



ARCADE
— KINGS —

First ever Strategy Driven P2E Metaverse Game on the Blockchain Technology.

POWERED AND INCUBATED BY

**DARKSHIELD
GAMES**



INTRODUCING

ARCADE KINGDOMS

The first-ever strategy driven P2E game on the Blockchain. Again present you with super simple battles adventures that allows you over take the different kingdoms within the realm.

Fight with strategy as you get to choose which soldiers you put in the war front and the soldiers, you reserved.

Players get to benefit from different amounts of assets that will be listed on the platform.

Own players by powers and weapons from an NFT Marketplace and gain investment Power by staking our tokens, an all-in-one platform.

Become Akkadians today!

GAME FEATURES

- » EASY CONTROLS AND CHARACTER GROWTH
- » QUALITY AND RICH GRAPHICS
- » NFTS AS LANDS AND COLLECTIBLES.
- » SIMPLE AND ENTERTAINING UI/UX EXPERIENCE
- » CALCULATIVE GAME
- » DIFFERENT KINGDOMS AND CHARACTERS



HAVE FUN!

ECOSYSTEM

ARCADE KINGDOM:

Our p2e game that allows our players earn from playing on the blockchain. Earn for your playtime.

AKKADIANS:

Gamers / investors are known as Akkadians and will be earning project tokens for playing games and helping spread the word.

AKKADPAD:

A blockchain launchpad for both Metaverse and gamefi projects as well as innovative crypto projects to launch and raise capital. Our launchpad would allow true decentralisation.

AKKAD KINGDOMS:

Our in-game metaverse territories displaying the different amounts of lands within the game.

NFT:

A game packed with awesome limited NFTs that would provide investors with multiple utilities.

NFT INTEGRATED AS GAME ITEMS

- Ability to invest in other startups via AkkadPad
- Staking Rewards as NFTs
- Purchase and Sales power

CHARACTERS



LAND



WEAPONS



IN-GAME SNAPSHOTS



GAME MARKETPLACE/STORE

- Buy and Sell Game items
- Exchange inventories collected from Game
- Lend and borrow digital assets.



\$ACK TOKENS

\$ACK Is the digital currency that will be officially recognised within our game, it will power our ecosystem.

This will function as a utility token.

Tokens Utility

- In-game purchase
- Game assets purchase on Store
- Governance and voting
- Investment Power
- Staking and LP incentives
- Earn for playtime
- Minting our NFTs



\$ACK TOKENOMICS

Bug Bounty / Beta Game Test

1%

Partnerships

6.9%

Staking

10%

Marketing

10%

Advisors

2%

Liquidity

15%

Airdrop

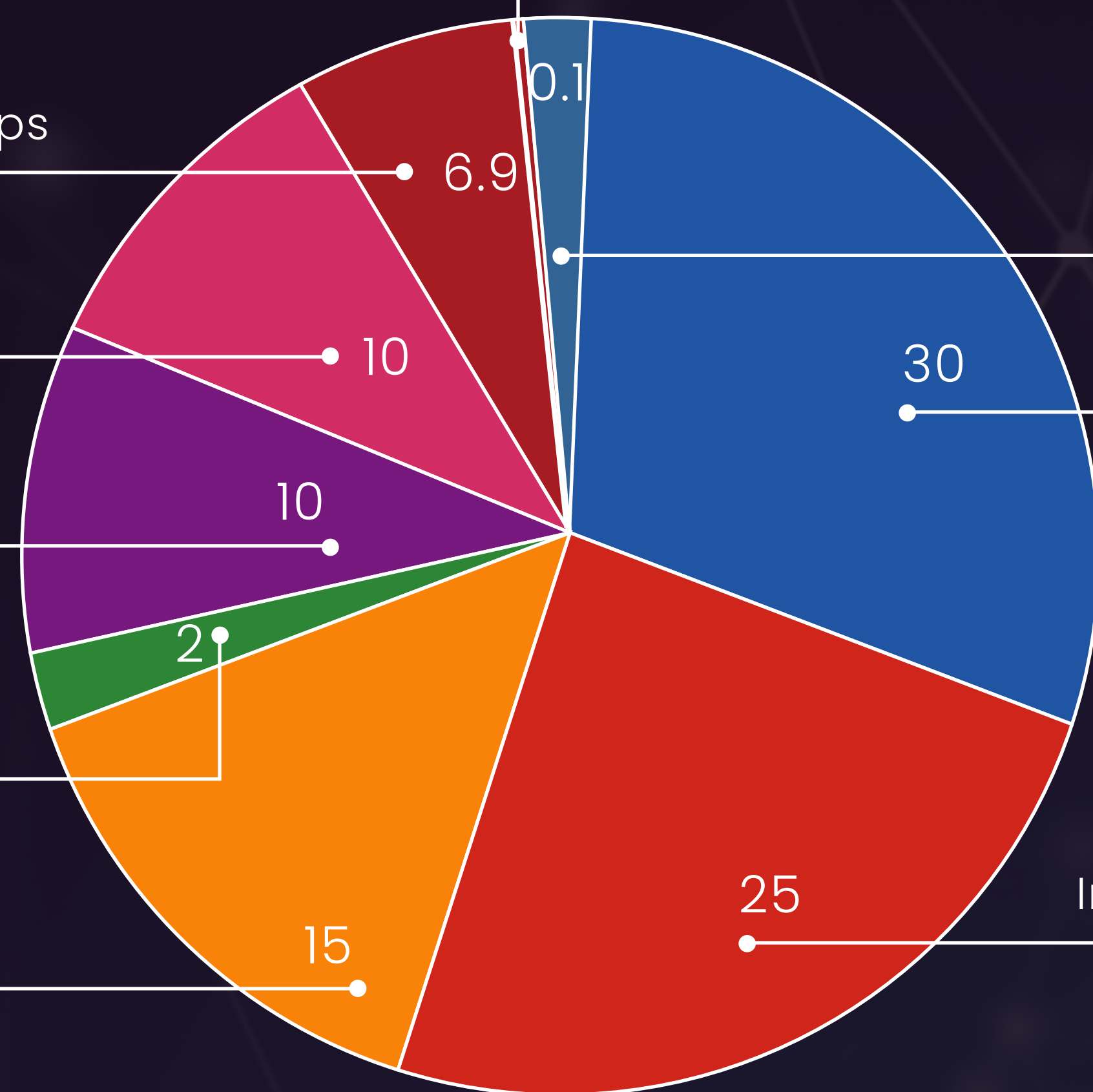
0.1%

Sales

30%

In-game reward

25%



Sales:	30%
Marketing:	10%
Liquidity:	15%
Airdrop:	0.1%
Staking:	10%
In-game rewards:	25%
Team:	0%
Advisors:	2%
Partnership:	6.9%
Bug Bounty/game test:	1%

TOKEN SALE SCHEDULE

Public Raise

Price: \$0.02

Token: 30,000,000

\$600K

TOTAL FUNDRAISE

30,000,000 (30%)

TOTAL TOKEN SALE ALLO

\$0.02

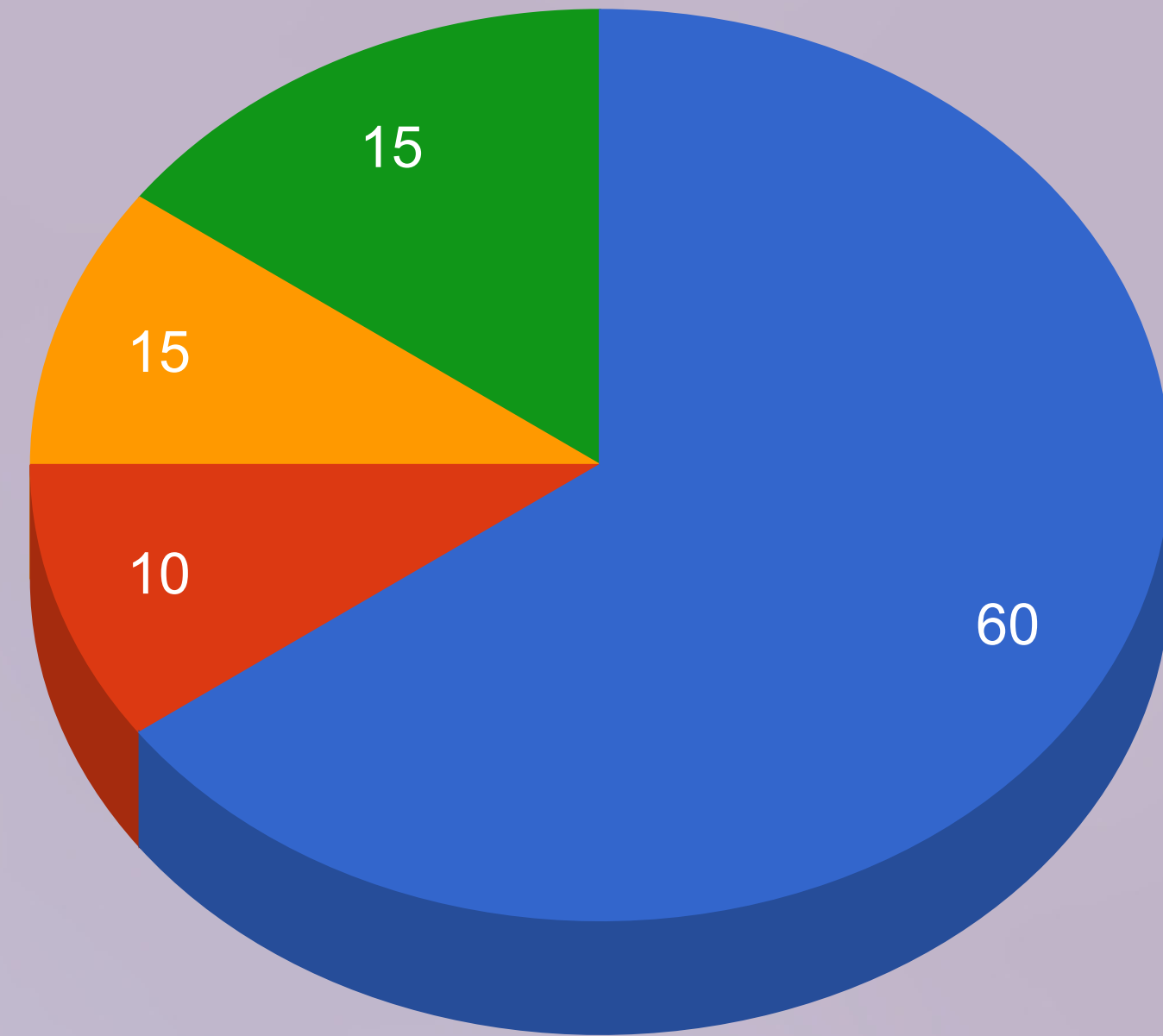
LISTING PRICE

100%

VESTING RELEASE

SALE METRICS

- Total Fundraise: \$300k
- Total Sale Allo: 30m
- Initial Cir.Supply: 30m
- Initial M.Cap: 300k



Use of Funds

60% Liquidity

15% Development

10% Operations and Hiring

10% Operations and Hiring.

VESTING SCHEDULE

	TGE	1	2	3	4	5	6	9	12	15	18	21	24	36	48
Sales	100%														
Marketing	5%	Linear Release over 24 months													
Liquidity	100%														
Staking		Strategic release when needed													
In-game reward		Strategic Realease after launch													
Advisors		5 Months Cliff					Strategic Release For Beta Testers								
Bug Bounty		Strategic Release For Beta Testers													
Partnership		Strategic Release													
Airdrop		2 Weeks Cliff					0.01% release to eligible participants								

HOW DO AKKADIANS EARN

The team have set up a 24% token allocation from the total supply as a reward pool to gamers. Every qualified Akkadian will earn from this Pool as well as NFT rewards.

- Play 2 Earn (P2E)
- Strategize 2 Earn (S2E)
- NFTs
- Rentage of Power and Army
- Periodic contest prize pools



TEAMS

We have a vibrant and large team working behind the scenes as both in-house devs and contractors.



Sam

Product Lead

Vibrant Investors And Builder, Shield Acts As The CTO Of ACK And Captains The Technical Aspects Of Arcade Kingdoms. Also Built Games For Fun.



Shield

Captain

Sam Has Been Involved In Crypto And Blockchain Technology For Over 4 Years, Invested In A Lot Of Top Blockchain Projects Over The Years. He Is Also A Aviate Player Of Fun Games And Now Bringing One To Gamefi.



Kali

Idealist

Got An Idea? Share Them With Kali, He Manages The Daily/Monthly/Yearly Strategies Of The Project And Helps The Project Reach Higher Goals.



King

First Akkadian

Community Lead, He Has Worked With Different Projects As Community Moderator And Admin. With Arcade, He Is The First Akkadian And Servers As Community Manager.

PARTNERS



Bitmart

REVENUE MODEL

The team behind Arcade Kingdoms has set up a monetization strategy around the game. Our monetization mechanism will allow for long term growth and sustainability.



SOURCE OF REVENUE

- » **NFT Sales:** Our limited NFT sales will provide the team an additional revenue.
- » **In-game purchase:** utilizing our game asset MarketPlace will earn the team some fee, also players will be purchasing the first set of game items from the team.
- » **Strategic In-game ads:** our game would have an advertisement spot within it, ads will not pop up or disturb our gamers in any way.



ROADMAP

Phase 1:

idea Creation, research and feasibility studies, project planning, Reach out to Darkshield Studios.

Phase 2:

Game Play plan, game design and structure, early game development.

Phase 3:

Partnership announcements, beta version, whitelist for beta, token sale and Listing

Phase 4:

NFT sales, AkkadPad launch, extra levels on Game, additional features, exchange listing.

Phase 5:

DAO structure, MarketPlace launch, NFT integration into Pad, Additional game levels and feature, marketing.

CONTACT US



REACH OUT TO US



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