

The background is a dark, grayscale collage. At the top, there's a group of people, possibly a band or a gaming team, posing together. Below them, on the right, is a grid of various NFT avatars or game characters. At the bottom, there's a large, stylized logo that reads 'HEXONIA' with a crown above it, and some smaller text below it. The overall theme is gaming and digital assets.

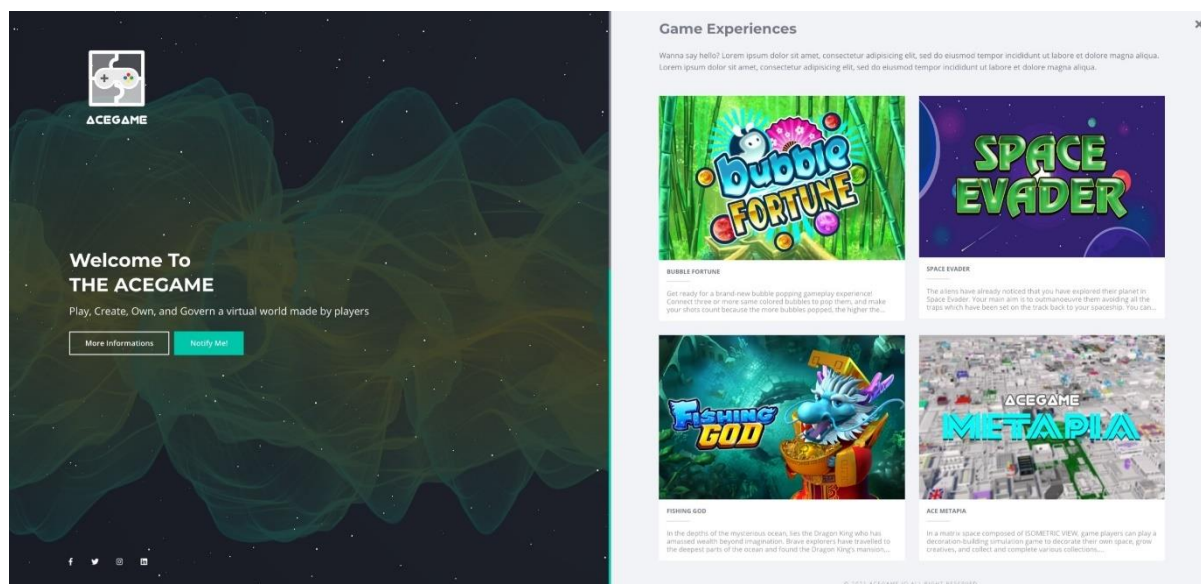
ACE

NFT GAME PLATFORM

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NFT GAME PLATFORM ACE



ACE Entertainment LLC (hereafter referred to as ACE Foundation) is the developer of ACE GAME (www.acegame.io), a blockchain game platform that can acquire NFT tokens based on gameplay performance.

- In the ACE GAME platform, ACE coin is used as a utility token.
- ACE Coin holders can become members of the ACE Token Economy System and participate in ACE's key policy decisions through the Commit action at ACE Wallet (www.ace-coin.io), a blockchain wallet service developed by ACE Foundation, and share a portion of the profits generated by ACE's NFT GAME PLATFORM.
- ACE GAME's players can earn Non-Fungible Tokens (NFT) as trophies based on their gameplay performance. NFT holders share a portion of the game's profits, and can sell them on NFS exchanges.

A Platform Component



ACE GAME

A blockchain game platform where games are played using ACE coins. Different genres of games are available, including puzzles / casual shooting / strategy simulation games, and players earn ACE depending on their gameplay performance. Notably, with an outstanding performance achievement, an NFT-type game trophy will be awarded.

NFT GAME MARKET

A marketplace where you can trade NFTs acquired through ACE GAME. Because NFTs are priced on an individual token basis, NFTs generated by ACE GAME will be traded at different prices depending on utility and expected profit within the platform.

ACE WALLET

ACE WALLET is a blockchain wallet that allows deposit and withdrawal and COMMIT of ACE.

ACE GAME

A Overview of Service and Objectives

ACE GAME (www.acegame.io) is a portal-type blockchain game platform consisting of games under development by ACE Foundation as well as 3rd party game providers.

ACE Coin must be used to play games serviced by ACE GAME, and game players can gain additional ACE Coin based on gameplay results, or game trophies based on challenges.

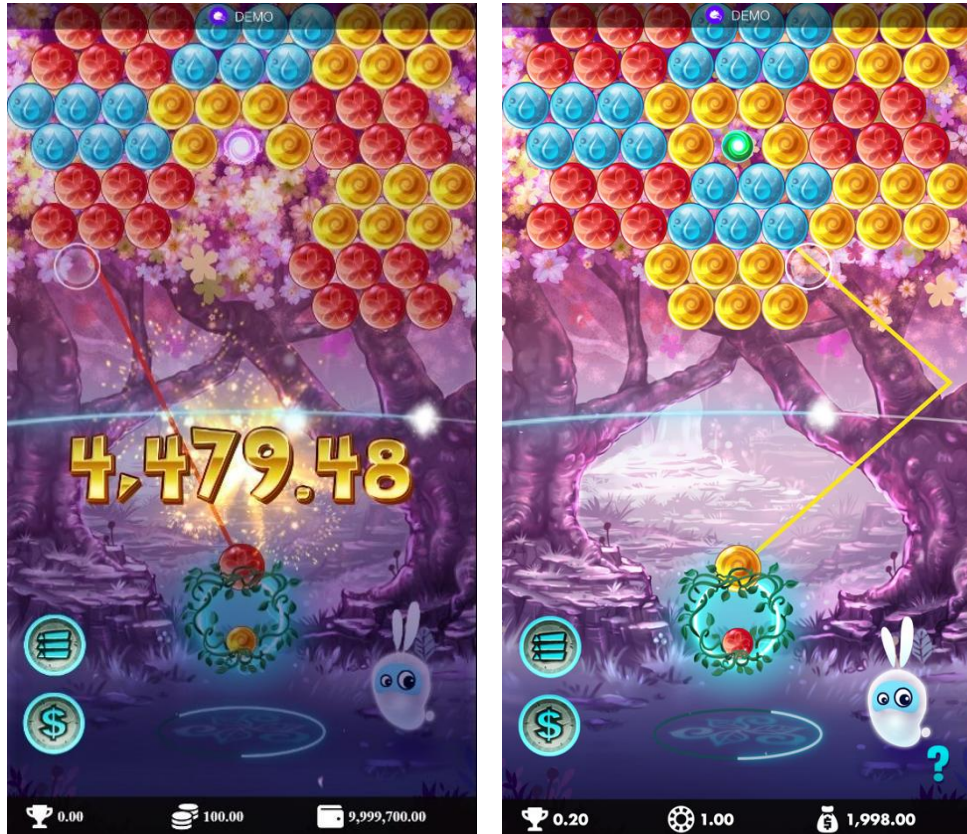
ACE Foundation's goal through ACE GAME service is to increase the availability of ACE tokens by allowing more game players to flow into ACE's token economic systems through quality gaming services so that players who obtain NFTs from ACE GAME can collect NFTs and also earn substantial profits.

As the number of ACE GAME users increases, ACE revenue increases for each game, which allows NFTs produced by ACE GAME to be traded at NFT GAME MARKET PLACE at a higher value. As the value of ACE GAME NFT increases in the NFT GAME MARKET PLACE, new players will enter ACE GAME to obtain NFTs, which increases the availability of ACE coins as utility tokens and creates a virtuous circle in which NFT values rise.



A ACE GAME Casual Game Lineup

BUBBLE FORTUNE



- Bubble Fortune is a puzzle game with simple rules with the objective to pop three or more drops of the same color.
- Although the rules are very simple, the more drops you connect, the more points you score, and so players act strategically to determine how to connect more drops at a time. A position that cannot be reached directly can also be landed by reflecting the drop off of the wall.
- Over the course of the game, you can enjoy beautiful backgrounds such as a garden full of cherry blossoms, cedar forests, bamboo forests, and mushroom kingdoms.
- As the stage progresses, the time limit reduces and you experience a more thrilling victory. You can also charge runes by dropping drops in bulk and make powerful large-caliber bombs.

SPACE EVADER



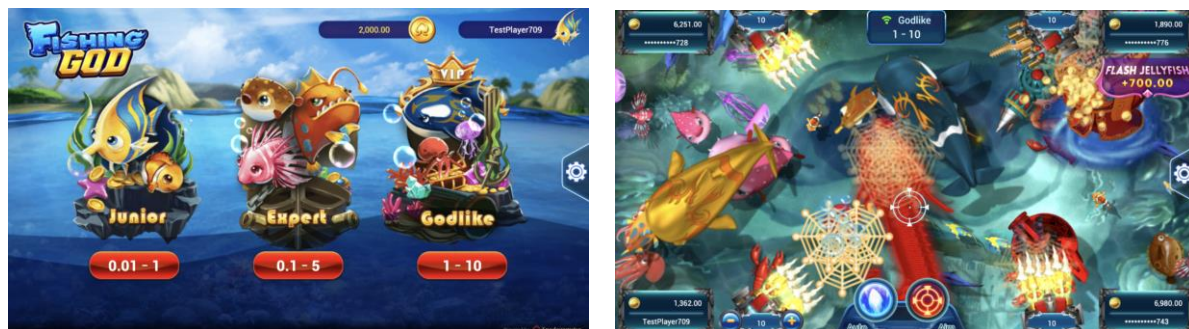
Space Evader is a turn-based puzzle game that depicts an alien crash landing on an unknown planet returning to a spaceship.

- In the process of returning to the spaceship, countless traps and game rewards await the player.
- Players must step on a total of 47 spaces and return to the spacecraft, which are a mixture of traps and rewards.
- A total of 8 movements can be attempted. It's not just a goal to go far, it's important not to step on a trap. Even if you die on your way back to the spacecraft, you can still receive the rewards earned up until your death.

FISHING GOD



- FISHING GOD is a shooting game for hunting various monster fish in mysterious unknown waters.
- A multi-play arcade game to hunt 25 different monster fish.
- The player starts by selecting among three difficulties levels.
- Successfully hunting a special crab monster fish or jelly fish will get a bigger reward.
- Hunting a dragon king fish or golden lucky bags randomly earns very large rewards.
- You can earn additional rewards through bonus rounds during the game.



The casual game lineup may change depending on the development situation.

A Usage and acquisition of ACE

Usage of ACE

- Each game of ACE GAME is played by paying ACE points.
- ACE points can be exchanged with ACE coins.
- ACE Point's demand quantity and usage method vary from game to game. For example, in the case of FISHING GOD, ACE points will be used as the player's bullet purchase cost.

Acquisition of ACE

- Completing challenges set for each game of ACE GAME will receive ACE as a reward.

ACE METAPIA



A Game Overview

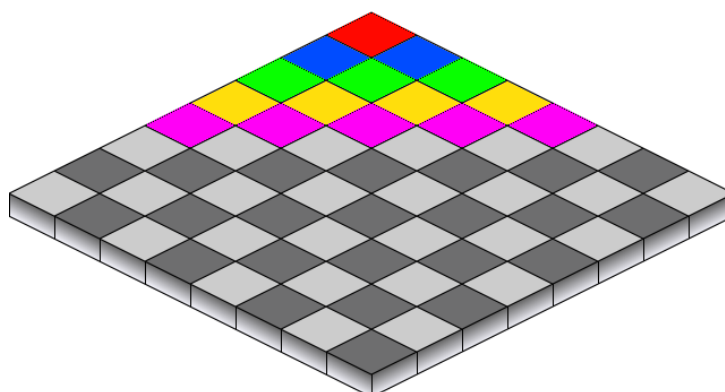
METAPIA is a blockchain-based open-world hybrid metaverse game under development by ACE Foundation.

- This is a decoration-building simulation game in an isometric matrix space, where players decorate their own space, grow and raise creatures, and collect and complete various collections.
- In order to play METAPIA, you must first have a matrix space. A matrix can be purchased first using ACE from ACE Foundation and is permanently owned in the form of NFT.
- Players with a matrix can decorate the space as they wish, enjoy gameplay, and rent out their space to other people to earn rental profits.
- Building your collection and devotedly decorating your matrix space is rewarded with ACE. If you rent someone else's matrix and play on it, you can still receive collection rewards, some of which must be paid to the owner of the matrix in the form of rent.
- Ownership of a matrix in METAPIA can be proven in the form of NFT, and ownership of the matrix can also be traded through NFT GAME MARKET PLACE.

A The Concept of MATRIX

A matrix is a unit of space that forms the game background for METAPIA. METAPIA combines a total of 4,096 matrixes, 64 bays wide and 64 bays long, to form the entire metaverse of the game.

METAPIA's game players can create their own matrix and generate revenue.



- Of the total 4,096 matrixes, 256 matrixes will be sold first with the game launch.

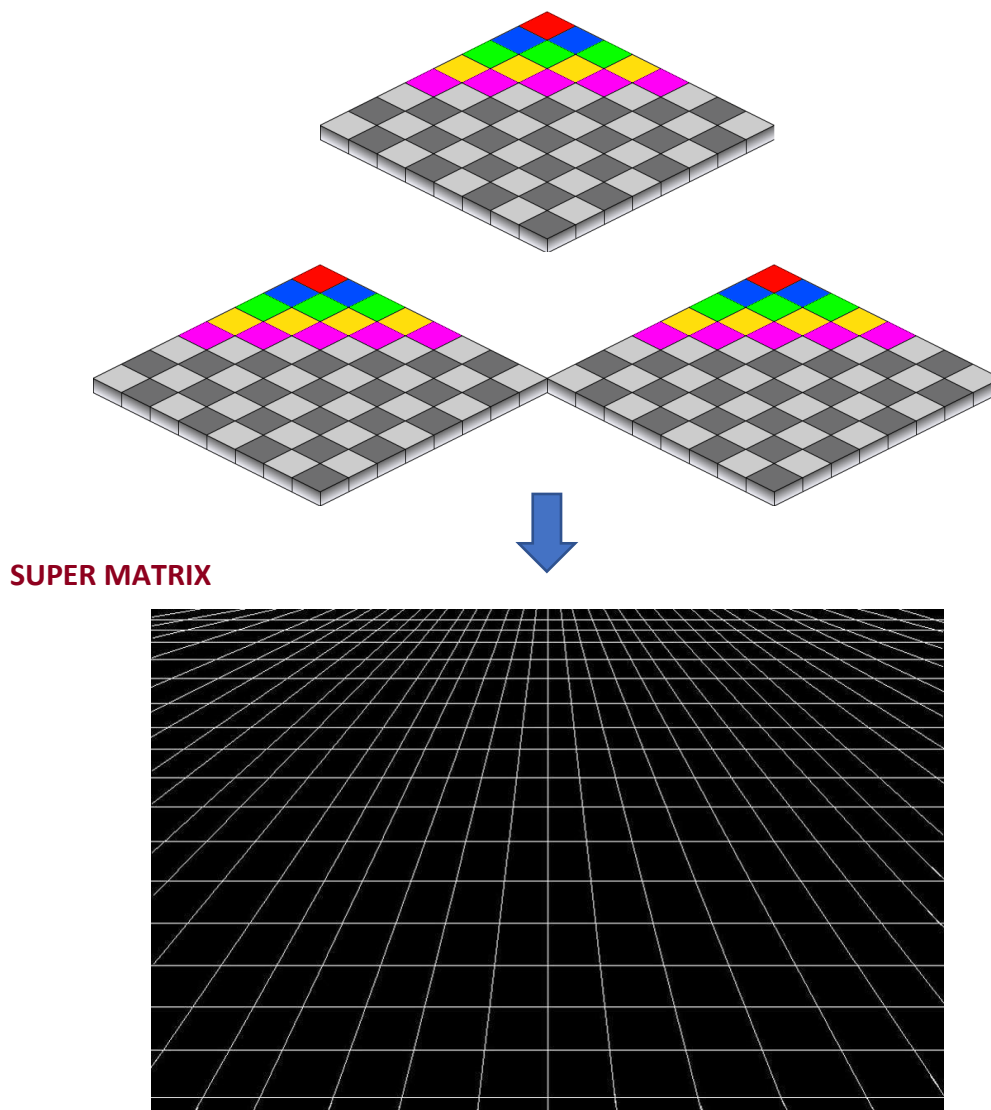
- When players understand the game structure of METAPIA and learn how the matrix works with 256 first-time sales matrixes, the remaining 3,840 matrixes will be made available in phases to METAPIA players.
 - A matrix exists as NFT, which can be traded through NFT GAME MARKET PLACE or leased to others.
 - METAPIA's matrix sales plan will be announced more specifically as a later date.
 - The number of matrixes can vary during the actual development process and policy materialization process.
-

A Extensions of MATRIX | SUPER MATRIX

METAPIA's matrix initially launches with 4,096 spaces, but as the game's live service continues, the matrix can be expanded as users enter it. Increasing the horizontal and vertical matrixes to 128 increases the total matrix to 16,384 spaces.

Of course, it is possible to increase the maximum number of matrix size from the initial service stage. However, the ACE Foundation expects the value of the NFT to increase by consolidating the user base in a limited matrix space in the early days of METAPIA gaming services.

- The number of matrixes can vary during the game and policy development process.



A MATRIX RETENTION EFFECT

Game Play

The matrix is the game background for METAPIA and is also a key component of the METAPIA Metaverse' gameplay.

- The matrix space is the background space in which the player places and harvests various creations, and builds collections.
- The more you structure the matrix space, the more collections you can gather. Gathering a collection will be rewarded with ACE.

Economic Benefits

- Having a matrix creates real economic benefits. First, you can acquire ACE directly from your own matrix.
- Second, you can rent the matrix to someone else to receive a portion of the ACE revenue that the player earns.
- Third, since the matrix exists in the form of NFT, you can obtain ACE in exchange for the transfer of ownership by selling the NFT in NFT GAME MARKET.



A METAPIA Game Configuration

Game Concept

METAPIA is a blockchain-based open-world hybrid meta-bus game.

- METAPIA is a slow-life concept simulation game in which players decorate, cultivate, and build collections (or rent from matrix owners).
- ACE points are required to cultivate in METAPIA. ACE points can be purchased immediately with ACE coins, or can be obtained by playing ACE GAME's casual game.
- Fun, quest-format casual games are available while playing METAPIA. These HTML5-based games are seamlessly integrated to create and grow matrixes in one METAPIA game, providing a hybrid game environment that you can play in the process of collecting.

Key Fun Elements

- Decorate the Matrix
 - Players can place a variety of assets in their matrix space. These assets can be simple decorations or tiles with specific attributes.
 - For example, if farmland tiles are placed on a matrix, the tiles will be changed to a farm area, and the tiles can be seeded or planted with various crops.
 - Crops can be cultivated over time, and each plantation becomes a part of the collection, so the more plants you collect, the more ACE you can receive as a reward.
- Build a Collection
 - Using the above example, the collection combines not only crops but also various game elements to have a list of different collections.
 - A range of collections will be provided in the future, including fish collections acquired through fishing, insect collections and animal collections with various creatures, and game trophy collections with achievements from casual game scores.
- Interaction with Friends
 - METAPIA is a metaverse space interconnected by numerous matrixes. Each exit point on the map allows you to navigate to another's matrix, view the matrix decorated by others, and interact with the owner of that matrix. In some cases, the owner of the matrix may have listed tasks for visitors. In this case, you may receive ACE as a reward if you perform a requested task.

A Usage and Acquisition of ACE

Usage of ACE

- To play METAPIA, you must either own a matrix or rent a matrix from an owner. You will pay ACE in this process.
- You will pay ACE in the process of purchasing the points you need to decorate the matrix. Of course, it is possible to play casual games without direct purchase, but using ACE allows the matrix to be decorated more quickly.

Acquisition of ACE

- METAPIA players gather collection during the process of decorating the matrix to obtain ACE.
- METAPIA players receive ACE in the form of a reward to achieve quest-based challenges while targeting individual matrixes.

ACE GAME | NFT Gaming

ACE GAME is a blockchain gaming platform that uses ACE as a commodity as well as an NFT gaming platform that can acquire NFTs.

ACE GAME's players can earn NFTs as a result of gameplay, and NFTs themselves are unique achievements which are also assets that can be traded through NFT GAME MARKETS. In addition, ACE GAME's NFT is designed not only to be limited-supply, but also to receive real benefits within ACE GAME.

Players of ACE GAME become more and more immersed in the game to acquire NFT, in turn increasing the consumption of ACE, and as the consumption of ACE increases, the value of NFT increases.

A ACE GAME NFT Holder Effect

- ACE GAME's players have their own game trophies that exist forever on the blockchain by possessing NFT.
- ACE GAME NFTs are tokenized at the point of challenge completion and are free to trade in NFT markets with blockchain technology.

- Having ACE GAME's game-specific NFTs allows you to earn a certain portion of the ACE used in that game. As users of the game increase, ACE consumption increases, which can also increase the value of the NFTs.

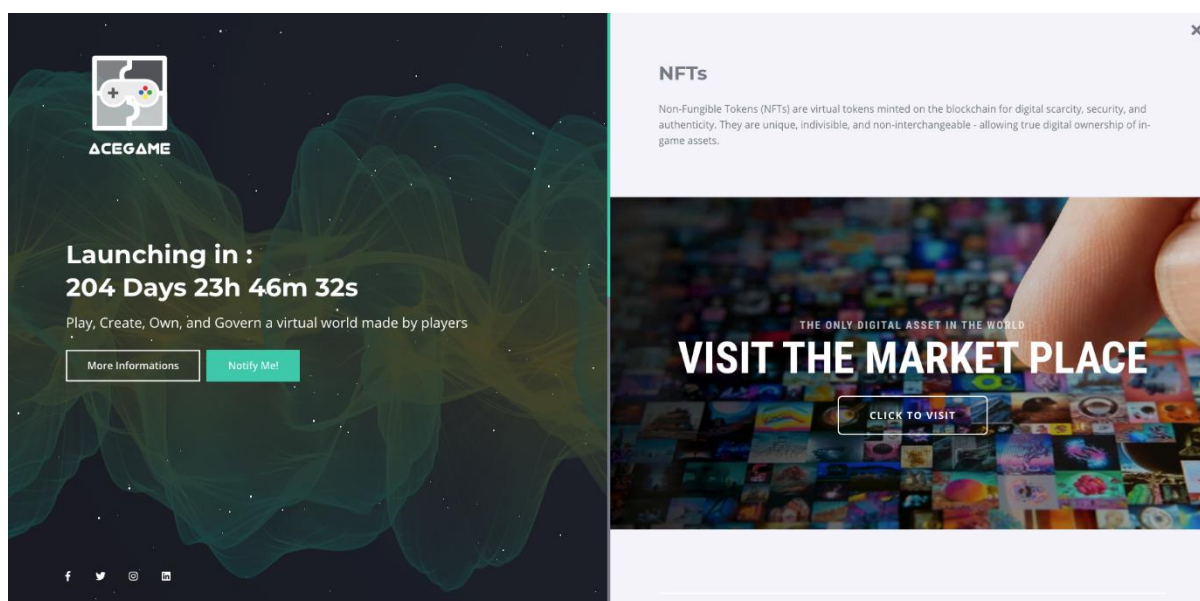
A ACE GAME NFT Acquisition and Effect

Game	Payment Criteria of NFT	Acquisition Effect of NFT
METAPIA	Retention of MATRIX	50% earning of ACE revenue from self-ownership matrix
FISHING GOD	1 st Place - Monster Fish Hunting Accumulated Earnings	10% of FISH HUNTER consumed ACE during the session
	2 nd Place - Monster Fish Hunting Accumulated Earnings	6% of FISH HUNTER consumed ACE during the session
	3 rd Place - Monster Fish Hunting Accumulated Earnings	4% of FISH HUNTER consumed ACE during the session
	4 th Place - Monster Fish Hunting Accumulated Earnings	3% of FISH HUNTER consumed ACE during the session
	5 th Place - Monster Fish Hunting Accumulated Earnings	2% of FISH HUNTER consumed ACE during the session
SPACE EVADER	1 st Place – Space Evader Accumulated Earnings	10% of SPACE EVADER consumed ACE in session period
	2 nd Place - Space Evader Accumulated Earnings	6% of SPACE EVADER consumed ACE in session period
	3 rd Place - Space Evader Accumulated Earnings	4% of SPACE EVADER consumed ACE in session period
	4 th Place - Space Evader Accumulated Earnings	3% of SPACE EVADER consumed ACE in session period
	5 th Place - Space Evader Accumulated Earnings	2% of SPACE EVADER consumed ACE in session period
BUBBLE FORTUNE	1 st Place – Bubble Fortune Accumulated Earnings	10% of BUBBLE FORTUNE consumed ACE during session period
	2 nd Place - Bubble Fortune Accumulated Earnings	6% of BUBBLE FORTUNE consumed ACE during session period
	3 rd Place - Bubble Fortune Accumulated Earnings	4% of BUBBLE FORTUNE consumed ACE during session period
	4 th Place - Bubble Fortune Accumulated Earnings	3% of BUBBLE FORTUNE consumed ACE during session period

	5 th Place - Bubble Fortune Accumulated Earnings	2% of BUBBLE FORTUNE consumed ACE during session period
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- The payment criteria and holder effects of ACE GAME NFT may vary in part depending on the development process in the actual implementation.

NFT GAME MARKET PLACE



NFT GAME MARKET PLACE is a market where ACE GAME's players can trade NFTs obtained in exchange for platform activities. MARKET PLACE uses blockchain technology to trade and compete in price of goods. This MARKET PLACE is also an open space for everyone, not just gamers on the ACE platform.

The value of each NFT will be determined by the economic principles of supply and demand. The reason ACE is a true NFT GAME PLATFORM is that NFT GAME MARKET PLACE allows gamers to gain real economic benefits in exchange for their platform activities. The rarer NFTs and the greater the economic benefits within the platform, the higher the value of NFTs will be.

A Components

All NFT registered in the NFT GAME MARKET PLACE contain sub-information for displaying tradeable information.

- Product Name & Category

The name and category of the NFT are displayed to indicate product information in a sellable form.

- Explanation

The description and retention of the corresponding NFT will indicate the effect on the platform.

- Thumbnail Image

NFTs created in ACE GAME hold thumbnail images at 1280 x 720 resolution. ACE GAME's thumbnail images use NFT-specific images of each game pre-produced by the ACE Foundation.

- Price

NFTs acquired on the ACE platform may enter price information in MARKET PLACE so that the holder can trade at the desired price.

ACE TOKEN ECONOMIC SYSTEM



OUTLINE

ACE is an ERC-20-based utility token used as a key currency for ACE GAME, the NFT GAME PLATFORM.

It is used as a key currency for platform utilization and NFT transactions and as an ACE platform governance token.

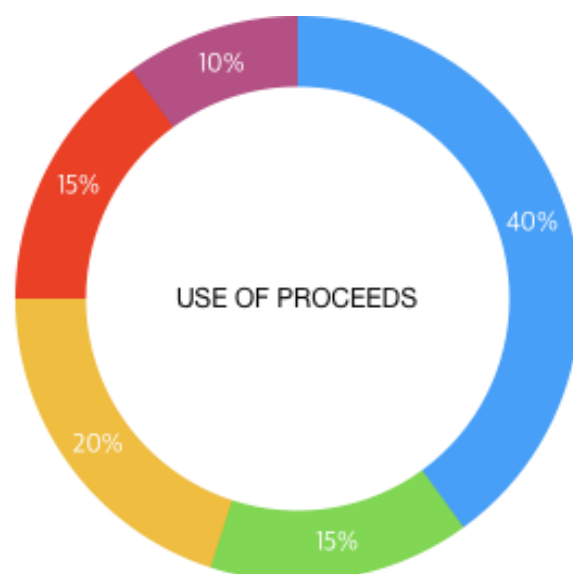
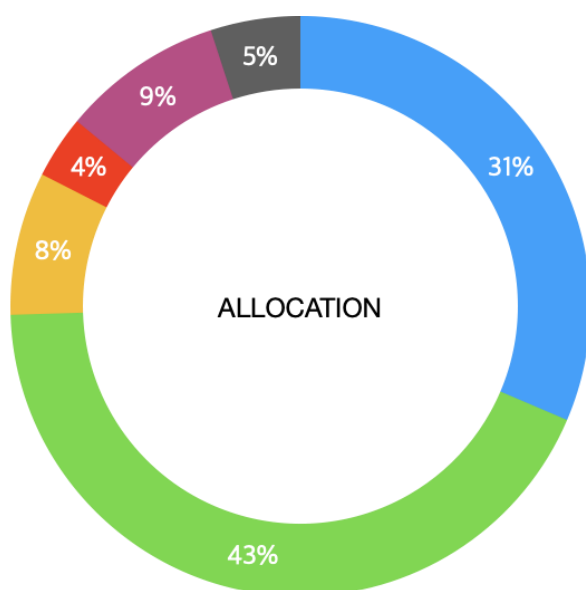
NFT GAME PLATFORM

ACE

ACE GAME
NFT GAME MARKET
ACE WALLET

KEY INFORMATION

Section	Details
Token Name	ACE
Token Symbol	ACE
Platform Technology	ERC-20
Token Feature	Utility Token of ACE Eco System
Total Supply	1,000,000,000 ACE



● INVESTORS
 ● COMPANY RESERVE
 ● EMPLOYEES
 ● ADVISOR
 ● Development
 ● B.D
 ● Marketing
 ● Strategy Partner
 ● PARTNERS
 ● MARKETING
 ● Reserve

A ACE Summary of Use Purpose

Usage of Game Service

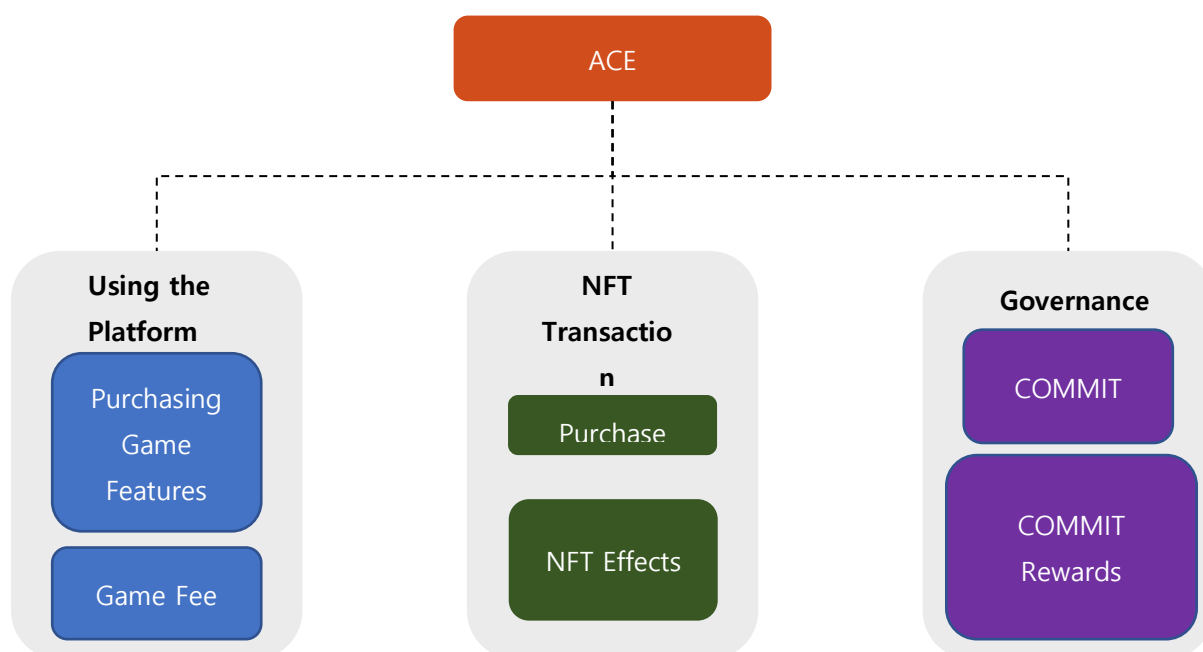
- ACE allows you to play ACE GAME.

Usage for Purchase

- You can purchase NFTs using ACE in NFT GAME MARKET PLACE. If you become the owner of an NFT, you will receive additional benefits of that NFT in the platform.

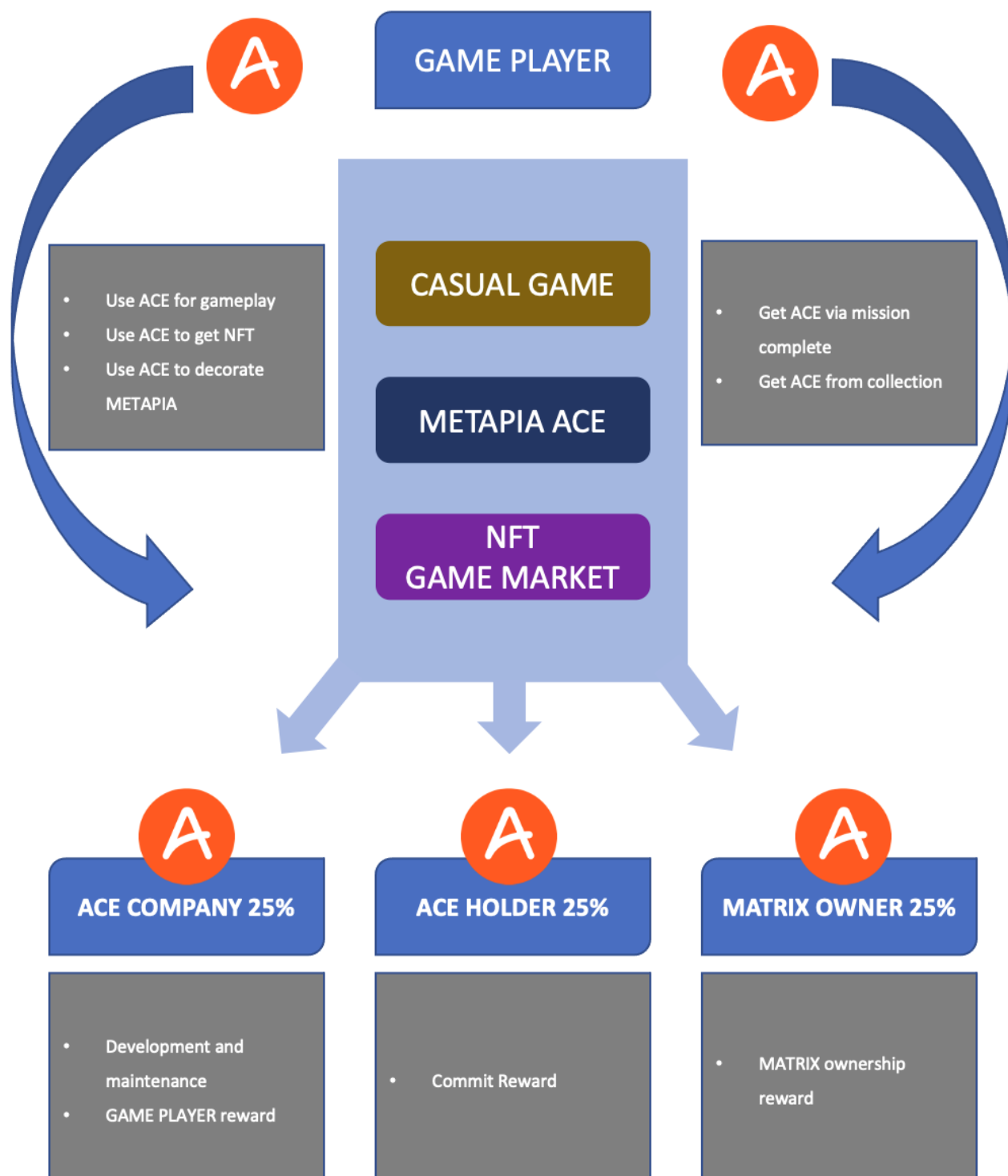
Usage as ACE platform governance token

- ACE also serves as a governance token for NFT ENTERTAINMENT PLATFORM. ACE owners can use ACE WALLET's COMMIT capabilities to COMMIT ACE and participate in key policy decisions on the platform as a governance member, and receive a portion of the benefits of the ecosystem.



A TOKEN ECONOMY FLOW

ACE GAME PLATFORM



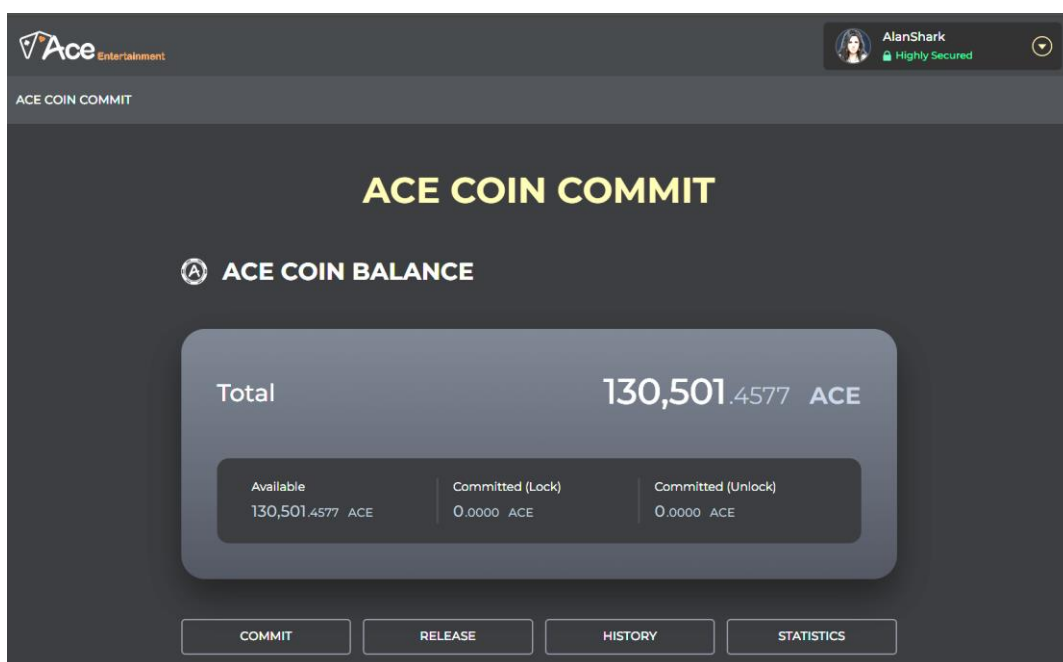
ACE COMMIT SYSTEM

OUTLINE OF COMMIT

- ACE COMMIT means that ACE holders voluntarily lock-up their ACE and act as advisors to the ACE ecosystem to participate as members of the ACE token economic system.
- ACE COMMIT can be performed on the ACE COIN site.
 - www.aceentertainment.io
 - www.ace-coin.io

PROCESS OF COMMIT

- To COMMIT, you must first send your own ACE to ACE WALLET.
- From your ACE WALLET, click the COMMIT button.



- Enter the quantity of ACE you want to COMMIT and click the COMMIT ACE COIN button.

ACE COIN COMMIT

COMMIT ACE COIN

Total Available Balance

130,501.4577
ACE

Commit Amount

ALL

ACE

COMMIT ACE COIN

Once you have completed all of the above steps, you will participate in a survey related to the ACE project and the token economy system.

ACE Coin holders will participate as members of the ecosystem through the above process, while also delivering suggestions for ACE Token Economic System to ACE Entertainment.

COMMIT REWARD

- ACE COMMIT SYSTEM's compensation funds are sourced from operating revenue from the entertainment business run by ACE Entertainment and ACE Alliance Partners.
- ACE owners will be compensated with 25% of ACE Entertainment's operating revenue in proportion to the quantity and duration of ACE COMMIT.

(The COMMIT compensation ratio may vary depending on business content)

- ACE COMMIT SYSTEM has a 3-month reward cycle.
- More detailed information about ACE COMMIT SYSTEM will be available to users who participate in ACE Commit via separate channels.

A Other Additional Services

NFT MARKET PARTNER PLATFORM

We will support NFT trading on partner platforms through business alliances so that NFTs from ACE GAME and METAPIA can be traded until NFT GAME MARKET PLACE, which will be developed and serviced by ACE Foundation, is completed.

NFT Collateralized Loan Service

This is an additional service that allows you to borrow cryptocurrency as collateral for ACE GAME and METAPIA's NFT. The loan limit is determined by the value of the NFT at the time of the loan application and will be carried out in conjunction with a professional financial partnership.

DEFI SERVICE

In addition, a variety of derivatives will be released linking ACE GAME and METAPIA's NFT.

TEAM

A MEMBERS

Bryan Choi | Chief Executive Officer



Zeroplus Co., Ltd Executive producer

CornerStone H&C Financial Director

Fintech Switch Co., Ltd. Marketing Director

Bryan is CEO of ACE Entertainment. Having a range of experience in the entertainment industry, he was a drama producer in Korea for 10 years and has excellent capabilities in project management and finance. He also has experience in attracting investment in various new projects and has participated in planning and developing multi-wallet payment systems.

Alan Cho | Chief Operating Officer



NEXON GT Team Manager

PERFECT WORLD KOREA Marketing Director

NEXON KOREA Marketing Team Manager

Alan marketed 3D MMORPG MU at WEBZEN and later contributed to NEXON KOREA's growth by launching live services for many PC online games, including Sudden Attack and Atlanta. Following that, he led the process of establishing a Korean branch of NASDAQ-listed company PERFECT WORLD, launching a number of online/mobile games, and later launching a number of new FPS games at NEXON GT. Alan is in charge of ACE Entertainment's business with long experience in the game industry, including launching, live services, large-scale advertising and promotions including TV commercials, and exhibition planning such as E3/ChinaJoy.

David Ahn | Executive Producer

OASIS VR Game Director

IPlay Entertainment Game Director

Flowgamez Project Director



David is the game producer of ACE Entertainment. Leading the development of Korea's first web RPG game Apocalypse at Flowgamez, he led the development of the KAKAO platform-based RPG Undead King, based on the popular webtoon originals of the same name at IPlay Entertainment. After joining OASIS VR, he developed various VR games as Game Director.

David's development philosophy and multi-year mobile game development experience, with platform-optimized UX and fun at the top of his list, are great assets of ACE Entertainment.

Alucard Hwang | Chief Technology Officer

OASIS VR CEO

GRAVITY Client Programmer



Alucard was the senior developer of GRAVITY's game engine research team and has vast experience with existing commercial game engines and custom game engines, including Unreal/Unity. After joining OASIS VR, Alucard developed a VR engine provided VR-based games to Gear VR/Oculus stores, bringing deep experience in VR gaming. Alucard is the CTO of ACE Entertainment and is in charge of game development.

Mike Andrews | Business Development Director

SHUTTLE DELIVERY Managing Partner

CRYPTOMECA Director of Marketing

MIGS Marketing and Management Consultant

Mike is the B.D. Director of ACE Entertainment and is responsible for discovering and managing ACE's new business partners and new exchanges. Having various experiences with a global investment bank and the Canadian Government's Human Rights Management Committee, he helped global businesses of many projects as a marketing consultant in Korea. Since then, as a co-founder of Shuttle Delivery, he has started the blockchain business in earnest, which soon became the world's first cryptocurrency-based delivery service.

David Lee | Legal Director

Huntingdog CEO

Samhee Industries President

David is an American lawyer with extensive experience in international trade and trademark law. He also has experience in starting an IT startup as a representative of Huntingdog (cloud services), and participated in hotel development projects in Samhee Industry. Based on his experience in corporate management and project progress, beyond strict legal practice, David is in charge of legal affairs in various global businesses of ACE projects.

Ray Kim | Lead Web Programmer



Double Chain Lead Back-End Programmer

Paygate Back-End

UEngine Solutions Back-End Lead Programmer

Ray has over 10 years of experience and has acquired a wide range of Open API development technology capabilities, including Java, Springboot, SQL tuning, and NoSQL. He also has deep knowledge and experience in DBMS field. Based on the experience of developing Hdac, a large blockchain project from Double Chain, he is conducting ACE coin development and platform back-end development.

Elly Choi | Lead Art Designer



Signal&Co Art Director

Minosday Art Director

Neowiz Mobile Game Art Designer

Elly has a game art design career spanning 18 years. She participated in the art work of the Samsung Anyall game project and was also in charge of art of the world-famous game Tapsonic. Based on many game art careers launched in various markets such as Korea, North America, and Europe, Ellie is in charge of ACE Entertainment's art design.

Evan Park | Server Programmer



Nextfloor Server Programmer

MNMGames Server Programmer

GamePrix Server Programmer

Evan is a server programmer with extensive experience in developing multiple game server programs using multiple programming languages such as C/C ++, Golang, and C# and databases such as RDBMS, MySQL, MSSQL, REDIS, and NoSQL.

Evan has participated in the development of server programs for various online games and mobile games, and is responsible for ACE Entertainment's server programs based on a number of launching and live game service experiences.

Roy Moon | Front-end Developer



Welcome Payments /Platform Developer

Double Chain / Platform Developer

PayGate / Platform Developer

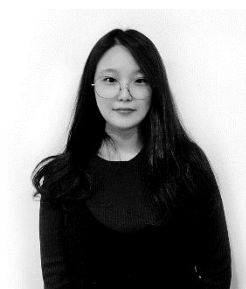
Roy has experience in developing PayGate's new payment system. Double Chain has also developed a P2P banking API platform for cryptocurrency.

Mario Choi | Front-End Developer

Neov Inc. Front-end Developer, Android App Developer, Ad platform designer

Dreamwiz Internet Front-end Developer

Mario has been developing a wide range of Android apps for 10 years at Dreamwiz and is able to utilize technologies including html5, css3, jquery, ES5+, ES6+, Vue.js, Node.js, and React.

Amy Kim | Office Administrator

Korea Federation of SMEs (KBIZ) Office Administrator

Next generation Convergence Contents Industry Association (NCIA) Account Manager

Startup & Trading area Revitalization Center Manager

Amy is in charge of the management support of ACE Entertainment. She has experience in supporting financial accounting, taxation, personnel management and general affairs, participating in various government projects such as game and content promotion projects, and start-up support from non-profit organizations and government agencies.

A ADVISOR

Sebastian Ryu | Executive Advisor



App Annie / Head of New Business Korea

Rovio Entertainment / Head of New Business & Licensing

Blizzard Entertainment / Business Development Manager

After completing his studies in New York, Sebastian contributed to the global service development of the 3D MMORPG 'MU' and overseas expansion of the WEBZEN Overseas Business Team. He then gained experience at Blizzard Entertainment in live game services and marketing for large projects such as Starcraft, Diablo, World of Warcraft, and Hasstone, contributing to Blizzard Entertainment's growth as a global game company.

With the growth of the mobile market, he headed New Business at the Finnish mobile game company Rovio Entertainment, which is famous for the Angry Birds series.

With an understanding of the mobile business and the connections and experiences of global business, he was responsible for sales at App Annie, a global data research firm, and has extensive knowledge and networking across the mobile industry.

Based on his experience in live services, mobile marketing, e-sports, licensing, etc., he gives advice throughout ACE Entertainment's entertainment business.

Brian Chadwick | Legal Advisor



McDermott Will & Emery Lawyer

Miniclip SA General Counsel

Cooley LLP Special Counsel

ISABELLA OLIVER LTD Non-executive Director

Fieldfisher Partner

Agnitio Capital Managing Director

Based on his expertise in the digital gaming, media and entertainment industries, Brian offers a range of advice for ACE Entertainment's various global entertainment businesses.

Brian is currently co-chair of Tech M & A at Fieldfisher LLP, Europe's largest law firm, and previously served as a director of the global game company Miniclip, contributing to the company's growth and leading to acquisition by Tencent. Currently, he is the director of Agnitio Capital.

Jeong Cheolseung | Legal Advisor



Member of Ministry of Patriots and Veterans Affairs committee

Chairman of Korean Society of Legislation Studies

Member of Legal Ethics and Professional Conduct Council

Representative lawyer of THE FIRM

Crypto MBA Digital Research Director, Graduate School of Business, aSSIST

Attorney Cheol-Seung Jung is the representative lawyer of the law firm 'THE FIRM'. While working as an advisor to the Liberation Association, an independent organization, and the Institute for National Affairs Research, an advisory attorney for Spine 2000, a volunteer organization for people with severe disabilities, the sponsoring chairman of Setnet School, an alternative school for North Korean defectors, and a judge of the Industrial Accident Review Committee. He served as a member of the Legal Ethics Council, which oversees job ethics. He is also the Director of Digital Studies at ASSIST Graduate School of Business Crypto MBA, with a deep understanding of crypto business and providing legal advice as a legal advisor to Ace Entertainment.

Martijn Gerrits | Platform Advisor

Chairman of Blue Ivory Group

Martijn is the chairman of Blue Ivory Group, a multi-platform digital media and advertising company based in New Delhi, where he directs various digital marketing activities such as brand marketing and UA. Based on his years of experience in digital media advertising, he gives advice on ACE Entertainment's global marketing.

ROADMAP

18

Global Exchange DCoin ACE First Listed
ACE WALLET Service Launch

20

Listed on the Korea Exchange in Cashierest
Love Revolution for ACE Business Alliance
Coinmarketcap ACE listing

20

Initiate Development of ACEGAME.IO

20

ACE ERC-20 Platform Change
Full swap completed with previously issued token
ERC-20
ACE Coin 1st Burn
Listed on BITFOREX

20

Chain Bridge Wallet Service Integration
Ace Lotto Event Launch
Ace wallet count exceeds 4,900

20

ACE Coin Second Burn
METAPIO Development Concept Planning Initiated

21
1Q

ACE Coin Third Burn
Initiate development of ACE GAME PLATFORM
Initiate METAPIA Development
NFT MARTKET PLACE Development stated

21
2Q

ACE GAME internal prototype
ACE GAME beta launch.

21
3Q

ACE GAME Beta Platform Enhancement
Optimize ACE GAME / NFT Interworking Structure
Launch of NFT MARKET Alliance Partner Platform
NFT Mortgage Services (Partnership Linked)

21
2H

ACE GAME PLATFORM Launch
Additional sourcing of ACE GAME 3rd Party Content
METAPIA Concepts and Photobooks Released
NFT MARTKET PLACE DEVELOPMENT PROCESS
DEFI New Product Launch (Partnership Linked)

22
1H

NFT MARKET Launch
METAPIA TEASER SITE Revealing
METAPIA Promotion Initiated

22
2H

METAPIA Grand Open

DISCLAIMER

The scope of disclaimer for the Company will include but not limited to:

1. This white paper is for informational purposes only and does not constitute an offer or solicitation to sell shares or securities in ACE entertainment platform (hereinafter the “Platform”) or any related or associated company, including a token issuing company (hereinafter the “Company”). Any such offer or solicitation would only be made by a confidential offering memorandum and in accordance with applicable securities and other laws. None of the information or analyses presented are intended to form the basis for any investment decision, and no specific recommendations are intended. Accordingly, this white paper does not constitute investment advice or counsel or solicitation for investment in any security. This white paper does not constitute or form part of, and should not be construed as, any offer for sale or subscription of, or any invitation to offer to buy or subscribe for, any securities, nor should it or any part of it form the basis of, or be relied on in any connection with, any contract or commitment whatsoever. Any information included in this document, such as the ACE Ecosystem, should not be copied, modified, and distributed illegally without prior consent from the ACE entertainment;
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3. ACE tokens are not official or legally binding investment of any kind. Due to unforeseen circumstances, the objectives outlined in this white paper, may be altered. Despite the fact that the Company intends to implement all the points outlined in this white paper, all persons and parties involved in the purchase of tokens do so at their own risk;

4. This white paper includes certain estimates provided by the Company with respect to the future performance of the Company. Such estimates reflect various assumptions by the directors concerning the future performance of the Company. These assumptions may or may not prove to be correct. No representations are made as to the accuracy of such assumptions or the estimates based thereon;
5. ACE tokens are functional utility tokens that provide access to incentives, rewards system, and exchange data within the Platform. Furthermore, ACE tokens should not be treated as securities, nor do they imply or promise any equity, ownership in, or profit sharing with any part of the Company. ACE tokens are non-refundable, are not for speculative investment, and they include no promise of future value or performance, on their own, or as a metric of the Company success;
6. Cryptocurrencies, Blockchain technologies have been the subject of scrutiny by various regulatory bodies around the world. The functioning of the Platform could be impacted by one or more regulatory inquiries or actions, including but not limited to restrictions of use of cryptocurrencies;
7. This white paper shall not legally bind the Company and participants. The directors, officers, employees, and advisors of the Company shall neither warrant the accuracy and reliability of this white papers nor hold any responsibility thereof;
8. ACE tokens do not provide with the right to receive profit, income or other payments or revenues attributable to the acquisition, holding, management, disposal or redemption. Any right, interest, ownership or privileges on the Platform or any other property on the Company can expire in whole or in part;

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9. The risk of loss in trading or holding cryptocurrencies and tokens can be substantial. Therefore, you should carefully consider whether trading or holding cryptocurrencies is suitable for you in light of your financial condition. Forks and changes in relevant network may result in significant and sudden changes to the value and/or usability of cryptocurrencies and tokens. The Company is not responsible for such loss of value of cryptocurrencies and tokens and bears no responsibility for any loss incurred by you while using the Platform or in any direct or indirect connection to the Platform;
 10. ACE tokens are issued on the ERC-20 blockchain. In this regard, any failure or incorrect operation of the ERC-20 Protocol may disrupt the transaction network in unexpected ways;
 11. Technologies related to blockchain networks are the subject of supervision and control by various regulatory bodies across the globe. ACE tokens may become subject to their regulation policy, including restrictions on the use or ownership of ACE tokens, slow or limit the functionality or limit possibilities of ACE tokens redemption in the future;
 12. Cryptocurrencies including ACE tokens and other associated and related technologies are new and untested and may become outside of your or the Company's control. As such the Company shall be excused and non-labile for the nonperformance by the Company including temporary interruption or permanent termination of your access to the Platform Services due to adverse changes in market or related technology;
 13. Hackers or other groups or organizations may attempt to interfere with your account or the Platform performance in any number of ways, including without limitation denial of service attacks, Sybil attacks, spoofing, smurfing, malware attacks, or consensus-based attacks;
 14. There is a risk that the Platform may unintentionally include weaknesses or bugs in the source code interfering with the use of or causing the loss of tokens and cryptocurrencies;
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15. No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of the ACE tokens or other form of payment is to be accepted on the basis of this Whitepaper;
 16. Any agreement as between the distributor and you as a purchaser, and in relation to any sale and purchase, of the ACE tokens is to be governed by only a separate document setting out the terms and conditions (the “T&Cs”) of such agreement. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail;
 17. You are not eligible and you will not be able to purchase any ACE tokens through its token sale if you are citizen or resident (tax or otherwise) of any country or state where the purchase of ACE tokens or similar cryptocurrencies and tokens may be prohibited including China and the Republic of Korea or the token sale is deemed to be not compliant with the applicable laws and regulations of your country. Citizens or residents of countries where coin sales are restricted may be subject to penalties for the purchase of coins;
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