



DOTA X

THE METAVERSE WAR BETWEEN RADIANT AND DIRE

GAME GUIDE

GAME FLOW



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Recharge

Purchase Magic
Crystal

Forge

Sell

Buy Weapons

Collect



GAME FLOW



1. Recharge

Users purchase OG from Binance Exchange and deposit it into their Bitget wallet (supports Chilz Chain wallet).

2. Purchase Magic Crystal

Users operate within the wallet to purchase Ahaliem Crystals by paying OG. The price is 0.01 USDT per crystal, and the exchange rate is based on the hourly average of OG from Binance Exchange.

3. Forge

Users use Ahaliem Crystals to forge the Dragon Spear weapon. 10,000 Ahaliem Crystals are required to forge one Dragon Spear. Lower-level heroes cannot forge higher-level weapons, and different weapons require varying elements and times for forging. Successful forging triggers immediate hero bonus rewards (variance rewards). Users can sell successfully forged weapons on the marketplace, with initial sale prices set by the platform. Pre-development version 2.0 will support the feature allowing users to set custom prices (with a minimum price set in the backend) and will include an order matching function, enabling direct C2C transactions between users. This feature will be launched at a later stage if needed.

4. Forging

Users can list successfully forged weapons for sale in the marketplace. Sale orders are processed in chronological order, and the marketplace will display the available weapon types and quantities. If a weapon type is out of stock, users can click the "Pre-order" button to reserve it. Users must pay the equivalent amount in OG to complete the reservation, and the system will generate a unique number and add them to the queue. When the weapon is listed again, the system prioritizes matching it with the reservation queue. The backend can view all reservation data in real time. Additionally, weapons bought from the marketplace have a "cooldown period." After purchase, users must wait for this period to end before they can relist the weapon for sale.

5. Buying Weapons

When users purchase weapons in the marketplace, they must choose weapons that match their level. Lower-level hero characters cannot purchase higher-level weapons. After purchasing a weapon, users can either forge higher-level weapons or store it in their warehouse for collection. Collection rewards are settled daily.

6. Collection

Users can choose to forge higher-level weapons from the weapons in their warehouse or opt to collect them to earn collection rewards. Different weapons will drop varying amounts of Ahaliem Crystals daily. Successfully forged weapons in the collection can be sold at any time. However, weapons purchased from the marketplace can only be sold once the cooldown period has ended.

WEAPON AND HERO SYSTEM

1. Weapon Forging, please refer to the "Hero & Weapon Introduction" PPT for the required elements.



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Weapon	Required Items	Forging Time (days)	Price of Finished Product (Magic Crystals)	Gem Drops (Daily)
Dragon Lance	10,000 Magic Crystals	3	10210	0
Heaven's Halberd	2 Dragon Lances	7	21706	0
Blink Dagger	2 Heaven's Halberds	14	50098	525
Manta Style	2 Blink Daggers	21	127550	1433
Vanguard	2 Manta Styles	28	362244	4210
Ethereal Blade	2 Vanguard	35	1130202	12750
Scythe of Vyse	2 Ethereal Blades	42	3874333	42269
Mjollnir	2 Scythe of Vyse	49	14582989	153423
Aghanim's Scepter	2 Mjollnirs	56	60198581	609568
Divine Rapier	2 Aghanim's Scepters	63	272097587	2648737

WEAPON AND HERO SYSTEM

2. Weapon Collecting, please refer to the "Hero & Weapon Introduction" PPT for the required elements.



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Weapon	Weapon Cooling Time (days)	Magic Crystals Dropped (Per Day)
Dragon Lance	3	71
Heaven's Halberd	7	195
Blink Dagger	14	551
Manta Style	21	1658
Vanguard	28	5433
Ethereal Blade	35	18083
Scythe of Vyse	42	65863
Mjollnir	49	262493
Aghanim's Scepter	56	1143773
Divine Rapier	63	5441951



WEAPON AND HERO SYSTEM

3. Hero Upgrade, please refer to the "Hero & Weapon Introduction" PPT for the required elements. Once the user meets the upgrade conditions, they must manually click the upgrade button to level up the hero.

Hero	Upgrading Conditions	Available Weapons	Hero Character Bonuses
Drow Ranger	Registered Member	Dragon Lance	0
Phantom Lancer	5 Drow Rangers	Heaven's Halberd	20%
Templar Assassin	3 Phantom Lancers	Blink Dagger	20%
Axe	3 Templar Assassins	Manta Style	20%
Chaos Knight	3 Axes	Vanguard	20%
Juggernaut	3 Chaos Knights	Ethereal Blade	10%
Doom	3 Juggernauts	Scythe of Vyse	10%
Elder Titan	2 Dooms	Mjollnir	10%
Oracle	2 Elder Titans	Aghanim's Scepter	10%
Zeus	2 Oracles	Divine Rapier	10%

4. Hero Appointment : Players holding a rank equivalent to or higher than Axe are authorized to appoint hero characters at the same rank or any lower rank.

Note: 1. Heroes of Doom level and above will be unlocked on the 84th day after the system launch.
2. If any hero is upgraded to Doom level within the first 84 days, the access will be unlocked earlier.



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FIVE MAJOR REVENUE STREAMS



- 1. Forging Income (Aghanim's Shards, AGS):** Users can earn income by selling the weapons they have forged, based on the value of the weapon. Upon successful forging, hero bonus rewards (Extreme Difference Rewards) must be settled immediately. The bonus is settled upward based on the "Extreme Difference" model and distributed in Aghanim's Shards.
- 2. Forging Income (Void Gems, VOS):** Users receive daily income during the forging process, based on the value of the weapon being forged. Rewards are distributed daily at 00:00 U.S. time (16:00 Beijing time). Personal income is settled in Void Gems, and no hero bonus rewards are included.
- 3. DOC Income:** Users can exchange Void Gems (VOS) for DOC through an NPC daily. The DOC mining pool produces 1 million DOC per day for the first 100 days, and 2 million DOC per day for the next 200 days, totaling 300 days of production. The amount of DOC each user receives is based on the amount of VOS they hold and the exchange ratio determined by the daily DOC output.



FIVE MAJOR REVENUE STREAMS



- 4. Collection Income (Aghanim's Shards, AGS):** Users earn daily income from the weapons they have collected. Rewards are distributed daily at 00:00 U.S. time (16:00 Beijing time). Personal income is settled in Aghanim's Shards. Hero income is calculated based on the "Extreme Difference" model and settled upward in Aghanim's Shards.
- 5. Selling Income:** When a forged weapon is sold, the income is settled in OG based on the one-hour average price of OG on the exchange, calculated in USD terms. Weapons purchased directly from the marketplace have a cooldown period and cannot be sold immediately. After the cooldown ends, the user can sell the weapon. The selling price is also settled in OG at the one-hour average exchange rate. Once the buyer pays the corresponding amount of OG, the transaction is completed.
- 6. Hero Income:** Hero characters receive bonus income (Extreme Difference Rewards) based on their level. Before distributing the hero income, the system checks whether the hero holds a weapon of the same level (via forging, collection, or inventory). If the hero does not hold a weapon of the same level, the hero income will not be granted.

