other means;
6. Harass or interfere with any other users' use and enjoyment of this website;
7. Use software or automatic agents or scripts to generate multiple accounts on the website or generate automatic searches, requests or queries on the website.

#### **1.4 Enforcement**

If you violate the Acceptable Use Policy or any other provisions of these terms or otherwise cause liability to you, we reserve the right (but not the obligation) to review

any user content and, at our sole discretion, investigate you and/or take appropriate action Us or anyone else. Such actions may include deleting or modifying your user content, terminating your account based on some errors, or reporting you to law enforcement agencies.

## **1.5 Feedback**

If you provide the company with any feedback or suggestions on this website ("Feedback"), you hereby transfer all the rights of such feedback to the company and agree that the company has the right to use and make full use of such feedback and related The information is deemed appropriate. The company will treat any Feedback you provide to the company as non-confidential and non-proprietary. You agree that you will not submit any information or ideas that you consider confidential or proprietary to the company.

1. Upload, transmit or distribute any computer virus, worm or any software designed to damage or change computer systems or data to or through this website;
2. Sending unsolicited or unauthorized advertisements, promotional materials, spam, spam, chain letters, pyramid schemes or any other form of repeated or unsolicited messages through this website, whether commercial or otherwise;
3. Use this website to collect, collect, collect or collect information or data about other users, including email addresses, without the consent of other users;

## **Representations and Warranties**

You guarantee and declare:

1. You own or otherwise control all the rights of your assets and games;
2. Assets and games are your original works, which are entirely the result of your artistic efforts;
3. The assets and games have no liens or encumbrances of any origin;
4. You know that there are no adverse claims to the assets and/or games;
5. Before submitting an asset or game to X World Games, you have or will obtain any and all necessary rights, licenses or licenses related to the asset and

game, as well as any other materials and elements contained in or related to the service;

6. Services or other materials not provided, created, produced, compiled, developed or otherwise provided in accordance with this agreement shall not infringe or infringe the copyrights and trademarks of any individual, company, company or other third parties for distribution, exhibition or other purposes, Privacy, creativity or other rights;
7. Any assets or games you upload to X World Games or any information contained in your data are not defamatory, defamatory, obscene, pornographic, abusive, indecent, threatening, harassing, hateful or offensive;
8. You have not and will not sign any agreement contrary to or inconsistent with these terms. Creative or other rights enjoyed by any person, company, company or other third parties for distribution, exhibition or other purposes;
9. Any assets or games you upload to X World Games or any information contained in your profile are not defamatory, defamatory, obscene, pornographic, abusive, indecent, threatening, harassing, hateful or offensive;

## **FEEDBACK**

We thank you for your feedback and suggestions on our services, and you agree that any feedback or suggestions on the services submitted to us are entirely voluntary. We will be free to use any such feedback or offers that we deem appropriate and have no interest in you Any obligations.

## **RIGHT TO MONITOR, MODERATE OR DELETE**

You agree to bear all risks related to your assets and games. You are solely responsible for protecting your assets and fun, and X World Games is not obliged to store copies of assets and plays for future use by you or any user unless otherwise stipulated in these terms. X World Games does not allow infringement of the intellectual property rights of the service. If it is correctly notified that such assets or games infringe the intellectual property rights of others, X World Games will remove the assets and games from the service. We reserve the right to remove assets and games from the service in whole or in part for any reason or no reason without prior notice. Without restricting our right to terminate users under these terms, we reserve the right to terminate the accounts of any service users who have been notified of

infringing activities or have removed assets and games from the service. We also reserve the right to determine whether an asset or game is appropriate and comply with these terms in case of violations other than intellectual property laws. This should be extended to X World Games edit, modify, adjust, reformat, change or otherwise delete all or part of the description, comment or comment you or a third party has added or made about your assets or games. Anyway, that may be determined, as long as we think it is appropriate.

## **GUARANTEE**

(a) You agree to indemnify and protect X World Games, its directors, officers and employees from any claim, cause of action, demand, loss or damage caused by (i) breach of any statement, guarantee or agreement under this agreement. (ii) Any exhibition, display, distribution or utilization of your assets and games or any of their rights. (iii) The negligence, negligence or negligence of you, your employees, authorized agents, employees or independent contractors hired by you, or any subcontractors hired by any of the preceding. (b) You shall comply with all applicable state, municipal and federal laws, regulations, regulations, and regulations that affect your creation of any assets and games or your relationship with X World Games under these terms. (c) You agree to notify X World Games immediately in writing that you are aware of any legal claims or actions related to these terms, your assets, your games, or your obligations under this agreement. (d) The warranties, representations, and indemnities contained herein will remain valid after the termination or expiration of these terms or your relationship with X World Games.

## **RESTRICTIONS AND OBLIGATIONS**

For X World Games, it is essential to use the service safely and follow the law to enjoy all users. You agree not to use the service for:

1. Decompiling, disassembling, reverse engineering, copying, transferring or otherwise using services, X World Games content, assets and games, unless permitted by these terms;
2. Promote any illegal activity, or promote, promote or assist any unlawful act;
3. Violate the legal rights of others (including the right of publicity and privacy) or contain any material that may lead to any civil or criminal liability under applicable laws or regulations or that may conflict with these terms and our privacy policy;

4. Transmit any pornographic, threatening, harassing, defamatory, hate-oriented, harmful, defamatory, racist, xenophobic or illegal material or content;
5. Transmit any material or content that is not suitable for families or only suitable for adults;
6. Transmit any material or content that attempts to misrepresent or otherwise misrepresent your identity or affiliation with a person or entity;
7. Transmit or otherwise provide any unsolicited or unauthorized advertising, promotional materials, "spam," "spam," "chain letter," "pyramid plan" or any other form of solicitation;
8. Disseminate publicity, provide or involve teaching information about illegal activities, or publicize materials or content that cause bodily harm or harm to any individual or group;
9. Disseminate or encourage the dissemination of any materials that may infringe the intellectual property rights or other rights of third parties, including trademarks, copyrights, patents or publicity rights, or materials that constitute or promote counterfeit materials or products in different ways;
10. Use the service in a manner that (a) may interrupt, suspend, slow down, or hinder the continuity of the service, (b) constitute an intrusion or attempt to break into the service or X World Games' computer or network system, (c) will transfer the service's system resources, (d) May cause a disproportionate load on the service infrastructure, and (e) constitute an attack on the security and identity verification measures of the service or X World Games' computer or network system;
11. Invade a third party's computer system, engage in any activity that may damage, control, interfere with, or intercept all or part of the third party's computer system and violate its integrity or security, or otherwise transmit any material or content that is harmful to the third party The party's information system (including but not limited to viruses, worms, and Trojan horses); and

Otherwise, use the service for purposes other than those designed.

## **DISCLAIMER; LIMITATION OF LIABILITY**

Nothing in these terms will harm your legal rights as a service consumer. Some countries, states, provinces, and other jurisdictions do not allow the exclusion of certain warranties or limitations of liability described in this section, so the following

terms may not be fully applicable to you. On the contrary, in such jurisdictions, the following exclusions and limitations only apply to the extent permitted by the laws of such jurisdictions.

Services and all information, content, materials, products (including software) and other services, including or otherwise provided to you through services, are provided by X World Games on an "as is" and "available" basis. X World Games does not make any form of an express or implied statement or guarantee regarding the operation of the service, or information, content, materials, products (including software) or other services contained in or provided to you in different ways. You expressly agree to bear it yourself The risk of using the service. X World Games does not provide all express or implied warranties to the maximum extent permitted by law, including but not limited to implied warranties of merchantability and applicability for specific purposes. X World Games does not guarantee that services, information, content, materials, products (including software), or other services contain or otherwise provide to you through the service, free from viruses or other harmful components.

X World Games is not responsible for any loss of profits or any indirect, incidental, punitive, special or consequential damages caused by or related to these terms to the maximum extent permitted by law. In addition, to the maximum extent permitted by law, X World Games's cumulative liability arising from or related to these terms will not exceed US\$100.00. Even if any remedial measures fail to provide adequate compensation, these limitations and exclusions on damages still apply.

## **MODIFICATION AND TERMINATION OF SERVICE**

X World Games reserves the right to modify or stop providing all or part of the service at any time without notice. X World Games may at any time at its sole discretion reject any person requesting access to X World Games, terminate your right to create or upload assets and games, and prevent you from accessing and using any services or functions are governed by these terms; however, according to these terms, you will still be yours The owner of assets and games.

## **OTHER WEBSITES AND SERVICES**

The Services may contain links and functions that enable you to access other third-party websites or services that are not owned or controlled by us ("Third Party Services"). Such third-party services are subject to their own terms of use. We do not control third-party services, and we are not responsible for the content of any linked

website. The link does not imply X World Games' endorsement, sponsorship, or affiliation with third-party services. Please proceed with caution before using any third-party service or any transaction with a third party associated with the service. In any case, X World Games will not deal with the technical availability, content, advertisements, products and services provided on third-party services, or any transactions between users and third-party services targeted through the services. Under no circumstances shall X World Games be a party to any dispute between you and the game's third party regarding third-party services.

**Applicable law** The rights and obligations of the parties under this agreement and the interpretation of these terms will be governed by Singapore law. Still, it will not affect its conflict of laws principle. Suppose any party brings any lawsuit against the other party due to this clause. In that case, that party can only bring lawsuits in the Federal Courts of Singapore and indifferent offers, activities and courts, and each party with this serves the purpose of any such proceedings. Exclusive jurisdiction.

## **AMENDMENT**

X World Games reserves the right to modify these terms at any time by posting a notice on this page. Any user who uses the service after the amendment takes effect will accept the revised terms. Users who do not accept the changed terms should stop using the service.