

# KENT

Whitepaper V1.1

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## 1. Abstract

In the entertainment field, blockchain technology has a task to satisfy both social values of commerciality and publicity, and various large and small issues are raised during the application process. Then, why is the entertainment field interested in blockchain technology?

The biggest reason is that the current entertainment industry's market structure is severely distorted. One of the biggest issues facing the entertainment industry today is imbalance in revenue distribution and unfair contracts, which stems from the control of the market by a small number of large platform operators, who are dominant players. Those who are paying attention to the potential of blockchain technology are rightly aware that blockchain technology enables direct content transactions without an intermediary, and because it does not go through the distribution and intermediary process of platform operators, it reduces unnecessary transaction costs and provides reasonable compensation to creators and users. Because you can. In particular, due to the nature of the entertainment industry, there is a growing demand for more transparent and efficient contracts, transaction methods, and rewards among a large number of players participating in the process of creation, distribution and consumption of content. The point is to find a point of contact. For this reason, not only advertisements, content platforms, and SNS, but also entertainment-related services such as music, movies, games, news media, and virtual reality (VR) are introducing services using blockchain technology regardless of field. However, contrary to expectations, as skepticism about blockchain and cryptocurrency grew, many blockchain-related projects were halted and it was difficult to provide the target service as planned. The prevailing view at the time was that it would take a long time for blockchain technology and cryptocurrencies to expand and prove their worth. However, with DeFi as the center, the blockchain gradually began to prove its value, and it began to form a real network through various DeFi financial innovations such as NFT and Game Pie. This trend has also fueled open source, which has led to the proliferation and competitive development of many projects..

Currently, the blockchain proven through NFT and DeFi is expected to develop innovatively in the future. Based on this, KENT builds a direct ecosystem between services and users that combine games and blockchains to reduce unnecessary costs, We would like to explain in detail the processing and conclusion of transparent and reasonable compensation and transactions between users..

## 2. Sustainable Platform

### 1) Overview of the game industry

The game industry is a rapidly growing industry worldwide thanks to the rapid development of IT technology. In particular, as the social and cultural infrastructure develops centered on the Internet, individualistic lifestyles are rapidly spreading, and the development and distribution of games of various genres is increasing. As a result, our society is changing in the direction of rest, play, and enjoyment through various games.

The game industry is a high-tech industry in the age of knowledge and information. The game is a cultural project, based on the worldview created by the program developer and the scenario based on it. In this way, the consumer receives a kind of cultural thinking. Therefore, the establishment and maturation of a rich cultural infrastructure that can generate creative ideas is the driving force for the development of the game industry, and games also clearly reflect the state of society. The fact that a strong country is prominent in the game industry shows that the game industry has strong cultural and industrial characteristics.

An online game is a game in which at least 1-5 players, or as many as thousands of users, gather in one space on a wired/wireless communication network. Online games have strong entertainment and popularity because they provide users with a virtual entertainment and cultural space that inspires endless curiosity and a sense of achievement. Such entertainment and popularity are due to the three-dimensional interactivity of the game, and are greatly influenced by the socio-cultural environment. The online game industry is a core industry in the knowledge information age, where product differentiation and completeness are important, and the output to input ratio is very high, and it has a deep industrial connection with other industries. In particular, the online game industry is closely related to the surrounding industries such as cartoons, movies, animations, characters, broadcasting, music, and design. It can be said that

### 2) Blockchain-based platform

Currently, there are problems with the fundamental structure of game production and services, and the way games are consumed. Current game platforms are independent of each other and have different lifecycles. Because the life cycle of the game is short, it is not easy to provide a service from a long-term perspective. For this reason, a system that can form a community ecosystem and achieve long-term growth is required. However, not many models have achieved sufficient results. To date, the impact of individual games is the most important key to business success. Because of this, we need a successful system, and we want to solve the problems by combining the solution with blockchain.

Currently, many games and content are produced and supplied, but a vicious cycle continues, and

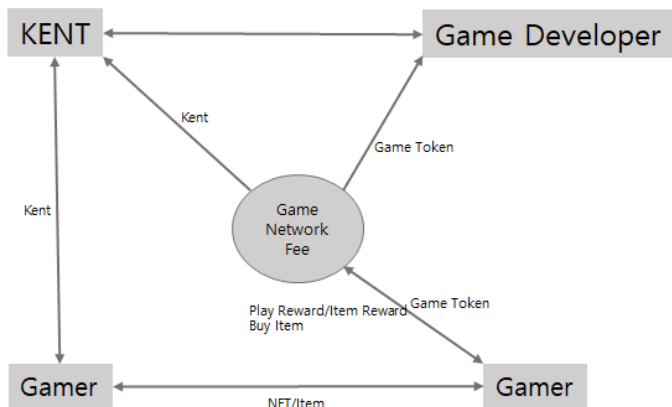
this problem can be solved through sharing and diffusion through a blockchain-based platform. Developers can focus on development and users can stay loyal to the game. This allows developers to save time and effort on updates and to achieve better results. This means you can focus on providing the user experience through a way to share your in-game assets. All tokens and blockchain items of KENT are designed through standardized methods to solve these problems.

The KENT platform allows players to share and distribute the acquired assets, ensuring continuity and allowing users to actively participate in the game. This allows you to benefit more from our user- and developer-friendly policies. We strive to create value through different platforms and different approaches. This is a way to maximize the value of the network for building an ecosystem and increase efficiency so that both users and developers can actively participate.

To this end, KENT creates a token economy together with developers and users through token sharing. From platform providers who issue and hold tokens, to developers who receive tokens in exchange for game sales, to game players who earn tokens for their time and investment in gameplay, the higher the token's value, the greater the reward for all participants. It's possible. In other words, due to sharing and proliferation, the token economy is no longer divided into individual games, but can be integrated.

Providers of KENT's token economy platform supply tokens to developers and users. It also provides for the cost of maintaining the network through the fees it charges for transactions that occur on the network. Developers give game tokens to reward game players. Tokens are continuously acquired by selling items and redeeming tokens within the game. Here, some tokens are given as a reward to the developer. Users can also earn tokens by earning and selling gameplay and items. These tokens are used to settle all transactions. These game tokens allow the KENT system to maintain an efficient flow and grow through a circulating structure that connects all participants.

KENT aims to build a system based on trust, and all transactions that occur are based on smart contract codes. All rewards and token transfers are based on consensus among all participants. Transparency secured through distributed ledger technology is a key element of the KENT platform.



### 3. KENT Game Service

#### 1) KENT Game service features

Blockchain-based game services can increase transparency through blockchain and distribute rewards fairly to stakeholders.

KENT's platform service enables games and blockchain projects to trade in-game items and tokens based on blockchain, as well as user game data. KENT is combined with blockchain through networks and services that take advantage of game characteristics. It is important that games are designed to be rewarding and fulfilling. In other words, the integration of blockchain and games can make this a reality.

#### 2) Blockchain games, TPS and fees

To implement the KENT platform, users will be able to receive blockchain assets as a reward for gameplay in the content they access every day. Unlike relatively simple blockchain games that have already been released on the market, KENT plans to present differentiated value to users through direct integration of blockchain and in-game content, and combine blockchain through investment and development in various games. no see.

In addition, we need to solve transaction and fee issues for game and blockchain integration. In the current blockchain network, we are trying to overcome the TPS problem and the huge transaction cost in order to process multiple games and allow many users to use the game.

### 4. KENT Governance Policy

#### 1) KENT Governance

KENT governance is a decision-making mechanism that pursues KENT-based specialized platforms such as global content such as games and IP-based content.

Accordingly, we are committed to effectively enhancing the value of all participants for the community and ecosystem.

Established the KENT Governance Council.

#### 2) Token structure

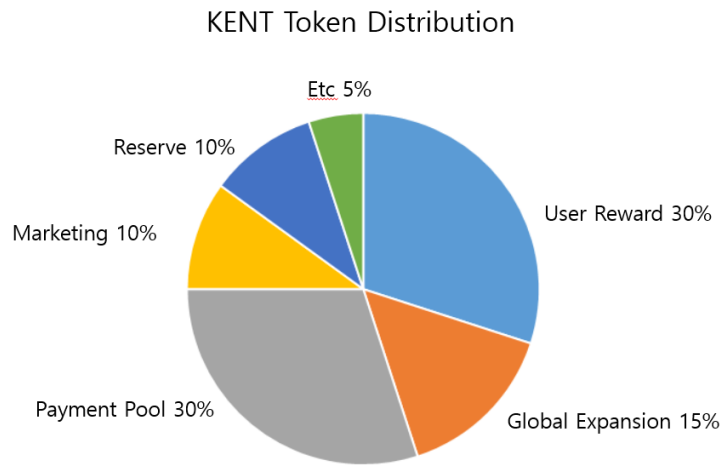
##### ① KENT Coin information

Name : KENT Coin

Symbol : KENT

Total Supply : 200,000,000KENT

② KENT Coin distribution



③ Coin price

Coin price is determined by CEX listing and supply and demand.











④ KENT Use Coins

KENT Coin is used as a governance coin for games and the DeFi platform, and is provided as a reward for game players, DeFi participants, developers, etc.

⑤ Limited issuance

Limited to 200 million copies for price stability and rarity.

5. Major Team

 <p><b>Richard Yoo</b> •Marketing 20 Years+ •Building a marketing strategy for many projects</p>	 <p><b>Henry Kim</b> •Nexon 10 Years+ •Game Devp 15 Years+ •KwangWoon Univ. Prof.</p>	 <p><b>Emma Lee</b> IT technology development experience 10 years+ Issuing tokens and listing</p>	 <p><b>Kevin No</b> •Software 20 Years+ •SsangYong information and communication •Cryptocurrency 6 years+</p>	 <p><b>Jason Lim</b> •Project Management •Game and Cryptocurrency</p>
 <p><b>Alice Choi</b> •Art &amp; Design 10years+</p>	 <p><b>Elodie Ji</b> •Mobile game 5years+</p>	 <p><b>Isla Park</b> •Game development 7years+</p>	 <p><b>Justin Lee</b> •Marketing &amp; CS</p>	 <p><b>Violet Kim</b> •Design 15years+</p>

## 6. KENT Economy

### 1) Coin structure and flow

#### ① Token Economy

KENT runs on two tokens: the KENT token (ERC-20), which manages the entire game and is used for economy, and Mining Claims (NFT), which manages the individual worlds in the game.

KENT token holders can participate in governance and be rewarded with KENT ERC-20 tokens. The more you participate in the game on the game platform and the more KENT you hold, the more rewards you receive.

The KENT token is a governance and economic token that allows its holders to trade in-game. KENT holders benefit from activities such as buying and selling in-game items, NFTs and accessing in-game events.

KENT (ERC-20): The KENT ERC-20 token is the basic building block of the KENT Multicreator Gaming Universe. KENT is delivered using the fair launch principle. All KENT is provided to the community through agriculture or governance, liquidity or participation in content development.

Stake GAME tokens to farm KENT. The longer you practice GAME farming, the more KENT you can get.

It can also be obtained by staking KENT on the Governance Portal. This encourages the community to engage in governance and think long-term about the project. The acquired KENT is distributed among all Governance Portal members.

The amount of KENT emitted through mining and governance is limited by the number of mining claims owned and the length of time the mining claims are held. There is no end date for emissions, but emissions follow a logarithmic curve, so emissions naturally decrease over time.

Given the amount of GAME available and the combined curve, the expected total supply of KENT initially is 200 million KENT.

The foundation periodically burns the owned KENT to stabilize the coin price. It also escrows and time locks large portions of that KENT to reduce circulating supply and preserve resources in the long run. The mechanism of this time lock is left to the Foundation and the community and may change over time.

Of KENT's projected total supply of 200 million, 40 million, or 5%, will be allocated to the initial KENT agricultural pool. Another 60 million will be allocated to drive decentralized exchange



liquidity and reward community members. The rest will be disclosed to Mining Claim holders and governance stakeholders over time.

**KENT Farming:** 40 million KENT will be placed in the pool, and community members can earn KENT by staking tokens.

**Community Incentives:** From now until the end of 2023, 10 million KENT will be used for community incentives such as rewards for participation, contests, content, and more. It's important that early community members have access to KENT, so we're creating this incentive for the community to reward its most creative, prolific and fun members.

**Future Liquidity Pool:** The remaining 30 million KENTs are set aside to incentivize additional liquidity pools. Pools and incentive amounts are chosen by the community.

**Mining Claims:** Mining Claims are guaranteed NFTs that grant owners the right to participate in the governance of certain in-game worlds.

Game mining claims can be bought and sold using existing GAME Credits ERC-20 tokens. When you buy mining claims, your game credits are stored in the smart contract and you receive mining claims NFTs. You can later use your GAME credits by selling your mining claims back to the contract at the current market price. Using GAME in this way also limits KENT's total emissions, as it imposes strict limits on the number of mining claims that can be purchased.

**NFT:** Land deeds are NFTs that allow owners to build structures and host events. Land Deeds are purchased with KENT and can be used for a fixed period.

The foundation does not receive KENT for the sale of land. The land sale contract burns 50% of the total amount received from the land sale. The remaining 50% goes to a development fund that can be used by world owners to build and improve the functionality of that world.

**Items:** Other in-game items are NFTs that can be bought and sold with KENT. Typically, 90% of the purchase price goes to the creator of the item and 10% goes to the foundation to fund ongoing development.

## 2) Token flow

This diagram shows the token flow for all aspects showing how KENT can be earned.

### ① Main tokens and game-specific tokens

To build and grow a system on a decentralized public network of blockchain, a token economy that encourages value transfer and participant behavior is very important.

The KENT platform has main KENT tokens for the entire platform and game-specific tokens used to play games. KENT tokens are a measure of the value of the entire system, and game tokens support developers to design dApps and receive rewards based on their contribution.

## ② Game Token

Game tokens are used for exchanges and purchases used in the game, and become a measure of value in the game. Game tokens can be freely exchanged and transferred between the service chain and the bridge chain. Game tokens are tradable and also tradable at exchange rates determined by supply and demand. Game tokens drive gameplay because they can be earned during the game. The entertainment value of the game is maximized by allowing users to purchase items with game tokens. In addition, since there is a consistent circulation structure for game tokens, the value of game tokens increases and the value does not fall easily over time.

## 7. Road Map

Q1-2022

Website v1 and Whitepaper

Smart contracts and core technologies

Community Building

Technical Preparation for Game Platform, Game Design..

Q2-2022

Platform Alpha & Beta Version

Platform Test-net Release

Ani Blast Version 1.0

Q3-2022

Game Platform V2

Ani Blast Version 2.0

Viva Version 1.0

First Airdrop and Referral Program

Marketing Preparation for users

Listing on App store

Brand Partnership & Collaboration

Q4-2022

Cex Listing

Game Platform Launch

Pre-registration event

Ani Blast Version 3.0 Launch

Viva Version 2.0

IN GAME Add token-based exchange

KENT Staking System

Event for Gaming

Ani Blast Tournaments

## 8. LEGAL NOTICE

KENT coins are distributed to NFT owners for the purpose of compensation, and are not sold at all. Also, KENT Coin does not guarantee certain rights and values outside of the blockchain platform. Therefore, KENT coins cannot be used for speculative purposes. IAG strives to provide the most accurate, up-to-date and reliable information for all materials in this white paper, but related information and contents (roadmap) are subject to change. In addition, IAG does not take any legal responsibility for the accuracy, safety and completeness of the materials contained in the white paper provided by IAG, or any liability arising out of this.

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