KLING
METAVERSE

Whitepaper V 1.1
KLING METAVERSE

Intersection of physical persona and, Digital Persona

Gamification of Human acts & Digital acts

Metaverse market will hit 600 billion Dollars from a current market size of 41 billion

The ownership of 3.0 Digital NFT, powered by Blockchain Distributed ledger, proof of ownership with augmented reality, virtual reality, extended reality cosmic block of the Metaverse

Web 2.0 digital universes like Microsoft, Facebook, and YouTube, etc. communities will be transformers from to virtual places of people

There are More than 2 million estimated games with 200 million crypto users but only 2 million play to earn gamefi users these numbers can bring massive main steam adoption of Kling play to earn Metaverse powered by Kling tokens
KLING
METAVERSE

The rich world of social interaction

Community Gamification physical persona and, Digital Persona, Target goal is to build the biggest community on the planet.

KLING is a revolutionary idea to help find a simple and efficient way to tackle issues of the modern world where parallel income for many is a must owing to unseen contingencies like unemployment, underpayment, and lockdown situations resulting from Covid-19.

KLING is a one-of-a-kind of play to win Gamefi system which enables users to participate in basic human activities to earn KLING token through its platform. While the utilitarian idea of "Livelihood for All" sits at the core of the idea, it is fulfilled at bringing Blockchain technology to the masses and opens the gates to access the benefits through the initial steps of Gamification.
KLING
METAVERSE

The rich world of social interaction

Gamefi technology focuses on bringing together gaming and finance, via Blockchain. This enables users to play and Livelihood. Kling core focus is to introduce games that are simple and have an easy learning curve.

Thus, KLING’s vision aspires to make the benefits of Gamefi accessible to ALL, through the easiest approach possible.

Our Motto is “Optionality of Human digital Acts”
VISION
Of KLING

Kling will act as a utilitarian of human digital life, helping bring food to the plates of the unemployed and underpaid. Our vision is to make the gaming community closer and to make it stronger with the help of technology.

We want to empower the young generation to understand the growth of technology along with the future aspects. We focus on creating technology that gives an everlasting experience to the players. It also helps players in making new companies and bonding over the technology. This in turn will help the community and the society.
**MISSION**
**Of KLÍNG**

Kling’s mission is to create a safe and easy environment for the people who seek to make a livelihood via gamefi. As a result, many users who would like to earn through pay-to-win are unable to do so, due to the skill and knowledge gap among the user base. Kling has potential to change the 21st century's gaming style and environment through optionality of Human Digital Acts.

**OPTIONALITY OF HUMAN DIGITAL ACTS**

Optionality of human digital life refers to digitizing human activities on Blockchain Metaverse through gamefi. These Human activities include walking, driving, working out, dating Etc. Our Gamefi based games will use these activities to rewards users on a time based event.

Each activity will be linked to an expiry which can range from 5mins-24hrs. Activities completed in said expiry will rewards users Kling tokens.

If user completes a human based activity in the given expiry they will be rewarded Kling tokens and if the user is unable to complete the tasks they have chosen – they will be penalized in the form of losing the premium you have paid to join the challenge.

As activities are easy to complete, we believe in an 90% win rate for most human activities.
CEO’s MESSAGE

We want everyone to understand the potential of earning from Blockchain Metaverse – without feeling limited by skills and knowledge. Use the simplest device in your hand – the mobile phone to unlock the power of simple tasks and earn money from it.

We aim to provide a support to the unemployed by engaging them in tasks which will allow them to earn money. The aim is to convert the entertaining act of gaming into a lucrative one. Gamefi is growing as we speak.

Entry into newer gamefi based games is becoming harder by the minute. Players are not able to compete and earn as much as already pre-existing players.

Kling will establish a new sense to gamefi and launch games that have an equal Plainfield for 99% of the players. Thus enabling players with low skill to participate and earn rewards just like any other skilled player.
The gaming industry is directly related to the tech industry. Whenever the technology gets an upgrade the gaming industry evolves along with it. From joystick gaming to wireless-controller gaming, and now to virtual-reality gaming. The industry has always had a humble beginning.

Similarly, Blockchain gaming is another leg of the industry. This is another level up for the entire gaming community. Blockchain is considered as a perfect combination for the industry. Technologies like Non-Fungible Token will make the gaming industry more exciting and will solve legacy problems of the industry.

The video gaming market is estimated to grow at $108.9 billion per annum. Forecasting a CAGR of 6.2%. This also includes mobile gaming platforms.

A variety of earning models have been put in place by the gaming industry. Our model will aim to help users generate income from Blockchain along with participating in gaming functions which will earn those rewards.
VALUE PROPOSITION

**KLING** gives you a variety of decentralized smart contract gaming options. All these options give some or the other value proposition to the users. The game can be played on a normal smartphone without investment in expensive computing power or chips.

**KLING’S IDLE MINE GAMEFI APP**

Kling will launch an app that will have games based around basic human activities such as walking. Users who install the Kling app shall procure Kling tokens and use them to participate in 2 main games that will come with the launch of the app. Walk to earn and Thumb Inking.

It will be as simple as the user using Kling tokens to purchase in game time slots to initiate these games. If the user completes said task of walking in the given time, the user will be rewarded further Kling tokens, which can be used to convert to other currencies. Therefore, players can earn through simple activities such as walking.

Kling’s Idle Mine will have a bare to minimum skill gap to participate in its games and activities, allowing people of all ages and knowledge levels to participate in the game.
Kling will create a new Metaverse for earning through the human-based activities. Many blockchain technologies have helped digitize various aspects of the world on the Blockchain. Kling will be the first of its kind to digitize human activities onto Block chain, bringing forth a new age of “Optionality to Human Digital Life”.

We prefer investing in people’s skills and wish for people to generate income through basic skills rather than valuation of securities only.

While NFTs are for limited people, we want to help generate income for all people throughout IDLE MINE app – integrated with KLING coin. You can use your crypto currencies to buy KLING coin, opt for various challenges – complete them successfully to win rewards – further KLING coins.

We are not making people indulge in “Sports betting” or gambling – its clean skill-based reward earning.
EASY FUNCTIONING

The integrated framework provided by Kling, helps players easily execute blockchain related web transactions.

The blockchain connected web wallet integrations allow seamless, safe, and secure in-game transactions. Users can earn a token while playing and use KLING tokens for various activities in the gaming ecosystem and convert to any cryptocurrency or fiat currency they wish to convert into.

Quick and easy download: 📲

1. Thumb Inking

2. Walking
PRE-LAUNCH GAMING

The app will initially allow only **THUMB INKING AND WALKING ACTIVITIES.**

1. Buy KLING Tokens Hodl in your wallet
2. Participate in challenge 5 min Thumb Inking OR 10 MIN walk
3. Play the Thumb Inking “game” where the user buys allotted time and has to hold down the counter with their finger until expiration of the given time. If held down till expiry, user will be rewarded further Kling tokens.
4. Similarly select the time and walk certain number of steps while holding the phone or certain duration as per the challenge chosen by you and win Kling tokens. Steps will be counted using data based on the speed and movement of the phone.
5. Rewards will vary – RoI is 2% per challenge on the holding tokens.
6. With Unlimited challenge participation (Ex:- if average person Participates 5 times in a single day 10% RoI per day with 95% edge to win )

**RETURN ON INVESTMENT**

| Participated in Thumb Inking challenge with 50000 coins And earn 3% RoI for 5 min | Participated in walk challenge with 50000 coins And earn 3% RoI for 5 min |
| If you are unable to complete the tasks you have chosen – you will be penalized in the form of losing the premium you have paid to join the challenge. |
FUNGIBILITY
Earn Kling tokens convert them back on pancake Swap or any other centralized exchange into fiat currency or crypto currency immediately.

FUTURE PLANS
We will be adding more activities like video content creation, dating, driving, GEO-Fence-Activities for a personalized gaming experience based on country. All activities will reward user Kling tokens.

DISCLAIMERS
All these new features will be launched for players worldwide keeping in mind the local laws and regulations and with privacy policies for age restrictions.

You may lose your Tokens bcz during the challenge if you lose your battery life or internet connectivity or Technical glitches on your phone.

UNIQUE SOLUTION FOR POST-PANDEMIC WORLD
Due to the recent Covid-19 pandemic, many global rural communities have faced major economic instability in their livelihoods. Also, Blockchain encoded technologies have enabled people to engage in various play to earn platforms, but most of these platforms are still complicated for many casual users. Therefore, KLING would focus on removing restrictions for potential community entry into said platform. It will encourage all participants from non-play, non-technical backgrounds to play and earn per the skill and effort basis.
REVENUE STREAMS

KLING Token value will be derived from the following activities

1. Automated Market Making (AMM) liquidity of treasury - the advantage of DEX (decentralized exchange) is that AMM method that automates digital asset trading without the need for authorization, and trades are executed automatically using liquidity pools to substitute buyers and sellers. The price of assets is determined by a mathematical formula. In conventional exchanges, where the price of assets is decided by pricing algorithms, this formula replaces order books. Bid ask spread of 2%

2. Staking and rewards are generated from treasury farming and rotation - Staking is the process of actively participating in transaction validation (similar to mining) on a proof-of-stake (PoS) Blockchain. On these Blockchains, anyone with a minimum-required balance of a specific crypto currency can validate transactions and earn Staking rewards. Liquidity mining and replication of order book.

3. Rewards generated from Idle Mining - Try to progress and unlock skills in the research skill tree as fast as possible. These skills will give you permanent income boosts for single mines. As more and more people play and choose challenges, the premium earned from failed challenges

4. Casino Edge EX:- 20 Users participate and 19 win one loss the challenge we have a casino Edge of greater than 20%
TREASURY OPERATIONS

The role of KLING treasury is to oversee the management of KLING assets to maximize the value of the token. Treasury assets are managed by 3 Co-founders via multi-signature wallets. Tokens will be stored in hardware-based wallets, protected by 2 layer signature passwords.

If exchange platforms are the oil that greases the engine, our treasury is the fuel of economic liquidity.

Our AMM (automated market maker) uses BAM density with AI logic of up surge pricing like online CPC networks such as Google, or surge pricing like UBER and food deliveries apps.

TECHNOLOGY AND DEVELOPMENT

While the Block chain technology to be used is like the ones being used widely for various games, we plan to focus our retail reach on the mobile app to reach out to as many people as possible. We look at a future of reaching out to people in their local languages and the remotest of corners.

Most games require learning curve, whereas this tech enables any user with bare minimum skill to earn revenue - Idle Mine Activities.

Our technology is SIMPLE - Reduce unfair advantages – unique aspects of technology being used to ensure maximum participation.
DECENTRALISED AND BLOCKCHAIN

Constructing ownership of technology and how the players are going to get paid. We have learned that while our users care about blockchain technology they are focused on the benefits it can bring, rather than decentralizing too many features. As long as we provide a tamper-evident distributed ledger that ensures scarcity and allows our players to own and trade their assets it will be enough, for now.

The mechanics of Play to Earn do not require a fully decentralized public Blockchain. We believe that part of the ethos of web 3 is the idea of users being rewarded for the value that they bring to applications and this is what we choose to focus on.

TOKENOMICS

The token circulation and mining will be as follows

<table>
<thead>
<tr>
<th>Token Distribution</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burning and Farming</td>
<td>10%</td>
</tr>
<tr>
<td>Private Round Sale</td>
<td>10%</td>
</tr>
<tr>
<td>Treasury operations on CEx &amp; DEx</td>
<td>25%</td>
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<tr>
<td>Founders &amp; Team</td>
<td>15%</td>
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<tr>
<td>Community Sale</td>
<td>30%</td>
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<tr>
<td>Referrals and giveaway</td>
<td>5%</td>
</tr>
<tr>
<td>Strategic Partners</td>
<td>5%</td>
</tr>
</tbody>
</table>
THE ROAD MAP

Q1 2022
Earn Kling Tokens through human acts. Walking & Thumb Inking

Q2 2022
Launch of further human based activities such as Driving, Reading, Writing etc., Participate and Earn Kling Tokens

Q3 2022
Participate in Kling gamefi Metaverse and earn global real estate backed Token Rewards

Q4 2022
Beta version of Kling Metaverse

PLAY 2 EARN & PAY YOUR MONTHLY BILLS

PLAY 2 EARN & PAY YOUR MONTHLY BILLS