

DragonFlight Web3 (CROSS Edition) Litepaper

1. Overview

DragonFlight Web3 is a reimagined version of the classic casual shooting IP Dragon Flight, which has been enjoyed by tens of millions of players worldwide, optimized for the CROSS Web3 platform.

Built on HTML5, the game allows instant play without installation and leverages CROSS Web3 infrastructure to deliver transparent reward mechanisms and true user asset ownership.

Game Title: DragonFlight Web3

Genre: Casual Shooting

Platform: HTML5 / CROSS Web3 Platform

Key Highlights:

- Expansion of a proven global IP into the CROSS ecosystem
- No native token issuance, ensuring a stable and regulation-friendly structure
- Rewards and settlement powered by the CROSS ecosystem utility token GHUBx

2. Vision – Play & Own

DragonFlight Web3 moves beyond the conventional “Play & Earn” model and aims to deliver a true “Play & Own” experience, where in-game achievements and rewards genuinely belong to players.

Web3 elements are introduced selectively, not for speculation, but to enhance fairness, transparency, and ownership within gameplay.

- Gameplay enjoyment and immersion remain the top priority
- Rewards earned through play are owned by users as their assets
- GHUBx is used as a settlement and transparency tool, not as a speculative asset

3. Reward & Point Structure

Dual Point System

DFT (Dragon Flight Points)

- Core competitive in-game points
- Earned through rankings, seasonal content, and league participation
- Convertible to GHUBx upon meeting predefined conditions

ADP (Advertising Points)

- Earned via ad viewing and daily/weekly missions
- Used for character progression, item consumption, and reward exchanges
- Designed to provide stable rewards for casual players

Settlement Model

- DFT and ADP are converted to GHUBx on fixed seasonal cycles
- The operator does not custody or manage GHUBx directly
- Users receive rewards directly to their wallets via the CROSS Ramp mechanism

4. Revenue → Reward Flow (CROSS Model)

- 25–30% of advertising and Flight Pass revenue is automatically allocated to the GHUBx reward pool
- Free users earn rewards through ads
- Flight Pass users receive additional rewards, boosters, and efficiency benefits

- A sustainable structure where game revenue is directly linked to user rewards

5. Season & Claim Cycle

- Point accumulation: 1st to 25th of each month
- Seasonal settlement: 25th of each month
- Unclaimed rewards may roll over for up to 6 months

This structure provides predictable reward schedules for users and aligns with CROSS platform auditing and settlement standards.

6. NFT Elements (Optional)

NFTs are designed not merely as tradable assets but as symbols of rights and prestige within the game.

- Expedition NFTs: Access tickets for specific modes or seasons
- Champion Ring NFTs: Honorary NFTs awarded to top-ranking players
- Skin / Cosmetic NFTs: Optional cosmetic differentiation items

All NFTs are optional and non-mandatory for gameplay.

7. Security & Compliance

- No native token issuance, minimizing securities and ICO-related risks
- Non-custodial structure where the operator never holds user assets
- Smart contracts secured through audits, multi-signature wallets, and timelocks

8. Community & Ecosystem

Official Website: <https://home.dragonflight.io>

CROSS Platform Integration

Global Community Channels (Discord / X)

Official guides and policy documentation provided

9. Roadmap (CROSS Focused)

- Q4 2025: Official launch on CROSS platform, Season 1 begins
- Q1 2026: Arena League and ranking system enhancement
- Q2 2026: Introduction of cosmetic NFT content
- Q3 2026: Global platform integrations and community-driven events

10. Disclaimer

This document does not constitute an investment solicitation.

DragonFlight Web3 does not issue its own token. GHUBx is a utility asset provided within the CROSS ecosystem.

All game structures and policies are subject to change based on operational and regulatory conditions.