

**Another world where daily lives are reshaped, Soul Society offers a new Web3.0 social ID to users.**

Soul Society is a Web3.0 social service that uses Soul Bound Tokens(SBTs). Soul Society quantifies daily life, reinterprets it, and creates new value by bringing it into the Web3.0 world. Through Soul Society, daily life, frequently overlooked, gains value by becoming a game that anyone can enjoy.

In Soul Society, users encounter their daily lives as Quests within a large dungeon that is based on reality. By completing these Quests, they earn various rewards, including SBTs. Unlike standard SBTs, which just represent a user's identity, passions, and achievements, the SBTs minted in Soul Society can be enhanced through ongoing user activities. These SBTs are called the Growth-Type SBTs, and they allow users to express their tastes and preferences in a more detailed and special way.

## Soul

In Soul Society, the term 'Soul,' which generally refers to a soul in reality, takes on a new meaning. Fragments of daily life are categorized based on their meaning and characteristics, thereby becoming a Soul. Each Soul is composed of Quests and SBTs that represent its unique characteristics. Owning a Soul comes with special benefits for users.

## Quest

Quests that compose a Soul are the activities that users need to complete. These Quests, reshaped from daily life by Soul Society, have unique characteristics. Completing Quests lets users acquire rewards and SBTs. Quests, reborn from the realities of daily life, can be collectively created by the will of users.

## Growth-Type SBTs

Growth-Type SBTs are a key feature of Soul Society. Unlike standard SBTs, these can be enhanced personally by users. They are more than just digital IDs; they serve as unique new Web3.0 IDs that represent the owner's preferences, interests, honor, and passion. Users receive various benefits as they enhance their SBTs

# Mission & Vision



## Mission

In our daily lives, we engage in various activities and gain diverse experiences, many of which go unnoticed or undervalued. Soul Society aims to add value to these daily activities by reshaping daily life. This restructured daily life is recorded on the blockchain through Soul Bound Tokens (SBTs), enabling individuals to create their unique identities. Growth-Type SBTs from Soul Society further allow people to form an active Web3.0 ID that reflects their preferences and passions.

## Vision

Soul Society is a Web3.0 social service that has adapted a game system using SBTs. In Soul Society, ordinary daily life activities are historicized through SBTs, and these accumulated tokens become valuable On-Chain assets. Unlike standard SBTs, the Growth-Type SBTs in Soul Society can be enhanced by users. These enhancements are made possible through the use of scarce resources that users acquire within the Soul Society DApp. As a result, Growth-Type SBTs serve as more than just simple data; they are capable of expressing the user's degree of preference and interest, containing deeper layers of information

Soul Society proposes a Web3.0 world where individuals can curate their daily lives and discover value by incorporating gaming elements like growth and motivation. The Soul Society DApp quantifies daily activities and experiences, enabling them to be visually represented. This process of quantification and visualization allows each user to create a unique identity that transcends the Soul Society. Such an identity not only distinguishes people within the community but also enriches the value of daily life.

In conclusion, the blueprint that Soul Society proposes outlines a Web3.0 world where the advantages of gaming are integrated into our daily lives through blockchain technology. By doing so, daily activities that are often overlooked or undervalued will be recognized and gain value. Ultimately, this approach ensures that the generated value is returned to its rightful owner—the user.



# Roadmap

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## Q4.2023

### DApp Development & Key Feature Implementation

- Soul & Bidding system
- Staking system
- Quest, Energy, and Reward System

### Growth-Type SBTs Development and Application

- Configuration of Growth-Type SBTs Smart Contract
- DApp Service Interface Development

### Beta I Service Launch

## Q1.2024

### Beta II Service Launch

### Implementation of Social Features

- User Referral System
- Add Friends & Party Play Function
- Social News Feed Feature

### Beta II Service Launch

## Q2.2024

### Expansion of SBT Use Cases

- Development of SBT Minting Tool & System
- In App Camera Development
- Bump Technology
- Soul Scanner

## Q3.2024

### Further Expansion of SBT Use Cases

- Advancement Guillotine System (Meta World)
- Web3.0 Networking Service

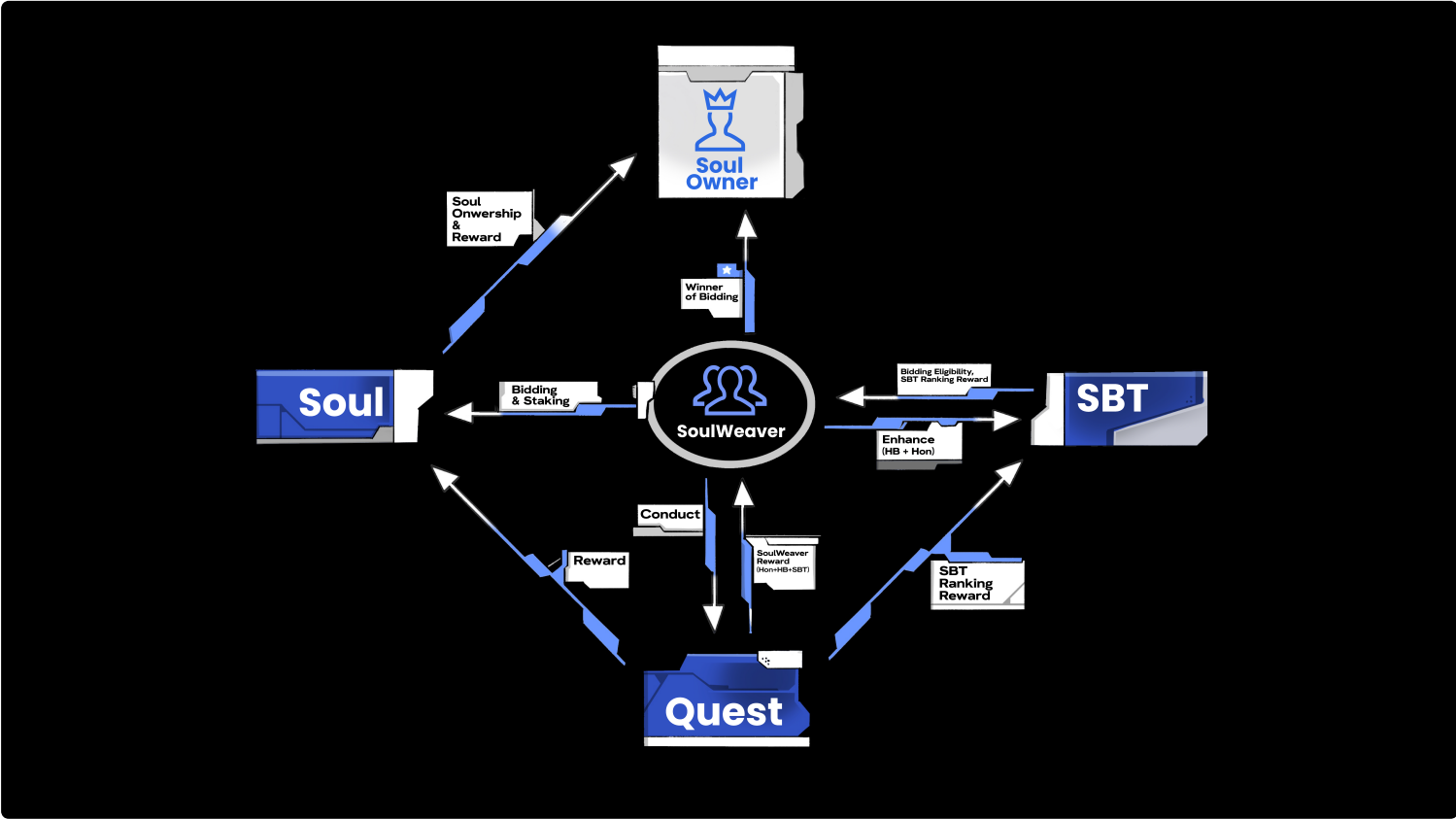
### Expansion to AD Tech Services

- Building SBT Based Data Management Service (Data Mart)

## Q4.2024

### Building SBT-based Data Management Service (Data Mart)

- Support for Extensible SDK (Template or Module) Based on SBTs
- SBT Market Place



Defination of Soul

In Soul Society, the term 'Soul' is redefined as the highest concept, serving as a unique classification of fragments from daily life. These are organized based on their distinct characteristics and meanings. A Soul can include anything that's part of our daily life—actions, objects, or places—and it is composed of Quests and SBTs that represent its unique characteristic. Each Soul has a single owner who gains special rights and benefits within Soul Society. The initial ownership of a Soul is established through a 'birth event,' and subsequent ownership is determined through a bidding system.

Creation and Transfer of Soul Ownership

The initial creation of a Soul takes place during a special event. After that, ownership subsequently changes through a Soul Bidding system.

Soul Bidding System

Ownership of a Soul is decided through periodic Bidding system. However, winning a Soul involves more than just offering the highest bid; participants must also meet eligibility criteria and stake a sufficient number of HON tokens.

Participation in Bidding

To participate in Bidding within the Soul Society, users must meet certain eligibility criteria. They are required to acquire SBTs by completing Quests associated with the Soul they wish to own and then enhance those obtained SBTs to a grade that is eligible for Bidding. This system allows not only users with a large number of HON tokens but also those who are actively engaged and interested in owning a Soul to participate, contributing to a healthier Soul Society ecosystem.

Staking

To acquire a Soul, users must stake more HON Tokens than other potential bidders. Unlike traditional staking methods, where rewards are generated based on a predetermined interest rate, rewards in this system are accumulated in the Ecosystem Enhancement Fund. These accumulate whenever other users complete Quests associated with the Soul in question, and the Soul's owner can claim them at designated times.

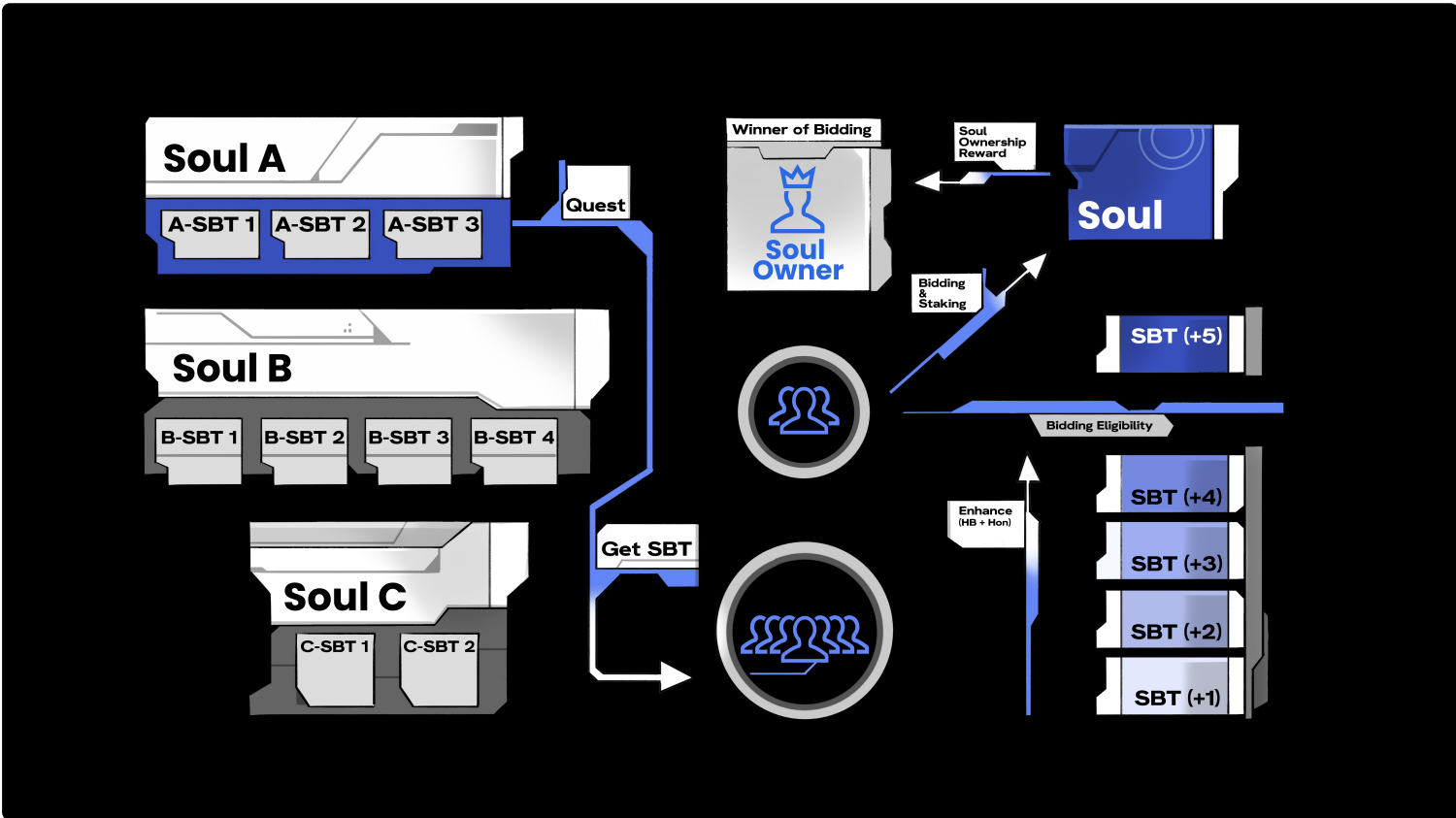
Rewards for Soul Ownership

The owner of a Soul receives rewards based on the Quests that belongs to the Soul. When users receive rewards as a result of performing a Quest, a certain percentage is deducted from the rewards the users receive and given to the owner of the Soul. Therefore, owning a Soul with a high user engagement rate will earn you more HON Tokens.

Surrender of Soul Ownership

If desired, the owner of a Soul can choose to surrender their ownership. If the ownership is surrendered without going through the Bidding process, a certain percentage of the staked HON Tokens will be taken as a penalty and contributed to the Soul Society ecosystem. These collected HON Tokens are then used to fund events and activities for the benefit of Soul Society users.





Defination of SBT

SBT (Soul Bound Tokens) is one of the core elements of Soul Society. Once issued to a wallet, it cannot be transferred, making it an ideal token for recording identity and history. Soul Society uses Growth-Type SBTs, an upgraded version of the standard SBTs. Unlike standard SBTs, Growth-Type SBTs enable user activities to go beyond just being recorded on the blockchain. They are structured to allow users to enhance their SBTs personally, thereby reflecting their individual preferences and interests. SBTs also serve as criteria for determining eligibility for various activities and benefits, such as participating in the Soul Bidding to own a Soul.



SBT Enhancement

Users can obtain more advanced SBTs by completing quests and enhancing their existing SBTs. The level of SBT enhancement serves as a criterion for determining eligibility to participate in various activities and receive benefits within Soul Society.

How to Enhance SBT

To enhance an SBT, users need to meet the following requirements:

- 1. Own an SBT that is below the target grade.
- 2. Complete the required number of quests for the SBT's current grade.
- 3. Own a Hon Box that matches the grade of the SBT they wish to enhance.

Once these conditions are met, the SBT can be enhanced.\*

Example of Enhancement Requirements

	Requirements
+1 SBT	SBT, 10 Quests, +1 Hon Box
+2 SBT	+1 SBT, 10 Quests, +2 Hon Box
+3 SBT	+2 SBT, 10 Quests, +3 Hon Box
+4 SBT	+3 SBT, 10 Quests, +4 Hon Box
+5 SBT	+4 SBT, 10 Quests, +5 Hon Box
:	:

SBT Ranking Rewards

SBT Ranking

The SBT Ranking is determined by the grade of the SBTs that users hold. If multiple users have SBTs of the same grade, the Ranking is determined by the time at which they acquired it.

SBT Ranking Rewards

When a user enters the SBT Ranking, they are eligible to receive a share of the accumulated SBT Ranking rewards. As players complete more Quests associated with SBTs, the SBT Ranking rewards pool continues to grow, due to the Ecosystem Enhancement Fund. The portion of the accumulated SBT Ranking rewards that a ranker receives is determined by a preset percentage based on their rank.

Example of SBT Ranking Reward Percentages

Rank	Percentage
1st	30%
2nd	15%
3rd	12%
4th	10%
5th	8%
6th	7%
7th	6%
8th	5%
9th	4%
10th	3%

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In Soul Society, each Soul is associated with a Quest, allowing users to earn specific SBTs as they

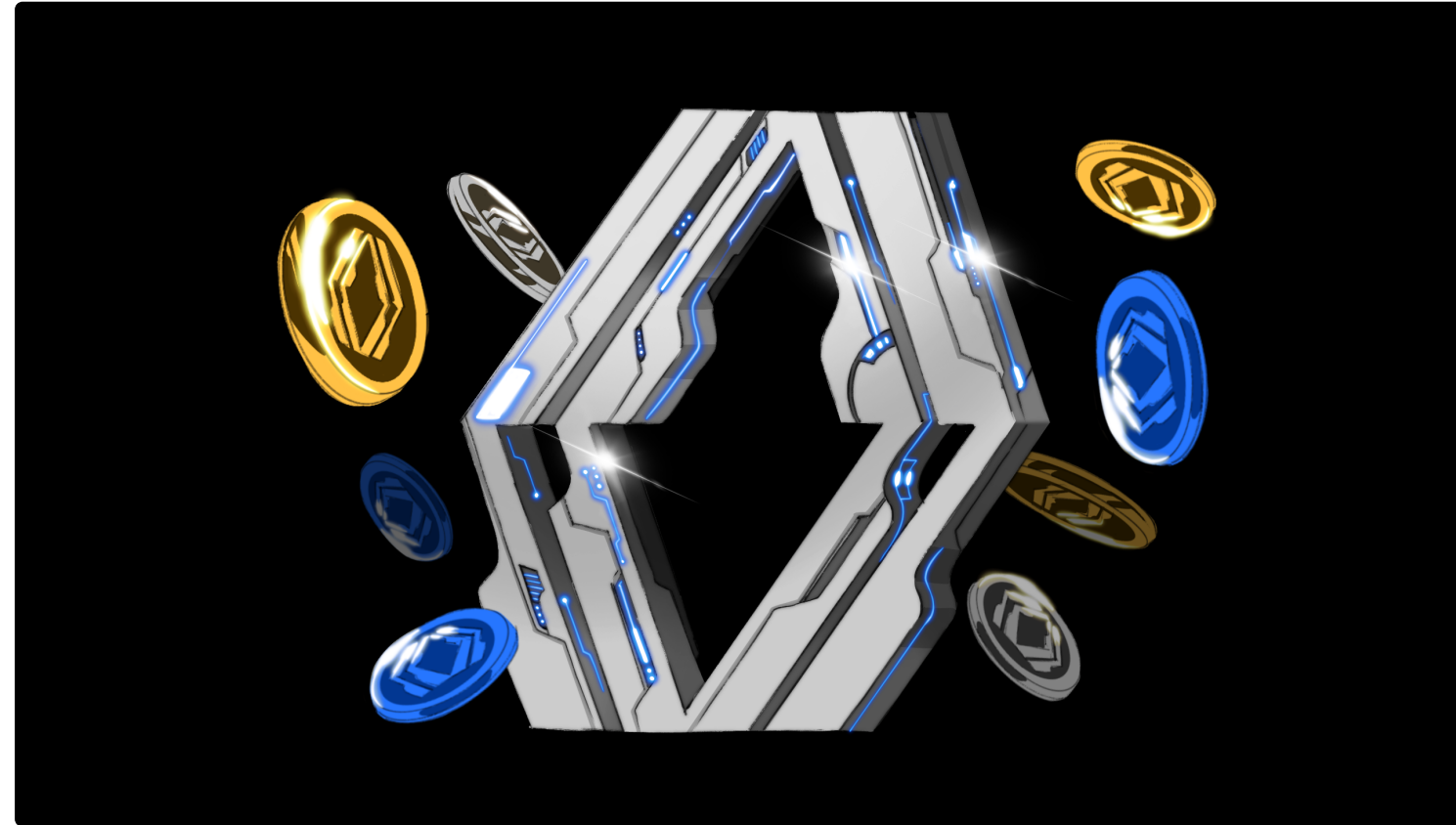
Users can engage in Quests related to the Soul they are interested in, depending on their current

Users can engage in Quests related to the Soul they are interested in, depending on their current energy level. As a reward for completing Quests, they may receive items such as Law Drums and LON.

The Ecosystem Enhancement Fund is automatically accumulated whenever users clear a quest.

The Ecosystem Enhancement Fund is automatically accumulated whenever users clear a quest. These funds support various initiatives like event Quests for all users, Soul ownership rewards, SPT

# pHON



## Definition of PHON

pHON is a key element within the Soul Society Dapp. Users acquire pHON through a variety of activities, including participating in Quests and Event Quests. pHON can be used for multiple purposes, such as enhancing SBT and HON Boxes, purchasing Energy, and more. pHON is also necessary for staking when participating in the Soul Bidding process to acquire Souls.

For additional information on pHON rewards, usage, and staking procedures, please refer to the following documents.



# Earn(Acquisition) ⋮

## Quest

A basic way to earn pHON is by completing Quests. Quests are available for each Soul, and when you complete a Quest, you consume Energy and receive pHON as a reward. Soul Society offers users many opportunities to complete various Quests and earn pHON.

## Event Quest

Soul Society hosts various events that users can participate in. By participating in Event Quests, users can receive various rewards, including pHON.

## Soul Ownership

Users who acquire Souls through Soul Bidding are rewarded with pHON. Whenever other users complete Quests associated with the Souls they own, a portion of the reward accumulates in the Ecosystem Enhancement Fund. This portion is accumulated throughout the day and the Soul owner can claim it at a specific time of the day. If there is no Soul owner, the reward remains in the Ecosystem Enhancement Fund.

## SBT Ranking Rewards

SBT Ranking rewards are distributed based on SBT rankings among users who own the same type of SBT. Eligibility for these rewards requires owning an SBT of at least level 1. The ranking is determined first by the grade of the SBT, and if users own SBTs of the same grade, the time of enhancement completion serves as the tiebreaker. Rewards are given to users with higher SBT Rankings. If there are no eligible recipients, the unclaimed rewards remain in the Ecosystem Enhancement Fund.

## Hon Box

Hon Boxes can be used as materials for enhancing SBT or they can be opened. When you open a Hon Box, you can receive pHON. The amount of pHON you can receive varies depending on the grade of the Hon Box.

# Usage



## Hon Box Enhancement

Hon Boxes can be enhanced to a higher grade using Hon Boxes of a lower grade and a small amount of pHON. Higher-grade Hon Boxes can be used to enhance SBT. Also, opening a higher-grade Hon Box can yield more rewards than opening lower-grade Hon Boxes

## Purchasing Hon Boxes and Energy Recovery Items

In the exchange, users can trade pHON for Hon Boxes and Energy recovery items needed for activities.

# Staking

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## Soul Bidding and Staking

There are special benefits for the owners of Souls. Whenever other users perform Quests connected to their owned Souls, rewards for Soul owner accumulate in the Ecosystem Enhancement Fund and can be claimed at designated times. To become a Soul owner, you must participate in Soul Bidding, which is held periodically. Eligible users must stake pHONs to compete for the Soul. The user who stakes the most pHONs wins the Soul Bidding process.

## Difference from Normal Staking

In typical DeFi platforms, participation in staking requires purchasing tokens. Users deposit these tokens to earn an agreed-upon interest rate. However, the method for calculating this interest is often unclear, and there's no guarantee it will be paid out as promised. Furthermore, even if a situation arises where potential earnings could exceed the agreed interest, users can't claim more than that rate.

In contrast, Soul Society operates on a unique model. In Soul Society, staking is just one part of the process required to participate in Soul Bidding. Users can earn profits by owning a Soul, and the eligibility for such bidding is attained through active participation in Soul Society activities. In this way, user profits are driven by their own activities.

Another unique feature is the variable rewards based on the popularity of an owned Soul. The more users engage in Quests associated with a particular Soul, the greater the rewards for that Soul's owner. This transparent system allows Soul owners to understand how their earnings are generated and to expect the amount of their returns.



# HON TOKEN



## Definition of HON Token

HON Token is a vital utility token associated with the Soul Society ecosystem, offering unique functionalities. Although HON Tokens are not directly used within the Dapp, they are integral to various activities and transactions within the broader platform.

For more details on HON Token rewards, usage, and future applications, please refer to the following documents.

# Earn(Acquisition through Gambit)

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## Gambit Mechanism

Gambit is an innovative feature within the Soul Society ecosystem, designed for the acquisition of HON Tokens. This feature also plays a key role in ensuring fair rewards distribution. Users can deposit pHON into a daily pool within Gambit. Upon deposit, the pHON is exchanged for HON Tokens and is not returned. The pool's size varies each day, and the HON Tokens are distributed to users based on their relative deposit of pHON, aligning with the platform's balanced economic engagement strategy.

# Usage and Future Applications

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## Role in the Soul Society Ecosystem

HON Tokens facilitate important transactions and interactions within the Soul Society ecosystem, extending their utility beyond the immediate Dapp environment.

## Innovative Features

HON Tokens will be central to upcoming features like date matching, group matching, and other interactive activities within the platform, underlining their versatility. They are also set to be used in decentralized ad-tech solutions, marking a significant expansion in their application and integration into the platform's evolving ecosystem.

## Economic Significance

With an expectation of being listed on exchanges, HON Tokens demonstrate potential for real-world value and significance within the cryptocurrency markets. The introduction of features like Gambit reflects the platform's commitment to economic stability and the fair distribution of rewards among participants.





Definition of Hon Box

Hon Box is an item in Soul Society that users use to obtain pHONs or enhance SBT. Users can acquire Hon Boxes through various activities or can purchase them in the store using pHONs if needed.

Acquisition of Hon Box

Users can obtain Hon Boxes through various activities in Soul Society. They can earn Hon Boxes by running the app, performing Quests, or participating in events.

Quest Completion

Completing Quests is the most basic way to acquire a Hon Box. When a Quest is completed, a Hon Box is given as a reward. The number of Hon Boxes that can be received varies depending on the Quest

Attendance Rewards

Users can earn Hon Boxes as attendance rewards. The total number of the reward will change depending on regular attendance.

Event Quest

Hon Boxes can also be earned through event Quests. Event Quests are periodically occurring Quests where part of the rewards users receive from Quests are collected.

Purchase

Users can buy Hon Boxes in the store if needed. They can buy Hon Boxes if they are short of Hon Box, which is needed to enhance the Hon Box they own. Also, if they have completed the required number of Quests needed for enhancing SBT but are short of Hon Boxes, they can purchase the needed Hon Boxes.

Use of Hon Box

Hon Box serves as a reward for users and can be used for a variety of purposes within the DApp.

Opening Hon Box

Users can open Hon Boxes to get pHONs. The amount of pHONs that can be obtained through the Hon Box is proportional to the grade of the Hon Box.

SBT Enhancement

Hon Boxes are used to enhance the grade of SBT. To enhance to a higher-grade SBT, a corresponding higher-grade Hon Box is needed.

Hon Box Enhancement

Hon Boxes can be enhanced to a higher grade using multiple Hon Boxes and pHONs. Higher-grade Hon Boxes are used for SBT enhancement and to get more pHONs. The success of Hon Box enhancement depends on a predetermined probability.

# Energy



## Definition of Energy

Energy is consumed when a user participates in a Quest, and depending on the amount of Energy, users may face limitations in their activities. The maximum base value of Energy is 100, and if Energy is less than 100, it recovers gradually over time. The amount of Energy consumed varies per Quest, and if Energy is insufficient, participation in the Quest is not possible.


## Purchasing Energy

If Energy is running low, users can replenish it in the store using pHONs. While Energy naturally regenerates over time, users have the option to purchase additional Energy as needed. Using an Energy recovery item can push Energy levels beyond the usual maximum of 100. However, when Energy exceeds 100 due to the use of a recovery item, it will not continue to regenerate automatically until it falls back below 100.

Allocation

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Contract Address

 HON Token (HON) Token Tracker | Etherscan  
Ethereum (ETH) Blockchain Explorer

HON Token Allocation

MAX SUPPLY	1,000,000,000	100%
COMMUNITY	450,000,000	45%
PARTNERS	260,000,000	26%
DEVELOPMENT	80,000,000	8%
SALE	110,000,000	11%
TEAM	80,000,000	8%
ADVISOR	20,000,000	2%

HON Token Circulation Schedule (Accumulated)

TGE	+1M	+2M	+3M
32,354,706	57,823,282	82,514,464	105,205,646



# Official Links



Here are the articles in this section:

Discord



Telegram



Twitter



# Protocol



GitHub - SoulSocietyDev/soulSociety-sbt-contract social with dao

MIT

SPDX-License-Identifier: MIT

pragma solidity ^0.8.0;

import "contracts/interfaces/SoulSocietySBT/ISoulSocietySBTFactoryable.sol";

import "@openzeppelin/contracts/access/Ownable.sol";

/// @title Implementation contract of growth type SBT developed by SoulSociety

/// @notice The contract inherited ISoulSocietySBTFactoryable to be managed through the

factory. In addition, the issuance of SBT is implemented so that only the contract

owner is possible.

contract SoulSocietySBT is ISoulSocietySBTFactoryable, Ownable {

// token Name

string private \_name;

// token Symbol

string private \_symbol;

// Factory Address

address private \_factory;

// List of issued sbt information

SoulSocietyData[] private \_sbtlist;

address[] private \_ownerlist;

bool[] private \_lockedlist;

bool[] private \_protectedlist;

// List of SBT IDs possessed by a specific user

mapping(address => uint256[]) private \_userTokenIds;

// List of SBT IDs issued for a specific sbt

mapping(string => uint256[]) private \_sbtTokenIds;

constructor(string memory name\_, string memory symbol\_, address factory\_) {

\_name = name\_;

\_symbol = symbol\_;

\_factory = factory\_;

}

// -----

// Functions related to basic contract information

// -----

// Token Name

function name() public view virtual override returns (string memory) {

return \_name;

}

// Token Symbol

function symbol() public view virtual override returns (string memory) {

return \_symbol;

}

// -----

// Factory related functions

// -----

// Factory Address

function factory() public view override returns (address) {

return \_factory;

}

// Set Factory Address

function setFactory(address factory\_) public override onlyOwner{

\_factory = factory\_;

}

// -----

// Metadata-related functions of SoulSociety's growth type SBT

// -----

function sbt(uint256 tokenId\_) public view virtual override returns (string memory)

{

require(msg.sender != \_ownerlist[tokenId\_] && isProtected(tokenId\_), "The SBT

is private.");

return \_sbtlist[tokenId\_].sbt;

}

function levelData(uint256 tokenId\_) public view virtual override returns

(SoulSocietyDetail[] memory) {

require(msg.sender != \_ownerlist[tokenId\_] && isProtected(tokenId\_), "The SBT

is private.");

return \_sbtlist[tokenId\_].levelData;

}

function tokenURI(uint256 tokenId\_) public view virtual override returns (string

memory) {

require(msg.sender != \_ownerlist[tokenId\_] && isProtected(tokenId\_), "The SBT

is private.");

return \_sbtlist[tokenId\_].uri;

}

function data(uint256 tokenId\_) public view virtual returns (SoulSocietyData

memory) {

require((msg.sender != \_ownerlist[tokenId\_] && isProtected(tokenId\_)), "The SBT

is private.");

return \_sbtlist[tokenId\_];

}

function isLocked(uint256 tokenId\_) public view override returns (bool) {

return \_lockedlist[tokenId\_];

}

function lock(uint256 tokenId\_) public override returns (bool) {

require(msg.sender == \_ownerlist[tokenId\_], "Not Permission");

\_lockedlist[tokenId\_] = true;

return true;

}

function unlock(uint256 tokenId\_) public override returns (bool) {

require(msg.sender == \_ownerlist[tokenId\_], "Not Permission");

\_lockedlist[tokenId\_] = false;

return true;

}

function isProtected(uint256 tokenId\_) public view override returns (bool) {

return \_protectedlist[tokenId\_];

}

function protected(uint256 tokenId\_) public override returns (bool) {

require(msg.sender == \_ownerlist[tokenId\_], "Not Permission");

\_protectedlist[tokenId\_] = true;

return true;

}

function unProtected(uint256 tokenId\_) public override returns (bool) {

require(msg.sender == \_ownerlist[tokenId\_], "Not Permission");

\_protectedlist[tokenId\_] = false;

return true;

}

// -----

// SoulSocietySBTEnumerable Functions

// -----

function ownerOf(uint256 tokenId\_) public view virtual override returns (address) {

return \_ownerlist[tokenId\_];

}

function totalSupply() public view virtual override returns (uint256) {

return \_sbtlist.length;

}

function tokenListByAddressOf(address owner\_) public view virtual override returns

(uint256[] memory) {

return \_userTokenIds[owner\_];

}

function tokenCountByAddressOf(address owner\_) public view virtual override returns

(uint256) {

return \_userTokenIds[owner\_].length;

}

function tokenListBySBTOf(string calldata sbt\_) public view virtual override

returns (uint256[] memory) {

return \_sbtTokenIds[sbt\_];

}

function tokenCountBySBTOf(string calldata sbt\_) public view virtual override

returns (uint256) {

return \_sbtTokenIds[sbt\_].length;

}

// -----

// Mint & Level Up

// -----

function mint(address to\_, string calldata sbt\_, string calldata uri\_) public

virtual onlyOwner {

\_mint(to\_, sbt\_, uri\_);

}

function \_mint(address to\_, string calldata sbt\_, string calldata uri\_) internal

virtual onlyOwner{

\_existSBT(sbt\_, to\_);

// Generating SBT metadata

SoulSocietyData storage sbt = \_sbtlist.push();

sbt.sbt = sbt\_;

sbt.uri = uri\_;

sbt.levelData.push(SoulSocietyDetail(1, block.timestamp));

uint256 tokenId = \_sbtlist.length;

// Add to Owner List

\_ownerlist.push(to\_);

// Add to sbt List

\_sbtlist.push(sbt);

// Set unlocked

\_protectedlist.push(false);

// Add token id to UserTokenList

\_userTokenIds[to\_].push(tokenId);

// Add token id to SbtTokenList

\_sbtTokenIds[sbt\_].push(tokenId);

emit Transfer(address(0), to\_, 1);

}

// Check if you already have sbt

function \_existSBT(string calldata sbt\_, address to\_) internal view {

uint256[] memory tokenIds = \_userTokenIds[to\_];

for (uint i = 0; i < tokenIds.length; i++)

{

if(keccak256(abi.encodePacked(sbt\_)) ==

keccak256(abi.encodePacked(\_sbtlist[i].sbt))) {

revert("duplicate mint!");

}

}

}

// A function that grows the SBT you have

function levelUp(address owner\_, uint256 tokenId\_, string calldata sbt\_, uint256

level\_) public override virtual onlyOwner {

\_levelUp(owner\_, tokenId\_, sbt\_, level\_);

}

function \_levelUp(address owner\_, uint256 tokenId\_, string calldata sbt\_, uint256

level\_) internal virtual onlyOwner {

address user = \_ownerlist[tokenId\_];

require(user == owner\_, "invalid Owner Token!");

SoulSocietyData memory sbtData = \_sbtlist[tokenId\_];

if(keccak256(abi.encodePacked(sbt\_)) ==

keccak256(abi.encodePacked(sbtData.sbt))) {

revert("invalid Code Token!");

}

// Make sure your current level is reasonable for the level you want to raise

uint256 lastLevel = sbtData.levelData[sbtData.levelData.length-1].level;

require(lastLevel+1==level\_, "invalid level up");

\_sbtlist[tokenId\_].levelData.push(SoulSocietyDetail(level\_, block.timestamp));

emit levelUp(tokenId\_, owner\_);

}

function validSBT(string calldata sbt\_) internal returns (bytes memory) {

(bool success, bytes memory result) =

\_factory.call(abi.encodeWithSignature("validSBT(string)", sbt\_));

require(success, "failed to call outer function");

return result;

}

}



# Disclaimer

## Disclaimer

### LEGAL DISCLAIMER

PLEASE READ THE ENTIRETY OF THIS "LEGAL DISCLAIMER" SECTION CAREFULLY. NOTHING HEREIN CONSTITUTES LEGAL, FINANCIAL, BUSINESS OR TAX ADVICE AND YOU ARE STRONGLY ADVISED TO CONSULT YOUR OWN LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S) BEFORE ENGAGING IN ANY ACTIVITY IN CONNECTION HERewith. HON Pte. Ltd.("THE **COMPANY**"), AND THE EMPLOYEES OF THE COMPANY THAT PARTICIPATED IN THE COMPANY'S SERVICE, SOUL SOCIETY RELATED WORKS (COLLECTIVELY "THE **COMPANY, ETC.**"), SHALL NOT BE LIABLE FOR ANY KIND OF DIRECT OR INDIRECT DAMAGE OR LOSS WHATSOEVER WHICH YOU MAY SUFFER IN CONNECTION WITH ACCESSING THE PAPER, MATERIALS RELATING TO HON (THE "**TOKEN DOCUMENTATION**") AVAILABLE ON THE WEBSITE (INCLUDING [SOUL SOCIETY](#) AND ITS SUB-DOMAINS, "THE **WEBSITE**") OR ANY OTHER WEBSITES OR MATERIALS PUBLISHED BY THE COMPANY FROM TIME TO TIME.

### Project purpose

You agree that you are acquiring Hon to participate in Soul Society and to obtain services on the ecosystem provided thereon. The Company etc. develops and contributes to the underlying source code for Soul Society. The Company is acting solely as an arms' length third party in relation to the Hon distribution, and is not acting in the capacity of a financial advisor or fiduciary of any person with regard to the distribution of Hon.

### Nature of the Token Documentation

The Token Documentation is a conceptual paper that articulates some of the main design principles and ideas for the creation of a digital token to be known as Hon. The Token Documentation and the Website are intended for general informational purposes only and are not an explanation of an investment, an offer document, an offer of securities, a solicitation, or any offer to sell or engage in the business of an asset (not limited to digital assets). The information herein may not be exhaustive and does not imply any element of, or solicit in any way, a legally-binding or contractual relationship. There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking is or purported to be provided as to the accuracy or completeness of such information. Where the Token Documentation or the Website includes information that has been obtained from third party sources, the Company, etc. have not independently verified the accuracy or completeness of such information. Further, you acknowledge that the Token Documentation or the Website may become outdated; and the Company, etc. is not under any obligation to update or correct this document in connection therewith.

### Limitation on Token Documentation and Website

Nothing in the Token Documentation or the Website constitutes any offer by the Company, etc. to sell any Hon nor shall it be relied upon in any investment decision. Nothing contained in the Token Documentation or the Website is, or may be relied upon as, a promise, representation or undertaking as to the future performance of Soul Society. The agreement between the Distributor (or any third party) and you in relation to any distribution or transfer of Hon is to be governed only by the separate terms and conditions of such agreement.

No person including the Company, etc. is bound to enter into any contract or binding agreement in relation to the acquisition of Hon, and no digital asset or other form of payment is to be accepted on the basis of the Token Documentation or the Website. The agreement on the distribution of Hon and/or continued holding of Hon shall be governed by a separate set of Terms and Conditions or the Agreement. The Terms and Conditions must be read together with the Token Documentation. In the event of any inconsistencies between the Terms and Conditions and the Token Documentation or the Website, the Terms and Conditions shall prevail.

### Deemed Representations and Warranties

By accessing the Token Documentation or the Website (or any part thereof), you shall be deemed to represent and warrant to the Company, etc. as follows:

- (a) in any decision to acquire any Hon, you have not relied on and shall not rely on any statement set out in the Token Documentation or the Website;
- (b) you will and shall, at your own expense, ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);
- (c) you acknowledge, understand and agree that Hon may have no value, guarantee or representation of value, that no liquidity or any benefit arising therefrom for Hon was provided, and that HON is not an investment product nor is it intended for any speculative investment whatsoever;
- (d) The Company, etc. shall not be responsible or liable for the value of Hon, the transferability and/or liquidity of Hon, and/or the availability of any market for Hon through third parties or otherwise; and
- (e) you acknowledge, understand and agree that you are not eligible to participate in the distribution of Hon if you are a citizen, national, domiciliary etc. of a geographic area or country (i) where it is likely that the distribution of Hon would be construed as the sale of a security, financial service or investment product and/or (ii) where participation in token distributions is prohibited by applicable law or administrative act; and to this effect you agree to respond to any request from a third party regarding verification, etc.

The Company, etc. hereby disclaims all representations, warranties or undertakings to anyone in relation to Soul Society and Hon.. To the maximum extent permitted by law, regardless of whether or not you have been advised of the potential benefit or loss of Hon, the Company, etc. shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, default, etc. arising from the use of the Token Documentation or the Website. Prospective acquirers of Hon should carefully consider and evaluate all risks and uncertainties associated with the distribution of Hon, the Company, etc.

### Hon Token

Hon is designed to be utilized for guild organization, quest formation and participation therein, etc., and has the below characteristics:

- (a) Hon does not have any tangible or physical manifestation, and does not have any intrinsic value;
- (b) the Company, etc. has no obligation to exchange Hon for cash, etc.;
- (c) Hon does not represent or confer onto a token holder any rights including any right to receive financial benefits including dividends, intellectual property rights, etc. from the Company, etc.;
- (d) is not intended to represent any rights under a contract for differences or under any other contract where the purpose of which is to secure a profit or avoid a loss;
- (e) is not equivalent to a unit in any financial instrument or investment;
- (f) does not constitute a loan to the Company, etc.

Notwithstanding the Hon distribution, Token acquirers have no economic or legal or financial rights over the Company, etc. after the token distribution. To the extent a secondary market or exchange for trading Hon does develop, it would be run and operated wholly independently of the Company, etc. The Company, etc. will not operate such secondary markets for Hon.

### Informational purposes only

The information set out herein is only conceptual, and describes the development goals for Soul Society. In particular, the project roadmap in the Token Documentation is being shared in order to outline some of the plans of the Company, etc. and is provided solely for **INFORMATIONAL PURPOSES** and does not constitute any binding commitment. Please do not rely on this information in deciding whether to participate in the token distribution because the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, etc. Further, the Token Documentation or the Website may be amended or replaced from time to time. There are no obligations for the Company, etc. to update the Token Documentation or the Website, or to provide anyone with access to any information beyond what is provided herein.

### Regulatory approval

No regulatory authority has examined or approved, whether formally or informally, any of the information set out in the Token Documentation or the Website. No such action or assurance has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The existence and issuance of the Token Documentation or the Website does not imply that the applicable laws etc. have been complied with. Any information specified in the Token Documentation or the Website may work against you adversely when a regulatory authority applies a new policy or law in relation to Hon in the future.

### Cautionary Note on forward-looking statements

All statements contained herein, statements made in press releases or in any place accessible by the public and oral statements that may be made by the Company, etc. may constitute forward-looking statements. You are cautioned not to place undue reliance on these forward-looking statements given that these statements involve risks, uncertainties and other factors that may cause the actual future results to be materially different from what was described by such forward-looking statements, and no independent third party has reviewed the reasonableness of any such statements. These forward-looking statements are applicable only as of the date indicated in the Token Documentation, and the Company, etc. expressly disclaims any responsibility to release any revisions to these forward-looking statements to reflect events after such date.

### References to companies and platforms

Reference to any company and/or platform names or trademarks herein are only for explanation and does not imply any affiliation with, or endorsement by, any third party.

### English language

The Token Documentation and the Website may be translated into a language other than English for reference purposes only, and in the event of conflict or ambiguity between the English language version and translated versions of the Token Documentation or the Website, the English language versions shall prevail. You acknowledge that you have read and understood the English language version of the Token Documentation and the Website.

### No Distribution

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