



THE LOST
THRONE

TLT-The Lost Throne Whitepaper

November 2021

The First P2E Mobile TCG With A Player Driven Economy



Please be noted that this whitepaper is considered to be a working document of The Lost Throne (TLT) and will be updated as and is required in line with the latest updates.



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Industry Overview



Data in DappRadar's Dapp Industry Overview

Games represent 55% of the Dapp industry's usage. Even though DeFi was the most improved category in terms of UAW growth, blockchain-powered games still represent most of the activity in the Dapp industry. 1.19 million UAW connected to game Dapps in October. The dominance established by the games category remained at the 55% seen in September, improving the quarterly outlook from the 49% registered in Q3.

Thanks to the surging popularity of CryptoPunks and CryptoKitties in the blockchain industry in 2017, the NFT market started to grow exponentially, and the epidemic that broke out in 2020 accelerated the development of the entire NFT industry.

The advancing and maturing NFT market creates a favorable environment for the birth of GameFi. GameFi, originally denoted "gamified finance", is a concept combining DeFi, NFTs, and gaming. GameFi is a remaking of traditional gaming business models by innovating and blending DeFi, NFTs, and games into a new application scenario. GameFi introduced financial products into games, enabling game players to play for profit and empowering the DeFi and NFT market via expanding their adoption scenarios. Many startups have thrived on this boom and witnessed the explosive growth of GameFi, including Axie Infinity, Farmers World, StarSharks, and Alien World.

While riding on the wave of growth, many GameFi platforms have emerged, most of which link their various in-house developed games with a unified in-game token, thus creating more application scenarios for the tokens to circulate. However, they all fail to look further than the earliest GameFi concept. It is to make mining more fun and lower the entry threshold for players through gamification.

However, is GameFi no more than a derivative of DeFi, a financial game?

We all know that GameFi is based on the shared recognition of NFTs' value, which means that NFTs enable the P2E model. NFTs are capable of creating value themselves; the shared recognition of NFTs' value justifies the value of GameFi. "Game" refers to games that are meant for creating application scenarios in which NFTs create value.

"Fi" is finance, which derives value from transactions of items that are recognized as valuable. Thus, it is the NFTs themselves that underpin the GameFi value creation system.

The core of ContentFi, as the name suggests, is content, and to be specific, the potential application scenes of NFTs. The value of NFTs lie in their scarcity, uniqueness, and the universal recognition of their value. Games represent simply one application scenario in which users build consensus. As more application scenarios are created, NFTs can unlock more possibilities and enable more relevant and immersive experiences for users, thereby creating new value.

Introduction



What is *The Lost Throne*?

The Lost Throne (TLT) is a new meta-universe NFT TCG concept game designed and developed by Shiva Gaming since 2019.

PLAY TO EARN

The Lost Throne is an MTG-inspired Play for Fun & Play to Earn trading card game in which anyone can not only get fun from the game, but also earn tokens through superb card skills and contributions to the ecosystem. Players can collect, build, battle and trade in this mysterious fantasy world full of swords and magic.

BETA TEST

The *TLT* beta version is currently available for Steam and TapTap testing and is available for free to download and experience. The official version will support Windows, macOS, iOS, and android.

OUR MISSION

To explore the infinite possibilities of NFT Trading Card Games as creativity infrastructure; to subvert existing content and value sharing models with community co-creation and sharing so that creativity and value thrive on communities once again.

OUR GOAL

To begin with quality play-to-earn developed games and fuel their growth with MTG-like card-pack modular component technologies to be made progressively accessible for the purpose of exploring infinite application scenarios of NFTs with the community, players and developers together in a spirit of co-creation and sharing; to create a metaverse underpinned by universally recognized NFT cards or other assets, each of unique value, for players to have fun to their heart's content.

Core Values of *The Lost Throne*

● CO-CREATION:

We invite players from all levels to co-create content and gameplay to jointly define the future of NFT games. Players' suggestions for improvement will help us to adjust the usability of NFT games.

● UNIVERSALITY:

We build highly compatible NFT games based on efficient TCG development to keep expanding application scenarios of NFTs.

● SHARING:

The vast majority of games' revenue will be shared with and by the community.



Introduction



Key Elements of *The Lost Throne*

● **NFT ASSETS AND APPLICATION SCENARIOS JOINTLY DEFINED BY THE COMMUNITY**

- Expansions of Magic World genes to diversify the appearance of NFTs.
- Multiple quality card games developed based on NFTs and the token system, combined with SDKs to be progressively accessible to external developers and drive the creation of unlimited application scenarios for NFTs on the platform.

● **THE UNDERLYING ECONOMY POWERED BY A SUSTAINABLE DUAL-TOKEN ECONOMY**

○ **CP (CRYSTAL POWDER)**

The governance token authorizes the rights of stakeholders, to share the value of The Lost Throne metaverse IP via DAO and to define the future of the TLT metaverse. As the only proof of game ownership, users can not only stake and govern the ecology of TLT through voting; 70% of all in-game fee income and public resource output is also distributed to CP holders according to their proportion of CP held.

○ **DD (DREAM DUST)**

The game token for players to share and build their masterpieces. DD is the currency that players obtain through victory in the game. It can be used to produce "shining" cards, and to open new card packs. The DD profits are based on the MMR value after participating in ranked matches and that brought by the "shining" cards and are the main means of profit for gamers.

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Role Play

In the Throneworld, the player is a Supreme Commander, and the card is a general or soldier loyal to the player. Players on both sides will use a deck of at least 50, but no more than 80 cards, to divide into three groups on the criss-cross battlefield, break through the opponent's direction, attack the opponent player's life and ultimately win the

● GAME PROCEDURE



Gameplay



- Both players enter the game according to their pre-selected legal deck types.
- Each player replaces their initial hand and chooses their technological route.
- Players on both sides of the battle will add the top card to their hand in their respective rounds and decide how to play/summon their own cards. Each card has different effects, lives, attacks, cost consumption and technology requirements, etc., and execute card effects. For biological cards, players also need to choose the two rows and five columns of the battlefield on which to place their card in order to achieve a desirable battle formation.
- During the combat phase the two parties follow their respective action sequences, and each actionable card takes turns to make one legal attack.
- Repeat the above stages until at least one of the players' health goes to zero or another victory condition is met, when the game ends.

NFT Cards:



- **NAME:** The name of the NFT card
- **CLASS:** The class of the NFT card
- **TECHNOLOGY REQUIREMENT:** The technology level required for summoning
- **MANA COST:** The mana that needs to be consumed for summoning
- **EFFECTS:** Special abilities of the card
- **RANGE:** Melee / Ranged
- **HP:** Health Point
- **ATK:** Attack Point



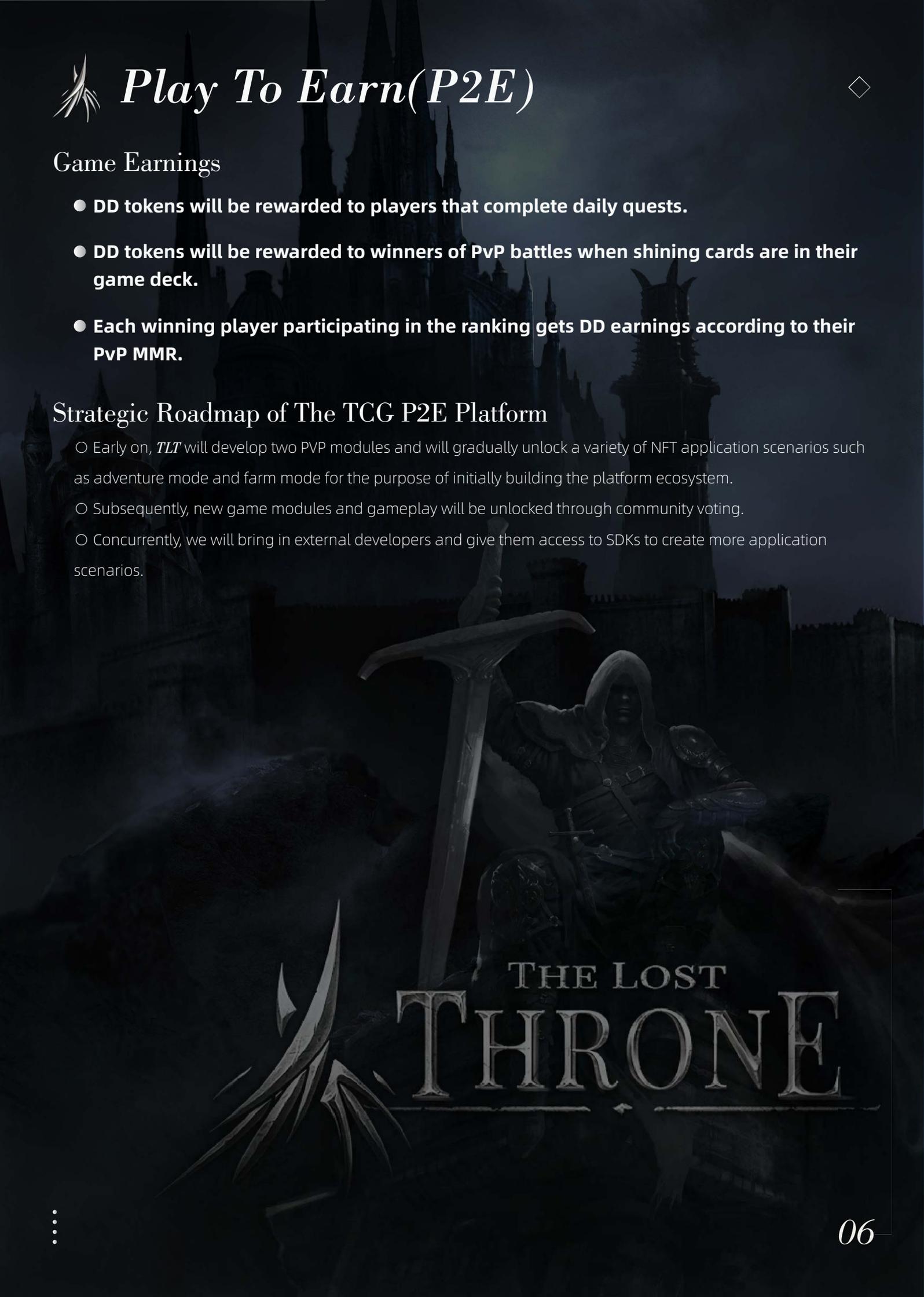
Play To Earn(P2E)

Game Earnings

- **DD tokens will be rewarded to players that complete daily quests.**
- **DD tokens will be rewarded to winners of PvP battles when shining cards are in their game deck.**
- **Each winning player participating in the ranking gets DD earnings according to their PvP MMR.**

Strategic Roadmap of The TCG P2E Platform

- Early on, *TLT* will develop two PVP modules and will gradually unlock a variety of NFT application scenarios such as adventure mode and farm mode for the purpose of initially building the platform ecosystem.
- Subsequently, new game modules and gameplay will be unlocked through community voting.
- Concurrently, we will bring in external developers and give them access to SDKs to create more application scenarios.



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Tokenomics



There are two tokens associated with *The Lost Throne (TLT)*.

- **CP - CRYSTAL POWDER:**

CP is the equity and governance token of the *TLT* ecosystem and the only ownership proof of the game.

- **DD - DREAM DUST:**

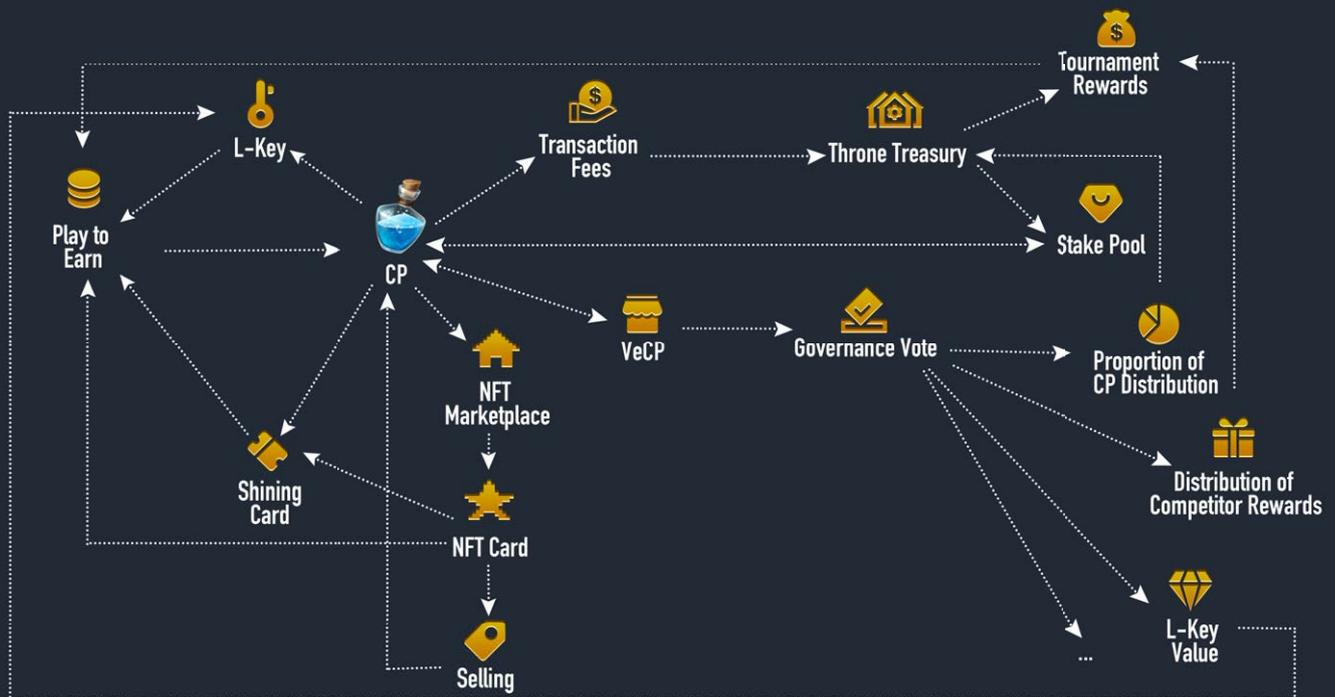
DD is the in-game economic token of TLT that players obtain through in-game victory.

◆ 4.1 CP - Crystal Powder

CP is the equity and governance token of the *TLT* ecosystem and the only ownership proof of the game. It has value accrual mechanisms, a limited supply, in-game utility, and is used to govern the distribution of the Throne Treasury funds.

CP Tokenomics

CP is the equity and governance token of TLT ecosystem and the only ownership proof of the game.



- **GAME OWNERSHIP**

To prove ownership of the game and participate in *TLT*'s play-to-earn system, users are required to provide liquidity to the CP-BNB liquidity pool. Users must provide and stake liquidity equivalent to the value of 1200 CP at launch. The real value of the liquidity tokens may change over time, and the amount of liquidity needed to be held in order to play *TLT* may be modified through governance.



● VALUE ACCRUAL

TLT earns revenue through the sale of newly-minted card NFTs on *TLT* Marketplace, as well as through transaction fees taken from player-to-player transactions on *TLT* Marketplace. The fees taken are a combination of BNB and CP and are distributed as follows.

- 30% goes to the developer wallet.
- 70% is distributed proportionally as yield to the CP stake pool, and CP-BNB liquidity stake pool.

● THRONE TREASURY

The Throne Treasury has 60% of the total supply of CP assigned to it. Once launched, 40% of this supply will be unlocked in the following year (24% of the total supply), with the amount unlocked each year after reduced by 25%. Funds in the Throne Treasury are affected by governance. Initially, 30% of the Throne Treasury's emission will be provided to CP holders as a staking rewards, while the other 70% will be reserved for distribution to well-performing players in regular tournaments. These proportions are open to change through governance.

● INITIAL DISTRIBUTION OF CP RANKING REWARD POOL TO TOURNAMENT CONTESTANTS

Initial Proportion	Ranking	Number of Players	Average Reward
0.50%	1	1	0.500%
3.00%	2-10	9	0.333%
10.00%	11-501	40	0.250%
20.00%	51-200	150	0.133%
18.00%	201-500	300	0.060%
13.00%	501-1000	500	0.026%
15.50%	1001-2000	1000	0.016%
20.00%	2001-5000	3000	0.007%

This distribution is open to change through governance.



● GOVERNANCE

By staking CP for a fixed term, CP holders can vote and make governance proposals. The longer the term of staking, the more voting power the user obtains. Governance can be used for modifying the following parameters:

- The amount of liquidity needed to be staked in order to play TLT.
- The proportion of CP distributed from the Throne Treasury to the stake pool or the tournament rewards pool.
- The distribution of tournament rewards to competitors.

In order to vote, a user needs to hold veCP. To gain 1 veCP, a user is required to stake 1 CP for one month. The shortest term a user can stake CP to gain veCP is 0.25 months, rewarding 0.25 veCP per CP staked. The longest staking period is 24 months, rewarding 24 veCP per CP staked.

● DISTRIBUTION

● THRONE TREASURY

Initially split 30%/70% into Stake Pool/Tournament Rewards. These proportions are open to change through governance. The Stake Pool distributes CP tokens back to CP holders through staking and liquidity pools. The Tournament Rewards is used to reward well-performing players in regular tournaments.

Apart from the diminishing vesting of 60,000,000 CP, the Throne Treasury is supplemented by CP used in the creation of shining cards.

3 month cliff, then 24,000,000 CP released linearly over the next year. For each successive year the amount released is decreased by 25%.

● PRIVATE SALE

- 5,000,000 CP for sale.
- 3 month cliff, after which 30% will be released, then 10% monthly release for the later seven months, vesting over 10 months in total.

● PUBLIC SALE

- 10,000,000 CP for sale.
- Available immediately.

● LIQUIDITY POOL

2,500,000 CP will be provided for the liquidity pool.

● MARKETING

1,250,000 CP available immediately, then 11,250,000 to be released linearly over 2 years.

● TEAM & ADVISORS

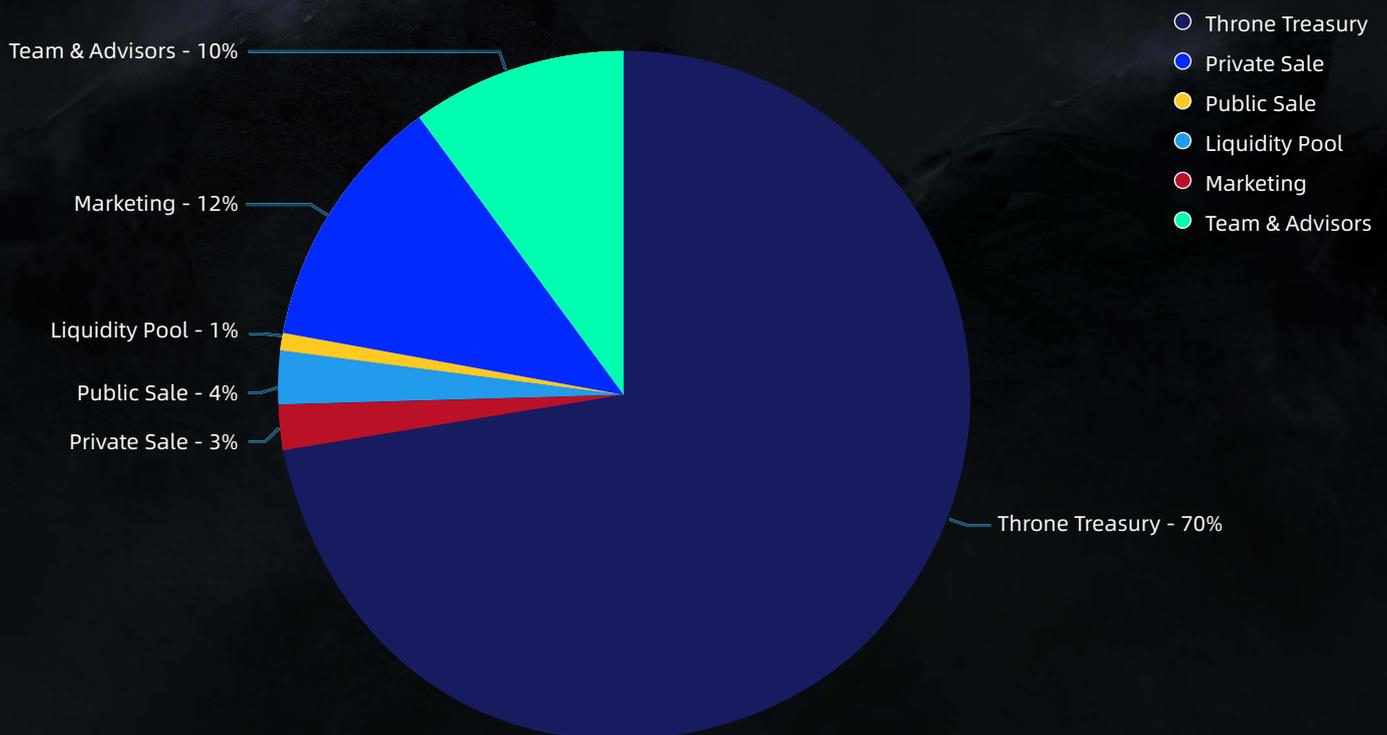
6 month cliff, then 10,000,000 CP released linearly over the next 2 years.



● CP ALLOCATION & VESTING

Total supply: 250million

Throne Treasury	70%	175,000,000	Unlocked over 4 years Issuance begins 1 month after the token generation event.
Private Sale	3%	7,500,000	Locked for 3 months, followed by 30% release, then 10% monthly release for the later 7 months, vesting for 10 months in total
Public Sale	4%	10,000,000	Unlocked
Liquidity Pool	1%	2,500,000	Locked
Marketing	12%	30,000,000	300,000 available immediately, followed by linear Distr over 2 Years
Team & Advisors	10%	25,000,000	Locked for 6 months, followed by linear release over 2 years

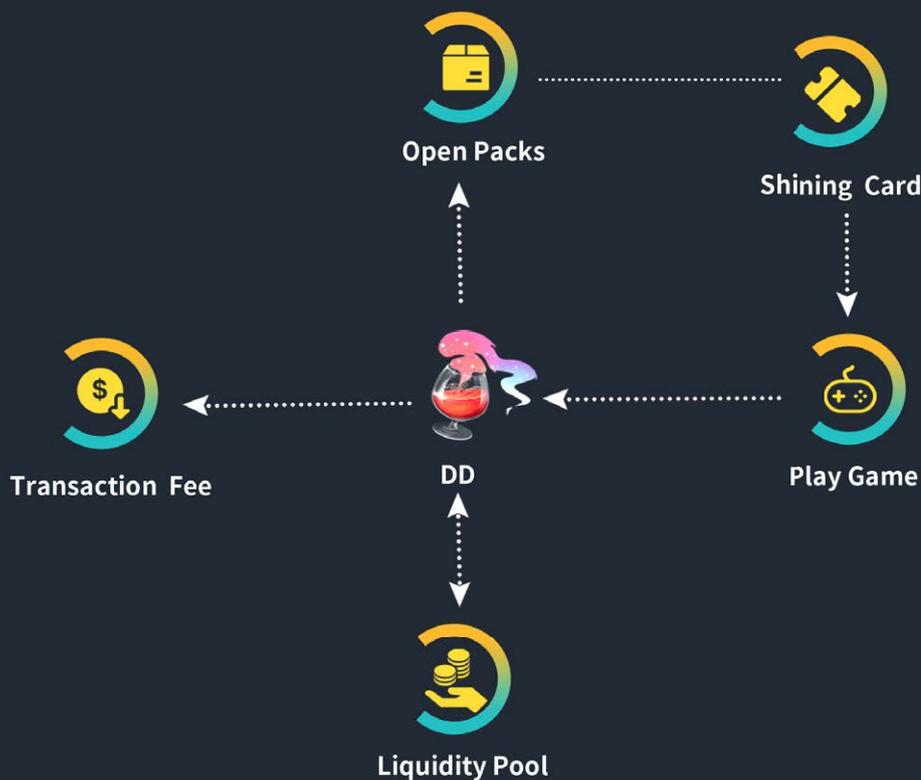


◆ 4.2 DD - Dream Dust

DD is the in-game economic token that players obtain through game victory. DD can be used to produce shining cards, or to open new card packs.

DD Tokenomics

DD is the in-game economic token that players obtain through game victories



● DISTRIBUTION

The *TLT* team will create a liquidity pool with 3,000,000 DD. All other DD is earned in-game.

● SHINING CARDS

DD can be spent to create shining versions of cards. The shining property of cards is untradeable, though the underlying NFT remains tradeable. Shining cards used in a deck in play cause the owner to gain additional DD with every victory.



Scarcity	Cost	Profit (winner)	Avg (Ideal) Payback
Stone	60 DD	0.2 DD	60 (30) days
Bronze	120 DD	0.48 DD	50 (25) days
Silver	240 DD + 30 CP	2.4 DD	30 (15) days
Gold	480 DD + 60 CP	5.2 DD	28 (14) days
Diamond	960 DD + 120 CP	12 DD	24 (12) days

The Avg (Ideal) Payback Period in the above table is based a user winning 5 (10) games per day.

● SOURCES OF DD

A user may play up to 10 games a day with the potential to earn DD. For each victory in these 10 games the player earns DD for each shining card in their deck based on the above table.

The user also earns DD for each victory according to their MMR.

MMR	Tier-1	Tier-2	Tier-3	Tier-4	Tier-5	Tier-6	Tier-7	Tier-8	Tier-9
DD Profit (winner)	0	6	15	20	60	90	135	200	300

● EXPENDITURES OF DD

Apart from creating shining cards, users may also open card packs with DD. The price of an in-game card pack is initially set at 1,000 DD.



Roadmap



● OCTOBER, 2018

The Lost Throne team is founded and game development begins.

● DECEMBER, 2021

TLT completes the private sale and the first batch of NFT cards are issued.

● APRIL, 2022

The New NFT Collection Pack is launched and the second season begins, allowing players to design their own NFT cards.

● JULY, 2022

The second game with a magic kingdom theme is launched and the third season begins, allowing players holding CP to build Land.

SEPTEMBER, 2021 ●

Final test of *TLT* on TapTap and Steam.

JANUARY, 2022 ●

Initiate the PvP system and begin the first PvP

MAY, 2022 ●

CP staking pool is launched, allowing players to stake and govern the *TLT* ecosystem.

MARCH, 2023 ●

The second *TLT* game is launched, allowing players to participate in the game by staking CP or NFT cards produced by the games.



Declaration



This document was intended solely to communicate to specific recipients who have asked for information about the program and does not constitute any future investment guidance or a contract or commitment of any kind.

By participating in the CP Distribution Project, participants understand and accept the risk of the project and are willing to assume all consequences thereof. The project team expressly disclaims any promise of reward or liability for any direct or indirect losses resulting from the project. The CP tokens involved in this project are a cryptographic digital code, which was used in transactions. It does not represent equity, right to earnings, or control of the project.

Due to the many uncertainties surrounding the digital currency itself (including but not limited to the general digital currency regulation in various countries, fierce competition in the industry, and the technical loopholes of the digital currency itself), we cannot guarantee that the project will be successful, and we admit that there is a certain risk of failure of the project, and the tokens of this project are also at risk of becoming invalid. Although the team commits to working hard to solve the problems that may arise in the course of the project, the future will still be beset by uncertainties caused by policies, thus the support of and participation in this project must be rational and informed by a full understanding of the risks of blockchain.

The *TLT* team has entrusted a credible third-party organization to set up a foundation entity in the Cayman Islands. All operations comply with local laws, regulations, and regulatory requirements. If a matter arises that requires legal advice, it is necessary to confirm the handling through a local lawyer.

The *TLT* Foundation maintains the non-profit nature of its operations. Users who participate in the *TLT* community have the right to hold further CP tokens or relinquish them in the future, regardless of whether or not they have acquired them. Holding a token also implies the holder's right to spend and use smart contracts on the *TLT* blockchain platform.

