

NEW WORLD

新世界 | Bilingual White Paper

概念与治理白皮书 • Concept & Governance White Paper

中文完整版 / Full English Edition

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Policy baseline New World Rules V0.27

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创造一个可生活、可交易、可治理的世界。

A world to live in, trade in, and govern.

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READ THIS FIRST / 阅读须知

文件定位 / Document Status

这是依据已确定项目规则编写的供内部审阅的中英双语白皮书草案。项目尚处于方案设计阶段；尚无已部署 NB 主网、已发行 NC、可运营的真实银行产品或已上线游戏。

This document is a bilingual review draft based on approved project rules. The project remains conceptual; it is not a representation that an NB mainnet, NC issuance, live banking product, or production game currently exists.

标记 / Label	含义 / Meaning
确定 / Adopted	已在规则档案 V0.27 中确定的项目制度 / Policy adopted in the master archive
目标 / Target	预设技术参数，须通过实际测试 / Engineering parameter requiring validation
待定 / Open	尚未决定的价格、风险或执行细节 / Open economic or implementation item

AT A GLANCE / 核心参数

项目 / Parameter	当前方案 / Current design
NC 总量 / Supply	21,000,000 NC; 9 decimals
公链 / Blockchain	NB native L1 first: Cosmos SDK + CometBFT; EVM deferred, not cancelled
初期验证者 / Validators	7 separately operated permissioned validators (planned)
Gas / Gas policy	~0.005 NC normal transfer; ~0.002 NC floor; target load 50%
政府支出 / NGA payments	5 / 9 signatures; 72-hour notice; 2 objections cancel
组织地址 / Organization address	Exactly 1 official NB address per organization
组织提案 / Org proposals	Board approval + 7-day major-proposal notice, subject to shareholder votes
银行 / New Bank	100% NC reserves; SD-ID-based deposits; cross-address withdrawals
首测 / First playable test	UE5; third-person proxy art; ore gathering; direct trades

Note: Illustrative examples in this white paper are not NC purchase or investment recommendations.

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执行摘要

New World（新世界，NW）计划构建一个长期运营的多人在线虚拟社会。玩家可以在其中生活、采集、交易、制造、投资、建立公司与军队，并在特定高风险区域参与可掠夺的战斗。项目的核心不只是战斗，而是由玩家共同形成的生产、资产与组织关系。

项目规划两个直接面向用户的产品：New World 游戏与 New Assets（新资产，NA）钱包；其经济基础是独立的 New Blockchain（新区块链，NB）及固定全球有效数量的 New Currency（新货币，NC）。游戏角色、建筑、物品和实时战斗由游戏服务器管理；真实的 NC 链上转账和组织治理凭证由 NB 处理。

本文为方案白皮书草案，不是产品已上线声明、投资建议或资产发行承诺。所有技术参数均需在开发、经济模拟、安全评估和适用法律审查后接受验证。正式制度依据内部规则档案 V0.27，尚未确认的事项在文末单独列明。

一、愿景、设计原则与产品范围

NW 希望降低进入数字社会的门槛。玩家不必先成为射击高手，也可以通过寻找资源、经营商店、提供服务、参与组织和资产交易获得参与感与经济机会。长期目标包括可进入的大型现代城市、由玩家运营的产业链、战争、文化和社会关系。

项目采用四个基础原则：资产流转应当可核验；个人、组织、政府和银行的资金权限相互区分；大部分游戏逻辑应保持链外实时性能；正式规则与待测试参数必须分开。项目不追求让所有城市场景或战斗动作上链，也不会把官方建议自动等同为玩家批准的规则。

第一版测试采用 Unreal Engine 5（UE5），使用第三人称视角、简单可操纵白模角色和白模场景，不以高精度 3D 资产为前置条件。首个验证闭环是邮箱注册、获得不可变 SD 账号、挖掘铁矿或铜矿、出售矿石换取 NC、直接交易和赠送，再逐步启用制造、枪械、组织与罪恶区域。复杂合同、全量司法、精细城市美术和完整交易行可后续迭代。

二、系统架构与信任边界

NB 是独立 Layer 1 公链，第一代先以 Cosmos SDK 和 CometBFT 开发独立原生链、原生 NC 转账和 Gas。NC 保持 9 位小数；Cosmos EVM / EVM 兼容暂缓至后续阶段，不永久取消，不引入 9/18 位精度转换。早期拟采用七个由独立主体运营的许可验证者，目标出块约两秒。该目标并不代表已经达到的吞吐量、成本或安全水平，正式实现需按具体软件版本确认兼容性并进行测试。

NB 保存原生 NC 转账、组织治理凭证及所需的可验证状态；NB 与 NW 是分别开发、部署和运营的独立软件产品。NB 节点、共识、RPC、账本和独立钱包不需要 NW 游戏服务器、游戏数据库或 SD 账户服务在线才能运行。即使 NW 永久停服，NB 仍应继续出块，NC 仍能在兼容钱包、区块浏览器和其他应用之间转账。NW 作为链的外部客户，通过公开的 NB RPC 验证 NC 支付；角色移动、背包、枪战、矿石和游戏物品归属由 NW 独立管理。游戏支付需以唯一订单关联已最终确认的链上转账。

系统采取清晰的单向依赖架构：NW 可以依赖 NB 确认经济交易，但 NB 不能依赖 NW 的 API、数据库、账号状态或在线会话。NB 与 NW 采用独立代码仓库、运行环境、密钥与数据库，分别部署、监控和升级。NB 中断时 NW 可暂停链上经济操作；NW 中断时 NB 的转账与其他应用继续可用。灵石等链外权益的停服兑付，仍需要额外的可验证凭证和恢复机制。

三、NC 货币、供应守恒与动态 Gas

NC 的全球有效数量固定为 21,000,000 枚，支持九位小数。创世时的 NC 由 New Gov 掌握，随后通过真实采购、拍卖与市场活动进入玩家流通。新注册玩家不免费领取 NC，但保留不足以完全吃饱的基础食物救助制度。

原先讨论的 Transfer Tax（TT，流通税）已经废除。NB 链转账按交易消耗的计算、签名和区块资源收取 NC Gas，不按转账金额百分比抽税。当前初始政策参数为：普通 NC 转账在正常负载下约 0.005 NC，最低参考约 0.002 NC；目标区块资源使用率 50%，每区块基础费调整幅度不超过 12.5%，支持自愿优先费。

现行方案拟将 Gas 的 90% 分入验证者共同奖励池、10% 分给有效出块者，不因普通交易销毁 NC，也不为节点报酬额外发行 NC。真实费用仍会取决于资源消耗、链负载和 NC 购买力；手续费是否足以支持七个独立验证者的运营，必须由真实数据验证。

全球供应的设计不变量为： $S_{NB} + \Sigma S_{external} + P_{pending} = 21,000,000 \text{ NC}$ 。其中 $P_{pending}$ 是来源链已销毁、目标链仍待铸造且不可重复兑现的有效在途金额；不能把在途金额当作可重复支出的额外资产。

指标	现行设计
全球 NC 有效数量	21,000,000；9 位小数
正常普通转账 Gas	约 0.005 NC
最低普通转账 Gas	约 0.002 NC
目标负载 / 调整上限	50% / 单区块 $\pm 12.5\%$
手续费归属	验证者奖励池 90%；有效出块者 10%；常规不销毁

四、跨链 NC：Burn & Mint

NB 原生 NC 称 Onshore NC（在岸 NC），官方支持的其他链上 NC 称 Offshore NC（离岸 NC）。这些词仅描述区块链网络位置，不代表任何司法辖区或税收属性。

跨链采取来源链真实销毁、目标链核验后等额重新铸造的 Burn & Mint 机制。它取代旧版“把 NC 冻结在 NGA 再映射发行”的方案。当前持有并授权销毁 NC 的地址控制者有权完成反向兑换，跨链权利不会永久留给最初发起人。

接入顺序拟为 NB 与 Ethereum 优先，Solana 随后。起步阶段全网跨链总处理量以每滚动 24 小时 100,000 NC 为风险限额。每笔跨链需唯一任务编号、可信的来源销毁证明、足够最终性、目标链只铸造一次的限制和失败恢复路径。外链交易仍按所在链支付其原生网络费用。

本白皮书不宣称跨链桥已经过审计，也不承诺跨链无风险。未经最终确认的消息、重放铸币、私钥泄露、升级权失控和跨链供应量对账失败，是上线前必须检验的安全条件。

五、身份体系与 New Assets 钱包

普通用户经邮箱注册后得到永久不变的十字符账号 ID，由“SD”及八位随机英数字组成。邮箱可以变更，但 SD ID 不变。九个特殊管理员分别使用 SD11111、SD22222、SD33333、SD44444、SD55555、SD66666、SD77777、SD88888、SD99999 这九个个人账号。

NA 独立于 NW 游戏运行，汇总用户已证明控制权的 NB、Ethereum 与 Solana 钱包地址，支持余额查询、原生 NC 转账与跨链。普通用户每滚动 24 小时最多通过官方系统创建一个私人 NB 地址，既有地址继续有效。NA 使用非托管的本地密钥管理；低额游戏内一键付款采用可撤销、限时、限额、限定用途的会话授权，主私钥不上传 NW 游戏服务器。即使 NW 不可用，NA 仍能连接正常运行的 NB 节点执行独立链上操作。

股东权与董事权属于 NB 链上的可转让凭证，不是绑定 SD ID 的不可转让数据库字段。NA 左上角只显示个人账户，以及用户当前控制的链上地址直接持有股权凭证或董事凭证的组织；不会因组织间接持股自动穿透进入下级组织。纯私钥或助记词登录允许钱包级转账与链上审批，但不自动授予 NW 游戏角色访问权。

游戏内一键交易使用可撤销的受限会话授权：用户预先选择用途、允许的结算范围、单笔与周期 NC 限额和有效期。超额、到期或高风险操作需要主钱包重新授权。长期主私钥和助记词默认只在本地加密保存，不上传游戏服务器；会话授权不得用于转移股东/董事凭证或绕过政府和组织治理。

六、组织治理：一个地址、两种链上凭证

每个公司、协会、军队等普通组织创建时仅有一个正式 NB 组织地址，未来也不新增第二个组织地址。组织创建时必须确定股东、各自股份，董事、各自董事票权及凭证接收地址。股东凭证与董事凭证分开，均以一张为最小单位，持证数量可以累加。

例如某一组织发行 10,000 张股权凭证，一张对应当期发行总量的 0.01%；B 地址已有 200 张，又收到 500 张，则变为 700 张。凭证新增发行可能稀释原比例，因此持有 700 张并不保证永久等于 7%。董事票权凭证按自身的有效发行量独立计算，与股份不自动相等。

组织自身的 NC 转账由自己的董事会依据董事票权批准，普通董事会议案默认需要严格超过总有效票权的 50%。组织作为另一组织股东参与任何股东会议案时，由该组织自己的董事会决定其股东表决。股东会 and 董事会不同事项的通过门槛可依合法治理程序分别配置。

董事凭证的转让、增发与销毁及其他重大治理事项，通常须由董事会批准后进入七天公示。公示期间，股东有效股份超过 50% 明确反对，则提案取消；超过 50% 明确同意，则可提前生效；两边均未过半则七天届满执行。董事凭证的转移不能以普通即时 NFT 转账方式绕过公示。

股权或董事权凭证可以在用户本人已控制的地址间转移；转入其他人控制的地址后，相关链上权利按规则归新的持有人。组织允许循环持股，但链上投票必须进行权重校验、提案快照与反重复计票。九管理员政府与普通组织的治理规则不同，不能互相套用。

治理事项	当前投票机制
普通转账	董事会按董事票权加权，默认严格 >50%
董事凭证转移/人事变更	董事会批准后公示 7 天；股东有效票权 >50% 反对则取消
公示期提前生效	股东有效票权 >50% 赞成
重大转账识别	当日 >X，或本周 >Y，或本月 >Z

七、组织大额转账与风险控制

普通组织可以设定三项 NC 累计支出门槛：当日超过 X、当周超过 Y、当月超过 Z。任一条件满足，相关转账按重大转账处理：董事会先依有效票权批准，再进入七天公示，期间股东可依既定过半数同意加速或过半数反对否决。日、周、月的精确时间边界及待执行申请如何累计，实施前需写明。

X、Y、Z 是 NC 金额阈值，与董事会或股东会的投票百分比阈值不同。由于每个组织只有一个正式地址，组织跨地址拆分规避的问题已大幅简化，但仍需防止将一笔款拆成许多小额支付绕过累计额度。

建立组织及董事在 NB 上提交有效审批或投票交易均需支付真实 Gas。董事会必须证明有权动用该组织的唯一正式地址，而不是依赖 NW 服务器任意伪造签名。具体投票快照、提案撤销、董事权转移期与可修改阈值的冲突，属于后续合约安全实现事项。

八、New Gov 与公共财政

New Gov 是具有特殊权限的公共组织，仅使用一个政府地址 New Gov Address (NGA)。九个特殊管理员个人账号承担治理，管理员个人游戏与私人资产必须和 NGA 完全分离。每一笔 NGA 主动付款必须至少得到九人中的五个不同有效签名；第五签完成后固定支付信息并公开公示 72 小时。

公示期间两名或更多不同管理员有效反对，即取消该笔付款；未投票属于弃权，不影响已经满足五签门槛的付款。修改付款对象、金额或用途需要重新征签并重新公示，所有实际 NB 转账仍须支付 Gas。NGA 与 New Bank 的 NBA 资金不能混用。

政府不征 TT。当前确定的非税收入包括每月公开拍卖有生产额度的枪械图纸，以及公开定价的官方图纸洗炼收费；其他经营权租赁或可选公共服务属于未来可细化的收入。政府目标是在成熟期维持约 700 万至 1400 万 NC 的可用财政储备，但初期由政府持有全部 2100 万 NC 属于特殊启动阶段。

政府可在游戏内发布算力、存储等服务需求公告，玩家或组织私聊管理员商谈合作，签署特定采购协议并公开，再按五签及 72 小时制度付款。现阶段不设开放的政府公共职位申请系统，也不开放通用玩家合同产品。政府采购不得产生无担保拖欠款。

NGA 交易节点	对应要求
批准	9 名管理员中至少 5 位有效签名
公示	第五份签名后 72 小时
否决	期间至少 2 位管理员反对则取消
手续费	NGA 正常支付 NB Gas

九、New Bank：按 SD ID 记账的全额储备银行

New Bank 仅有一个独立的 New Bank Address（NBA），只保存真实已经收到的 NC；不贷款、不创造信用、不挪用储户资产，也不能用 NBA 为 New Gov 或现实公司支出。每名储户以不可变 SD 账户 ID 记载可提款净余额，而不是以最初存款使用的 NB 地址分开开户。

玩家可以从其控制的 A 地址向 NBA 存款；到账并核实身份与唯一入金记录后，计入自己的 SD ID。以后通过登录验证、授权提款与目标地址所有权验证，可以提到本人控制的 B 地址，更换邮箱不改变既有储户权利。知道其他人的 SD ID 本身没有提款权。

银行应始终满足 $B = \sum D_i$ ，其中 B 为 NBA 实际可兑付 NC， D_i 为各 SD ID 储户的净债权。入金交易 Gas 由付款人承担，提款 Gas 由储户另外承担或依据明确的合法代付机制处理，不得默默挪用其他人的本金。

A 地址入金、B 地址提款可能降低外界直接关联地址的便利性，但这不是保证无法追踪的匿名混币：NBA 的公开链交易仍可观察，银行内部也保留 SD ID 与出入金的必要核对记录。任何实际托管或资产服务须符合适用司法辖区监管。

十、玩家经济：从矿石到完整产业链

NW 的首个玩家收入路径是采集铁矿、铜矿等游戏资源，并通过直接交易出售换取 NC。因为创世 NC 全部在 NGA，新人又不领取免费 NC，所以早期可由政府批准一次性真实采购预算，将 NC 合规拨付给受到约束的独立矿石收购组织，由其直接向新人购买矿石，而不是让每笔矿石交易都等待政府 72 小时批准。

玩家可以转让 NC、交换物品或赠送。物品库存由游戏服务器管理，链上 NC 支付必须与唯一订单关联，并设计锁定物品、付款确认、交割重试及退款机制，避免链上付款和链外物品出现不可恢复的不同步。

长期经济可包含饭店、服装设计与制作、住房服务、物流、公司、协会、军队以及更多玩家运营产业。交易行和丰富行业会逐步扩展，但首个白模版本不以完整市场撮合系统和所有职业为必要前提。

十一、枪械、弹药、维修和洗炼

枪械制造图纸与枪械外观皮肤是不同资产：图纸用于生产，皮肤可以独立安装、拆卸、转售和收藏，不应提供破坏公平性的战斗数值优势。每张枪械图纸最多成功制造 100 把对应枪械，每张子弹图纸最多成功制造 10,000 发子弹；成功制造才扣除额度，耗尽后图纸仍可保留作为收藏品。

枪械以铁、塑料等抽象原料生产，子弹使用铜、火药等游戏内抽象原料；不同弹药可以具有不同伤害和效果，但必须进行平衡控制。图纸可花费 NC 随机洗炼属性或特殊效果，洗炼价格由 New Gov 按公开规则调整，收入进入 NGA。洗炼的概率、强度与组合上限需在推出时公开。

每把枪累计射击 1,000 发后破损，允许最多修复五次。每次维修恢复下一个 1,000 发使用周期，同时将当前射速乘以 0.9、当前后坐力乘以 1.1、当前散布乘以 1.1，并在初期平衡方案中将卡壳率提高约 0.5 个百分点。第六个使用周期结束后枪械永久报废。维修可由玩家经营的商家提供，并获取 NC 服务收入。

第三人称射击配备全员辅助瞄准。初始测试参考准心附近 4°、约 40 米范围、优先躯干，不自动开枪、不穿墙锁定。最终参数会根据白模测试调整；服务器负责命中、伤害和掉落验证，官方辅助瞄准并不能完全消除外挂。

枪械经济参数	现行设计
枪械图纸	每张最多 100 把
子弹图纸	每张最多 10,000 发
枪械寿命	每使用周期 1,000 发，最多维修 5 次
维修后射速/后坐力/散布	分别 $\times 0.9$ / $\times 1.1$ / $\times 1.1$
罪恶区入场	至少 10 颗灵石；官方兑换比率待定

十二、罪恶区域、灵石与死亡

NW 将普通社会活动区域与自愿进入的罪恶区域分开。进入罪恶区域前必须购买并持有至少 10 颗灵石。区域内按规则进行的 PvP 击杀合法，受害者不能以该次击杀向游戏警局索赔或举报；但外挂和非法资产修改仍然违规。

玩家在罪恶区域死亡后，原地掉落全部随身灵石与携带枪械。其他玩家可合法拾取，安全离开后将灵石向以真实 NC 足额支持的兑换资金池赎回。灵石不会创造新的 NC；确切灵石与 NC 汇率尚未定稿。枪械上的独立外观皮肤不随枪械永久掉落，返回权利持有者的皮肤库存。

新增第三类独立 NC 储备地址：罪恶区域灵石兑换专用地址（英文描述性名称暂用 Spirit Stone Reserve Address）。它在 NB 链上独立于政府财政 NGA 和银行存款 NBA，只保管玩家购买灵石所对应的现存 NC，并按约定

兑付已被确认销毁或扣减的灵石。灵石购买需先确认专用地址真实入账；赎回金额由足额储备支付，不能超发 NC，也不得挪用为政府预算或银行提款。正式灵石/NC 汇率仍待确定。

应特别区分“NB 独立运行”和“灵石停服后可赎回”：灵石拾取和所有权属于 NW 链外游戏状态。游戏停服时链继续正常运行，但灵石是否可独立兑付，需要后续实现不依赖 NW 在线服务器的有效兑付凭据、争议处理和退款路径；现阶段不作已经解决的承诺。

游戏服务器会阻止罪恶区域与安全区域之间的跨区域射击伤害，双向规则一致。玩家进入战斗后，需要自最后一次有效交战起至少 60 秒脱战，才可安全离开；断线不能自动移出风险区域并保全资产。

在普通区域，杀害其他玩家仍原则上属于游戏内违法行为，涉及赔偿和监禁。角色死亡后不免费自动复活，也不能由死者直接自付 NC；必须由朋友、其他救援者或获准组织代付已有 NC 才能复活。赔偿、复活费用和刑期的具体数值尚未正式确定。

十三、玩家资源供给、AI 与组织协作

长期规划鼓励玩家或专业工作室提供真实可验证的计算、硬盘空间和带宽，并使用已经存在的 NC 根据公开采购协议获得报酬。NB 共识验证与游戏外围计算是不同业务，不能把任何自报 CPU 占用率等同于可信验证工作。核心账本、关键密钥及实时关键状态不能直接存放在随机用户节点。

玩家可以使用自己付费的 AI 模型 API 托管离线角色。AI 权限应当可撤销、限制行为类型及 NC 支出，不可持有主钱包私钥或绕过组织表决。角色在任意滚动 24 小时内最多主动工作 8 小时，需要累计睡眠 8 小时；AI 也不能突破这一约束。

由于第一版优先验证核心经济，通用玩家合同、完整法官职业、复杂雇佣协定和大规模组织战争不列为白模测试的强制前置功能。它们属于可由后续经济规模和系统成熟度决定的扩展项目。

十四、开发阶段、验证指标与公开事项

开发分成两条完全独立的产品线。NB 初代先开发并验证独立原生测试链、原生链公开 RPC、9 位精度的原生测试 NC 转账、Gas、可独立使用的钱包和验证者网络；EVM 兼容不列为第一代验收要求；关闭或完全不部署 NW 后，NB 仍应连续出块并成功处理外部钱包交易。NW 初代则用 UE5 简单第三人称白模验证 SD 身份、矿石采集、直接交易、游戏内订单及通过独立 NB 公开接口确认付款，不把游戏角色状态写进 NB 共识。受限会话支付在 NB 授权边界确定后逐步接入。

第二阶段在稳定的 NB 接口上分别扩充 NA 与 NW 功能：链上股东/董事凭证、NGA/NBA 专用资金规则，以及灵石专用储备与独立赎回凭据；游戏逐步加入图纸拍卖和制造、枪械损耗、洗炼、灵石罪恶区域及组织公示。与区块链主网发行有关的真实资金权限必须经过独立审批和必要安全验证。第三阶段才逐步扩展跨链、城市美术、市场规模和开放验证者生态。

关键验收必须分开：NB 验收是“停掉全部 NW 进程及其数据库后，链照常出块，独立钱包可从 A 向 B 转测试 NC，链上治理凭证不失效”；NW 验收是“在独立 NB 测试链上，白模角色可采矿并通过最终确认的 NC 交易换物，重复交易无法重复发物”。额外验收还包括全球 NC 总量守恒、NGA 与 NBA 隔离、灵石储备负债不超额、灵石停服赎回/退款恢复路径、组织投票不重复、订单结算唯一性与基本性能。

十五、风险、待决定参数与声明

本项目尚无可公开验证的已部署 NB 主网、NC 实际发行、钱包安全审计、银行托管运营许可或游戏正式上线成果。本草案呈现的是制度目标和初始技术路线，不对发行时间、收益、价格上涨、资产流动性、外部交易所上市或未来开放程度作保证。

关键未定或必须通过测试确认的项目，包括灵石/NC 正式汇率、灵石专用链上地址的最终名称与签名控制机制、NW 停服时链外灵石可独立赎回或退款的证据方案、复活费、犯罪赔偿、矿石收购价格、制造配方与洗炼概率、组织凭证稀释及快照、跨链铸币权限、NBA 安全提款和会话授权撤销。完整的 NB 与 NW 强隔离须以故障演练证明，而不只是在文档中宣布。

尤其需要分离现实公司、游戏内政府和银行储户资金。跨链资产、银行保管、代币发行与兑换、随机洗炼及可能涉及的游戏赌博行为，应根据实际运营和用户所在地完成法律评估。NW / New World 的商业使用名称和相关商标可用性亦需独立核实。

参考依据：New World 游戏规则与制度总档案 V0.27（2026-10-20）。从 V0.25 起，每次已确认的正式规则更新都同步修订 Notion 规则母档与中英双语白皮书，并附版本记录。本版变化：NB 第一代先做独立原生链、原生 NC 转账和 Gas，NC 保持 9 位小数；EVM 兼容暂缓至后续阶段，不永久取消，不引入 9/18 位转换。NW 范围及其他经济规则不变。

PART II ENGLISH EDITION

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Executive Summary

New World (NW) is a proposed persistent multiplayer virtual society in which participants may live, gather resources, trade, manufacture goods, invest, establish companies and armies, and enter designated high-risk combat zones. Its central premise is a player-driven economy and set of social institutions rather than a conventional competitive shooter.

The project envisions two end-user products: the New World game and New Assets (NA), an independent wallet. Their monetary layer would be the independent New Blockchain (NB) and New Currency (NC), whose globally effective supply is capped at 21 million units. The blockchain handles NC settlement and on-chain governance credentials; authoritative game servers handle characters, inventories, buildings, and real-time interactions.

This is a concept and governance white paper, not a statement that products or tokens have launched, nor an investment solicitation. Technical parameters require implementation, economic simulation, security assessments, and legal review. The drafting baseline is the project's confirmed rules archive V0.27; unresolved values are identified at the end.

1. Vision, Principles, and Product Scope

New World aims to make participation in a digital society accessible to people with different play styles. Players should be able to earn NC by gathering resources, providing services, building businesses, or participating in organizations, without first mastering difficult competitive shooting mechanics. Over time, the world may expand toward enterable modern cities and interconnected industries.

Four principles guide the design: verifiable asset movement; separation of individual, organizational, government, and banking authority; real-time game performance through off-chain execution; and a clear distinction between approved policy and parameters still subject to testing. The goal is not to place every physical simulation or player action on-chain.

The earliest playable test will use Unreal Engine 5 (UE5), third-person control and simple untextured proxy characters and environments. Its first economic loop is account registration, resource gathering, earning NC through iron and copper ore sales, direct trade and gifting, and progressively testing manufacturing, combat, organizations, and the Sin Zone. Full urban art, player contracts, a broad profession catalog, and a complete exchange marketplace are later-phase features.

2. System Architecture and Trust Boundaries

NB is designed as an independent Layer 1 blockchain. The first generation will use Cosmos SDK and CometBFT for an independent native chain, native NC transfers, and gas. NC retains nine decimal places. Cosmos EVM / EVM compatibility is deferred to a later phase, not permanently cancelled; no nine-to-eighteen-decimal conversion is introduced. The initial network is planned around seven permissioned validators operated by distinct entities, with a target block interval of approximately two seconds. These are design targets, not tested throughput, finality, or security guarantees.

NB retains the native NC ledger and governance credentials as an independent Layer 1 product. NB and NW must be developed, deployed, operated, and upgraded separately. NB block production, consensus, public RPC, wallet access, and NC transfers must not depend on the NW game backend, NW user database, or in-game account services. Even if NW shuts down permanently, NB should remain available to third-party wallets and unrelated applications. NW is a client of NB public interfaces and handles its own character, mining, combat, inventory, and off-chain item states.

The architecture separates, rather than eliminates, trust. Consensus validators, game servers, custody systems, cross-chain verification, and user wallets each have different failure modes. Validator independence, privileged contract upgrades, and off-chain state reliability must be explicitly tested and audited before material assets are entrusted to the system.

3. NC Monetary Design and Dynamic Gas

NC has a fixed globally effective supply of 21,000,000 units and uses nine decimal places. Its genesis allocation belongs to New Gov, which releases existing NC into circulation through genuine procurement and subsequent economic activity. New accounts do not receive free NC at registration, although a minimal food-support benefit remains part of the proposed game welfare rules.

The former Transfer Tax (TT), a percentage fee on transfers, has been abolished. NB transactions instead pay resource-based network fees in NC for computation, signatures, and block space. Initial policy parameters are approximately 0.005 NC for a normal transfer under target load and an indicative floor of approximately 0.002 NC; the target block-resource utilization is 50%, and per-block base-fee adjustment is capped at 12.5%. Optional priority fees are supported.

The present proposal allocates 90% of network fees to a shared validator reward pool and 10% to an eligible block proposer. Routine transaction fees are not burned, and validator compensation does not create new NC. Whether fees can sustainably fund seven independent operators depends on transaction volume, real costs, and the market purchasing power of NC.

The cross-chain supply invariant is $S_{NB} + \Sigma S_{external} + P_{pending} = 21,000,000 \text{ NC}$. $P_{pending}$ covers amounts already burned on a source network but not yet legitimately minted on the destination. Pending amounts cannot be counted as spendable supply twice.

Metric	Current design
Global effective NC supply	21,000,000; 9 decimals
Normal transfer gas	Approximately 0.005 NC
Indicative floor	Approximately 0.002 NC
Target resource utilization / adjustment	50% / $\pm 12.5\%$ per block
Fee allocation	90% validator pool; 10% block proposer; no routine burn

4. Cross-Chain NC: Burn and Mint

Native NC on NB is called Onshore NC; officially supported NC on other blockchains is called Offshore NC. These terms describe blockchain placement only and imply no geographic, tax, or legal classification.

Cross-chain movement follows a burn-and-mint process: NC is actually burned on the source chain and minted in equal amount on the destination only after a valid proof and sufficient finality. This supersedes the former model that would have locked assets in the government treasury. Redemption rights belong to the current legitimate controller of the source NC, not permanently to the first bridge user.

Connectivity is planned first between NB and Ethereum, with Solana added later. A preliminary network-wide limit of 100,000 NC per rolling 24 hours is intended as a risk control. Every operation requires a unique identifier, confirmed burn evidence, replay protection, authenticated destination, and a recovery mechanism for incomplete operations. Each chain charges its own applicable network fees.

No bridge has yet been deployed or audited under this project. Replay attacks, fraudulent burn assertions, privileged mint authority, key compromise, and reconciliation failures remain high-priority risks.

5. Identity and the New Assets Wallet

An ordinary user receives a permanent ten-character account ID upon email registration: “SD” followed by eight random letters or digits. Email addresses may change without changing the account ID. Nine reserved administrator personal IDs are SD11111, SD22222, SD33333, SD44444, SD55555, SD66666, SD77777, SD88888, and SD99999.

NA operates independently of NW and aggregates verified NB, Ethereum, and Solana wallets. The official account can generate at most one new private NB address per rolling 24-hour period, while existing addresses remain usable. Long-term wallet keys remain under local, non-custodial control. In-game one-click NC payments use revocable, time-limited, per-transaction and aggregate spending caps enforced through delegated session authorization. No primary private key is uploaded to the NW game server. NA remains usable for ordinary NB transactions while NW is offline.

Organizational equity and director voting rights are represented by transferable on-chain credentials, not non-transferable fields under a server account ID. The NA account switcher lists the user's personal account and organizations in which the user directly controls equity or director credentials. Indirect corporate ownership alone does not grant access to nested organizations. Private-key-only wallet access supports blockchain actions without automatically granting access to an NW character.

One-click in-game payments use revocable, narrowly scoped session authorization. A user first approves permitted settlement functions, per-transaction and periodic NC limits, and expiry time. High-risk actions and transfers outside those limits require fresh authorization. Long-term seed phrases and main wallet keys remain locally encrypted and are not uploaded to game servers. Session authority cannot bypass organization or government governance.

6. Organizational Governance: One Address, Two Credential Classes

Each company, association, army, or other ordinary organization has exactly one official NB address, established at creation and not multiplied thereafter. Founders define initial shareholders and equity allocation, directors and director voting weights, and the receiving addresses for both credential classes. Each credential has a minimum unit of one, and balances may be aggregated.

For example, if an organization has 10,000 outstanding equity credentials, each represents 0.01% of the current equity supply. An address receiving 500 certificates on top of 200 already held owns 700. New issuance can dilute that percentage, so 700 certificates do not always mean 7%. Director voting certificates have their own independent denominator and do not automatically correspond to equity.

An organization's own NC payments are approved by its own weighted board, whose default affirmative threshold is strictly greater than 50% of outstanding valid director voting weight. When an organization votes as a shareholder in another organization, its own board authorizes how its equity votes will be cast. Different proposal thresholds may be configured using legitimate governance procedures.

Director transfers, minting, or destruction of director credentials and other significant governance changes ordinarily follow board approval and a seven-day publication period. During that period, explicit opposition

by more than 50% of valid shareholder weight cancels the proposal; explicit approval by more than 50% permits early effectiveness; otherwise the approved proposal takes effect after seven days. Director credentials cannot use ordinary instant transfers to evade this process.

Credentials may move between addresses controlled by the same user without changing the ultimate individual owner. Transfer to an address controlled by someone else changes ownership pursuant to protocol rules. Circular cross-ownership is permitted but voting rights require snapshotting and anti-double-counting protections. New Gov' s specialized administrative rules are separate from ordinary organization governance.

Governance action	Approval mechanism
Ordinary organization transfer	Weighted board, default strictly >50%
Director transfer / appointment	Board approval + 7-day notice, >50% equity opposition cancels
Accelerated effectiveness	Shareholders representing >50% affirmative equity
Major transfer thresholds	Daily >X OR weekly >Y OR monthly >Z

7. Large-Transfer Oversight and Anti-Abuse Controls

An ordinary organization may define three NC expenditure thresholds: X for daily cumulative amounts, Y for weekly cumulative amounts, and Z for monthly cumulative amounts. Crossing any one threshold makes a payment a major transfer, requiring weighted board approval and a seven-day public review subject to shareholder acceleration or veto. The exact calendar boundaries and treatment of pending transfers must be fixed before implementation.

X, Y, and Z are NC-denominated amount thresholds and must not be confused with the percentage thresholds used for shareholder or board voting. The single official organization address eliminates the earlier multi-address credential replication problem, but does not eliminate attempts to split one large payment into many smaller transactions.

Creating an organization and submitting effective board approvals or transactions on NB incur genuine network gas. Chain-level execution must validate the organization' s authorization rather than treating a game server' s request as sufficient proof. Proposal snapshots, cancellation rules, and credential transfers during a voting period require contract-level safeguards.

8. New Gov and Public Finance

New Gov is a specially governed public organization operating a single treasury address, New Gov Address (NGA). Nine reserved administrator accounts govern it, while administrators' personal gameplay assets remain separate. Every outgoing NGA transaction requires signatures from at least five distinct administrators. Once the fifth valid signature fixes the proposal, a 72-hour public notice period begins.

Two or more distinct administrators objecting during that window cancel the payment. Inaction is abstention and does not prevent a transaction that already has the required five signatures. Changing the recipient, amount, or purpose requires fresh signatures and another full notice period. NGA pays standard NB network fees, and its assets are not available to New Bank.

New Gov does not levy the former TT. Current non-tax revenue sources include periodic auctions of limited-production weapon blueprints and disclosed paid blueprint reroll services. Potential operating-right leases and optional public services can be considered later. The mature treasury reserve target remains approximately 7 to 14 million NC; the original full 21 million genesis treasury allocation is a distinct startup phase.

Public resource needs may be posted in-game. Players or organizations can contact administrators privately to discuss compute or storage services, enter a specific disclosed procurement agreement, and receive payment only through the NGA five-signature plus 72-hour process. General-purpose player contract gameplay and an open public-job application system are not current first-version features.

NGA transfer stage	Requirement
Initial approval	At least 5 valid signatures among 9 administrators
Public notice	72 hours starting from fifth valid signature
Veto	At least 2 administrators object within notice period
Gas	Ordinary NB network fee applies

9. New Bank: Full Reserves and SD-ID-Based Accounts

New Bank maintains a single, separate New Bank Address (NBA) and holds only NC actually received. It does not make loans, create credit, repurpose customer assets, or finance the in-game government or real-world operating company. Deposits are attributed to a customer's immutable SD account ID, rather than opening a separate bank account for each source blockchain address.

A player may deposit from an address A under their control. Once the bank confirms actual receipt and a unique deposit instruction tied to that player, the balance is credited to the SD account. A subsequent withdrawal may go to another address B proven to be controlled by the same customer, after appropriate identity and withdrawal authorization checks. Changing the login email does not reassign the deposit.

The bank must maintain $B = \sum D_i$, where B is its actual redeemable NC balance and D_i is each customer's net outstanding deposit claim. The depositor bears the inbound gas fee. Withdrawal gas is separately borne by the customer or a clearly authorized fee sponsor; other customers' principal must not be silently reduced.

Depositing from A and withdrawing to B may make immediate public address linking less convenient, but it is not guaranteed anonymous mixing: NBA transfers are visible on-chain, and the bank maintains internal SD-ID-to-transaction records for reconciliation and applicable legal obligations. Real custody operations may require regulatory authorization.

10. Player Economy: From Ore to Industry

The first proposed income path is gathering iron or copper ore and selling it for NC through direct trades. Because all genesis NC begins in NGA while new users receive no free NC, an initial public procurement allocation may be approved through the established government procedure and paid to a constrained independent ore buyer. That buyer can then purchase genuine ore directly from first-time players without making each small purchase wait for 72-hour NGA governance.

Users can transfer NC, barter goods, and gift assets. Item inventories remain on game servers, while on-chain payments are linked to unique order identifiers. A reliable trade system must reserve items, verify payment finality, prevent duplicate fulfillment, and provide retry or refund procedures for incomplete execution.

Over time, the economy may expand to restaurants, apparel design and manufacturing, accommodation, logistics, companies, associations, armies, and other player-run enterprises. A full order-book marketplace and wider profession catalog are planned directions, not mandatory prerequisites for the first low-fidelity test.

11. Weapons, Ammunition, Repair, and Rerolling

A weapon-production blueprint and a cosmetic skin are separate assets. A blueprint allows production; a skin may be applied, removed, collected, or resold and should not provide material combat advantages. One weapon blueprint permits up to 100 successfully manufactured weapons, while one ammunition blueprint permits up to 10,000 rounds. Production quotas decrease only on successful output; exhausted blueprints can remain collectible items.

Virtual weapon manufacturing may use iron, plastic, and other abstract materials; virtual ammunition may use copper, gunpowder, and abstract ingredients. Ammunition types may have distinct damage and effects within published balance constraints. Users can pay NC to reroll blueprint attributes and special effects. New Gov publishes and may revise reroll prices, with proceeds credited to NGA. Outcomes and probabilities must be disclosed before launch.

Each manufactured weapon breaks after 1,000 shots and may be repaired up to five times. Each repair begins another 1,000-shot usage cycle while multiplying the current firing rate by 0.9, recoil by 1.1, and dispersion by 1.1, with an indicative +0.5 percentage-point increment in malfunction probability. After the sixth lifetime usage cycle the weapon is permanently retired. Player-run repair shops may charge NC for their services.

Third-person combat includes universal aim assistance. Initial test values include roughly four degrees around the reticle, approximately 40 meters, and torso preference, without automatic firing or through-wall targeting. These figures remain subject to playtesting. Hit detection and loot settlement are server-authoritative, and official assistance does not eliminate cheating.

Weapon-economy parameter	Current design
Weapon blueprint quota	Up to 100 weapons
Ammunition blueprint quota	Up to 10,000 rounds
Weapon durability	1,000 rounds/cycle; up to 5 repairs
Per-repair firing rate / recoil / dispersion	$\times 0.9 / \times 1.1 / \times 1.1$
Sin Zone entry	At least 10 Spirit Stones; NC exchange rate open

12. Sin Zone, Spirit Stones, and Death

New World separates ordinary civic areas from an opt-in Sin Zone for high-risk conflict. Entering requires the purchase and possession of at least 10 Spirit Stones. PvP eliminations conducted within the applicable zone rules are legal under the in-game crime system; the victim cannot claim ordinary-area murder compensation or file a murder complaint for that elimination. Cheating and unauthorized asset manipulation remain prohibited.

Upon death in the Sin Zone, all carried Spirit Stones and weapons drop at the location. Other players may pick them up and, after leaving safely, redeem the stones against an exchange reserve backed by actual existing NC. Spirit Stones do not create additional NC. The formal stone-to-NC exchange rate is not yet set.

Independently owned cosmetic skins are returned to their owner's skin inventory rather than being permanently lost with the dropped weapon.

A third, dedicated NB reserve address is established for Spirit Stone purchases and redemption (descriptive working name: Spirit Stone Reserve Address; formal name and acronym remain open). It is separate from the New Gov treasury address (NGA) and the New Bank deposit address (NBA). NC received for Spirit Stones remains available to meet actual outstanding redemption obligations. Only verified purchases can issue in-game stones, and valid redemptions pay existing NC from the ring-fenced reserve; the reserve cannot be diverted to treasury spending or bank deposits.

NB remaining operational does not by itself guarantee that Spirit Stones, whose ownership and loot transfers are recorded in the off-chain game, can be redeemed if NW is unavailable. A game-independent proof, recovery, or refund mechanism is required before claiming uninterrupted redemption. The official NC-per-Stone rate, reserve administration, and failover design have not yet been finalized.

The game server blocks damaging shots crossing between the Sin Zone and safe areas in either direction. A player engaged in combat must remain out of combat for at least 60 seconds after the last valid engagement before exiting safely. Disconnecting does not automatically preserve otherwise at-risk assets.

In ordinary areas, killing another player generally remains an in-game crime subject to compensation and imprisonment. Death does not trigger free automatic resurrection. Nor may the deceased simply pay their own resurrection fee; existing NC must be paid by a friend, another rescuer, or an authorized organization. Exact resurrection fees, compensation amounts, and penalties remain unsettled.

13. Resource Providers, AI Delegation, and Coordination

The longer-term design allows individuals and specialized studios to contribute genuinely verifiable computing, storage, and bandwidth services and receive payment in already existing NC under disclosed procurement agreements. Blockchain consensus validation and outsourced game computations are distinct categories: self-reported CPU utilization alone is not sufficient evidence of useful work. Core ledgers, master keys, and critical live state should not be placed arbitrarily on untrusted participant machines.

Players may use their own paid AI-model API to operate characters when offline. The AI grant must be revocable, action-scoped, and capped for NC spending; it must not gain private-key custody or override shareholder and board approvals. Every character, including when AI-controlled, is limited to eight hours of active work and requires eight hours of sleep in a rolling real-world 24-hour window.

The first test emphasizes a reliable core economy. Open-ended player contracts, comprehensive judge professions, sophisticated employment arrangements, and mass organizational warfare are not required for the initial proxy-art milestone, though they remain potential future features.

14. Phased Delivery and Verification

Development has two independently operated tracks. The NB first-generation milestone is an independent native local/test chain, native-chain public RPC, native test NC transfers with nine decimal places, configurable gas, validator nodes, and wallet access, all functioning with the entire NW game stack shut down or absent. EVM compatibility is deferred and is not a first-generation acceptance requirement. The NW first-generation milestone is a third-person UE5 white-box game with SD identities, iron/copper harvesting, direct item transactions, and payment confirmation through NB's independent public interface. Game objects, players, and combat are never consensus-critical NB state.

Phase two adds blockchain governance credentials, separated NGA/NBA and Spirit Stone reserve controls, and a verifiable game-independent path for restoring or redeeming Stone claims. On the NW side, it adds blueprint auctions and manufacturing, weapon wear and repair, rerolling, the Sin Zone, and richer governance flows. Later phases can address cross-chain launches, detailed cities, broader economic professions, and a larger validator ecosystem. These are dependency-based milestones, not delivery-time promises.

Acceptance must be proven separately. NB passes only if all NW services and databases can be stopped while independent NB nodes continue finalizing blocks and a stand-alone wallet sends test NC. NW passes only if the white-box client can mine resources, trade, and reconcile final on-chain payments without duplicate settlement. Additional checks cover NC supply invariants, bank deposit coverage, Spirit Stone reserve coverage and offline recovery, one-time governance voting, proper notice delays, and observable operations.

15. Risk Disclosures and Unresolved Parameters

There is no publicly verified claim in this document that an NB mainnet, distributed NC token, audited wallet, licensed deposit-taking operation, or production game is already live. The paper describes a governance design and an intended technical direction. It does not guarantee token appreciation, liquidity, exchange listings, launch dates, or future decentralization.

Open items include the official Spirit Stone-to-NC rate, the reserve address name and governance, provable redemption/refunds when NW is down, revival fees, in-game criminal penalties, early ore-purchase prices, manufacturing and reroll parameters, governance credential dilution, cross-chain authorization, bank

custody controls, and independently revocable game session permissions. NB/NW independence remains a specified acceptance criterion and has not yet been demonstrated in a deployed system.

The real-world operating company, in-game government, and bank customer funds are separate domains. Cryptocurrency issuance, bridging, trading, custody, gaming activities and any gambling-related products require assessment under relevant laws before offering services. The commercial availability of the name “New World” and related intellectual property should also be checked independently.

Project-specific policy source: New World Rules and Governance Master Archive V0.27, dated 20 October 2026. Since V0.25, adopted rule changes must be reflected in both the Notion archive and the bilingual white paper. v0.4 prioritizes an independent native NB chain, native NC transfers, and gas for the first generation. NC retains nine decimals; EVM compatibility is deferred, not cancelled, with no nine-to-eighteen-decimal conversion. NW scope and other economic rules remain unchanged.

REFERENCE / 依据与联系

项目规则依据 / Policy Source

New World（新世界） | 游戏规则与制度总档案 V0.27

New World Rules and Governance Master Archive V0.27

<https://app.notion.com/p/3f5bc7ac4697817e807bea042ff5f202>

文件控制 / Document Control

v0.4 修订摘要（2026-10-20，规则 V0.27）：NB 第一代先开发独立原生链、原生 NC 转账与 Gas，NC 保持 9 位小数；EVM 兼容暂缓至后续阶段，不永久取消，不引入 9/18 位转换。NW 范围及其他经济规则不变。

v0.4 change log (20 October 2026; rules V0.27): prioritize an independent native NB chain, native NC transfers, and gas. Retain nine NC decimals; defer EVM compatibility without cancelling it or adding nine-to-eighteen-decimal conversion. NW scope and other economic rules are unchanged.

v0.3 修订摘要（2026-10-20，规则 V0.26）：NW 第一代第三人称白模采用 Unreal Engine 5（UE5）；既定玩法范围与 NB 技术路线不变；更正现行制度标签中的 V0.24 残留。本次仅确定引擎，不代表已启动开发、安装或部署。

v0.3 change log (20 October 2026; rules V0.26): adopt Unreal Engine 5 (UE5) for the first-generation NW third-person white-box game; retain the agreed feature scope and NB technology route; correct the stale V0.24 adopted-policy label. This engine decision does not mean development, installation, or deployment has started.

V0.2 修订摘要：新增灵石专用储备地址；NB 与 NW 独立开发和运行；NW 停服不影响 NB 交易；白皮书与 Notion 规则档案同轮同步。

v0.2 change log: a dedicated Spirit Stone reserve address; independent NB/NW development and operation; NW outages do not stop NB transfers; synchronized Notion and bilingual white paper updates.

字段 / Field	值 / Value
White paper edition	Draft v0.4
Source rules	V0.27
Date	2026-10-20
Status	For review only / 仅供方案审阅
Languages	Simplified Chinese + English
Implementation	None claimed / 尚未宣称实施

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