

THE

Masters of Management

Play, Manage, Organize, Govern, Earn

Kilopi Team is developing a web3 strategy game where players can create their realms on the planets and manage them in their own style.

The game is a pure strategy and management game. There is no visual gaming engine. There are only texts, numbers, images and tactics. Kilopi [LOP] tokens will be integrated to the game to make the game has a unique sustainable economy where the players are the real and only manipulators.



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1

Executive Summary

Masters of management is a pure, hardcore strategy game where players can create their realms and manage them by organizing in-game assets in their own style with unlimited options.

The vision of the Kilopi team for this game is to create a decentralized, fully community driven game where players can communicate each other, make friendships, create kingdoms, make strategy and shape the game by their strategies and behaviours without a centralized authority.

In the current and previous strategy gaming market, there were many obstacles which are preventing the gamers to enjoy while competing, earning and learning.

Kilopi team aims to overcome these limitations by adopting the blockchain technology in a proper way.

1.1

A Player based trading ecosystem

Masters of management offers 2 types of trading systems. 1- In game trading 2- Defi trading

In game trading

In game trading consists of 2 main elements. 1- Resource trading 2- Materials trading (Armor, weapon etc.)

Players can produce or gain in other ways (like wars or grants) resources and materials. They can be traded in the game by using the game "user interface".

Defi trading

There will be some certain in game assets which can be exchanged for LOP tokens without disturbing the gameplay and the balance between players. This system lets the players to interact with the defi systems like swap immediately without a middleman or middle system and brings the game into the real world.

1.2

The game and the blockchain

Masters of management game uses blockchain technology to empower the players, build a sustainable economy and record the statistics in a secure way.

While tokenizing the game in a sustainable way, recording the statistics of the game into the blockchain by using the smart contract technology brings security and scalability to the game.

The important steps of the players get recorded into the blockchain and they are publicly viewable after. This progress creates a viewable history of the game where all the statistics of the players are open as leaderboards.

There is an idea to make the in game assets as NFTs, but this idea is still very rough and not certain to proceed yet. If Kilopi team or the community finds a sustainable way and propose to implement NFTs into the game, surely Kilopi team will work on it carefully.

1.3

What is LOP token and what is it used for

LOP token is the main and only crypto asset for the game. LOP token is alive on harmony blockchain and can be traded on defirand defi platform of harmony ecosystem.

LOP token has many utilities. Kilopi team is developing many dAPPs and communities for LOP token. The main website for LOP token is: <https://kilopi.net>

For masters of management;

In the early phases of the game: LOP token will only be used for airdrops to the players who finalize the planets in a top10 score.

In the mature phases of the game: Besides the airdrops, LOP token will be used for some certain in game functionalities like making the realm popular or trading certain resources/materials.

In the further phases of the game: Besides the airdrops , LOP token will be used for many in game functions like trading directly, mining, staking, defi connection etc.

1.4

What is the future plan for the game

After making the game playable in a sustainable way, Kilopi team wants to expand the game to the limits of humankind's imagination. For example;

Currently: Realms can be created on planets by players and they can be alive as long as the planet alive which is the realm created on. When the planet dies, realm dies with it.

A future plan which is an idea in the team's mind now: If a realm develops its technology to the high levels, it may give access to the realm to have spaceships and the population may move into the other planets which are alive in that time.

There are many idead like the above one which are only written to the papers as for now. Kilopi team wants to develop the game until the game is a cult and extremely enjoy to play.

Besides the ideas of the team, the main development steps will be decided by community via Kilopi D.A.O dAPP. But there are 2 rules that will never change for masters of management;

- 1- The game will never be a "Pay to Win" game.
- 2- The game will never be controlled by a centralized authority.

1.5

Challenges and Risks

There are many challenges and risks for both the developer team (Kilopi) and the community (Players, investors or traders)

Challenges and risks of the developer team:

In the current era of the blockchain, digital assets and web3 gaming industry, there are many hacking attempts happening. Although developer team tries to be very careful and sensitive about the development and progress of the game, there may be unseen errors/mistakes/lacks which may lead the project to get hacked. Developer team promises to take care of everything regarding the algorithm, coding and backing but can not guarantee a progress with zero hacks and errors.

In the current era of the blockchain, digital assets and web3 gaming industry, competitor count is extremely high. Advertising the project to the correct people is a hard task to accomplish. Developer team promises to use every asset of theirs to reach out the correct people to populate the game community but can not guarantee to have a %100 successful results.

Challenges and risks of the community:

Since the web3 gaming technology is still new and developing, it is open to make mistakes while using it. Community should always be very careful, always read the details of the transactions before accepting, always need to try the new things with a very small amount of tokens/coins to be sure everything is working correct.

Developer team promises to supply all the necessary tutorials to protect the community to get damaged in any way but can not guarantee to be able to secure all the community steps to be safe all the time.

2

History

Back in the 2000s, Kilopi team members together with a small community, had been playing many video games and web based strategy games.

Kilopi team was collecting all the good sides of the different games into one algorithm package to analyse it and build a unique sustainable and great game. Before blockchain era, team had started many gaming projects. One of them was a browser based strategy game like travian. It was alive for 3 years. It has ended with a database loss (together with the backup) simultaneously. In those days, Kilopi team experienced the worst sides of centralized organizations.

After the loss of the database, Kilopi team had started to work on a cluster database model to have a better security and backup system. This model was very complex and heavy for the operating systems. Before finishing this model, Kilopi team has met with blockchain technology.

After working around on Tron blockchain for 1 year, Kilopi team decided to migrate to Harmony blockchain and develop the masters of management game on harmony blockchain. The algorithm of the game was ready but now, together with the blockchain and web3 technology, it is evolving to a better version and will evolve once more to a better version with the D.A.O of community.

3

Masters of Management, The Game

Masters of management is a web3 strategy game on harmony blockchain. It can be played on chrome explorer via metamask extension. It only can be played on a computer in the early phases. It will expand to smart phones later on.

In masters of management, players can create their realms on the planets by using their turns. Turns are the time that is being collected by the game and given to the realms. Realms are the main assets of the game which are controlled by players. Planets are the native universe elements which can born and die randomly without the control of the players.

The main purpose of the players to manage their realms in their style to have the best points score. Managing the realms is simple and complex at the same time. It is simple to play and manage the realms in a rough way and it is complex to play and manage the realms if the player wants to go in detail and organize the assets at their bests.

Every time a planet dies, it leaves a scoreboard behind. This scoreboard is made of the point based scores of the realms which are controlled by players. Every time a planet dies, LOP token airdrops get released to the top 10 players of that planet.

3.1

Mission

Kilopi team's mission is to build a hardcore web3 strategy game where the players will be able to manage their realms while enjoying, earning, not feeling doubts about the control of a central authority and not feeling doubts about “pay to win” issues.

Kilopi team believes the innovations are important. Current strategy games on game engines or web are using traditional marketing or premium membership systems which are not sustainable and centralized authority oriented. Kilopi team believes, with the correct usage of web3 technology, we can overcome these unsustainable traditional systems.

3.2

Game Overview

The core of the game is made of 1 crucial algorithm and it is the usage of time.

Currently, there are 3 types of strategy games out in the industry. 1- Game engine based real time strategy games on computers or consoles 2- Web based real time strategy games which the player needs to be following the timing very carefully 3- Turn based strategy games on web or operating systems.

Masters of management offers a turn based strategy gaming type but it is not the same as number 3 in the above paragraph. In traditional turn based strategy games, players make their moves when the turn comes to them. But in masters of management, players do not need to wait for their turns to make their moves. Time gets collected and exchanges into turns. Realms claim these turns automatically, then, when a player comes online, he can use these turns however they want. In this way, players do not need to follow the game time very carefully and do not need to wait for the other players' moves as well. Players can live their life in a normal way and they can continue playing whenever they are available.

3.3

Assets

In masters of management, there are thousands of in game assets. The information and statistics of these assets are stored in harmony blockchain. Some of these assets may turn into NFTs in the future phase of the game. Here are some of the main assets;

Planets: Players can create their realms on. (Planets are not in the control of players. Only Realms can be controlled by players)

Realms: The main asset of the game which the player manages everything on it.

Buildings: Population and production structures which can be built by players.

Resources: Elements which are needed by realms to make buildings, armies etc.

Materials: Extra products other than resources like weapons, armor etc.

Armies: Land, sea and air armies who can fight with opponents

Spies: Spies who can gather extra information from opponents

Castles: Special structures which can provide extra space and defense for the realms.

Kingdoms: Virtual structures where players can come together and make alliances.

3.4

Timeline

Planets born with their own timezone. Every planet borns with the year 0 for itself and the technology level is stone age at the beginning for every planet. When the planets get realms on itself by the players, the technology starts to move forward. As long as the planet lives, realms are free to develop the technology further. When a planet dies, all the technology inside of that planet, end with it. Then new planets born with 0 technology from the beginning again. If a planet dies too early, the technology level may not increase so much and the realms may not have any air units yet. But if a planet lives enough, realms may research the technology to the space era.

3.5

Diplomacy

Diplomacy is the most important part of management.

In masters of management, players can send messages to other players. Make allies, enemies. Communicate in a private or public way. Have a good or bad reputation in a private or public way. Every behaviour of the realms get recorded and depending on the behaviour, every realm has its own reputation level. This reputation level is public and can be seen by anyone. So, realms need to be careful about what they are doing.

3.6

Wars

Masters of management offers a unique, detailed tactical war system.

When a war happens, masters of management's unique war system calculates the war progress and ends with a detailed result according to the dynamics of the war. There are various dynamics like defender advantages, attacker advantages, army types, weapons and armor types, tactical placement of armies etc.

The player's army types, weapons, armor types, tactical placement, technology and understanding of war strategies are extremely important.

Depending on the result of the wars, both sides gain and lose armies, resources and materials.

3.7

Kingdoms

Players can create kingdoms and gather other realms under it.

When a player creates a kingdom, that player becomes a king and his realm becomes the main realm of the kingdom. He can organize the dynamics of the kingdom.

Kingdoms have their own diplomacies between each other, besides the realms.

Kingdoms bring easier resource and material sharing for their members.

Kingdom members can stack their armies in the king's realm and the king can manage all armies together.

3.8

Trade

Players can trade resources and materials with other players with the open market system of the game. If a player receives a material that requires higher technology than his realm has, this material brings that technology to that realm, means that technologies can be learnt through the trading system by getting higher technology materials from other players.

In the early phases of the game, trading will only be open for the in game resources and materials, but in the future phases of the game, trading may be open for the in game resources, materials, LOP tokens and NFTs.

3.9

Announcements

There are 2 types of announcements in masters of management. 1- Automated important news 2- Announcements by players.

Automated important news consists of news about the game, events about the game and large in game events like planet or kingdom events.

Announcements by players consist of player and kingdom announcements where players can share whatever they like, tease opponents, strength showcase and many other ideas.

3.10

Ranking

Masters of management collects the realms' and kingdoms' data. This data gets calculated and ends with a point based score system. There are 2 leaderboards. 1 is for realms and 1 is for kingdoms. These leaderboards differ for each planet and the universe.

Every time a planet dies, that planet's leaderboard stops to continue progressing and show the final report forever. It show both realm and kingdom leaderboards.

The universe leaderboard is on the other hand, shows the total result of all the planets and never stops, continue progressing all the time.

3.11

Airdrops

Every time a planet borns, certain amount of LOP tokens get spared to be released as an airdrop.

Every time a planet dies, it leaves a fixed leaderboard behind. According to this leaderboard, top 10 players share the LOP token airdrops which had spared for that planet.

Kingdom leaderboards and universe leaderboard are not used for token airdrops, they are only to show the statistics.

4

Roadmap

Masters of management has a basic, draft roadmap which the team is working to follow up. After the release of the D.A.O, the road will be shaped by the community and the developer team will need to follow up the D.A.O decisions.

The draft roadmap consists of 3 years as for now;

2022:

Idea development, research and the core development of the game for alpha versions

2023:

Alpha releases, D.A.O dAPP release and the core development of the game for beta

2024:

Beta releases, Full release the core development of the game for future releases according to the D.A.O decisions

2025 and further:

D.A.O decisions will shape the future of the game.

4.1

Previous Milestones

Kilopi team has experience at creating game ecosystems, already has a token and already created dAPPs before.

Kilopi team created 2 online game ecosystems back in the 2000s and they were alive for 3 years. The reason of those games' closures were the centralized databases. This was a very important experience for Kilopi team. Blockchain and web3 technology brought back the team together and create a better organized game.

Kilopi team has created LOP token 1 year ago on tron blockchain and already created 2 dAPPs, 1 is governance and 1 is staking. Now, Kilopi team is on the progress to migrate these dAPPs from tron to harmony.

Meanwhile Kilopi team has already tested the harmony devnet and mainnet together with the basic core of the masters of management game.

Now it is time to build it.

4.2

Future Milestones

The most important future milestones are the alpha release, beta release, D.A.O release, full release and the expand release.

After the expand release, the game will be %100 in control of the community. D.A.O decisions will shape the game's future.

5

Economy

There are 2 main parts of the economy for the development of masters of management game. 1- In game economy 2- Development needs until the expand release

In game economy

In game economy will start to progress between players with extremely small amount of transaction fees, tradings and airdrops. In game economy will grow very slowly in time. Building a sustainable in game economy is the key to make the game successful.

Development needs until the expand release

From the core of the alpha release to the core of the expand release of the game, the project needs financial support to keep the development alive in the good situation. Kilopi team is able to continue development even if there is 0 financial support. But the time of the development will linger in this way. To speed up the progress and build a small and effective team, the project needs a certain amount of financial support. To achieve this, developer team will use the tokenomics in a sustainable way to raise small amount of funds and also, developer team will apply for grants in harmony blockchain.

5.1

Tokenomics

Current tokenomics plan is listed below. Please be aware that this plan may have small changes according to the community's moves, D.A.O decisions and the needs of the projects under the Kilopi D.A.O.

Total supply of LOP token: 50 000 000 000

Yearly infilation (new tokens only will be sent via staking dAPP): %3

LOP token official address on harmony chain:
0x1791c97603b4695f53A4f1c02ca0efB74C44b310

The rough tokenomics plan:

Team: %10

Marketing: %10

Liquidity: %10

Airdrops: %10

Play-to-earn: %30

D.A.O systems: %30

5.2

Project Financing

There were no private or public sales of LOP token. This looks good from outside but inside, this is one of the reasons some projects fail in time. So, the project needs financial support.

Kilopi team has calculated the full cost of the development including every single work until the release of the expand of the game. 100 000 dollars is more than enough to accomplish this large task.

While development of the game resumes slowly, the team is searching and evaluating the opportunities to raise the needed funds in time.

Kilopi team is building the community with real life connections and with youtube followers to have a basic, strong community who can help the progress with small amount of investments. Also, Kilopi team is getting prepared to apply for grants on harmony blockchain and building a liquidity pool on harmony's defi dAPPs like defira.

6

Technology

Blockchain technology is used to record ownership, statistics and allow owners to transfer/sell/use them without restriction.

LOP token and masters of management game will be integrated to harmony blockchain. Together with web3 technology, the game will have "user interface" to manipulate the data on harmony blockchain and make the game playable.

Why we choose harmony blockchain ?

Kilopi team has been searching nearly all popular blockchains out there in the industry. Even there are many good blockchains, none of them is serving enough features (speed, scalability, compability with solidity and evm, fees, documentation etc.) which the Kilopi team can build the game on. Kilopi team has decided to proceed with harmony blockchain after making searches around 1 year.

6.1

Future and Updates

There is a very important feature of masters of management game. It is the flexibility and the updatibility of the core of the game;

Since every planet in the game has a different smart contract, every new planet has the opportunity to have different core functionalities. This brings the ability to update the game with every new planet. D.A.O decisions will be made and will be applied to the game with every new planet.

Following the developments in the blockchain industry, masters of management will be able to adopt any of them in the decision of the D.A.O dAPP.

7

Team

The core of the team consists of 2 people. 1- Founder 2- CFO

Other than the core team, Kilopi has some partners and a large community who are helping the project in their free times.

Founder

Name: Cem Tosun

Founder of the Kilopi D.A.O as well. A civil engineer and entrepreneur who has experience in creating game ecosystems, writing the necessary codes and managing the teams.

Linkedin: <https://www.linkedin.com/in/cem-tosun-45979871/>

CFO

Name: Eren Bahadır

CFO of the Kilopi D.A.O as well. A young economist and entrepreneur who has deep knowledge in economy and blockchain.

Linkedin: <https://www.linkedin.com/in/eren-bahad%C4%B1r-502840225/>

8

Conclusion

Kilopi team is developing a unique strategy game where players will be able to play the game when they are available, without doubting about a centralized authority or security (losing the data)

On this road, there will be lots of discussions, events, fun, knowledge development and more.

Please join the adventure and have the experience together with a good community.