

Xislanders



WHITE PAPER

www.xislanders.com

NFTs

GAME MODEL

XDNT TOKENOMICS

Xdinominers TOKENOMICS

AIRDROPS

WALLET TRANSPARENCY

ROADMAP

DISCLAIMER

NFTs

Xdinominers

Xdinominers are the mythic beasts that were inhabitants of the islands before Citizens started claiming the Spots. The source of power of each island seems to have mutated the Xdinominers, to an appearance more similar to its element.

They are the main Avatar NFT of the Xislanders world. All Xdinominers are minted holding a fixed amount of XDNT and everyone has a specific Xisland as a base. The citizens of the islands have to pay taxes to Xdinominers for keeping them from running wild on the island.

There are a total of 5000 Xdinominers, each representing one of island's materials.



XdinoKings

Xdinokings are unique drawn NFTs that have utility, loyalty rewards and are minted holding a fixed amount of XDNT. While their origin is the same as the Xdinominers, XdinoKings are 875 individuals that chose instead of harnessing the source of Power of an island, to try and take control of all five elements. With this action, the continents were born and each XdinoKing chose its continent to govern. Max supply of XdinoKings is 875 and that will never change. In order to receive an XdinoKing a snapshot will occur and one XdinoKing will be airdropped for every two Xdinominers in order to receive an XdinoKing you will have to hold two Xdinominers.



Every XdinoKing is the King of a continent. This makes them eligible for gaining taxes (from Xdinominers) that will be paid weekly. The exact amount of taxes to be paid is decided by the owner of the XdinoKing (there is a maximum and minimum limit that will be voted from Xdinominers and XdinoKings community via voting, before the game starts). While having high taxes may seem the way to go, you have to be aware of the Xdinominers community, because they can always choose to go and serve another XdinoKing. A way of keeping Xdinominers and citizens in your continent is by keeping the level of your islands satisfying.

The Continents that will be left without an XdinoKing will be auctioned. Everyone with enough XDNT will be able to participate in the auctions. While the winner will be rewarded with an NFT of the said continent, an XdinoKing will not be rewarded either the perks of being the owner of one. The owner of the NFT will be able to use the taxes system and get passive income.



XdinoGODS

There can only exist 12 XdinoGODS (like the Greek Olympian Gods of Mythology). XdinoGODS are godly creatures that govern and protect Xislanders. When a Citizen becomes a God, a transformation occurs and the citizen transforms into XdinoGod. Everything that is connected to the avatar that becomes God will be transferred to XdinoGod, except from any Continents, Islands, SPOTs and Buildings. In total, 8 Citizens will be able to become XdinoGods, 1 Xdinominer and 1 XdinoKing, totalling 10 out of the 12 XdinoGODS. The last two XdinoGODS will be given to the DEV team when the first XdinoGod will be ascended.

XdinoGODS are all equals and will receive as a group of twelve a small percentage of every transaction happening in the Xislanders universe.



GAME MODEL

Xislanders is a virtual reality platform that runs on the XRPL (<https://xrpl.org/index.html>). Xislanders is a whole world of 5000 islands (first edition) that are connected with each other. Each island will have 20 Spots (Lands) that can be claimed by the users via the XDNT token. Owning a Spot will acquire you the NFT of the said spot. You will be able to build on your spot and even lend it to other users. For the first version, a total of 100.000 spots will be available.

Source of Power: Spot owners will receive daily the <<source of Power>> of the island. There are in total 5 different sources of power. Crystal, Wood, Iron, Rock and Sand are the five sources of Power that can be found on the islands. A continent consists of 5 different Islands. In total there are 1000 continents in the first version of Xislanders. No continent can include two islands with the same source of power for now.

Materials: Materials minted by the source of power will be used mostly for constructions purposes or as a source of Power. Rock and wood, are needed for every upgrade on the buildings, sand and iron are used for the creation of armory (NFTs will require those materials in order to be minted in game, the cost will be decided from the creator and citizens via voting), while Crystal is needed for the upgrading of your gear and also used in Battles and speculations store. While all materials will have the same exchange power, the market will eventually decide its trading power, just like real life.

Xislands: All islands have a <<source of Power>> that is mineable. By contributing XDNT to the island you can raise the level of the island and so the efficient that source of Power (materials) is minted.

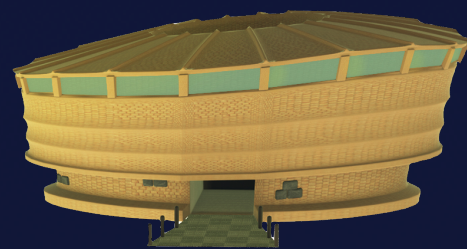
Buildings: While there are almost infinite possibilities of the building you may build, you can only build one building on every SPOT. At the start of the game, a list of buildings that will be able to be built will be presented and that list will be getting bigger and bigger depending on User's choices and votes. In order to build a building 1000 XDNT are needed, 90% of those are burned, while 10% will be going to XdinoGods Bank.

Here is a sample of some buildings:

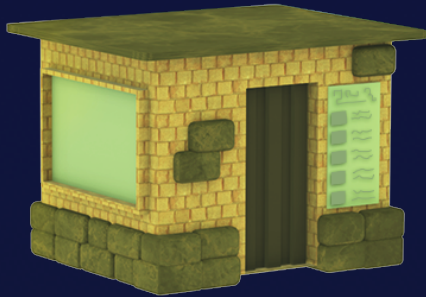


Farms: Give extra resources of the materials of the island that is built on. Enables staking and farming. Many users will be able to use a Players Farm. Returns depend on the level of the farm (how many users are staking and farming) and the Contract between the farm owner and the users.

Battle Arenas: There can only exist one Battle Arena on each island. In these buildings Xdinos are battling for fame, goods, XDNT even SPOTS. Every Battle will require a Contract between the parties. Users will be able to participate in battles also as they gear up, but are not strong enough to fight with Xdinos, at least for now. An owner of Battle Arena will be eligible for fees for constructing this event and also depending on the investment on the Arena building seats will be sold to the Players that want to watch.



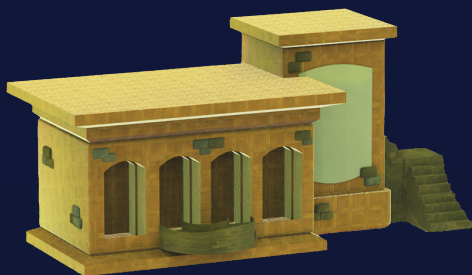
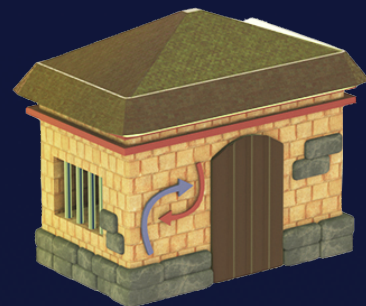
Advertisement will also be possible. Battles have varieties of modes. Real-life 3D battles, strategy mode battles even mini-game mode battles.



Speculating store: These stores enable you to speculate for the outcome of a Battle, for the Leaderboard (yes there will be a Leaderboard - more about that later) and some other possibilities. This is achievable with the use of Contracts.

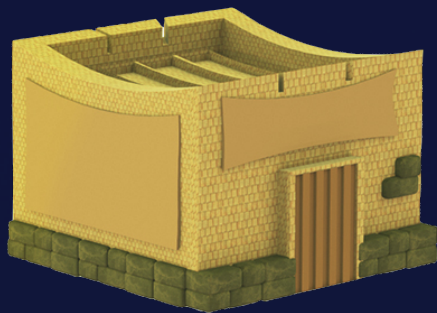
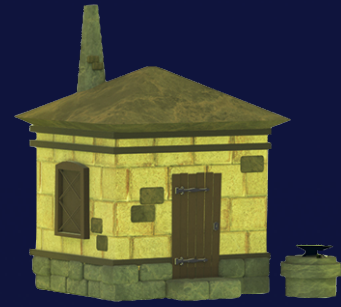
While you will not be able to use or earn XDNT (due to legal reasons - at least for now), other <<trades>> will be taking part. We are excited to be able to enable this feature on the game, but unfortunately some “user restrictions” for this specific store will be implemented.

Trading store: In this place every kind of trade takes place. Fees are implemented to the Users but said fees must be competitive or Users will choose another trader.



Gallery: You can demonstrate your art. Market your skills, your Avatars design, or whatever else you can think about. This is an opportunity for artists to get a different kind of Marketing.

Blacksmith: This building will be selling items, designs, accessories for in-game Avatars. While anyone will be able to create such things, the said NFT will have to go through a vote to be eligible to become in-game NFT. The combination of the gallery building and blacksmith building is also a very exciting feature since we want Users to be able to interact with the game and take control of Xislanders world.



Event Planning: In this building, owner will be able to create any event he wishes. Mini games, beauty contests, other contests, everything is possible.

Contract: It is an agreement within parties. With the help of smart contracts, almost any agreement between parties will be possible in the Xislanders Universe. Contract is possible for everyone and is the most used feature in the Xislanders world. Thanks to this possibility players will have the freedom of choice and the feeling of real-life situations. In order to create a Contract, XDNT is needed.



Leaderboard: While everyone will be able to create events and contests with the use of the buildings, many prizes are to be given to players who try to make a name of their own via the leaderboard. There are many sectors in which a player can achieve fame and wealth. Every month the best 10 players in every sector will be awarded. If any player manages to achieve 1st place in 3 out of the 6 sectors, then Godhood will be acquired. First three months won't grant Godhood.

Here is a sample of some sectors:

Master trader: Users with the biggest trading amounts will be rewarded

Battle beast: Users with the most battles won will be awarded

Community leader: Users will be able to give community votes to other users (one vote per target). Users with the most votes will be awarded. In order to give a vote, you have to spend XDNT. No more than 5 Votes per day will be allowed, nor exchanging votes with other players.

Event organizer: Players with the biggest events will be rewarded.

Farmer: Users with the most Farming rewards will be rewarded.

Real gamer: Users with the most achievements will be awarded.

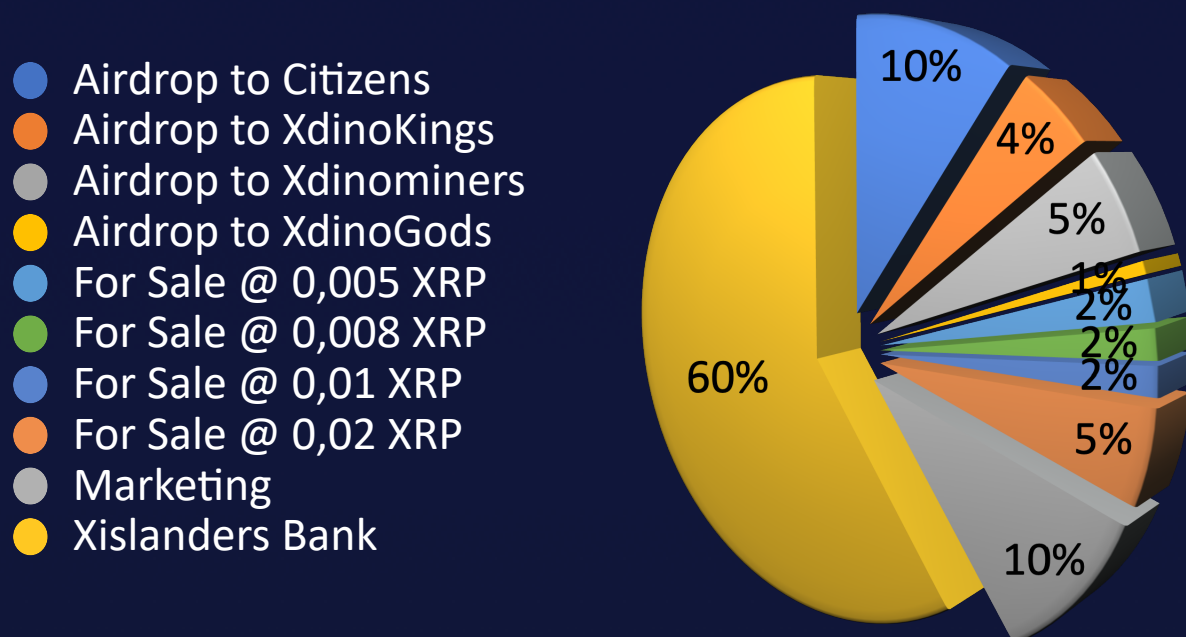
XDNT TOKENOMICS

In total 1.000.000.000 (one billion) XDNT will be issued.

- 1.000 XDNT will be airdropped to the first 100.000 citizen accounts created (100 million in total)
- 43.750.000 XDNT (43,75 million) will be airdropped to XdinoKings (50.000 each)
- 50.000.000 XDNT (50 million) will be airdropped to Xdinominers (10.000 each)
- 6.250.000 XDNT (6,25 million) will be airdropped to XdinoGods
XdinoGODS will also be airdropped any excessive airdrop for all (if any) XdinoKings that will remain unclaimed.
- 20.000.000 XDNT (20 million) will be sold on the price of 0,005 XRP for a specific period of time (rest will be burned)
- 15.000.000 XDNT (15 million) will be sold on the price of 0,008 XRP for a specific period of time (rest will be burned)
- 15.000.000 XDNT (15 million) will be sold on the price of 0,01 XRP for a specific period of time (rest will be burned)
- 50.000.000 XDNT (50 million) will be sold on the price of 0,02 XRP.
- 100.000.000 XDNT (100 million) will be given for marketing (giveaways, exchanges and airdrops)
- 600.000.000 XDNT (600 million) will be kept in Xislanders Bank for staking and farming rewards, burning etc. (It is possible for more XDNT to be circulated If voted from the citizens).

Every XDNT that will be airdropped to the Xdinos will not be able to be traded for three months. Staking and farming will be possible (not lending). This restriction is in order so that Xdinoholders will not have a huge advantage over the citizens.

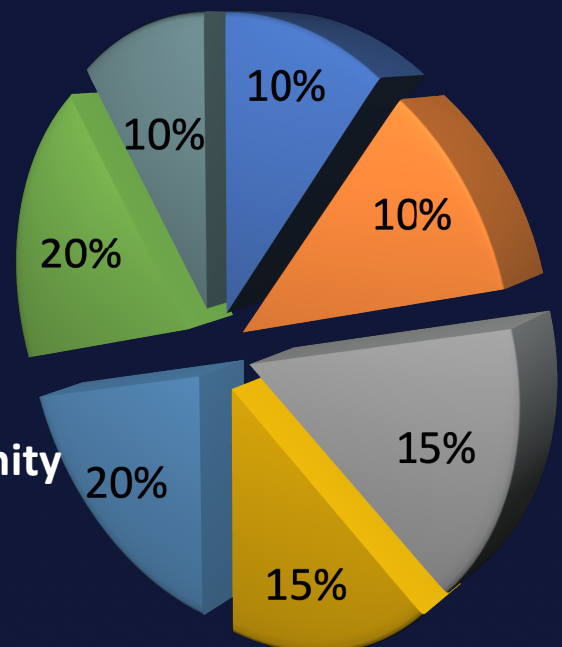
For every transaction 0.000001 XDNT will be burned. (It is possible for this percentage to change)



Xdinominers TOKENOMICS

- 500 Xdinominers will be sold to early investors (in order to receive Xdinokings).
- 500 Xdinominers will be airdropped to the first 5000 eligible trustlines.
- 750 Xdinominers will be airdropped to holders.
- 750 Xdinominers will be kept for Marketing purposes.
- 1000 Xdinominers will be sold in whichever price XdinoKings community decide. Gains of the sale will be invested in whichever cryptotokens XdinoKings community will decide.
- 1000 Xdinominers will be kept for exchanges listings.
- The outcome of the last 500 Xdinominers will be decided by the Xdinominers Community.

- For Sale to early investors
- For Airdrop to first 5000
- For Airdrop for Holders
- For Marketing
- For Sale
- For Exchanges Listings
- To be decided from the Community



AIRDROPS

Upcoming Xdinominers. Pre-sales, Airdrops & Give Aways

Xdinominers for Pre-sale: 500 (Pre-sale ends on 21/01/2022)

Link to buy on website

The price of the leftover Xdinominers will go up after the pre-sale finishes and will be going up every two weeks until none of the initial 500 is left or until it reaches 500 XRP.

The price for 22/01/2022-05/02/2022 will be:

- 30% of leftovers Xdinominers 250 XRP
- 70% of leftovers Xdinominers 300 XRP

First 5.000 eligible Trustlines will be Airdropped a total of 500 Xdinominers. **Form will be released 09/01/2022.**

Every account holding at least 0,3 Xdinominers will get Airdropped Xdinominers with the ratio of 2:3 (0,2 Xdinominers for every 0,3 holding / 0,4 Xdinominers for every 0,6 holding). **Snapshot (31/01/2022), Airdrop (Until 04/02/2022).**

This means, that if an account that gets Airdropped 0,1 Xdinominer, buys 0,5 more, then it will receive 0,4 Xdinominers from the second airdrop totalling 0,5 airdropped Xdinominers.

This measure is in order to protect the Xislanders from the massive drop of price, that happens after every airdrop and also to fulfil our initial target of 0,5 Xdinominers airdrop!

1 Xdinoking to be airdropped for every 2 Xdinominers. **Snapshot (13/02/2022), Airdrop (Until 17/02/2022).**

Upcoming XDNT Pre-sales, Airdrops & Give Aways

With the launch of the game, every account created will be awarded 1.000 XDNT.

20million XDNT for Pre-sale at the Price of 0,005. Presale ends (21/01/2022). Leftovers will be burned.

15million XDNT for Pre-sale at the Price of 0,008. Presale starts (22/01/2022) for one month. Leftovers will be burned.

WALLET TRANSPARENCY

Here are the wallets addresses for transparency:

All giveaway and AD transac6ons will be happening from this wallet: Xdinominers (250+1.000+250+750=2.250) XDNT (100 million)

rweJfMCHBzmJinR22D6jzQNvJGcfaihtD1

This Wallet contains the 750 Xdinominers that will be sold. (Profits will be decided by XdinoKings community where to be invested) and the 100 million XDNT that will be given to Xdinominers and XdinoKings when the game starts:

rhyAJpQ9GzJ2RyNqUPfYh12YrWm1Qj4NTT

This wallet contains 1000 Xdinominers for the exchanges and the remaining 500Xdinominers, that the fate of those will be decided by Xdinominers community. Also contains 100 million XDNT for the start for the giveaway when the game launches.

rsbFNq5JMhgSxm83PoMtE3dovRpWZA8zcb

Presale tokens will be let in their ini6al wallets. After the presale of the XDNT is burned the 600 million XDNT will be let in the ini6al wallet.

ROADMAP

Q4 2021

- Twitter and discord account creation
- Site creation
- Whitepaper creation
- XUMM KYC
- issue first coin (xdinominers)
- Start Marketing

Q1 2022

- Website Release
- White paper Release
- Excessive marketing
- Issue of XdinoKings coin
- Varius Snapshot and Airdrops
- Buildup Twitter and Discord Community
- Issue of XDNT coin

Q1 2022

- Continuing development of the game
- Hire more development personnel
- IGO of XDNT coin
- Maybe collaboration with other projects
- Voting groups for the community and early investors
- Listing of Xdinominers on other exchanges

Q2 2022

- Listing of Xdinominers and XDNT on other exchanges
- Reveal of Parentships
- Transparent Game development of Xislanders world
- Hardcore Marketing (hire specialists)
- Competition of all Xdinos NFTs, expect XdinoGods

Q3 2022

- Collaboration with NFT artists for in-game items
- Listing of XDNT
- Hopefully run beta version of Xislanders
- Targeted Marketing for people outside of Cryptoworld

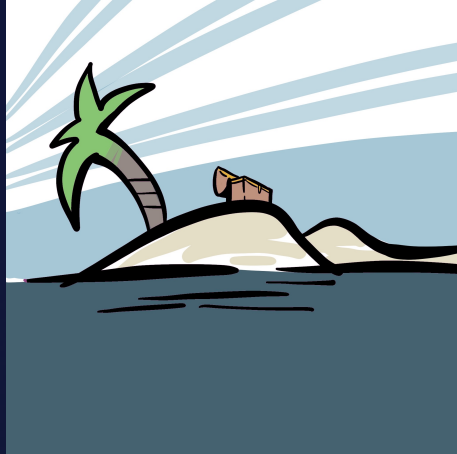
Q4 2022

- Hopefully release of the game
- Airdrop of 100.000.000 (one hundred million) DNT
- Allocation of all continents and islands to Xdinominers and Xdinokings
- Auction of continents

Q1 2023

- Release of XdinoGods
- Holding XDNT of Xdinominers, XdinoKings and XdinoGods will be able to be used in the game for trading
- Whole Xislanders world ecosystem is Open to everyone.

ENJOY!!!



DISCLAIMER

The Xislanders White Paper is for informational purposes only. This document is a marketing document and not intended to be legally binding. Its purpose is to provide relevant information to potential Xislanders so they can determine the project's plan, parameters and future objectives.

This document is not subject to the laws or regulations of any jurisdiction, which are designed to protect investors. Please familiarize yourself with all the information stated in this document including the risks and uncertainties before purchasing any of our tokens.

We, DEV team, reserve the right to change or alter any information within this document.

Potential holders of the Xislanders tokens must understand and acknowledge the risks associated with blockchain technology along with any crypto-related investments. We advise buyers to get a professional consultation before purchasing.

Holding a token of the Xislanders ecosystem represents an understanding and willingness to accept the risks of spending money on blockchain technology.

The behavior of traders on the secondary market will always influence the price of all tokens on the Xislanders universe. The secondary market for tokens that utilize blockchain technology has significant volatility, which may drastically affect the value of your Xislanders tokens.

The information in this document is not a recommendation to buy or financial advice.