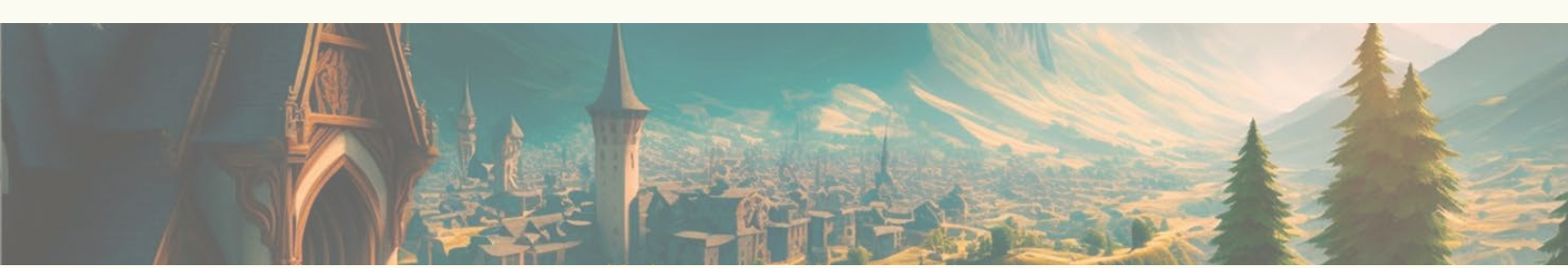


Dragon's Crossing

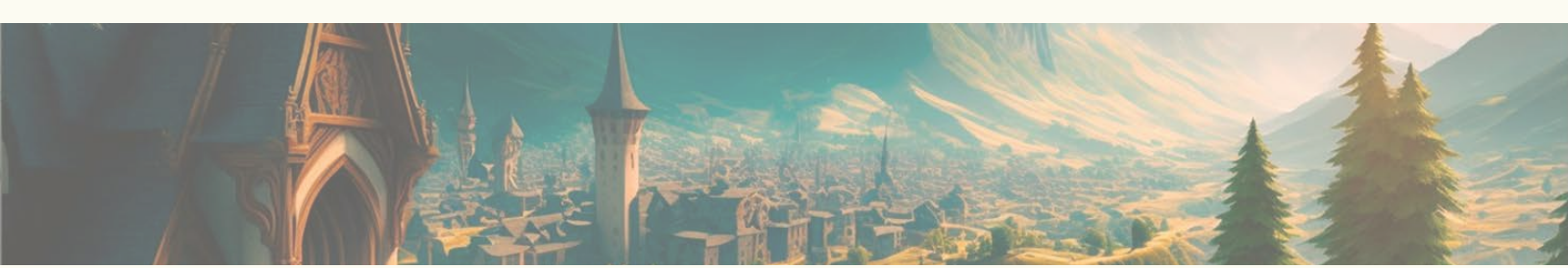




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DRAGON'S CROSSING

Get ready to immerse yourself in a world of adventure with Dragon's Crossing! This tokenized Role Playing Game (RPG) uses blockchain assets to bring you a gaming experience like no other. Inspired by classic RPG gameplay, Dragon's Crossing offers a complex and immersive fantasy world for you to explore.

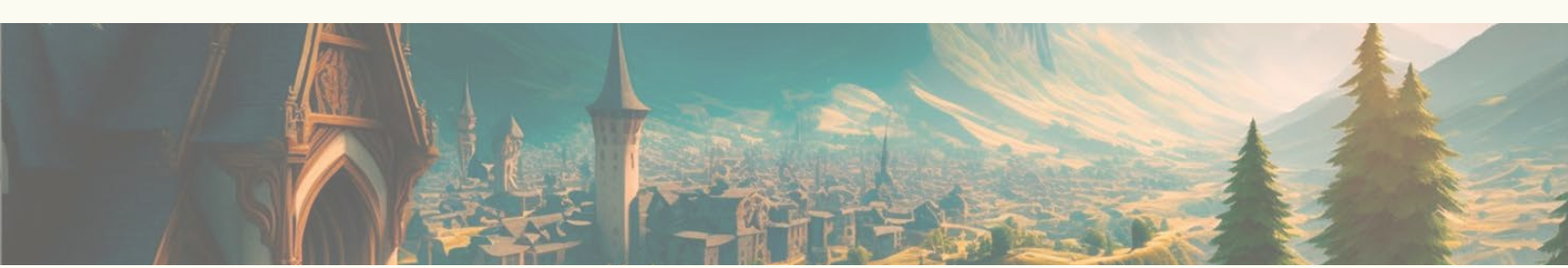
By purchasing a Dragon's Crossing Hero non-fungible token ("NFT"), you'll have the power to conquer the world of Horizon. And as you play strategically and successfully, you'll have the opportunity to participate in competitive seasons to earn \$USDC, unlock additional Hero NFTs, consume skill book NFTs to augment your Hero NFT, and more that will be released! But, there's another side to that coin.

Make poor decisions or fail to play well, and you may find yourself losing your rewards along the way.

"But," you say, "I've heard this story before. A promise of a game, only to wait years for the game to be released. How is Dragon's Crossing any different?"

We'll tell you how. We spent the last year developing Dragon's Crossing, and now it is a fully completed game ready to launch! When you purchase your Hero NFT, you will be able to play the complete game on the day of launch (May 31, 2023) and with it, experience the original artwork, voice acting, lore and gameplay in the world of Horizon. We've taken the ownership and tracking benefits of



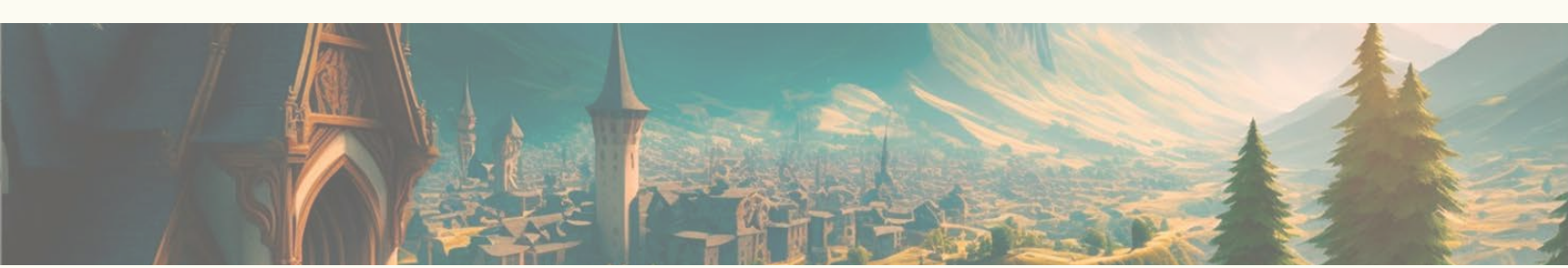


blockchain technology and combined it with a first-in-class traditional gaming experience. So you get to enjoy the seamless gameplay you're used to while retaining key on-chain transactions.

Our mantra is to underpromise and overdeliver. That's why we waited to announce until we had already done all the hard work of creating the game. And that's not all, we will have incredible expansion content, features and game modes planned for the future. But, you'll get a full game right from the outset.

That's where Dragon's Crossing stands out. We know we're not competing with traditional AAA titles, but right out of the gate, we offer a gratifying and rewarding game experience that leverages blockchain assets. Say goodbye to rampant botting, unfun gameplay and rapid loss of attention—with Dragon's Crossing, you'll be fully engaged and entertained from start to finish!





DISCLAIMER

Copyright © 2023 Dragon’s Crossing, Inc. (the “Company”, “we”, “us” or “our”). All rights reserved. All product and company names are trademarks™ or registered® trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them. This document, our website at <https://www.dragonscrossing.com> and any other materials provided by the Company or its affiliates (collectively, the “Materials”) may contain copyrighted material, the use of which may not have been specifically authorized by the copyright owner. All images are copyright to their respective owners and are protected under international copyright laws.

Player Participation

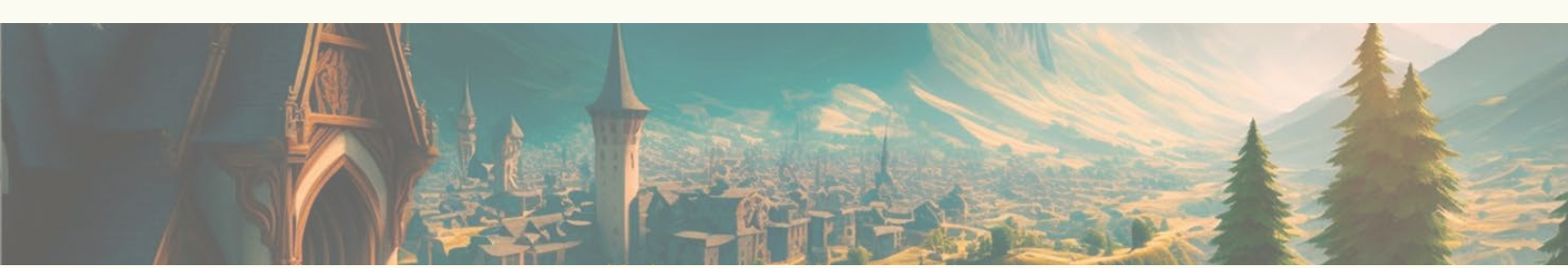
If you acquire a Dragon’s Crossing NFT, you represent and warrant that you are acquiring such NFT to participate in Dragon’s Crossing’s game and to obtain services on the ecosystem thereon. The information set forth in the Materials may not be exhaustive and do not imply any elements of a contractual relationship. Players should seek appropriate independent professional advice prior to relying on, or entering into any commitment or transaction based on, the Materials, which are published solely for reference purposes.

Nature of the Materials

The Materials do not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. The Company does not provide any opinion on any advice to purchase, sell, or otherwise transact with us, and the existence of the Materials shall not form the basis of, or be relied upon in connection with, any contract or investment decision. No person is bound to enter into any contract or binding legal commitment in relation to their earning, using, or buying from other players, NFTs, and no cryptocurrency or other form of payment is to be accepted on the basis of the Materials.

The Materials are for informational purposes only. The Company does not guarantee the accuracy, reliability, currency or completeness of any material contained in the Materials nor the conclusions reached herein. The Materials are provided “as is.” The Company does not make, and expressly disclaims, all representations and warranties, express, implied, statutory, or otherwise, including, but not limited to: (1) warranties of merchantability, fitness for a particular purpose, suitability, usage, title, or non-infringement; (2) that the contents of the Materials are free from error; and (3) that the Materials will not infringe third-party rights. The Company, its affiliates, employees, contractors, team members and agents shall have no liability for damages of any kind in connection with, arising out of the use, reference to, or reliance on the Materials or any of the content contained therein, even if advised of the possibility of such damages. In no event will the Company, its affiliates or their respective employees, contractors, team members and agents be liable to any person or entity for any damages, losses, liabilities, costs, or expenses of any kind, whether direct or indirect, consequential, compensatory,





incidental, actual, exemplary, punitive or special in connection with or for the use of, reference to, or reliance on the Materials or any of the content contained therein, including, without limitation, any loss of business, revenues, profits, data, use, goodwill, or other intangible losses. The Company is not bound by any representations to the future performance or returns related to the items set forth herein. The actual results and the performance of the items set forth herein may differ materially from those set out in the Materials.

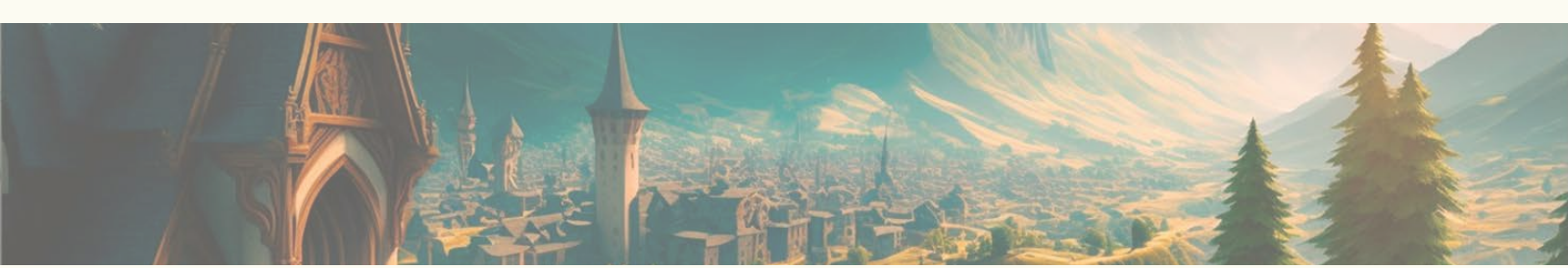
Do Not Purchase with the Expectation of Profits

Dragon's Crossing NFTs are not intended to be investments and should not be considered as such. The value of NFTs and other digital assets can fluctuate greatly, and there is no guarantee of profit or return on investment. If you choose to purchase a Dragon's Crossing NFT, you acknowledge that you are doing so for the sole purpose of owning and enjoying the digital asset, including with respect to their in-game use. We assume no responsibility for any financial loss that may result from the purchase or sale of Dragon's Crossing NFTs. Do not purchase any Dragon's Crossing NFT with the expectation of profits, either from price appreciation or otherwise.

Market and Industry Data

Unless otherwise indicated, information contained in the Materials concerning the Company's industry and the markets in which it operates, including its general expectations, market position, market opportunity, and market size, is based on information from various third-party industry and research sources, as well as assumptions that it has made that are based on those data and other similar sources, and on its knowledge of the markets for its products and services. This information involves a number of assumptions and limitations, and you are cautioned not to give undue weight to such estimates. While the Company believes the market position, market opportunity, and market size information included in the Materials are generally reliable, information of this sort is inherently imprecise. In addition, projections, assumptions, and estimates of the Company's future performance and the future performance of the industry in which it operates are necessarily subject to a high degree of uncertainty and risk due to a variety of factors. These and other factors could cause results to differ materially from those expressed in the estimates made by the independent parties and by us. The Materials may contain statistical data, estimates, and forecasts that are based on industry publications or reports generated by third-party providers, or other publicly available information, as well as other information based on internal estimates.





DRAGON'S CROSSING NFTS

Dragon's Crossing will launch with four distinct NFTs at launch: (1) Genesis Hero NFTs, (2) Summoning Shard NFTs, (3) Rift Hero NFTs, and (4) Hero Skill Book NFTs. All of these NFTs will be ERC-721 tokens.

Hero NFTs

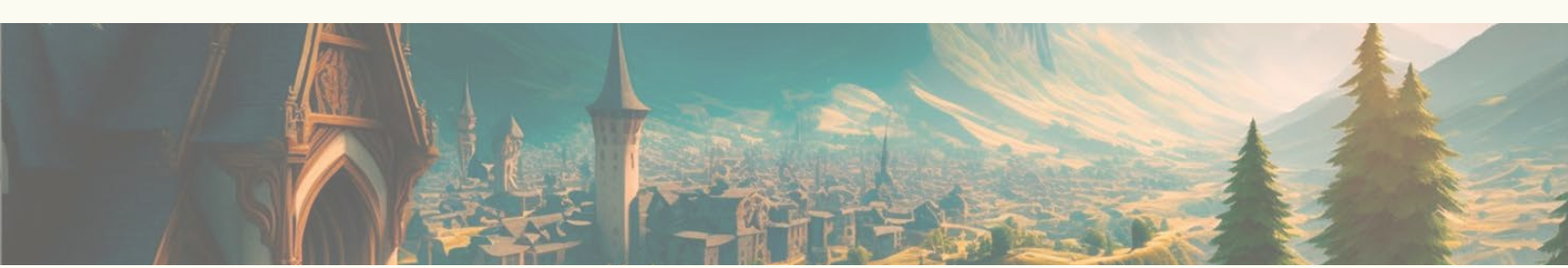
Access to Horizon. In order to play Dragon's Crossing and explore the exciting world of Horizon, you will need to purchase a hero NFT. Think of it as purchasing a normal video game, but instead of purchasing the game on an app store, you are purchasing the NFT to access the game. Importantly, you're also purchasing the ownership of the hero NFT, which is yours from the moment of purchase. And finally, by playing the game with a hero NFT, you'll have the opportunity to earn \$USDC and find unique

Skill Book NFTs depending on your in-game performance. Play well and make wise decisions, and you may find yourself with some extra \$USDC on your hands. Make foolish errors, and you may find yourself coming up short.



How Do I Play the Game? Each hero NFT represents its own game state. Think of each hero NFT as having its own save file. Players entering Horizon have a limited number of actions (quests) they can take each day, and players with more than one hero can quest with each hero separately. As of the date of this document, gameplay sessions with each hero NFT are separate from other hero NFTs (heroes are not in a party, for example). Each daily gameplay session is expected to





take no longer than 20 minutes depending on the player's choices. Players will need to make strategic decisions on how, where and when they quest as game actions are a precious resource. Additional details on gameplay will be available in the Game Docs (which will be made available prior to launch), which may be updated periodically.

What Types of Heroes Are There? To begin, there are only two types of hero NFTs: Genesis Heroes and Rift Heroes.

Genesis Heroes

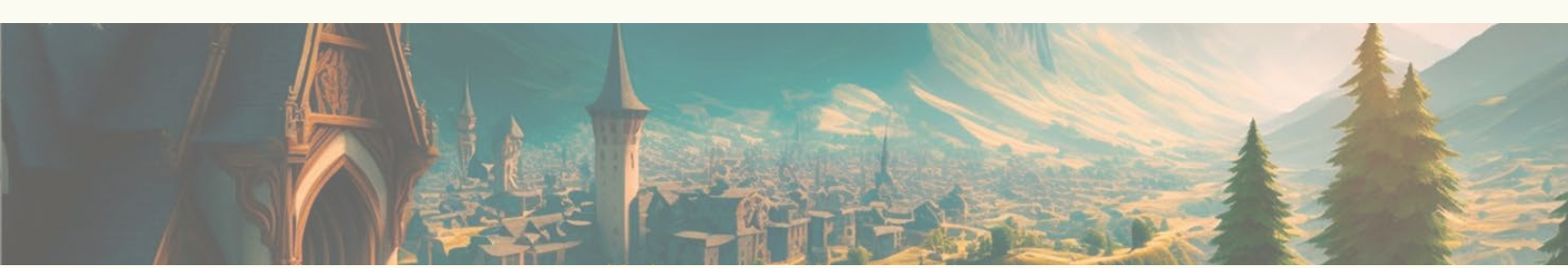
What Is a Genesis Hero? Genesis heroes are unique. Not only do they provide you with access to Dragon's Crossing gameplay, but Genesis heroes also have the singular ability to find Summoning Shards, which allow players to summon a Rift hero into Horizon. They serve as the gatekeepers for all subsequent heroes to enter Horizon because Rift heroes (explained in more detail below) are not able to find Summoning Shards. In other words, they can effectively control the future supply of all Rift heroes entering the world of Horizon. Importantly, Summoning Shards can only be found through gameplay, so players must actively play the game in order to gain the opportunity to summon Rift heroes into Horizon.

How to Obtain a Genesis Hero and How Many Will There Be? We plan to have a total supply of 2800 Genesis heroes. Of these, 2500 Genesis heroes will be available through a mint shortly before the launch of the game. An additional 50 Genesis heroes will be set aside for team members and early backers of the project. The remaining 250 Genesis heroes will be made available to the community for marketing purposes and early backers in the form of airdrops, promotions, and in-game contests, among others.

What Additional Details Should I Know About Genesis Heroes? Regarding the finding and use of Summoning Shards, there is no "generation" concept common among NFT games with gene-heavy mechanics.

Genesis heroes also have the benefit of having a floor rarity of **Rare** and may also be **Legendary** or **Mythic**, whereas Rift heroes may be **Common** / **Uncommon** / **Rare** / **Legendary** / **Mythic**. Rarity improves the drop rate of NFTs that your Genesis Hero can





find. To protect the competitive nature of and to avoid pay to win mechanics of seasonal play, rarity will not impact seasonal play beyond NFT drop rate. While non-seasonal gameplay is complete, rarity may have different impacts on rewards for non-seasonal play, which will be updated as those details are released. For a more detailed explanation of how rarity impacts gameplay, please see our Game Docs (which will be made available prior to launch), which may be updated periodically.

Summoning Shards

Summoning Shards are NFTs that can be used to summon new Rift heroes of a random class into Horizon by using in-game rewards from successful gameplay such as \$USDC. Summoning Shards can be found only by playing Dragon's Crossing and defeating monsters in Horizon. When a monster dies, it may drop loot. As noted above, Summoning Shards can only be found by Genesis heroes. Rift heroes cannot find Summoning Shards of their own. However, because Summoning Shards are player-owned NFTs, they can be traded so that even players without a Genesis hero can open a Summoning Shard.

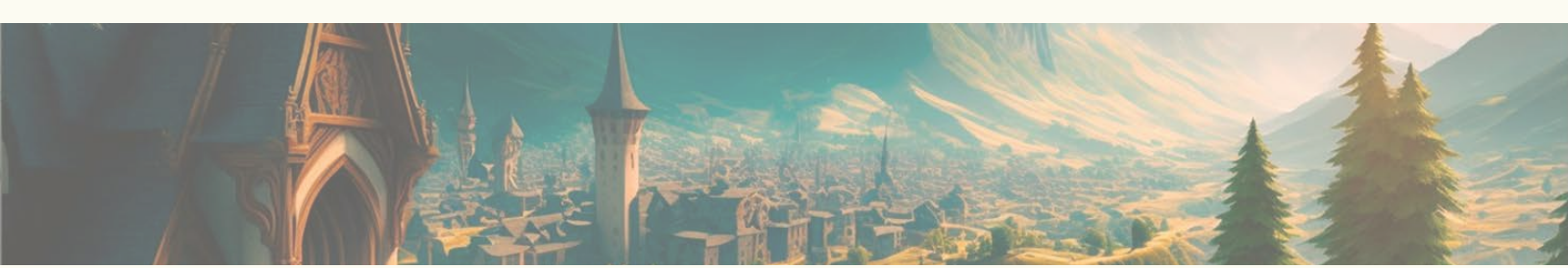


Rift Heroes

What Is a Rift Hero? Rift heroes are nearly identical to Genesis heroes in that they also provide you with access to Dragon's Crossing gameplay. The differences lie in Rift heroes' (1) unique artwork that distinguishes them from Genesis heroes and (2) their inability to find Summoning Shards. But, they can still explore the world of Horizon just the same as Genesis heroes and are eligible to receive \$USDC in-game rewards and Skill Book NFTs based on gameplay.

How Many Rift Heroes Will There Be? Because players with Genesis heroes must play the game to find Summoning Shards and then use in-game rewards such as \$USDC to





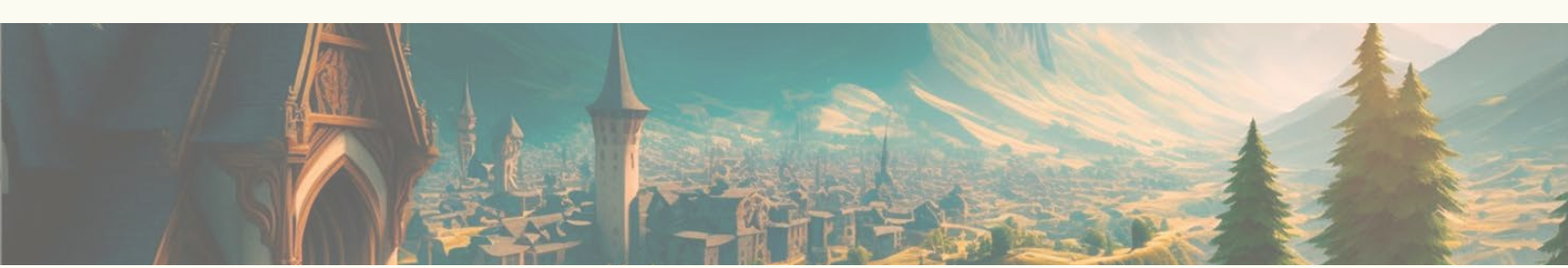
summon Rift heroes into Horizon, the exact number of Rift heroes is uncertain and there is no current cap on the quantity of Rift heroes.

What Additional Details Should I Know About Rift Heroes? As noted above, Rift heroes may be **Common** / **Uncommon** / **Rare** / **Legendary** / **Mythic**. Rarity improves the drop rate of NFTs that your Rift Hero can find. To protect the competitive nature of and to avoid pay to win mechanics of seasonal play, rarity will not impact seasonal play beyond NFT drop rate. While non-seasonal gameplay is complete, rarity may have different impacts on rewards for non-seasonal play, which will be updated as those details are released. For a more detailed explanation of how rarity impacts gameplay, please see our Game Docs (which will be made available prior to launch), which may be updated periodically.

Hero Skill Books

Hero Skill Books can be identified, turning into a class-specific skill book, which can then be learned. Both Genesis and Rift heroes can find Hero Skill books. These can be traded and transferred like any other NFT, but once consumed, the skill is learned by the hero and the NFT is burned. To learn more about the various Hero Skills and how to identify and use a Hero Skill Book, see our Game Docs (which will be made available prior to launch), which may be updated periodically.





DRAGON’S CROSSING GAMEPLAY

Gameplay and Rewards

As noted above, rewards only come to Dragon’s Crossing players who are actively playing the game. The game design is focused on rewarding activity in the game, and smart decision-making. Players who do not actively participate in the game or who make poor gameplay choices will not be rewarded.



Our core thesis is that for there to be a sustainable in-game economy and business model:

“There must be both winners and losers.”

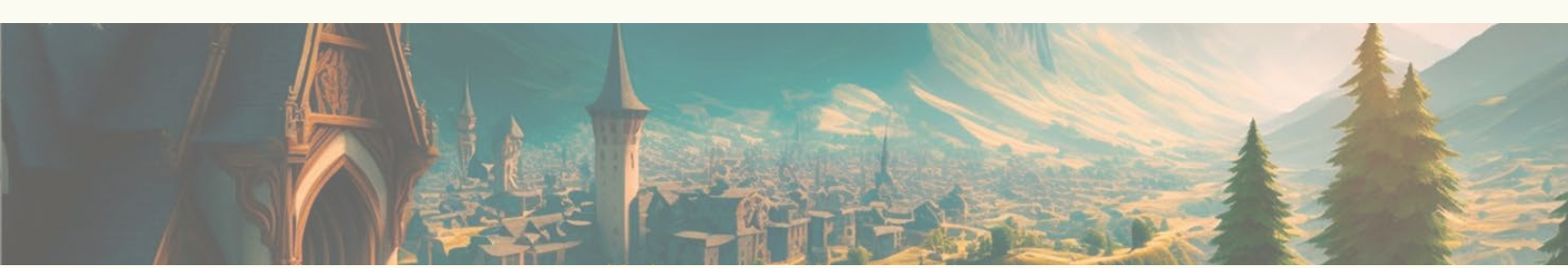
If everyone is a winner, then the economy and business model is not sustainable.

We are also firm believers that it is impossible to structure a system from day 1 that will work in perpetuity. Gaming trends, gaming preferences, and gaming market factors all impact how rewards integrate into a game. As such, we believe it is important that Dragon’s Crossing can be nimble and adjust to the preferences and the best

interests of its players.

With that in mind, the game model at project launch will focus on two game modes:
(1) Seasonal and tournament competitive play that will be available at launch on May





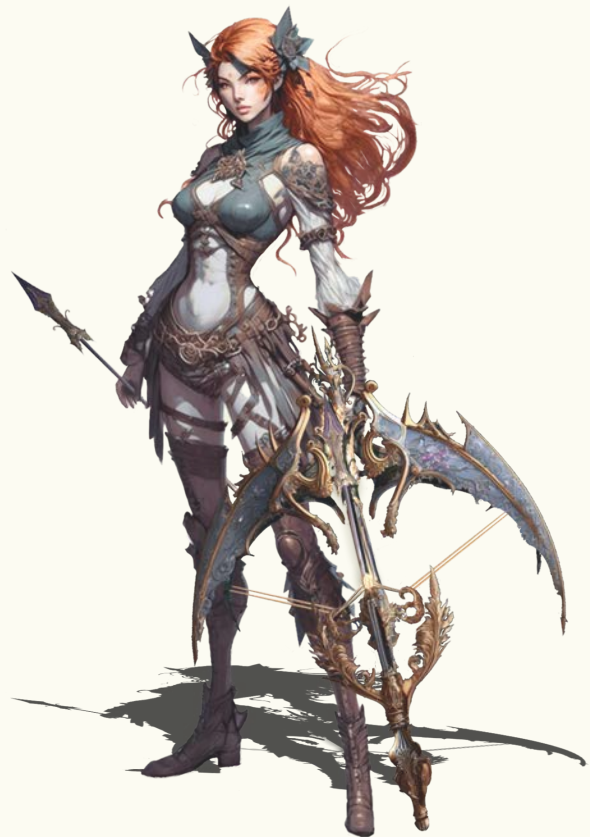
31, 2023, and (2) **non-seasonal perpetual play, which will be released as an expansion after the launch of the game.** Both include all of the features of full gameplay, but non-seasonal perpetual play involves additional factors that will be more easily adapted and released after reviewing data from seasonal and competitive play and will be a fun expansion for both competitive players as well as those seeking a less competitive but equally immersive experience. As the game develops there will likely be additional expansions as both the team and community participate in shaping this in-game economy.

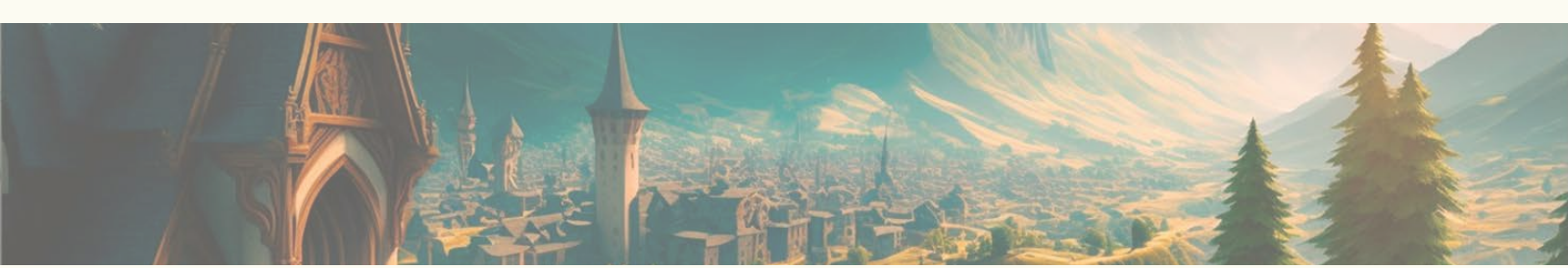
The two initial proposed game modes and mechanics are set forth in more detail in the Game Docs (which will be made available prior to launch), however below is a brief description.

Seasonal & Tournament Play (Playable at Launch)

Seasonal and tournament play is the initial competitive landscape associated with the world of Horizon, and it will be similar to “ladder” style PvE. Player’s heroes will have a “season” or “competitive” gamestate that resets with each season or tournament, which provides for a more pure competitive scene. This is focused on solid, strategic decision-making and gameplay, and is unfettered by “first-in-wins” or “pay-to-win” mechanics.

Players will pay a \$USDC fee to enter a season or tournament, and players will be ranked at the end of each season and tournament based on various metrics with some





players winning and some players losing. The metrics for success will be announced prior to the beginning of each season or tournament and may vary from one season or tournament to another.

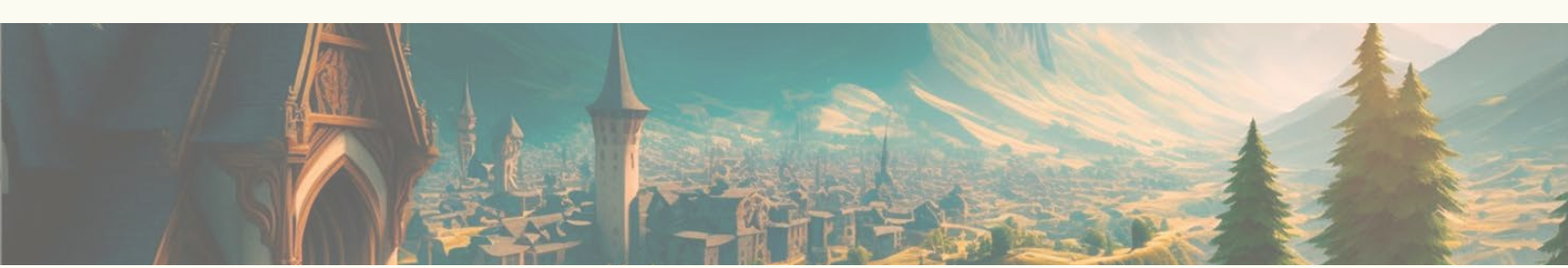
The entry fee for competitive, seasonal play will be largely returned back to the players, with 75% of such entry fees returned and 25% allocated to Dragon's Crossing for ongoing operations. Play well and end up at the top of the ladder, and you'll find yourself with significant rewards. Play poorly, and you'll find yourself receiving little to no rewards. We may supplement the entry fees for additional rewards for winners or participants in these seasonal and tournament modes.

The breakdown of each season or tournament rewards will be announced clearly in advance of each competition.

Summary of Core Season Mechanics at Launch:

- *Duration:* 28 days, but expected to take 22 days to participate competitively to allow cushion for those that cannot log in daily.
- *Frequency:* Every 2 weeks
- *Limitation:* A hero can only have a game state in one season at a time (e.g. you cannot enter Season 1 and then two weeks later enter the next season since Season 1 lasts 28 days, but all Rift heroes found during those first two weeks or heroes that do not sign up for Season 1 will be eligible to play in the next season.
- *Sign up:* Season sign up will cost \$USDC and sign up will be available for 4 days. On the 5th day of a season no additional heroes can play in that season.
- *What Constitutes Success?:* For the initial season, it will be based on actions needed to beat the final boss. If no player reaches the final boss, the next metric will be least actions taken to reach the farthest zone + defeating the most monsters. These metrics may change from season to season, so stay tuned!
- *Minimum Quantity of Players:* 100 to start a Season, if 100 players do not sign up, anyone signed up will need to wait for the next biweekly season to start.





Non-Seasonal Perpetual Play (Game Expansion Available after Launch)

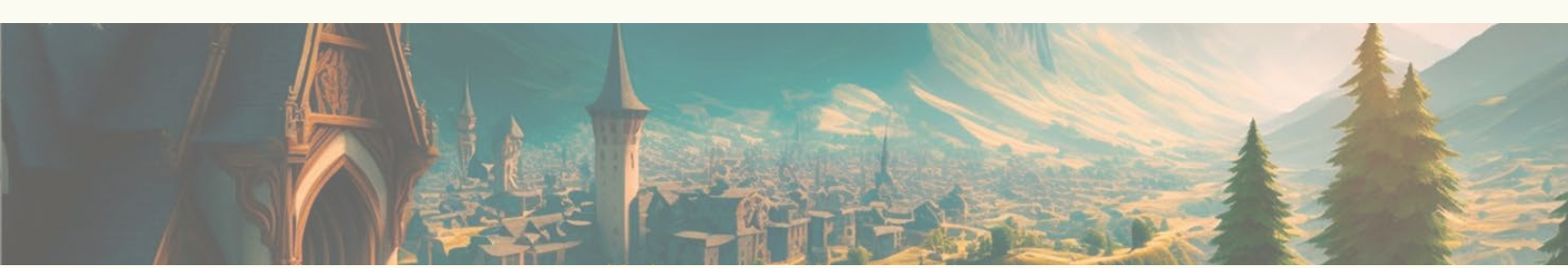
Note that this information is forward-looking based on current expectations and is subject to change. Players should not base any decisions related to their gameplay or acquisition and use of in-game assets on this information.

Non-seasonal perpetual play features permanent, ongoing character building. Players will also have an opportunity to earn rewards in this perpetual mode, with opportunities to earn \$USDC, spend \$USDC as your Hero progresses, and potentially lose \$USDC for poor decisions or for those that push the boundaries of high-risk, high-reward gameplay style.

The full details of non-seasonal perpetual play will be released in the Game Docs (which will be made available prior to launch), which may be updated periodically, but we will ensure such rewards are sustainable in the long term. This may include \$USDC both as rewards and spends to affect your hero's journey, new and unique NFTs, and more, but still while maintaining to a large extent a non- "pay-to-win" style.

As with seasonal and tournament play, however, there must be winners and there must be losers. This dichotomy defines our project and will also underlie the premise of perpetual play. Stay tuned as we release more details on this mode.





Transactions & Fee Distributions

Other than \$USDC fees used to enter competitive season and tournament play, all \$USDC fees spent in-game will be allocated to various purposes. We will be transparent about how these are implemented and enforced.

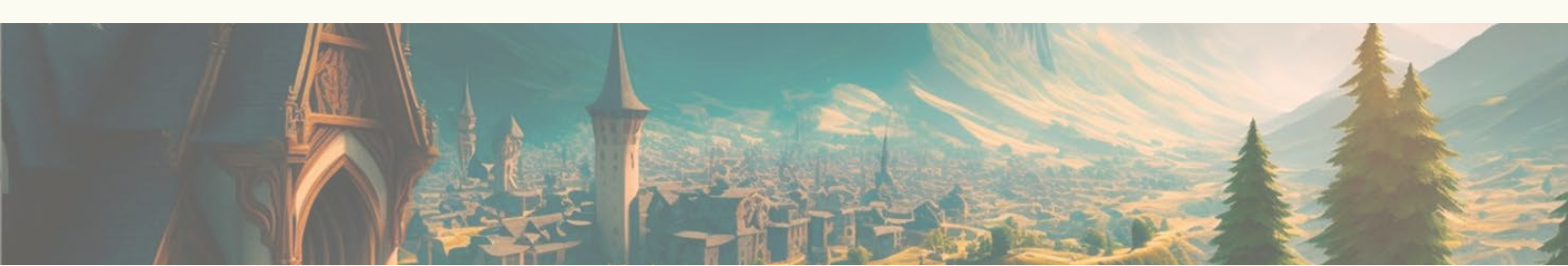
Seasonal/Tournament \$USDC Rewards

By entering into a seasonal tournament, players will have the opportunity to receive significant rewards in \$USDC from the prize pool established from the seasonal entry fee. For a given season, 73% of the total seasonal entry fees paid by players will be paid out to players as part of the general prize pool, and an additional 2% of the total seasonal entry fees paid by players will be paid out to the top three players. So, a total of 75% of the total seasonal entry fees will be paid out to players. Success will be based on that player's performance relative to other players. The reward structure for the initial season is as follows (showing hypothetical rewards for a 2,000 player season):

Rank	Total Players (out of 2,000)	Reward (Percentage of General Prize Pool)	Reward (Percentage of Top 3 Prize Pool)	Prize Per Player (assuming 2,000 players)
1	1	-	50%	\$946*
2	1	-	35%	\$706*
3	1	-	15%	\$386*
1%	20	5%	-	\$14.6
2-10%	180	24%	-	\$77.87
11-20%	200	20%	-	\$58.40
21-30%	200	18%	-	\$52.56
31-40%	200	14%	-	\$40.88
41-50%	200	9%	-	\$26.28
51-75%	500	10%	-	\$11.68
76-100%	500	0%	-	\$0.00

* Includes this player's portion of the Top 3 Prize Pool + that player's portion of the General Prize Pool for being in the Top 1%.





Seasonal/Tournament \$USDC Spend

For any seasonal or tournament entry fee, 75% of the fee will be remitted back to players participating in the season, and the remaining 25% will be retained by Dragon's Crossing for ongoing operations and development. For \$USDC spent on Summoning Shards and identifying Skillbooks during seasonal play, the amount spent will be retained by Dragon's Crossing for ongoing operations and development.

The fees associated with Seasonal/Tournament play for the first season are set forth below but are subject to change for future seasons:

Category	Fee (\$USDC)	Details
Seasonal Entry Fee	\$40	Enables a player to enter the season to earn \$USDC rewards based on performance in that season.
Opening a Summoning Shard	\$10	Open a Summoning Shard to receive a new Rift Hero NFT.
Identify a Skillbook	\$1	Identifies a Skillbook and allows it to be learned by any Hero NFT on that wallet (or the wallet to which it is transferred).

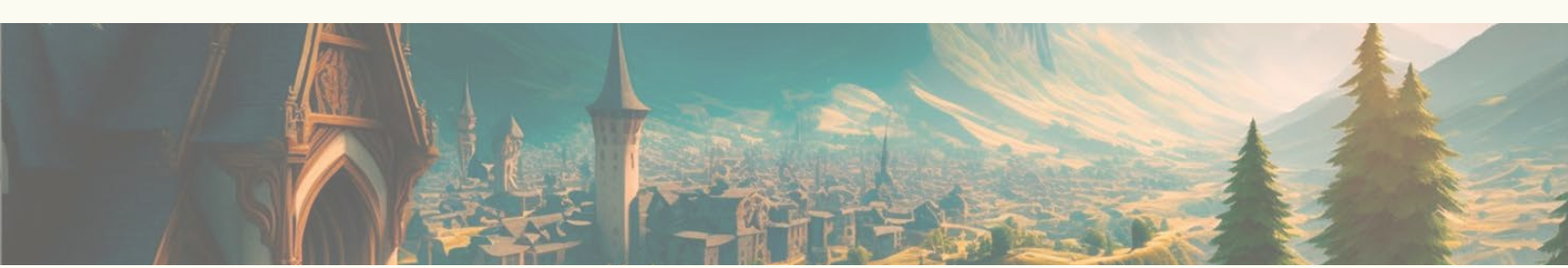
Non-seasonal perpetual play will have a different allocation that is heavily focused on maintaining a long-term sustainable game loop for perpetual play. The apportionment of fees in perpetual mode will be released along with the details of such mode. Spend in future modules will also be released and updated from time to time here in this document or in the Game Docs (which will be made available prior to launch), which may be updated periodically.

Project Wallets

The below project fund wallets are secured in Gnosis multisig wallets. Each of these wallets requires 3 out of 4 signatures to execute, and for each wallet, 2 of the 4 signatories will approve via hardware ledger wallet.

These measures can prevent quick/prompt action, but they do protect against hacks or attacks that might otherwise harm the project's treasuries by ensuring that there is





no single point of failure. This also helps protect against one team member having unilateral power. Multisig wallets also have the benefit of showing transactions that are proposed, even before they are executed.

You can see the addresses of these treasury and ecosystem funds here:

Minting Fees (Holds the \$USDC used to mint heroes):

0x8AC25f6F64d781D322d9B5390621b017384C79da

Seasonal Fees (Holds tokens from Seasonal fees (majority of which will be paid out to participants and a portion of which is sent to the treasury)):

0x5eE13a5437b1cCFA1cE0bBa19B74B7E6f975eC43

Other Fees (Holds tokens from other in-game transactions until sent to Operations / Development): 0x3bE17B766a0dfB59353091c8Bcode50ccB6F2021

The Dragon's Crossing Team members acting as signatories on these multisig wallets are as follows:

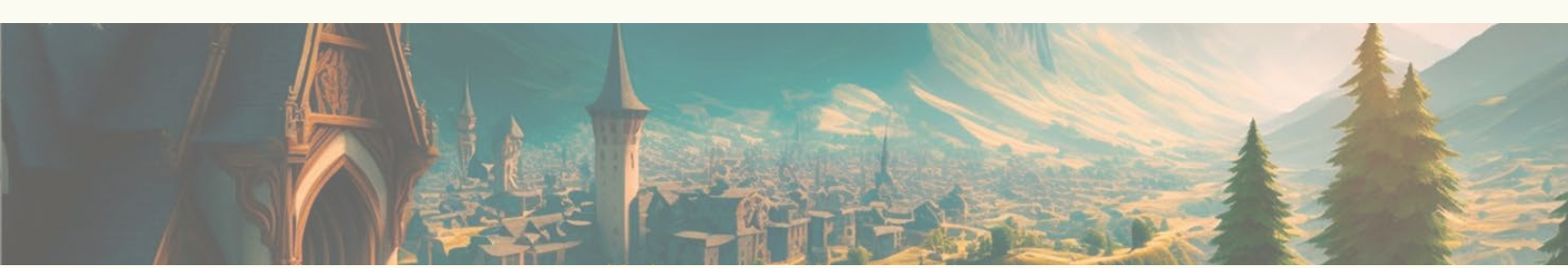
Bloaterpunch: 0xa1E42704bA79f5816177bC84A4a3B4691c211D15

Samichpunch: 0xB44ABD96fcb08539b9C85375f91927F6A96Ccd7b

Babypunch: 0x44500Ee23b4DF829AcB6712D3668F919030C374B

Granite: 0x81a3a48253f8b0779e43202778d799F4B1bCbCa4





BLOCKCHAIN

Web3 has created a new and unique value proposition, one in which players own their in-game assets and can use those assets across support public blockchains, including in other protocols. The world is our oyster as we build a metaverse of web3 games together, both here at Dragon's Crossing, and with other projects.

We have decided to build on Arbitrum because of its many features, including connection to base layer Ethereum, the security of the chain, user and transaction volume, organic growth of the ecosystem, the amount of TVL, the momentum and success of other gaming projects, and our estimates on the success of the chain moving forward.



A R B I T R U M

