



THE NIGHT PROJECT

White Paper





Overview

Clicker Kings is the ultimate idle clicker mobile game with a core economy powered by Blockchain brought to you by The Night Project.

A little over 1 year ago we started what we now call The Night Project, the name pretty much says it all. During the first UK lockdown, we continued to work our salaried jobs whilst also working every night of the week and weekends around family life to bring you what we now call Clicker Kings!

We are all in with this project and every ounce of our blood, sweat and tears has and will continue to go into this game so that hopefully soon we can bring you a playable demo and change the face of the Idle Clicker industry.

Goals

1. Fun engaging Idle clicker rewarding players for your efforts with \$CK tokens
2. Weekly & Monthly competitions rewarding users
3. In-game purchasing of items and perks using \$CK tokens
4. Wallet connection to the mobile game

The Game



The video above shows just a small snippet into the game, to be honest, we could talk about it for hours! Clicker Kings is in essence an Idle Clicker... With a twist.

For the launch of our game you will be able to do the following:

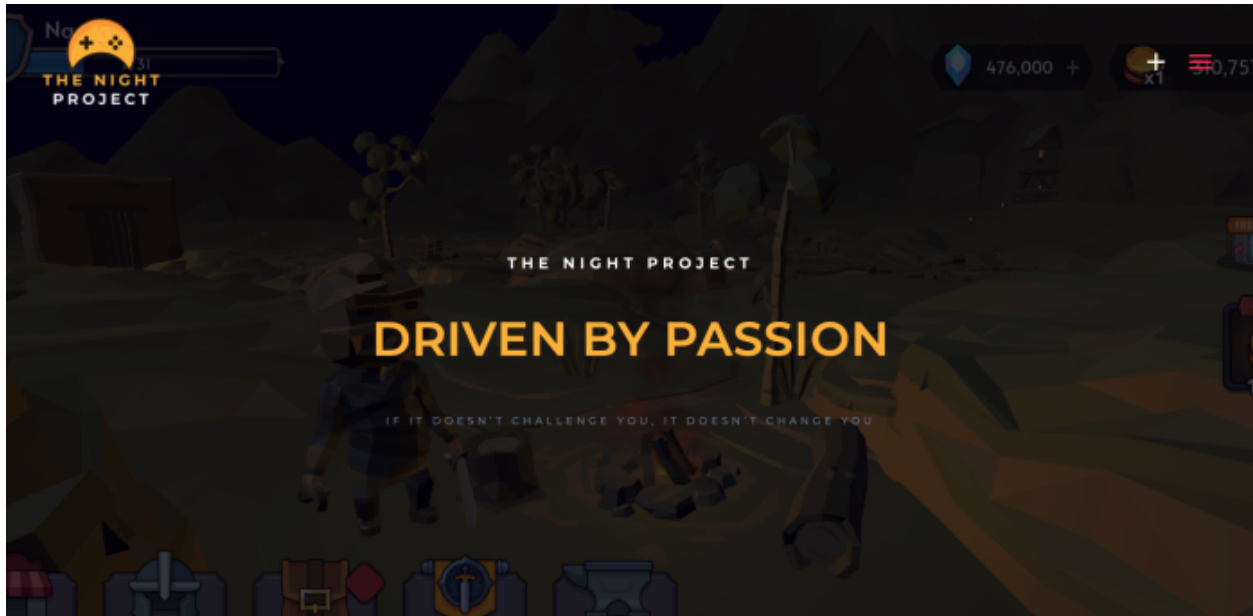
- Click to earn XP and Gold
- Levelling system
- Clans
- World Boss - 1 Boss for every player in the world, with a huge amount of hitpoints it's going to take all of your effort to defeat them. The final blow will receive huge rewards as will the top 100 damage dealers.



- Items, Inventory, Power
- Multipliers
- Cash & Crypto rewards for weekly and monthly competitions.
- NFT's for rare in-game items
- Much much more

We think it's important to highlight combat. As you start to gain and upgrade your items, increasing your power level, you'll be ready to take on the World Boss. When a World Boss spawns you will be competing against everyone in the world to kill this boss. Its health will be unknown, but we can tell you this much... It will take a LOT of clicking to kill. Level up your gear and devote yourself to this endeavour and you're in with a chance of being the player who achieves the KILLING BLOW. You will be handsomely rewarded with more gold, items and treats than they will know what to do with and be the talk of Clicktopia.

We also plan on running Weekly & Monthly competitions. They will be based on different player stats such as click count, level gains etc. The top 100 players for each of the metrics will be rewarded cash payouts taken from any revenue made with In-App Purchases (IAP) - We like to give back to the mightiest of players! **All payouts will be made with the \$CK token**



BlockChain & NFTs

Crypto is the future of frictionless transactions and is a huge passion of ours. The long term goal will be for the in-game currency to be based around our own tokenomics & tokens where users can choose their competition earnings to be paid out over blockchain or PayPal.

Clicker Kings will also be incorporating NFTs. These NFTs become rare collectable in-game items, some unique, some with multiples, but hopefully giving our players a sense of ownership and value that they can take with them into the real world.

So many players spent thousands of their hours grinding and working hard in games to earn what is essentially nothing more than "street cred" - With Clicker Kings this will all change, the players who work hard will be rewarded with NFTs & Crypto. This can be taken into the real world and sold for FIAT making our whole in game economy real.



The Token

Contract: <https://polygonscan.com/address/0x7129ae407168a1c2d7854e72ccfe55702da04f44>

Tracker: <https://polygonscan.com/token/0x7129ae407168a1c2d7854e72ccfe55702da04f44>

Contract Address: 0x7129Ae407168a1c2d7854e72CCfe55702Da04F44

Total Supply: 1,000,000,000

AirDrop: 10%

IDO / IFO: 10%

Economy P2E: 30%

Engineering: 20%

Partners: 10%

Marketing: 20%

Decimals: 12

Ticker: CK

Name: Clicker Kings



IDO Spend

Thus far funding for the project has been down to the co-founders of Clicker Kings. All work and investment have been entirely theirs, however, we are now getting to the point where we need to start ramping up our marketing and engineering team. For this, we need to acquire funding. Below is a simple illustration of how we foresee our IDO spending.

1. **75%** locked into the liquidity pool
2. **25%** invested back into the company
 - a. **30%** Engineering
 - b. **20%** Marketing
 - c. **20%** Market Making
 - d. **30%** Management & Other Recruitment

Airdrop

We are currently running an airdrop within our own discord server. The airdrop is simple.

1. Join our discord server: <https://discord.gg/tKPjQnS7u4>
2. Head over to the **#airdrop** channel
3. Drop your wallet into the airdrop database using the command **/airdrop <your ERC20 wallet address>**
4. Congratulations you will get some airdrop tokens.
5. Want to earn more? Generate an invite link and start inviting to discord. You'll get a bonus of 25 tokens for every invite.
6. Use **/help** for all of the commands
7. Tip: **/rewards** will calculate your rewards!



Pool

Currently, we are in talks with different IDO platforms to help us raise funds for a pool. We will be looking to run a 1,000,000 CK IDO sale to help fund a pool. We plan on locking in **75%** of the capital raised from an IDO in to the pool. **25%** will be used to continue funding the project and cover the cost of infrastructure & marketing.

Why is there a reserved supply?

- **Funding Game Development** - At present this game has solely been engineered by two people working in the evenings and weekends. At some point, we will need to fund a growing team, and some of the reserved pots will be used to employ more engineers and designers.
- **In-Game Rewards** - Well we need some tokens set to one side to reward our awesome gamers won't we?
- **Future Air Drops** - We plan on doing more airdrops in the future.

Core Values

Honesty

Integrity

Fairness

Community

Passion

Innovation

Teamwork

Giving Back

Sharing



The Team

We think it's important to share with you a little bit about who we are, after all, we are asking for your support. With this in mind, we feel that it is key for you to know a little bit more about who you are investing in.

Steve

Steve has had the honour of working for some of the world's biggest tech companies such as ARM, however recently he made the decision to take a step toward start-ups and spend more of his personal time focused on working on his real passions in life. Game Development & his family.

This change in his career moving away from "Big Corp" has really helped him focus on what is important in life, where he wants to be and what he wants to create for the world.

With nearly 20 years of experience as a software engineer, he has touched most parts of the engineering world from web development, backend engineering, game development and blockchain. Clicker Kings blends the best of his passions in too one reality.

Harry

From a process-driven background, Harry has worked in management at a power plant for some time. He also has been doing software engineering on the side now for a number of years. Taken under Steve's wing he has been mentored into a brilliant budding software engineer with a huge passion for developing his own games and turning his creative imaginative ideas into a reality.



The Outlook

Clicker Kings is an exciting project with lots of great ideas, what we have put together so far is just the beginning of a lifelong journey. We will soon be adding a timeline/forecast to give people more of an idea of our progress.

Keep an eye out for joining our **Alpha testing team**, we need good testers to help us make this dream come true.

We want to disrupt gaming, we want to reward our players and we want them to feel like they have earned something from playing.

If you're an **engineer**, **designer** or **enthusiast** looking to get involved please get in touch on our discord server.

If you like our **AirDrop** bot and would like to use it also please do get in touch.

Discord Server: <https://discord.gg/tKPjQnS7u4>

Website: <https://www.clickerkings.com>

Thank you for reading.

Steve & Harry



Note: Until we run an IDO small changes may be made to this document to reflect any changes in the market, changes in the game & or team.