■ DragonFlight Web3 Litepaper

1. Overview

DragonFlight, first released in 2012, has been loved by millions of players as one of the most iconic casual shooting games. With simple controls and fast-paced gameplay, it established itself as "a shooting game anyone can easily enjoy." Now, DragonFlight is preparing for a new flight into the Web3 era. The Web3 version retains the familiar fun and intuitive controls while integrating blockchain technology to enhance transparency, fairness, and true ownership of assets. - Game Title: DragonFlight - Genre: Casual Shooting - Platform: HTML5 / Line Mini DApp - Key Features: • Expansion of a popular IP into Web3 • No native token issuance → stable and regulation-friendly structure • Utilizes GHUB token for payments and rewards

2. Vision

We aim not for "Play & Earn" (playing just to make money) but for a new philosophy: "Play & Own" — play where achievements and rewards truly belong to the players. DragonFlight Web3 puts gameplay fun as the highest priority, with Web3 elements introduced only where they add meaningful value. - Strengthen the core fun of the game - Ensure rewards and achievements gained through play belong to players as their assets - Use GHUB token not as a speculative tool but as a medium for settlement and transparency

3. Tokenomics Structure

Dual Point System - DFT (Dragon Flight Token / Dragon Points) • Core in-game point • Earned through competitive play such as ranking rewards and seasonal participation • Exchangeable into GHUB once a threshold is met - ADP (Advertising Points) • Earned by completing daily/weekly missions • Used for character growth, item purchases, and special reward exchanges • Provides stable reward experiences for casual/low-engagement players Settlement Structure - DFT and ADP can be converted into GHUB at fixed cycles - The company does not issue or custody GHUB directly - Users claim rewards through a Merkle Claim mechanism directly into their wallets - This ensures a non-custodial structure, providing both regulatory safety and strong security Ads & Pass Model - Free players earn points by watching ads - Pass buyers receive extra rewards and boosters - A share of ad and pass revenue (25–30%) is allocated to the GHUB reward pool for players

4. Season & Settlement Cycle

- Point accumulation: 1st → 25th of each month - Settlement & burn/allocation: 25th - User claim period: 26th → 5th of the following month - Unclaimed rewards: roll over up to 6

months This structured cycle provides predictability for players and ensures transparent accounting records for audits and compliance.

5. Reward System

- 25–30% of ad and pass revenue automatically funds the GHUB reward pool - Players earn DFT/ADP through gameplay and missions - At season end, points are converted into GHUB - Top rankers receive higher-tier rewards, while casual users gain steady mission rewards ∎ This ensures all players experience rewards that match their playstyle.

6. NFT Elements

NFTs represent more than collectible assets — they embody rights and prestige in DragonFlight Web3. - Expedition NFTs: entry tickets for special modes/seasons - Champion Ring NFTs: awarded to top rankers as marks of glory - Item/Skin NFTs: cosmetic differentiation and optional purchases These NFTs add scarcity and ownership value beyond tradability.

7. Regulation & Security

- No native token issuance → minimal securities/ICO risks - Non-custodial claim: operator never holds player tokens - Server only publishes settlement records & Merkle root - Smart contracts secured through audits, multi-sig, and timelocks

8. Community & Communication

DragonFlight Web3 prioritizes active community engagement. - Official Website: home.dragonflight.io - X (Twitter): @dragonfkaia - Discord: hub for community interaction & bug reports - GitBook/Notion: official game guide & settlement policies

9. Roadmap (Sample)

- Q4 2025: Web3 launch, Season 1 start - Q1 2026: Arena League & ranking reward overhaul → enhance competitiveness - Q2 2026: NFT skins and collectibles introduced (optional purchase) - Q3 2026: Global platform integration, community DAO-based events

10. Disclaimer