

Strategy Sports Network

a virtual strategic sports economy



KINGS OF **STRATEGY**

"The Kingdom Awaits..."

Whitepaper V1.5

kingsofstrategy.com

Kings of Strategy (KOS)

A strategy game that uses economic incentives to power six (6) “sub-games” in a virtual strategic and economic competition where players and owners can build long term revenue generating non-fungible assets.



1. Introduction

Console gaming (XBox, Playstation) has exploded in popularity over the recent decade(s) and the complexity of these games continues to increase. Competitive sports games have offered users a way to compete with other players, earn accolades, money, and in some cases even sponsorships. However, to become a top player, one must commit an extremely large number of hours to develop the skills needed to succeed. Because of that, most users eventually stop playing.

This leads the typical user to investigate other aspects of these games commonly referred to as “Franchise Mode”, or “Dynasty Mode”, where the user manages a team over a multi-year period. In these games, the user manages the team by making management decisions, recruiting decisions, salary cap decisions, draft decisions, etc. The user finds enjoyment in executing the strategy of running a professional sports organization.

2. Idea

There are millions of competitive, strategic, forward thinking people who would love to play these types of strategic role-playing games. However, they simply cannot devote the thousands of hours of practice needed to become competitive in those games. Even if they do, the economic incentives to become a top player are out of balance. Kings of Strategy is a strategy game that has been carefully conceived to provide a healthy balance of economic and strategic competition at every level. The Kings of Strategy game was built upon the foundation that a game should offer users the ability to own non-fungible assets that have value and generate income.

3. Games

The Kings of Strategy game on the Strategy Sports Network will include six individual sports games.


- 🏆 Sires of Strategy - Horse Racing
- 🏆 Aces of Strategy - Golf
- 🏆 Ballers of Strategy - Basketball
- 🏆 Goals of Strategy - Football/Soccer
- 🏆 Diamonds of Strategy - Baseball
- 🏆 Gridiron of Strategy - Football (American)

4. Economics

The Kings of Strategy game has been designed with thoughtful consideration and with the purpose of promoting long term balance, competition, and digital scarcity. We've considered endless possibilities and have evolved to the model that is presented below.

5. Top Level Assets

Each of the six individual games will have a finite amount of "Top Level Assets" (TLA). These "Top Level Assets" (TLA) will be represented by a non-fungible token on the Songbird/Flare Network blockchain. An example of these assets for each game would be:

 **Sires** - Race Track - Supply of 12

 **Aces** - Golf Course - Supply of 18

 **Team Game(s)** - Franchise - Supply of 32 per Team Game

“Top Level Assets” (TLA) will offer their owners the ability to earn income from those assets held. “Top Level Assets” (TLA) are businesses inside of the KOS game.

The “Top Level Asset” (TLA) distribution model will be released in the future, but could also potentially be adjusted by community governance.


Details to be announced regarding distribution - 25% of top level assets will be owned by the community.

6. Individual Assets

In addition to the “Top Level Assets, there will be individual “athlete” assets. These “athletes” will be represented by a non-fungible token (NFT) on the Songbird/Flare Network blockchain. An example of these assets for each game would be:


 **Sires** - Race Horse - Free to Mint - Max per wallet address


 **Aces** - Golfer - Free to Mint - Max per wallet address


 **Team Games** - Athlete - Free to Mint - Max per wallet address


7. Skills/Attributes

Each newly minted Race Horse/Golfer/Athlete will have a set of “Attributes”.
Example:

 **Speed** - 20 out of 100

 **Stamina** - 20 out of 100

 **Intelligence** - 20 out of 100

 **Determination/Heart** - 20 out of 100

 **Hands** - 20 out of 100

Users can improve their athlete's performance by obtaining and allocating "attribute points" to their athletes/horse/golfer. Attribute points may only be obtained in four (4) ways:

- **Annual Subscription - receive 20 attribute points per month**
- **Weekly/Monthly training strategy for your athlete (1 - 3 attribute points per week)**
- **Delegate to our FTSO Provider and receive 1 attribute point per week**
- **Play one fantasy strategy game per week in Kings of Fortune (see Kings of Fortune Whitepaper) and receive 1 attribute point per week**

Once a user has received attribute points from one of the methods above, these attribute points can be allocated per the table below. The user can choose to allocate the attribute points to the category of their choice. The number of points required to increase an athlete's attribute level will increase as the athlete improves. This allows newer users to improve quickly but also ensures that true excellence will require long term strategy and patience. The table below shows the number of points required at each level:

Use "Attribute Points" to increase your Athlete's Attribute Levels	
20-50	1 Point
50-60	2 Points
60-70	3 Points
70-80	4 Points
80-90	5 Points
90-99	6 Points

In order to prevent "farming", attribute points are not transferable and you may only allocate a maximum of 10 attribute points per week. Any unallocated attribute points will remain in your wallet and can be used the following week.

The maximum attainable value in each attribute category will be 99. No athlete will be allowed to exceed a maximum average of 95 cumulatively for all categories combined.

8. Subscriptions

In order to incentivize early adoption, Kings of Strategy would like the early adopters to benefit the most from the growth of the Kings of Strategy ecosystem and economy. Because of that, we've structured the subscription to incentivize those early adoptees. We appreciate the visionaries who can see what this will grow into and we want to ensure that you as an early adopter are rewarded for being a King of Strategy!

Subscribers	Annual Membership	
1,000	\$100	Level 1
1,000	\$200	Level 2
1,000	\$300	Level 3
1,000	\$400	Level 4
1,000	\$500	Level 5
1,000	\$600	Level 6
1,000	\$700	Level 7
1,000	\$800	Level 8
1,000	\$900	Level 9
1,000	\$1,000	Level 10

The tiered pricing structure above will be grandfathered in for all users. That means if you are a Level 1 user your annual subscription will always be \$100 to renew.

If a level 1 user does not renew their subscription, the first level 2 user will then be promoted to level 1 and so on. This could allow a level 10 user over time to move up in levels if other people choose not to renew annually. *Subscriptions will be capped at 10,000 users and will then be closed subject to a waiting list.

The goal is to reward the visionaries who come first and the people who stay the longest.

9. Tokenomics

Exact tokenomics are still being finalized and will be announced moving forward. The total supply will be distributed over a ten (10) year period:

1. Fan revenue - a percentage of total supply will be allocated as “fan revenue”. This will be distributed to “Top Level Asset” owners and will represent the revenue generated by fans in a sports franchise.
 - a. “Top Level Asset” owners can choose what percentage of fan revenue they will keep and what percentage they will distribute to their athletes.
 - b. This will require “Top Level Asset” owners to compete with each other for their share of the best “athletes”.
 - c. “Top Level Asset” owners can also choose to set entry fees to their events (there will always be free events as well).
 - d. Team Franchise owners will have to “hire” players from the free-agent market and will have a “Salary Cap” they must stay within.
2. Prize Pool Supplement - a percentage of the total supply will be allocated to supplement prize pools and incentivize players/winners.
3. Subscribers - a percentage of the total supply will be allocated to subscribers and distributed over a 10 year period.
4. Artists - a percentage of the total supply will be allocated to an artist's marketplace to incentive them to consistently innovate content for the games.

10. Ownership Points

As mentioned above, 25% of the “Top Level Assets” will be owned by the community. This ownership will be represented in the form of “Ownership Points”. Ownership points will be earned by holding and providing liquidity for our native token: KingCoin (K-Coin).

Owners may use their ownership points to claim equity in the “community assets”. Community assets will be managed and governed via voting shares allocated based on claimed equity.

11. Seasons/Free Agent Marketplace

In team games, there will be “seasons”. The length of the season (time) will be based on the level of competition. For example, a “Professional” league season may last three (3) months whereas a “Semi-Pro” league may last only one (1) month. At the early stages, an “Amateur” season may last only one (1) week.

At the end of each season the winners will receive the native token, “KingCoin”, that has been allocated to supplement the prize pools. The prize pool token, “KingCoin”, will be shared based on the free agent negotiated percentage. More details to be provided at a later date.

As mentioned previously, a percentage of the total “KingCoin” supply will be distributed to “Top Level Asset Owners”. Keeping the goal of balance in mind, these “Top Level Asset” owners will be required to use a percentage of their allocated “KingCoin” to “sign” free agents to complete their teams for a season.

There will be a salary cap imposed on all teams and this will be adjusted via governance.

There will be a free agent marketplace where players can offer their services for a specified “season”. Players and owners can negotiate with each other and markets will be established.

The “Top Level Asset” fan revenue will be distributed to owners and indirectly shared with players vis-a-vis the free agent markets. It is expected that owners can choose to allocate between 60% - 90% of their fan revenue at their discretion and players will decide where to play based upon that (and other factors).

12. Competitions

Competitions will vary by *sport, but will be simulated with open source, verifiable smart contracts on the blockchain. “Top Level Asset” owners can choose their own community approved competition algorithms for competitions at their venue.

Users can set strategy decisions before each competition (play aggressive, conservative, etc).

Lower level competitions will be held daily while more prestigious events (Kings Cup) may only be held every 2 years!

13. NFTs

All of the assets in the Kings of Strategy game will be represented by non-fungible tokens (NFT) on the Songbird/Flare Network Blockchain. In addition to the “Top Level Assets” and athlete assets, there will be other NFT “booster” assets in the game. This can accelerate your training or provide a faster path to improvement.

Booster NFT’s can only boost training performance. All competitions will be purely based on the players skill attributes with no consideration for booster NFT’s owned.

Players will be awarded with special, rare NFT’s for winning elite competitions and reaching special milestones. There will also be special NFT collectibles to commemorate the development of the ecosystem.

14. Community

Once established, Kings of Strategy will provide community governance for the community to amend or change rules. More specific criteria will be provided in the future.

15. Conclusion

We have tried to think through the best way to create this unique and dynamic economy. We recognize that as we evolve we will need to adjust certain things in order to maintain balance. In order to maintain credibility, we will always offer community governance voting on any changes to rules or the distribution models of the assets.

Each individual game will also have its own whitepaper with more specific details relating to that specific game.

Subscriptions will be available upon launch of the Songbird Network. Initial subscriptions will not expire until 12/31/2022. Anyone that signs up early will be rewarded with a few extra months on the first annual subscription. Details are still emerging on the Songbird/Flare network roll out, but our intent is to launch on Songbird and then move to Flare once audits are complete.



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