



White Paper
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1. Executive Summary

What is Kyrie & Terra?

Kyrie & Terra is a state of the art gaming platform developed by Center to Seconds (C2S) which will originate on Binance Smart Chain (BSC). Players role play “The Chosen King” in middle age terrain. In this fantasy world, players would have the ability to cast “Celestia” (our NFT Characters) to help them complete challenges through stages, collect points, battle against monsters and other players, and even create their own guild.

Similar to RPG games on traditional consoles, stories, objectives, missions, and ultimate goal would be revealed part by part as the game is being played. The key to win Kyrie & Terra lies under a unique battle system mechanic called “*Akashic Record Battle System*”, or dice probability control. In each battle mode, characters actions are highly dependent on the faces of players’ dice. This means players not only have to collect useful NFT characters suitable for different situations, they also have to equip them with NFT items, weapons, and lands to maximize the outcome of in-game dice rolls.

And not only our battle’s part is unique, In Kyrie & Terra, players need to interact with our lovely Celestias in order to build and create romance-relationship with them. The relationship players created with Celestias will affect not only the battle mechanics and also to the story of the game itself.

In return to playing and winning, players would receive prize points, fantasy fragments, NFT items, NFT characters, mysterious boxes, or even our utility tokens (TRM) and governance tokens (KNT).

Why Kyrie & Terra Will Change the World?

Synergy of thrilling gameplay and ACG culture

Kyrie & Terra is developed under the aim to revolutionize the way consumers view defi gaming platforms. With the team's strong belief that NFT games could be made as fun and thrilling as traditional console games, Kyrie & Terra focuses on creating a sustainable gameplay experience by involving Japanese ACG (animation, comic, and game) culture and art, Isekai fantasy storyline, and interaction with peers. We value interesting game content and player experience as our ultimate priority.

Permanent Assets Ownership

It is our team's consensus that there are two perceivable limitations of traditional game and centralized online game providers: limited game life and players not truly owning game items. Firstly, all centralized games are dependent on game providers' continuing operation, meaning that none of them has permanent life. Secondly, players could never truly own or control game assets (such as items, weapons, characters, etc.) that they spent a tremendous amount of time and effort winning from the game they play. Most of these valuable items would disappear when online games stop operating.

As a solution, the team differentiates Kyrie & Terra from mainstream games by turning in-game assets into ERC-1155 tokens/NFTs. This allows players to permanently possess and use their assets in the game, trade them freely for real money on the NFT marketplace, and even embed them in other affiliated games in the near future.

Play and Earn

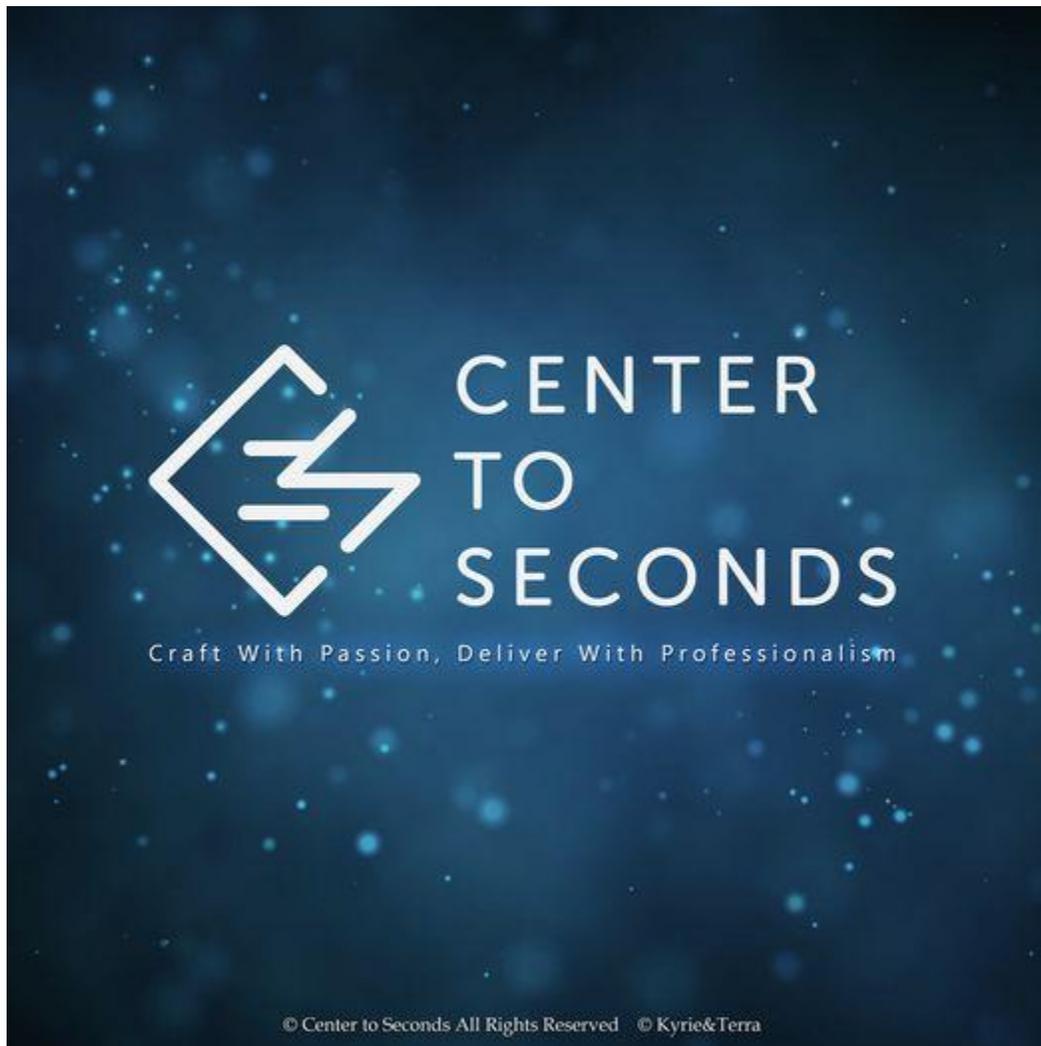
Kyrie & Terra emphasizes the "play and earn" concept, meaning that we are creating an environment where the community's priority of joining us is to be entertained and create their NFT collection. Nevertheless, through simple game play and engagement, they could be rewarded with our Trim (TRM/utility token), Kyrioneum (KNT/governance token), and other items which can convert to NFT and have tangible value in the real world.

We Are Here to Stay

The developers team of Center to Seconds prioritize making Kyrie & Terra a long-term business. We aim to serve the community with our best efforts and grow along with our members. We are engaged in our long-term plan discussed later in “Business Expansion Plan” and “Roadmap” sections of this white paper.

On this occasion, we would like to invite you to join our family of heroes, take an exciting and unforgettable journey, and grow together with us.

2. About Center 2 Seconds.



We are a global startup team of professionals from various industries, united to achieve our ultimate goal: Creating a better world with the love of Anime, Comic and Game.

Vision Statement

Creating a better world where people are inspired by visible and tangible benefits of friendship, endeavor, and selflessness through Anime, Comic and Game (ACG)

We believe in creating a unique ACG themed universe and stories reflecting the ideas of achieving success through having cooperative fellowship, working hard to specialize on a task, and having empathy and help other people. We believe such ideas, once engraved in people's minds, would inherit to the following generations until world peace becomes reality.

Mission Statement

Craft With Passion, Deliver With Professionalism

Our team has a strong passion on creating a sustainable NFT game that possesses three core values: quality game play experience (challenging, fair, and addictive), unique art designs aesthetically visualizing ACG culture, and a storyline neatly crafted and eliminates loopholes to keep players emotionally engaged. As all of our team members are faithful disciples of the gaming world, we truly understand factors needed to retain customer loyalty. Thus, the team, which is composed of experts from different fields related to game development, is committed to professionally deliver our dream gaming experience to revolutionize the NFT gaming industry. We would change consumers' perception by making our NFT game as fun as traditional game consoles, but could help generate financial rewards back to players, holders, and society in return for their support.

3. Business Analysis

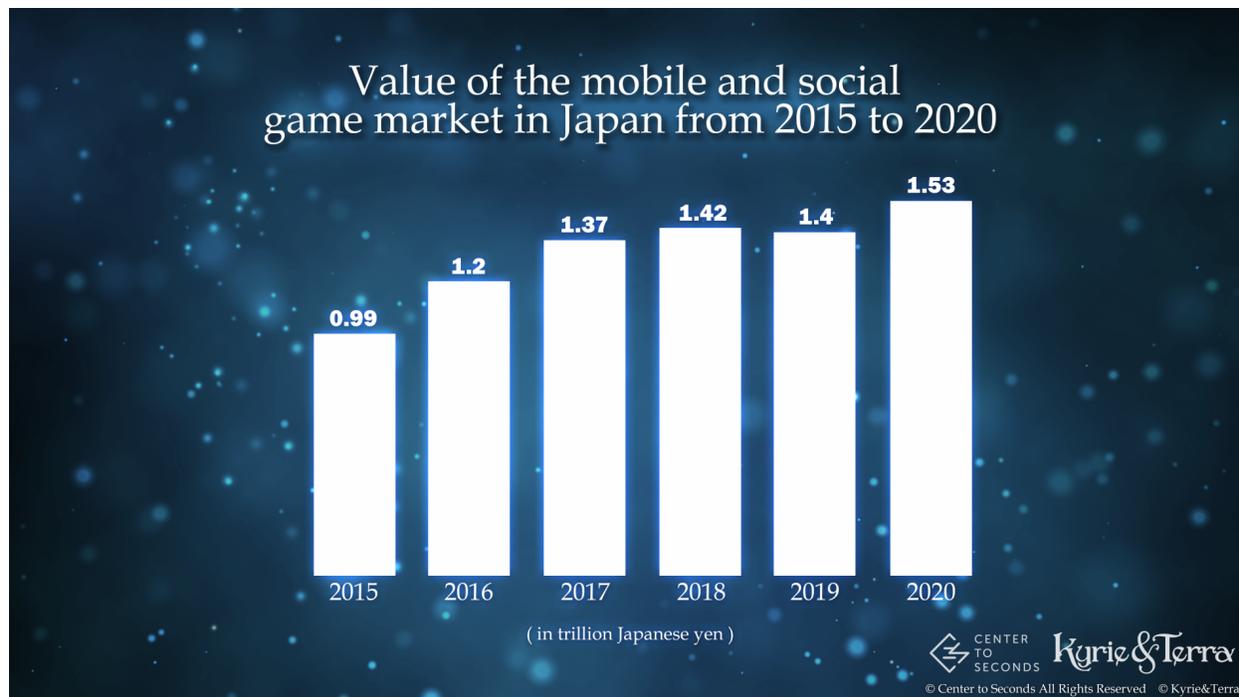
The ACG industry, which is a combination of modern technology and arts, is the core value of Center to Seconds' business. We aim to create a long-term and sustainable environment full of valuable intellectual properties (IP) where users and investors could interact. Composed of professionals who are strongly faithful to the ACG culture, our team aims to develop a quality NFT game packed with valuable art assets, including thrilling light novels, collectible NFT (characters, actions, and equipment), professionally produced music, and compelling game mechanics to maximize gameplay experience. We are serious about adding value to these intellectual assets as we perceive they are core factors to reaching and retaining our target market.

When creating Kyrie & Terra, the team focuses on quality gameplay experiences rather than just building up an NFT trading platform. Our main target segment would be Japanese ACG based Gacha game players who have knowledge about NFTs and join our community because they would like to play the game and collect NFTs for entertainment purposes. We plan to retain our relationship with this segment more permanently by making NFTs from one game transferable to another game/platform managed by us in the future. This allows a higher level of confidence and engagement on each purchase.

Business Opportunities

Market Capital of Mobile & Social Game and ACG Products

On the quantifiable aspect, C2S offers promising returns to our stakeholders, namely business partners, investors, and players themselves. This is due to both gigantic amounts of total gaming market capitalization and revenue.

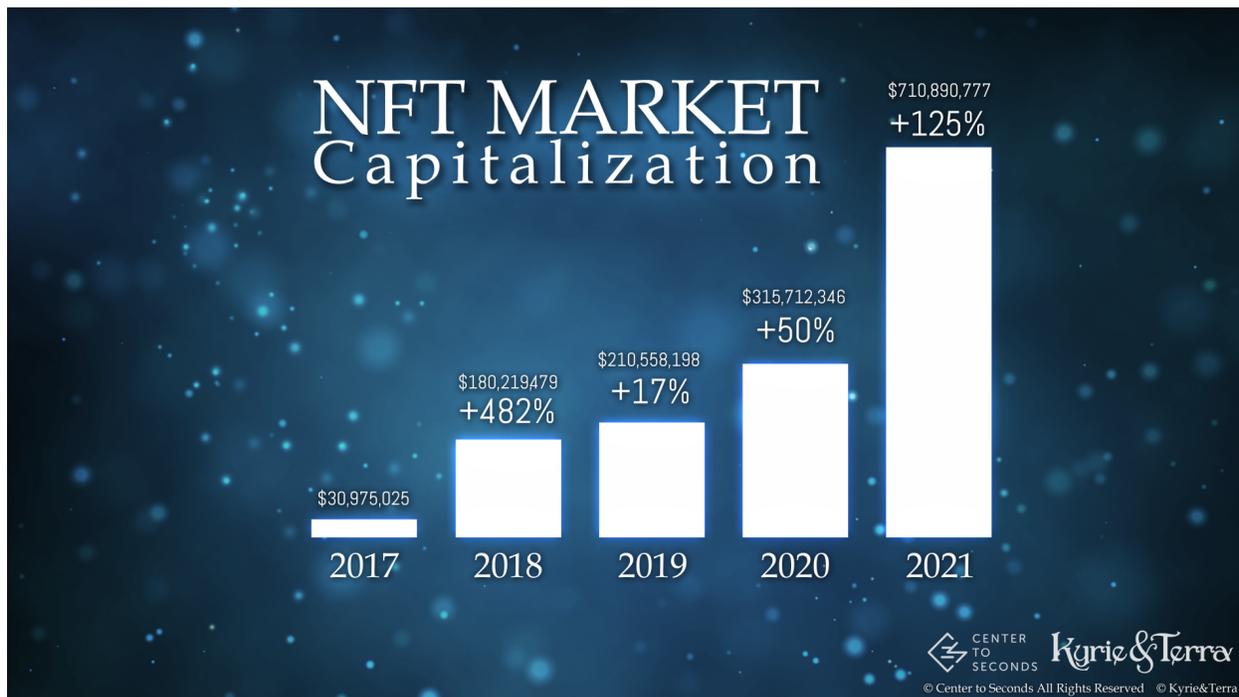


While its core value is to create satisfying experience and shared interest, the Japanese ACG market provides a vast variety of business opportunities. According to Statista.com's latest report, the value of the mobile and social game market in Japan alone has been increasing steadily over the past decade. In 2020, it accounted for as much as 1.53 trillion Japanese Yen (approximately \$US 13.55 billion) (Value, 2021). While this number seems to be dazzling, it is important to note that ACG culture has also flourished in other parts of the world. Thus, our strategies are not focused only among Japanese gamers, but also on countries where gaming and NFTs are available. As an illustration, China.org.cn stated that during the first half of 2020, total value of output of Beijing ACG industry alone had grown by 30% to approximately \$7.47 billion (Beijing's, 2020). This growth is still minimal considering its potential. This is due to the fact that ACG is closely related to the needs of the current generation which is clearly perceived through the growth of traditional gaming industry, mobile gaming, esports, NFTs, and Defi gaming.

Another clear evidence is found in an article posted on prtimes.jp which shows a research conducted by Kadokawa ASCII Research Laboratories, Inc. suggesting that the game content market has been growing substantially. In East Asia, North America, and Europe, total market capitalization has grown by 1.86 Tn, 1.36 Tn, and 0.61 Tn Japanese Yen respectively (approximately \$US 16.33 Bn, 11.94 Bn, and 5.36 Bn) (Kadokawa, 2021). Being able to retain just a small percentage of active users/players from these markets could mean a fortune.

Finally, research result of Tianyi Gu's post on newzoo.com on September 23, 2021 suggested that the market for mobile gaming, which currently accounts for \$90.7 billion globally (45.3% on iOS, 31.1% on Google Play, and 23.5% on third party Android App Store), is expected to grow steadily until it reaches \$116.4 billion in three years (Gu, 2021).

Emerging NFT and GameFi Markets



To emphasize the strength of Kyrie and Terra’s market segment, it is vital to note that the current investment trend is being pushed towards NFT. According to 2021 data presented by Gourmet Galaxy, NFT market capitalization has been growing exponentially since 2017 from \$31 million to an approximation of \$711 million in four years, which is about 2,200% growth over the period (NFTs, 2021). This number is expected to keep rocketing over the following years. To illustrate such growth, a group of analysts led by Stephanie Wissink of investment Jefferies has increased prediction on NFT market-cap to over \$35 billion in 2022, and would rocket to \$80 billion by 2025 (Canny, 2022). Consequently, our team at C2S view that the market Kyrie and Terra plans to serve is a blue ocean full of opportunities.



Additionally, the growth of market capitalization for the GameFi segment is another information we have been focusing on. The above bar chart is information traced from an article written by Tom Wijman of Newzoo.com. It could clearly be seen from the chart that the global game market is expected to have steady growth each year until it approaches \$200 billion within 2022

(Wijman, 2019). This means just a tiny portion of market share from this industry would be able to generate enough income to sustain a business.

Enlightened by the research results, C2S is trying to catch the combination of both growing gamefi and NFT market trends. Due to the fact there are still a minor number of ACG themed NFT games out there, we believe it is one of our major strengths that could help generate first-mover advantages. Our team at Center to Seconds understands that such a trend is compulsory and we have already set a plan ahead on serving the market. We are currently developing web-based platforms and have already planned on developing mobile platforms in the near future to serve all potential demand.

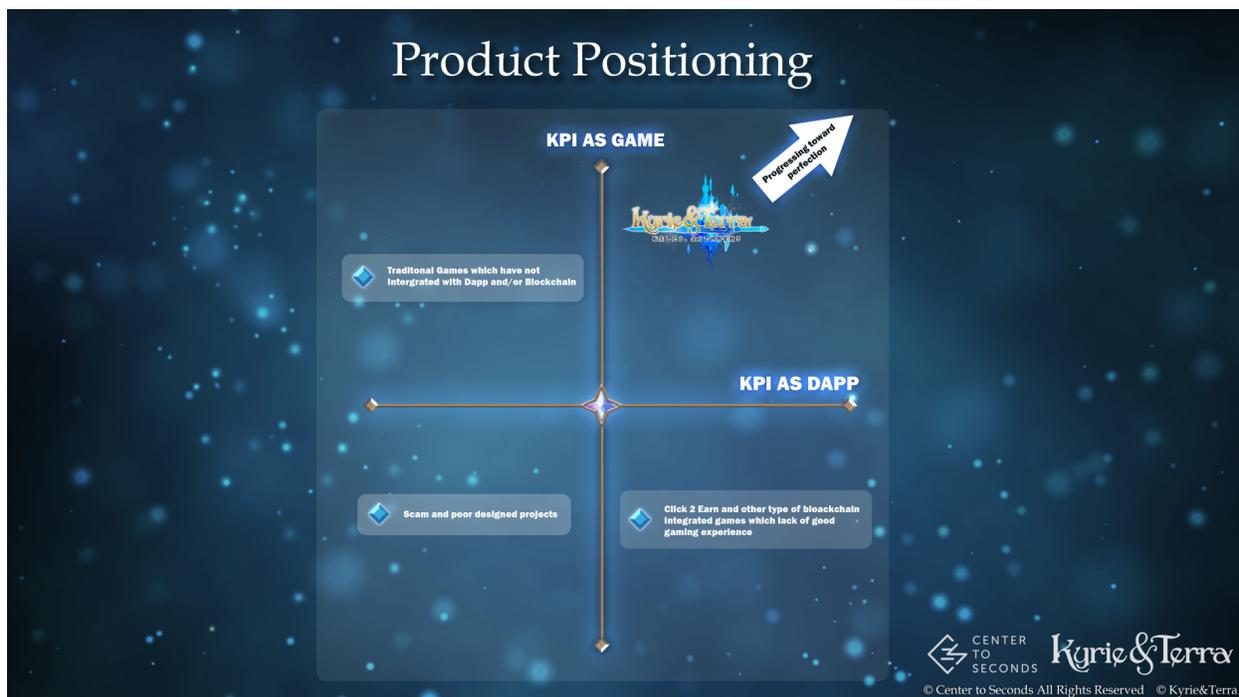
Kyrie and Terra Business Potential



There are four main pillars to Kyrie and Terra's game environment:

1. **Storytelling:** Kyrie and Terra is created based on the Japanese Isekai light novel, which is a storytelling style being consumed and reachable by readers and animation watchers around the world. Thus, the game is full of compelling stories and familiar characters that players could create long-term intimacy with. Unlike some other Play to Earn NFT games which involve only basic scenes, Kyrie and Terra encourage players to learn the history of each specific character to enhance demand for creating collections of our NFTs.
2. **Illustration:** The team strongly believes that the quality of illustrations and artworks presented in Kyrie and Terra is our perceivable strength. It clearly presents the uniqueness of the game and professional level of arts among Japanese ACG marketplace.
3. **Music:** Our music producers are professionals in the gaming music industry. You may notice that music used in Kyrie and Terra sounds familiar as you may have heard songs produced by our music producers in other games.
4. **Game Mechanics:** Kyrie and Terra is full of innovative game mechanisms that have never been used in current NFT games. For example, our dice rolling system during fighting phrases (more information would be revealed in our how to play manual) and our game mechanic that allow every individual to design personal specific best combo, allowing players to be more creative in building up their own strategies.

Gamefi Product Positioning Matrix



This matrix provides a clear explanation on the position of Kyrie and Terra (KNT). From the y-axis in the graph, it could be seen that KNT has a high ACG level comparable to other Japanese themed games in the NFT Gamefi market. This is due to the completeness of our four pillars of gaming business discussed above, especially the AAA level of artworks created by our experienced art team. On the other hand, KNT's position on x-axis is showing that the game is also aiming for a decent level in the Defi world. Our professional technical team has added several Defi components to provide rewards and enhance players' excitement. Finally, the team composed of economics professionals who designed a sustainable tokenomics to ensure our token system would be retained in the long-run.

Expansion Plan

C2S business objectives are not limited only to revenue from upfront gaming business. The fact that we plan to develop Kyrie & Terra on all ACG dimensions stated earlier, is because we strongly believe that well built IP assets could open the door for many other sub-business opportunities. The team has a consensus that after Kyrie & Terra has a proven success, our business expansion could be made through these following methods:

1. Splitting Each Pillar of Our IP for Expansion

As seen on the diagram, the IP of Kyrie & Terra is made up of four main pillars: storyline, illustration, background music, and game mechanics. Thus, the most basic expansion method we could conduct is to break down the value of these IP into different parts to sell them outright. For example, Kyrie & Terra is created under the means of entertaining players through consumption of Isekai novels. C2S could combine the stories in the game and produce books sellable to our community. We may also create a community of readers and allow them to vote for outcome following episodes through the use of our governance token (KNT). Similarly, this method could be applied to our game characters and illustration. Arts could be combined to create sellable NFTs or artbooks, and users of KNT may be able to vote for specific character design or items in the game.

2. Integrating Two or More Pillars to Form a Synergized IP

The second possible approach of C2S business expansion is to combine some of the available game components to create a differentiated product. As an illustration, our infamous characters could be merged with music to create a music video, while our visual illustration could be combined with game novels to generate a series of animation, both of which could be sold to consumers outright or could be used for promotional purposes to increase C2S market share.

3. Relating IP to Another Business Domain

The team strongly believes that rich intellectual properties from Kyrie & Terra could be used to form joint venture businesses with several other domains and create another channel to strengthen our business environment. Once our game has a considerable number of loyal customers on hand, they would become one of our most valuable assets. C2S could enhance relationships with this group of customers in various ways, such as making some of our characters become online influencers who could conduct live interaction with fans, creating meet and greet events where fans could purchase tickets and participate, and even work with sponsors or other companies to create digital marketing events and advertisements through using our IP.

4. Provide Services from Team Expertise

Finally, once Kyrie & Terra has proven success, experience and expertise of our team members would become valuable and scarce resources demanded by different parties in the society. As a result, we believe we could create new B2B services such as an affiliated consulting or digital marketing firm which could enhance C2S revenue. Furthermore, our team plans to make use of our integrated knowledge, such as programming, tokenomics, defi business analysis, gamefi marketing, etc. for educational purposes. In the near future, we plan to create courses, both online and in person, to teach interested individuals and support them so they could better utilize our platform and make use of our offered tokens to create and run their own platforms. Through these courses, C2S business environment would be even more sustainable in the long-run.

To conclude, it could obviously be seen from our plan and analysis discussed above that the team at C2S is serious about creating quality IP based on ACG culture. Unlike many others, our plan started with a long-term point of view. We plan to develop a sustainable and decentralized community through a combination of our unique storyline, gorgeous illustration, professionally produced music, and thrilling game mechanics. We have already set ahead our plans on future expansion. Like what we have declared in our Vision and Mission Statement, we are here to stay long-term and the team's ultimate goal is to grow sustainably along with our valuable community, while also improving their living standard.

4. Game Universe

Prolog



An ordinary office worker (You) at Center to Seconds had been successfully trading crypto currency every evening for about a year. Filled with confidence, you decided to invest all of your savings in a mysterious Defi project, which you possess insider information. You believed it would make a sum of money that could change your life. Unfortunately, you came home one day to figure out that the value of your crypto assets plummeted by 99.9999%. While everything around went numb and your pale hands started shaking nervously, you anxiously surfed around several websites and opened emails in the hope of figuring out what you have missed. Coincidentally, an unfamiliar email is opened. There were a few sentences begging for a person to save the world. The moment you were curious that this may be a scam, your cat jumped on your back and you accidentally clicked the link attached with the mail. Your screen lit up so bright that it dazzled your eyes. You passed out. After a very long time, which you did not know if it was hours, days, or weeks, before you became conscious again, in a totally different world. Now, your adventure has begun...

History



In the distant past, over 25,000 years ago, another world called “Grand Terra” was ruled peacefully by Immortal and almighty celestial beings, Deos. It was a perfect place comparable to the Garden of Eden. Humans were born, grow, and evolve happily along with other animals and plants without external threats. Until one day, a group of ruthless demons appeared before Grand Terra. They successfully persuaded one of the celestials to betray the others. The betrayer and the demons grouped up with sinful humans, called the “Heretic”. Together, they formed an army of darkness and started wars and chaos in Grand Terra. (The war is being called “The war of calamity”) Through great efforts and sacrifice, Deos won the war. Unfortunately, the demon's prime, the Dark Lord, escaped. The remaining deos were facing too much loss and did not have enough power to chase after the dark lord. They had no choice but to return home to be healed and rebuild their army. They needed to prepare for any event should the Dark Lord return to Grand Terra. Legend has it that whenever the Dark Lord returns, a chosen savior would be summoned from outside Grand Terra. He would help restore the strength of all deos so they could suppress the demons' army once again. Citizens of Grand Terra named him “The Chosen King”.

After the War of Calamity, the great 12 divines, leaders of Deos entered a timeless space, called “Pandemonium”, to restore their powers. Some of Deos who were left behind and did not enter the timeless space lost their power. Thus, although they still possess godly abilities, they are no longer immortal, meaning they do grow old and die. Most of these beings spend their lives among humans, elves, and other living organisms of Grand Terra. They started several royal families and bloodlines who rule various cities all over the world.

The Great 12 Divines



The great 12 deos who protect Grand Terra

- Keter
- Binah
- Hokmah
- Da'at
- Gevurah
- Hesed
- Tif'eret
- Hod
- Netzah
- Yezod
- Malkhut
- Ein Sof

They are generally believed to be the creators of Grand Terra. After the war of calamity, The 12 Divines lost most of their powers. They concealed themselves in a timeless universe called "Pandemonium" in order to cure their wounds and restore their powers.

Character Introduction

- Protagonist (Player):

An ordinary office worker who has accidentally been warped into Grand Terra by a mysterious email. The player's knowledge about this world is very limited. Trying to find a way home, the player will need to build relationships and create a team celestias (in-game NFT characters) to conquer several missions and finish quests. Although the protagonist does not possess any combat power/ability, he has the power of The Chosen King, who could summon and upgrade celestias.

- Celestia:

Spiritual beings believed to be the protector of Grand Terra. Celestias are mortal spirits who were purified and upgraded by power of "The Chosen King", allowing them to absorb core energy of Grand Terra. This makes their lives and power closer to immortals. They are your main supporters to complete each mission.

Main Heroines

Prophets of Grand Malkhut

There are 3 main heroines in Kyrie and Terra, who are all scholars of Grand Malkhut Royal College, the royal college of the Eternal Kingdom established by cooperation between the Holy Cathedral of 12 Divines and the Royal Army of the Kingdom. The college has 2 faculties teaching 5 majors:

1. Faculty of Magic
 - a. Major in Arts of Holy and Healing Magic
 - b. Major in Arts of Elemental Magic

2. Faculty of Chivalry
 - a. Major in Close Combat Martial Art
 - b. Major in Range Combat Martial Art
 - c. Major in Military Strategist

Regina De Windmill

Regina is our first main heroine. She is an orphaned child raised by an orphanage house located in a small village named Windmill in Eternal Kingdom. Contrast to her unfortunate life of never knowing who her actual parents are, Regina is an energetic and optimistic girl. She is keen on exploring lives and the environment around her. At the age of 15, her holy magic potential was discovered by the priest of Windmill Church. She was then guided to Grand Malkhut Royal College and became a student in the Faculty of Magic, Major in Arts of Holy and Healing Magic ever since.

**Information about the other two heroines would be revealed soon !

5. Kyrie & Terra's Core NFTs

Game Characteristics

Player takes part as the “Chosen King” of the world called Grand Terra. The player has the power to summon “Celestia”, core fighters of this game, to fight with game environment and monsters, complete missions, clear quests, fight other players in PVP mode, etc. In order to start, players need to set up a team of up to 3 celestias to take actions, but there is no maximum limit on how many total celestias each player could possess. Each celestia character in Kyrie & Terra could be minted as your personal NFT through the game mechanics. It could be obtained through several methods explained later in this section.

Battle Gameplay Mechanics: “Akashic Record Battle”

Description

Akashic Record Battle is Kyrie & Terra unique battle system which allows the player to use dice casting to trigger action(s) of all celestias and enemies.

There are 5 Phases including in 1 Turn as follows

Phase 1: Start Phase

This phase in the initial phase. Some actions which have a description of “Trigger at Start Phase” will be executed at this phase.

Phase 2 : Dice Casting Phase

Player needs to roll a dice at this phase. The result of dice rolling will determine which action can be triggered at this turn. (Both celestias in player’s team and enemy’s side will use the same dice rolling result)

Phase 3 : Target Selection Phase

After the dice rolling is finished, the player needs to select target(s) for all triggered action(s). For the celestia who has no action triggered in this turn, normal attack will be performed (player needs to select the target(s) of normal attack as well)

Phase 4 : Execution Phase

After target selection has been done, All action(s) including normal attack will be executed by logical sequence of speed.

Phase 5 : End Turn Phase

This phase is the last phase. Some actions which have a description of “Trigger at End Turn Phase” will be executed at this phase.

Battle in Kyrie & Terra is also not about direct damage calculation. There are also ailments effects in the game. The ailments effects in Kyrie & Terra included but not limited to Poison, Charm, Mute, Numb, etc.

Visual Novel Gameplay Mechanics: Dating System and More

Kyrie & Terra is not just an idle RPG which players can only continue their battle without solid purpose or objective. Players can also enjoy the storyline through playing in the visual novel part. Every decision made by the player will have influence with the storyline.

Players can enjoy building relationships with Celestias and experience the story of Grand Terra through our unique and innovative Gameplay.

Each content in Kyrie & Terra may require a different setting of NFT and/or item to play. In this version of the whitepaper, we will introduce our core NFTs as follows.

Celestia



Core NFT of Kyrie and Terra. They are characters that players summon to help them pass each stage and fight against monsters, bosses, or other players (in PVP mode). Each celestia possesses her own unique skill(s), which could be upgraded by combining with another similar celestia card. Moreover, celestia could be equipped with up to 3 additional action cards, depending on each action card's condition.

Celestia's core attribute values include

Core Attributes:

- Class : *Please see reference at "Class" section
- Element : *Please see reference at "Element" section

Status Attributes:

- Hit Point (HP)
- Speed (SPD)
- Attack Power (ATK)
- Defense power (DEF)
- Magic Attack power (MATK)
- Magic Defense/;..≥ power (MDEF)
- Stamina (STMN)

Some celestia cards could contain different attribute values which would be randomized with maximum and minimum limit based on the card's rarity level. Randoming method is subject to the random number generation (RGN) formula. Each status attribute will cause effect to the calculation in battle related formulas.

Hit Points (HP)

The attribute defines Maximum Hit Points of Celestia, In battle when the hit points reach 0, the celestia will not be available to command.

Speed

The attribute defines how quick the celestia is. Higher Speed means quicker to execute any action

Attack Power (ATK)

The attribute defines the physical strength of the celestia. the attribute directly affects the damage output when normal attack or action which output calculation based on ATK is performed

Defense Power (DEF)

The attribute defines the physical defense power of the celestia. the attribute effects as resistant whenever the celestia receive damage from physical attack

Magical Attack Power (MATK)

The attribute defines Magical Attack Power of the celestia. the attribute directly affects the damage output when normal attack or action which output calculation based on MATK is performed

Stamina (STMN)

The attribute defines celestia's stamina representing the availability of using the celestia in battle. When stamina of celestia reached 0, Player can not use the celestia in battle and need to recover the stamina in order to use the celestia again

Action Card



Use for enhancing celestia's attack or defense actions. There are two types of action cards, "Skill Card" and "Spell Card", both of which could either be "Active" or "Passive" action. Card types could be differentiated by symbols in a small flag located at the top right corner of the card. Players could create several combinations of action cards to match their own celestia. Each action card is designed with different abilities that match different game situations. Thus, different combinations would be suitable for matching different requirements, conquering different stages, and completing different events.

Core Attributes

- Element : *Please see reference at "Element" section

Dice Casting

- All in-game movements made by action cards are determined by dice faces. The first step during the fighting phase requires the player to roll one dice (probability of dice faces is affected by the action and equipment cards the player and opposing party possess). The player could then select the action that matches the dice number for celestia to take. In the case that the dice face does not match any skill on hand, celestia would conduct a normal attack, which is usually a basic physical attack.



Action card status attribute include

- Speed (SPD) : Speed of the action will be added in the battle's calculation formula along with the speed from Celestia and Equipments. Higher Speed means quicker action to perform
- Attack Power (ATK) : Attack Power of the action will be added in the battle's calculation formula along with Attack Power of Celestia and Equipments.
- Magical Attack Power (MATK): Magical Attack Power of the action will be added in the battle's calculation formula along with Magical Attack Power of Celestia and Equipments.
- DEF: Physical Defense Power of the action. Mainly categorized as Buff/Enhance skill
- MDEF: Magical Defense Power of the action. Mainly categorized as Buff/Enhance Action
- HP: Healing Power of the action. Mainly categorized as Healing Action
- Action Count : The number of maximum usable times of the action in 1 battle
- Cooldown : The number of turn(s) which user need to wait until available to execute the action again
- LV: Current Upgrade LV of the action

Same Action cards could contain different attribute values which would be randomized with maximum and minimum limit based on the card's rarity level. Randoming method is subject to the random number generation (RGN) formula.

Equipment



Use for enhancing or modifying celestia's attribute value. Different attribute values match different game situations. Equipment status values include

- Hit Point (HP) *Some of equipments may have HP increasing/decreasing effect
- Speed (SPD)
- Attack Power (ATK)
- Defense power (DEF)
- Magic Attack power (MATK)
- Magic Defense power (MDEF)

High level equipment and action will be subject to some usage limitations.

Terrain

*This type of NFT will be introduced later

Land

*This type of NFT will be introduced later

Ways to Obtain Core NFTs

Kyrie & Terra's core NFTs could be obtained through, but not limited to, the following methods:

- Stable coin gacha (BUSD)*
- KNT limited gacha*
- Direct sales during promotional sales event
- In-game online events
- Offline events, including airdrop and physical in-person events
- Marketplace (buying NFTs outright from other players)

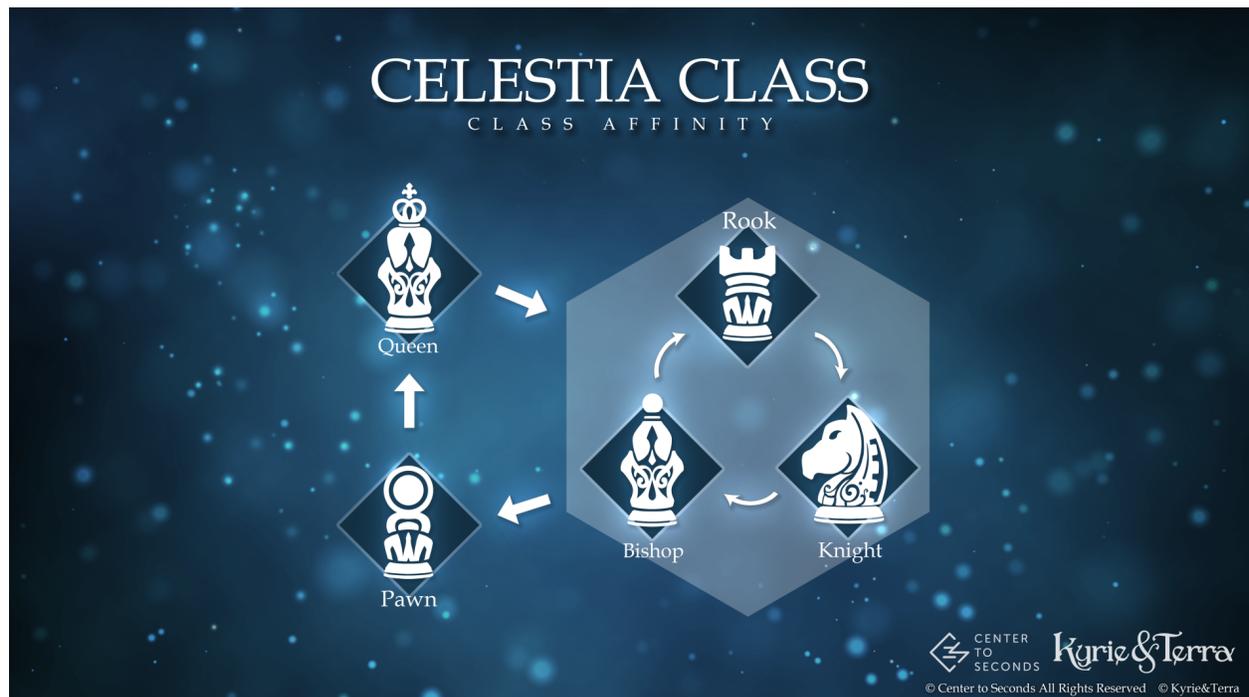
*Gacha chance is subject to random number generation (RGN) formula, which will be updated in the near future.

Rarity

Each NFT rarity could be noticed through the card's frame. There are five rarity levels:

- Myth - Kyrionium Crystal Frame
- Super Rare - Diamond Frame
- Rare - Gold Frame
- Uncommon - Silver Frame
- Common - Bronze Frame

Celestia Classes



The celestia class is presented by a chess symbol at the bottom left corner of the NFT. Its class determines additional strength/weakness against another class.

- Queen
- Bishop
- Knight
- Rook
- Pawn

Elements



The element of each NFT is presented by the color of the jewel at the bottom left of the card. Celestias, action, and equipment will have element attributes, each of which determines additional win/lost rate against another element.

- Fire (Red)
- Water (Blue)
- Wind (Green)
- Light (White Gold)
- Dark (Dark Purple)

NOTE: More gameplay statistics would be disclosed after NTFs are released to the public.

Marketplace & Play and Earn Mechanic

To enable Marketplace and Play and Earn (P&E) Mechanics of Kyrie & Terra, players need to proceed with the story and clear conditions (some payment including) to the point that the function of “ISEKAI Logistic Service” is available.

ISEKAI Logistic Service is the function that allows players to transfer their in-game assets, converting them into On-Chain Data and transfer to Player’s Wallet.

Limitation and Caution when using ISEKAI Logistic Service are as follows.

-Shipping Method

In ISEKAI Logistic Company, there are many shipping methods which have different price settings and available item(s) to be sent with the method. The setting may have limitations like type of the items, amount of the items, shipping time, available time of use. Players need to consider and select the proper method available at the time.

-Risk of Loss

As in-game mechanics, there are risks for damage occurring to the shipping item(s) which shall be determined by “ISEKAI Logistic: Risk of Loss RNG Formula” (the details about the formula will be updated in the next revising). That means some of the items may be lost during the process of transferring. The risk can be prevented by purchasing “ISEKAI Logistic Shipping Insurance Package”. The package allows players to transfer the items with 100% success rate guaranteed.

After the items have been transferred to Player’s wallet, Player can sell the items in Kyrie & Terra’s marketplace.

(The details about Kyrie & Terra Market MarketPlace will be updated in the next revising)

6. Tokenomics

1. Trim (TRM)



Technical Spec: ERC-20 Compatible, 18 decimals

Contract Address: to be confirmed

Sample of Utility and Functionality:

An important resource used as a main currency in the game. It is our utility token which could be granted to players through completing daily quests, passing stages, winning other players in PVP mode, etc., and used up (burned) through drawing gashapons, crafting or upgrading items, trading, etc.

In-game functions that require TRM include, but not limited to:

- Buy/Exchange with other in-game resources
- Refill stamina
- Upgrade celestia
- Upgrade skill and spell
- Upgrade item and equipment
- Upgrade land
- Craft skill and spell
- Craft item and equipment

Max supply: There is no max supply of Trim

Token Allocation: 100% acquired from in-game action only

Methods to obtain TRM include, but not limited to:

- Direct purchase from DEX
- Play to earn (eg. PVP, raid boss, challenge quests)
- In-game limited time events
- Offline events

2. Kyrionium Token (KNT)



Technical Spec: ERC-20 Compatible, 18 decimals

Contract Address: To be confirmed

Sample of Utility and Functionality:

An Erc-20 governance token of Kyrie & Terra. It is a smart contract backed token players could either purchase directly during Presale and IDO events, secondary purchase from the exchange market, or acquire from some in-game activities. It has several functions, such as drawing special gasha, using alongside Trim for special crafting, using as currency for in-game NFT trading, staking, and voting.

Use cases of KNT include, but not limited to:

- Special gacha
- Upgrade max level celestia
- Upgrade max level skill and spell
- Upgrade max level equipment
- Upgrade land
- Unlock pro-features

Max Supply: KNT has a max supply of 250,000,000 coins. There would be no further increment of any additional max supply of KNT after this cap.

Methods to obtain KNT include, but not limited to:

- Public sales through Initial Decentralized Token Offering (IDO)
- Direct purchase from DEX
- Play to earn (eg. PVP, raid boss, challenge quests)
- In-game limited time events
- Offline events
- Staking

Token Allocation



Kyrionium Total Supply and Unlock Schedule:

KNT Total Supply and Unlock Schedule										
	Private Sale	Public Sale (CEX Listing)	Staking Reward	Play to Earn	Advisors/ Partner	Dev Team	Marketing/ Ecosystem Fund	Reserve	Total Supply	
Allocation	15,000,000.00	20,000,000.00	62,500,000.00	50,000,000.00	10,000,000.00	52,500,000.00	15,000,000.00	25,000,000.00	250,000,000	
% of total supply	6.00%	8.00%	25.00%	20.00%	4.00%	21.00%	6.00%	10.00%	100.00%	
need \$2M from 15M KNT	0.13	Public Sale - need how much \$US to LP - to equate value of 20M KNT								
	USD								3,000,000	
Issuance date	Private Sale	Public Sale	Staking Reward	Gaming Issuance	Advisors	Kaneten	Ecosystem Fund		Total circulating supply	Circulating supply %
Day 0 (November 4th 202	3,000,000.00	20,000,000		4,375,000			5,625,000		33,000,000	13.20%
Month 3				4,375,000					37,375,000	14.95%
Month 6	3,000,000.00		1,822,938	8,750,000	2,381,000		1,171,875		54,500,813	21.80%
Month 9			5,468,750						59,969,563	23.99%
Month 12	3,000,000.00		5,468,750	6,250,000	952,400	6,562,500	1,171,875		83,375,088	33.35%
Month 15			5,468,750						88,843,838	35.54%
Month 18	3,000,000.00		4,948,125	6,250,000	1,428,600	6,562,500	1,171,875		112,204,938	44.88%
Month 21			3,906,250						116,111,188	46.44%
Month 24	3,000,000.00		3,906,250	4,375,000	1,428,600	6,562,500	1,171,875	5,000,000	141,555,413	56.62%
Month 27			3,906,250						145,461,663	58.18%
Month 30			3,515,625	4,375,000	1,428,600	6,562,500	1,171,875	5,000,000	167,515,263	67.01%
Month 33			2,734,375						170,249,638	68.10%
Month 36			2,734,375	3,125,000	1,428,600	6,562,500	1,171,875	5,000,000	190,271,988	76.11%
Month 39			2,734,375						193,006,363	77.20%
Month 42			2,473,750	3,125,000	476,100	6,562,500	1,171,875	5,000,000	211,815,588	84.73%
Month 45			1,953,125						213,768,713	85.51%
Month 48			1,953,125	2,500,000	476,100	6,562,500	1,171,875	5,000,000	231,432,313	92.57%
Month 51			1,953,125						233,385,438	93.35%
Month 54			1,823,125	2,500,000		6,562,500			244,271,063	97.71%
Month 57			1,562,500						245,833,563	98.33%
Month 60			1,562,500						247,396,063	98.96%
Month 63			1,562,500						248,958,563	99.58%
Month 65			1,041,437						250,000,000	100.00%

About 50,000,000 KNT (20%) of total supply would be earnable through playing Kyrie & Terra (Play to Earn) and another 62,500,000 KNT (25%) would be earned as staking rewards. Unlock rate of these Play to Earn and Staking pools will be adjusted daily based on KNT market price and DAU.

Note : The number in the above unlock schedule is still under development and may be revised in the next revision until an official announcement has been conducted.

7. Presale Events



Founders' Edition Celestias (NFT) Presale Schedule: (1st round)

Date (2022):	Event:
14 Feb-28 Feb	First round registration
7 Mar	Winners announcement

A total of 500 winners would be eligible for purchasing of Regina, (The Prophet of 12 Divines Version), one of our main heroines, at \$1,000 each.

Other 2,000 winners would be eligible for purchasing a special mystery box at \$300 each. The mystery box could be opened after switching of Kyrie and Terra from demo game to beta test by the end of August, 2022. (the details of RNG and available celestias in the box will be announced separately from the whitepaper)

**Qualification of the presale events, developer's wallet address, and later events and date would be announced accordingly.

8. Game Features

Our game features would be developed through eight updates from beta version until game version 2.7. Each of which would involve revelation of new chapters, as well as additional game features update summarized below.

Beta:

- Basic PVE Content
- Visual novel

Game ver. 1.0

- Daily Quest
- Daily Dungeon
- Weekly Quest
- Weekly Dungeon
- Monthly Quest
- In Game Event
- Upgrade system
- PVP
- NFT Market
- Premium Pass (Special quests and prizes could only be obtained with premium pass)

Game ver. 1.5

- Alternate routes
- Weekly Boss
- Monthly Boss

Game ver. 1.6

- Merchandise Sales
- Dating System
- Crafting Items
- New NFT Terrain with upgrade system & customisation
- New NFT pet system for staking support
- Voiceover Actress

Game ver. 2.0

- NFT World with upgrade & customisation system
- Guild War
- Explore [Defi / Staking]
- Marriage system

Game ver. 2.1

- Guild Raid Boss
- Guild Dungeon

Game ver. 2.5

- Weapon Craft [NFT]
- Spell Craft [NFT]

Game ver. 2.7

- Music game
- Shooting game
- Real time PVP

9. Roadmap



Phase 0 (initial stage)

- Team Formation
- Game Concept Design
- Tokenomics Design
- Official Website
- Social Networks (SNS) Engagement: Telegram, Facebook, Twitter, Youtube, etc.
- Create White Paper
- Pre-Sale Event

Phase 1

- Beta Release
- Patch 1.0 Release
- NFT Marketplace Release
- Patch 1.5 Release

Phase 2

- Patch 1.6 Release
- Characters Voice Over
- Merchandise
- Staking
- Patch 2.0 release
- Patch 2.1 release

Phase 3

- Patch 2.5 release
- Patch 2.7 release
- Mobile Application & App Support
- Cross-chain Support

Phase 4

- Affiliated Business Expansion

10. Developers Information

In this section we would like to introduce founder members of Center To Seconds, the developer of Kyrie & Terra.

Alex Godfrey

Chief Executive Officer (CEO)

Professional Career : 4 Years in Global System Consulting Firm. 10 Years in Financial Industry

Mini Description : Demon Lord who do businesses to build the way to conquer the world

Otaku Career : Conqueror of Soul Games, Veteran Raven of Armored Core, REN-AI Simulation Game Professional

Vayne L.

Chief Game Officer (CGO)

Professional Career : Entrepreneur, Japanese ACG Culture Internet Artist

Mini Description : Professional Neet

Otaku Career : アニメじゃない ~

Brad Betelgeuse

Chief Marketing Officer (CMO)

Professional Career : Entrepreneur, Business and Economics Advisor

Mini Description : Galaxy Traveler & Prophet of Orion's Belt

Otaku Career : Master of MOBA games

Trinicus D. Morrison

Chief Technology Officer (CTO)

Professional Career : A certified security engineer, with more than 10 Years experience in IT Industry.

Mini Description : Make sure Truck-san's break is malfunction

Otaku Career : Gacha Breaker

Jester

Full Stack Lead Developer

Professional Career : Generate bugs and destroy servers

Mini Description : God of Full Slack

Otaku Career : Troll master

KamiNeko

BA Lead

Professional Career : 8 Years in Business Consultant. 7 Yeas in Developer.

Mini Description : Spirit of Neko
Otaku Career : Neko Collector.

Luca

JP Business Developer

Professional Career : 7 Years in JP Business Development, 7 Years in Financial Business

Mini Description : Man of C&G Culture

Otaku Career : Duelist

Rudis Gelniga

Legal & Contracts Lead, Global Business Developer

Professional Career : Legal advisor, Office Admin

Mini Description : Judge of all trades

Otaku Career : 1008 years-old mob, BF veteran, Lynx

Abedo MKII

Art Director

Professional Career : Concept Artist

Mini Description : Mechanism mania

Otaku Career : Do you like my car?

Gemz

Game Dev Lead

Professional Career : 4 Years in Global System Consulting Firm

Mini Description : Invisible Man

Otaku Career : DO U LOVE IDOL desu ka ?

11. Disclaimer

This section provides details of disclaimer regarding Tokens, Risk and Legal related matters. Please read and be advised that this project is underdevelopment and details in this section may be amended by further release of documentation.

General

- These statements are hereby called the “Notice”, is provided by [Center To Seconds (C2S)] (also affiliates as “we”, “our” or “us”).
- The tokens issued by us (the “KNT” and “Trim” or “Token(s)”) or of any platform which our Tokens operate by us (hereby called the “Project”), shall be subject to this Notice.
- The Tokens and the Project and details written in this Notice are subject to additional terms and conditions that may be amended by us during development of the Project.
- Any representations and statements made by us or on our behalf, shall be subject to this Notice.

Tokens

- We expressly disclaim all warranties and representations relating to the Tokens, whether express or implied, including, without limitation, title, and non- infringement.
- The Tokens are provided on an “as is” and “as available” basis. There is no guarantee that the Tokens will perform as expected or hold any particular value or price.
- The Tokens may lose some or all of their value. We do not make any promises with respect to the Tokens, its price, value, supply amount, performance, etc.
- We cannot and do not influence the price of the Tokens or its performance, and assume no liability to any person for the Tokens, their performance, value or loss in value, the use or inability to use the Tokens.
- Unless otherwise specified, the Tokens do not provide any person with the rights of any type with respect to us or our affiliates, their revenues or assets, including, but not limited to, any voting, distribution, redemption, liquidation, proprietary or other financial or legal rights, nor are the Tokens intended to provide any person with any other rights of any type.

Risk

- The Project is in its Beta Stage, meaning the Project itself and all related software are in experimental phase and may not be fully owned, operated, developed or otherwise controlled by us. Any use of the Project shall be at your own risk.
- Any individual(s) wishes to access or use the Tokens and/or the Project must read the Statement, accept and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks.
- The Project is provided on an “as is” and “as available” basis. We do not provide warranty of any kind that the Project is free of defects or vulnerabilities
- We shall not be held or liable in connection with or for any claims, losses, damages or other liabilities, which arising out of the Project
- To prevent any fraud, theft, or crime, please verify to make sure that the information is communicated by our authorized representatives.
- The Tokens, the Project and their related software may be flawed, defective or impaired, can result in incorrect smart-contracts operation or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.
- Some user interface elements or design decisions can be confusing or mislead you. It may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network. You should be aware of such risks and interact at your own stake.
- The Tokens, the Project and their related software are or will be deployed on blockchains. The smart-contract concept, the underlying software application and software platform are still in an early development stage and unproven. Although it is very unlikely, the blockchain, as well as any other blockchain, can be attacked which may result in complete loss of your digital assets.
- Please keep in mind there are risks of theft of your digital assets as a result of hacks, cyber-attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of a blockchain, or otherwise, may result in partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.
- We putting our best efforts in order to ensure high security standards are being held on the Tokens, the Project and their related software, however, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from phishing, malware or other malicious attacks.
- The activities conducted by our team may be subject to laws and regulations in the countries where we operate or intend to operate. Therefore, there is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Furthermore, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

Legal

- The Project, and any other information provided and communicated by us or on our behalf, whether through our whitepaper, social media, communication channels or otherwise (hereby called “Materials”), do not constitute an offer to sell, buy, or hold Tokens or any other assets.
- No part of information from our website, the Project or the Materials should be considered to be legal, financial, investment, tax advice or any business regarding any matters to which all or any part of such information relates. Please consult with your own professional advisors regarding any such information.
- Any use of such Materials is at your own discretion and risk, and you are solely responsible for any possible damages or losses arising from such use. Please conduct your own independent research and investigation.
- Third-party data and industry publications may be referred to in the Materials. We are neither guarantee nor assurance about accuracy or completeness of these data. Any reference to such third-party data and industry publications does not imply our endorsement thereof.
- To the extent permitted by applicable laws and regulations, in no event shall us, be liable or responsible for any direct, indirect, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, and business interruption arising out of or in connection with the use of the Tokens, the Project or the Materials or reliance thereon, any inaccuracy or omission in any Materials, regardless of whether we have been advised of the possibility of such damages or losses.
- It is not by any intention of Kyrie & Terra and any part of the Project to act as a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt.

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