



EVERY GAME

Blockchain Game Platform

Ver.1.1.7



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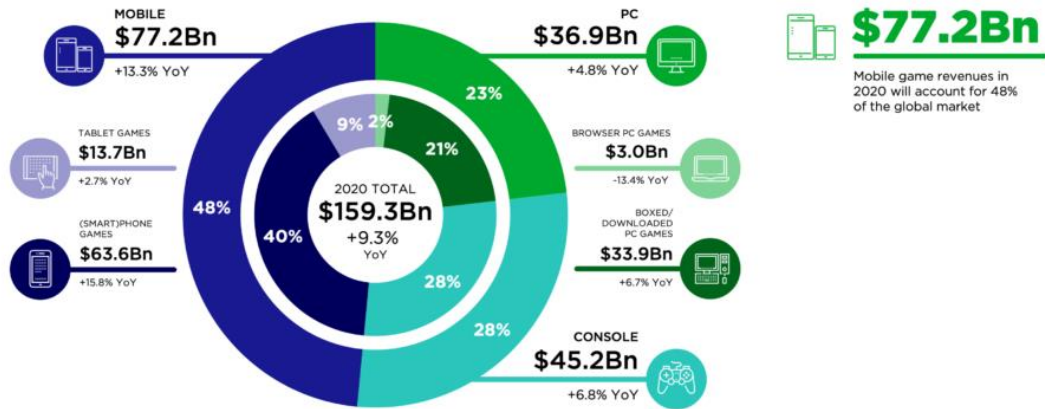


1. Game Market Status and Problems



2020 Global Games Market

Per Device & Segment With Year-on-Year Growth Rates



Source: ©Newzoo | 2020 Global Games Market Report | April Update
newzoo.com/globalgamesreport

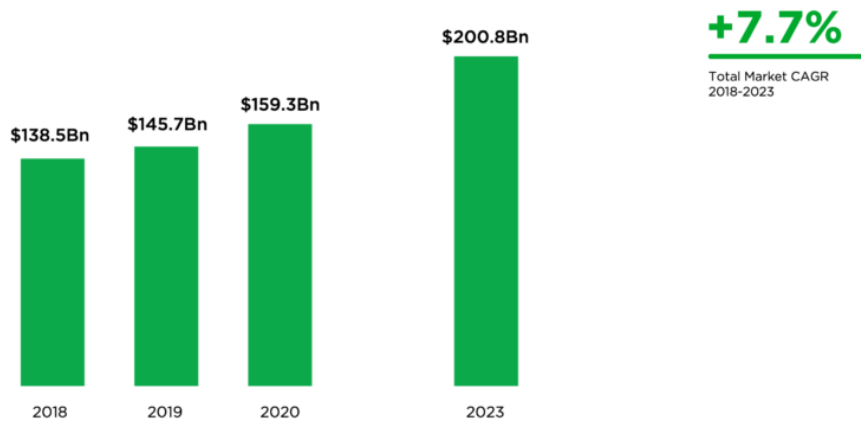
The size of the global game market in 2020 is expected to generate \$159.3 billion in revenue, showing a healthy growth of +9.3% over the previous year.

In particular, the scale of the mobile game market is expected to grow even further, and the mobile game market is expected to generate a total revenue of \$77.2 billion in 2020, increasing +13.3% year-on-year.



Global Games Market Forecast

Forecast Toward 2023



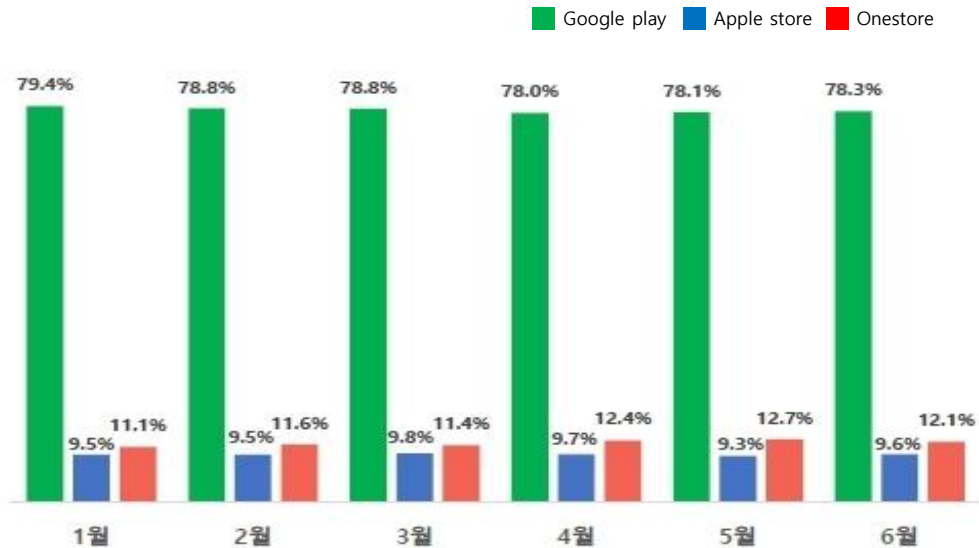
Source: ©Newzoo | 2020 Global Games Market Report
newzoo.com/globalgamesreport

And the global game market is expected to reach USD 200.8 billion by 2023.

1. Game Market Status and Problems

*Google play, Onestore, Apple appstore(In-App Purchase)

Market share of mobile game sales in the first half of 2020



When a mobile game is released through platforms such as the global market, Apple App Store and Google Play Store, the platform usually takes 30% of the game revenue, and the profit distribution structure and the short content life cycle are disadvantageous for the developer. The place for the newcomers to stand is narrowing.

Small and medium-sized game companies often spend millions of millions on developing games, but they are often caught up in endless money such as ongoing marketing expenses and service operation expenses. It is possible to reduce marketing costs by securing IP (Intellectual Property Rights), but a considerable amount of money is required to secure IP.

Due to the increasing difficulties, the overall volume of the industry is gradually decreasing. According to Korea Creative Content Agency, the number of game industry businesses decreased from 15,000 in 2013 to 13,350 in 2018. Game content development and distribution companies also decreased by 28 from 908 in 2016 to 880 in 2018. Investment is also gradually decreasing due to the business structure where stable recovery of investment funds is not possible.

An industry insider said, "Unlike large game companies, small and medium game companies are difficult to take on adventures," he said. "If the game is not successful, there are many cases that lead to closure of business." He added, "As more game companies are taking care of themselves, there are more companies making games that make money more than creative and novel games."

2. Blockchain Game Market Status and Problems

When it comes to blockchain, people often think of 'Bitcoin' or think of it as a new technology that is still difficult to apply in real life. However, blockchain technology has various uses. It is resistant to forgery, alteration and hacking, and can turn intangible assets into assets. Blockchain goes well with games.

“Speed”

Usually, blockchain games have complex barriers to entry, which are often difficult to process, such as putting exchange fees or tokens in a cryptocurrency wallet. In addition, the speed of transactions per second (TPS), which is one of the major challenges of the blockchain, is difficult to handle large-scale game transactions and has limited scalability, but the trend is improving with the development of technology.

“Inconvenience”

Blockchain has a limitation in that it has a lot of various problems, such as technology related to accounts and wallets, and the cost of private keys or gas for storing assets, and solving these problems results in a vicious cycle, such as reducing resources such as servers that need to be focused on the game.

“Fun game”

In reality, there are many cases in which games with a simple payment function as a cryptographic asset are released without understanding the nature of the blockchain. With CryptoKitty and numerous gambling dapps making high profits, many game developers have jumped into blockchain game development, but even the most popular blockchain games maintain only 2,000 daily active users (DAU). Reflects. So, fun games are essential in a blockchain environment.

“Item transaction safety”

And because there are numerous fraud risks that occur in the transaction of game items, blockchain has attracted attention as a technology that will expand the game ecosystem as well as a solution to the problem. In particular, the possibility that game items can be moved to other games has been gained attention through the existence of the Non Fungible Token (NFT), which is interpreted as an irreplaceable token.

“User game asset guarantee”

By introducing blockchain technology to games, 'digital scarcity' can be obtained, allowing users to freely buy and sell game assets, obtain fiat currency income, and freely use game assets held by users in other games. You can have an engaging experience that you can use.

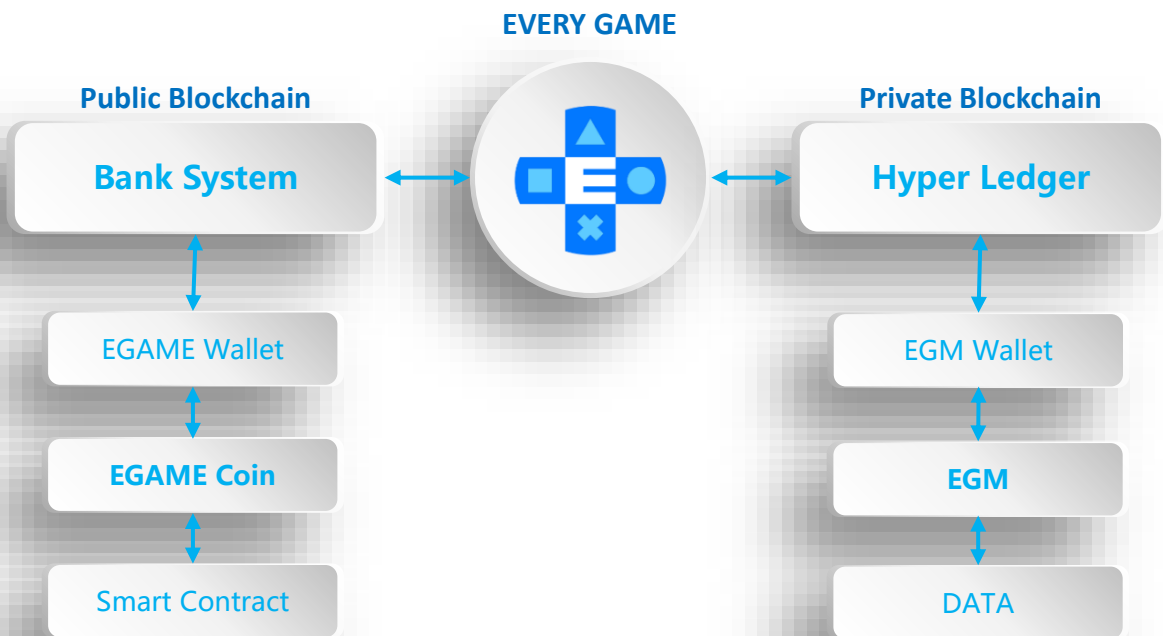
3. EVERY GAME(EGAME)

1) EVERY GAME(EGAME)

The EVERY GAME(EGAME) solves the problems of the existing content industry and blockchain technology and proposes ways to overcome the shortcomings, and aims for a horizontal structure of content producers, distribution, and consumers.

It plans to rationally apply public and private blockchain technologies by converging blockchain technology with the existing content service industry and structure. To this end, the EVERY GAME(EGAME) ecosystem is largely composed of two stages to realistically match the blockchain processing speed and exclude the ideal theory.

As an online content platform, we plan to provide fast service by completing the business model and transaction flow to embrace many variables. The EVERY GAME(EGAME) is largely divided into coins (tokens) that are used externally, virtual money that runs inside the platform, and a bank system. These are the three elements that form the basis of the EVERY GAME(EGAME).



The coin name of EVERY GAME(EGAME) is EGAME(EGAME Coin), and it is first issued based on ERC-20. The symbol mark of EGAME Coin can be found in white papers and homepages.

The virtual money used inside the platform is named EGM(EVERY GAME Money) and can be checked at the time the platform is launched. EGAME Coin is designed to form a stable ecosystem by playing the role of the key currency in the Every Game(EGAME).

3. EVERY GAME(EGAME)

The bank system, a concept that may be somewhat unfamiliar, is the strength of the EVERY GAME(EGAME).

The concept of the bank system refers to the fractional reserve system in macroeconomics.

In the EVERY GAME(EGAME), producers, distributors, and consumers must have a smooth supply of coins from different perspectives, and the device systematically prepared for this is the bank system. For reference, Japan's reserve ratio is 0.8%, the US is 0%, and Korea is 7%.

In the EVERY GAME(EGAME), the bank system allocates 15% of the coin issuance to ensure the most stable flow.

EGM(EVERY GAME Money), which is commonly used inside the EVERY GAME(EGAME), is designed to establish an independent ecosystem for content producers.

There are industries where business models are universally applied and those that do not, and if all content has only one rule, EGM(EVERY GAME Money) can be of great use.

However, the business model for generating revenue is constantly changing and can be provided in various forms according to the will of the content producer.

To fully accept and apply this, EGM(EVERY GAME Money) inside the platform is developed. EGM(EVERY GAME Money) makes it possible to request services by establishing an independent ecosystem for each content producer or company.

Existing blockchain projects have only one coin and are forcibly interlocking the ecosystem, and there are many cases in which they cannot solve various issues that occur in reality.

The EVERY GAME(EGAME) breaks through this and actively supports creative thinking by invigorating the diversity of business. In addition, EGM(EVERY GAME Money) facilitates the scalability of the EVERY GAME(EGAME), and can provide a device that can smoothly embrace in-game items and coupons, as well as NFT issuance and transactions.

Supporting an independent ecosystem is one of the biggest advantages of the EVERY GAME(EGAME).

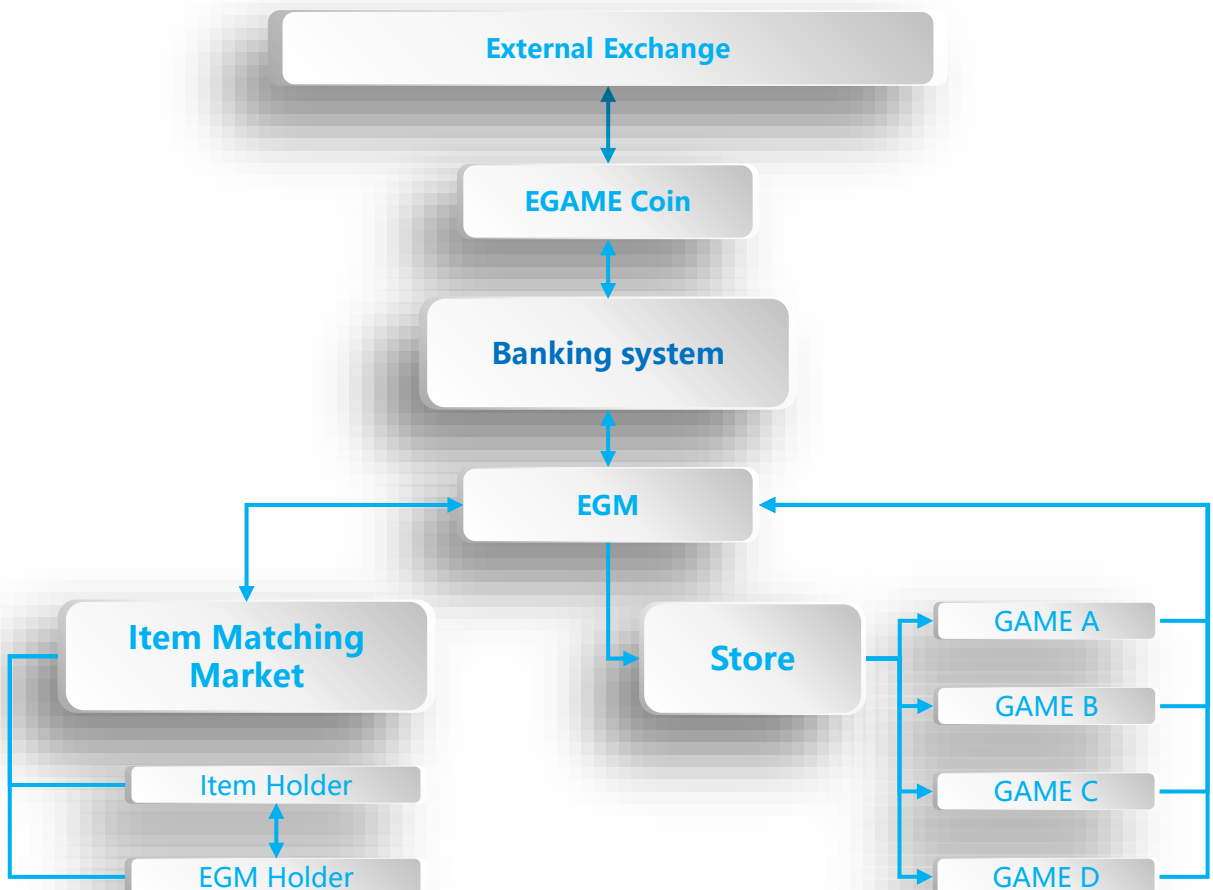
3. EVERY GAME(EGAME)

The flow of transactions in the EVERY GAME(EGAME) is as follows.

The first user secures EGAME Coin from an external coin exchange and transfers it to the EVERY GAME(EGAME) account or the EVERY GAME(EGAME) wallet. In the next step, users exchange EGAME Coin for EGM(EVERY GAME Money) through the banking system. Exchange rates, etc., are determined by notifying them through future updates, but efforts are made to minimize the rate of change based on stability. For reference, the foundation plans to leave it to market autonomy without actively intervening in the market price of EGAME Coin in external coin exchanges.

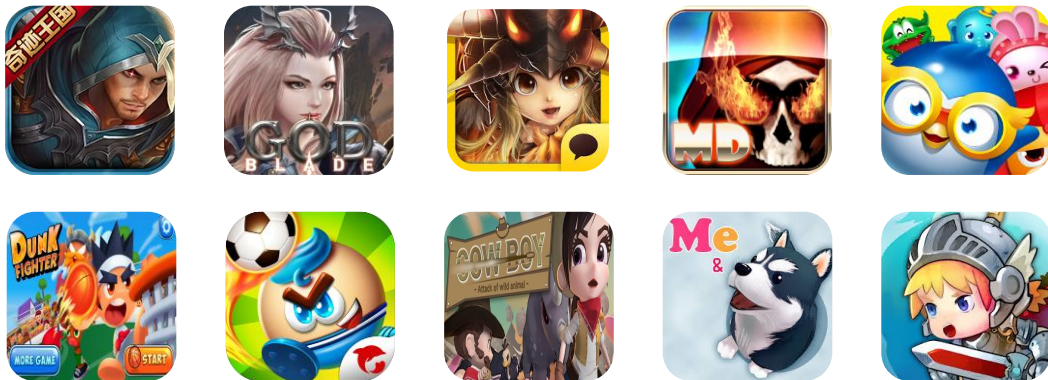
The value exchanged with EGM(EVERY GAME Money) can be utilized in the EVERY GAME(EGAME). If the description is focused on game content, users use EGM(EVERY GAME Money) when they enjoy the game and purchase game items. For game items, a market is provided inside the platform so that transactions can be made between users. In this market, users trade with EGM(EVERY GAME Money) to ensure transparency and reliability. Data is stored with private blockchain technology to support counterfeiting and tampering.

EVERY GAME(EGAME) Transaction



3. EVERY GAME(EGAME)

EVERY GAME(EGAME), it has secured exclusive copyright rights for GOD Blade, Guardians League, Monster Defense, Ani Keeper, Dunk Fighter, Cookie Soccer, Cowboy, Husky&Me, Puzzle&Hero blockchain payment and system.



The EVERY GAME(EGAME) will provide reliability and stability to users (content users, developers, and partners) based on a blockchain, while providing the best service based on convenience by preparing an environment that is almost identical to the existing game environment.

To this end, EGAME Coin based on ERC-20 on the public blockchain (use a third-party mainnet that does not require transaction fees in the future) is used as a payment coin, As a private blockchain, it is possible to use all contents in the EVERY GAME(EGAME) by converting the platform into EGM (same concept as a point in EGM(EVERY GAME Money)).

EVERY GAME(EGAME) applies the same banking system as the fractional reserve system of macroeconomics, so the reserve ratio in Japan is 0.8%, the US is 0% and Korea is 7%, but the banking system in the EVERY GAME(EGAME) is We try to ensure a stable flow as much as possible by allocating 15% of the coin issuance amount.

And all data will be blockchainized using Hyperledger.(SAMSUNG SDS Nexledger Universal and Nexledger Accelerator applied)

For this, we are preparing the necessary system as follows.

- ① Payment
- ② Deposit
- ③ Advertising
- ④ Calculate
- ⑤ Operation management
- ⑥ Item trading
- ⑦ Community

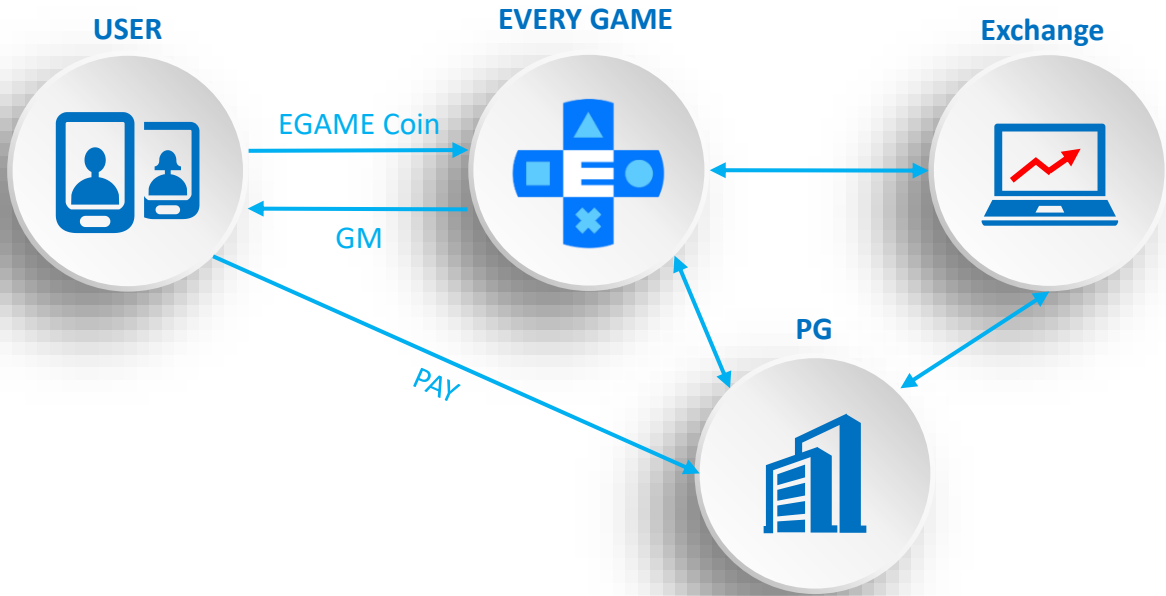
3. EVERY GAME(EGAME)

2) System

① Payment

For payment, EGM(EVERY GAME Money) in the EVERY GAME(EGAME) is exchanged within the platform using EGAME Coin, an ERC-20-based utility token.

For a near real-time charging environment for the user's convenience of the existing payment system, charging after checking the transaction, and taking action (charging or collecting) after confirming the transaction completion is planned. It is also used for game item purchases, coupon transactions and NFT transactions.



② Deposit

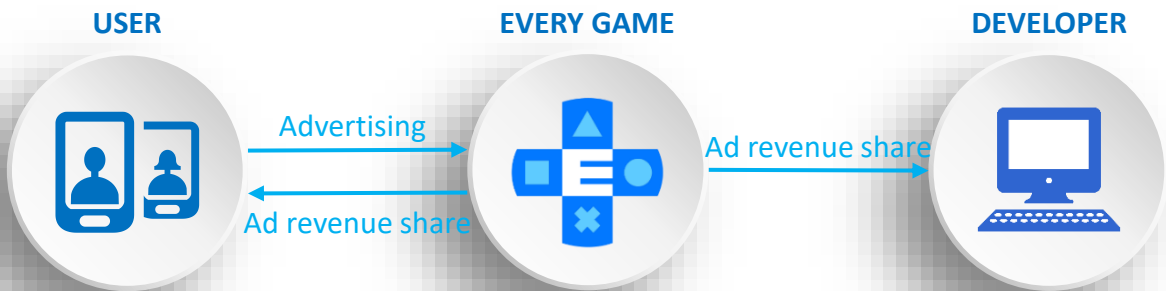
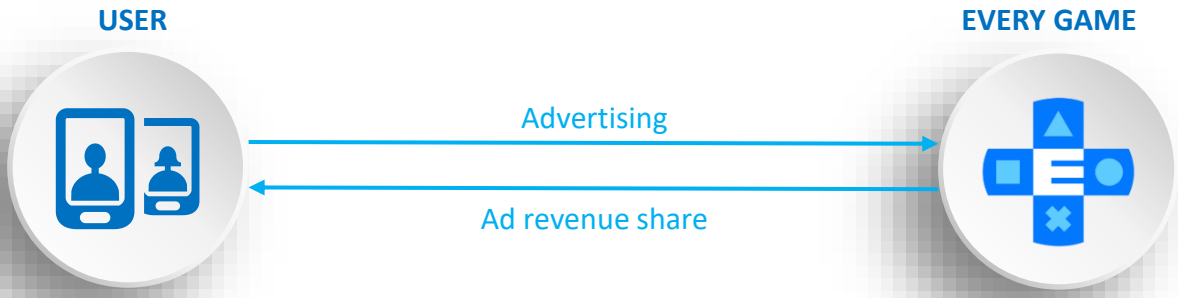
Participation in pre-registration events and events held by game companies and other benefits by using the deposit service. Game item coupon or NFT payment and coupon transaction and NFT transaction benefit.



3. EVERY GAME(EGAME)

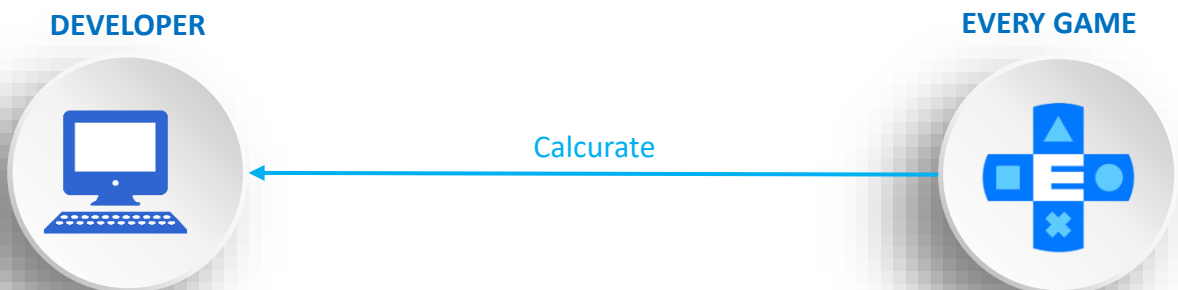
③ Advertising

The revenue from users' advertisements is divided between users and developers and the EVERY GAME(EGAME) at a certain rate.



④ Calculate

To the developer, the profit settlement of the EVERY GAME(EGAME) is carried out by EGM(EVERY GAME Money), and the EGM(EVERY GAME Money) is paid after a certain period or a certain percentage deposit (refund and other issues are completed).



3. EVERY GAME(EGAME)

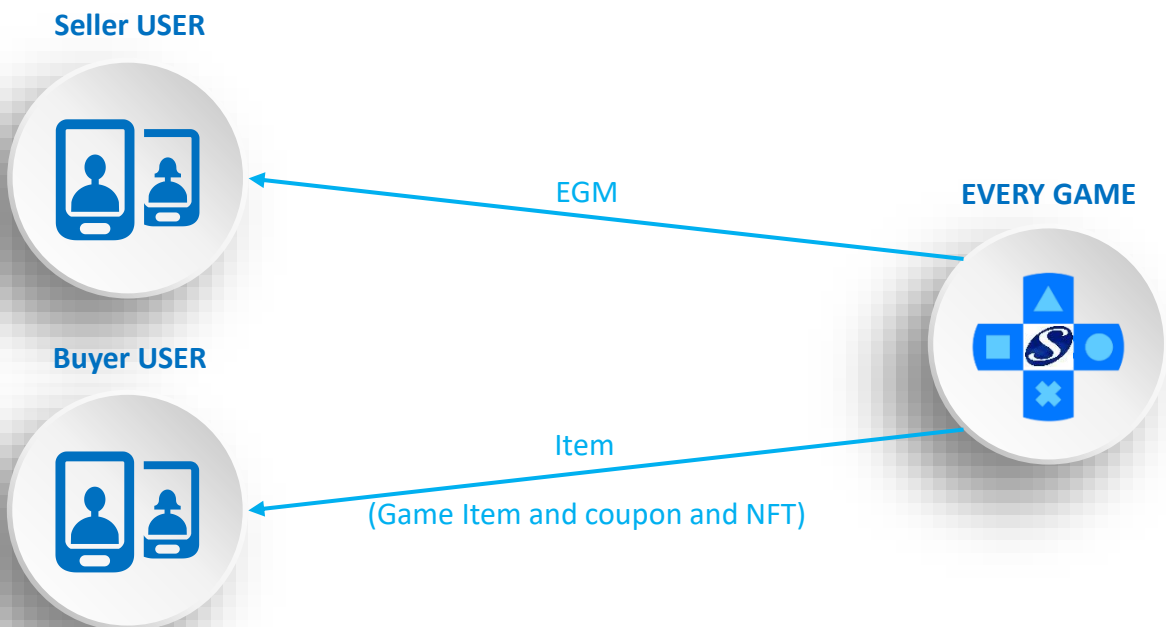
⑤ Operation management

From content registration of the developer to user management and settlement, it is possible to manage at once in the Every Game(GAME).



⑥ Item trading(Game Item and coupon and NFT)

For safe and fast item transaction, it takes place within the public blockchain, EVERY GAME(EGAME). Both game items, coupons and NFTs can be traded.



⑦ Community

The community prepares various communities and contents for the convenience and enjoyment of users.

3. EVERY GAME(EGAME)

3) 게임

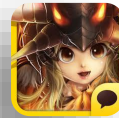


GOD Blade

Expected release date: December 31, 2020

Genre: ARPG

Game Features: Action + Strategy + Real-Time Combat
Strategic play style and large battlefield
Over 3,000 combat styles can be built



Guardians League

Expected Release Date: December 2021

Genre: AOS Defense RPG

Game Features: Co-op + Strategy + Multiplayer Combat

Netmarble service game



Monster Defence

Expected Release Date: December 2021

Genre: 3D Defense

Game Features: Strategic Elements + Need for Challenge

3. EVERY GAME(EGAME)



Ani Keeper

Expected release date: September 2021

Genre: Puzzle

Game Features: Various Stages + Competition



Dunk Fighter

Expected release date: September 2021

Genre: Sports

Game Features: Real-time 1:1 network battle



Cookie Soccer

Expected release date: September 2021

Genre: Sports

Game features: 1:1 match + competition

3. EVERY GAME(EGAME)



Cowboy: Attack of wild animals

Expected release date: June 2021

Genre: Action

Game Features: Real Time 1:1 2:2 Match +
Competitive



Husky & Me

Expected release date: June 2021

Genre: Nurturing game

Game Features: Various missions and mini
games



Puzzle & Hero

Expected release date: June 2021

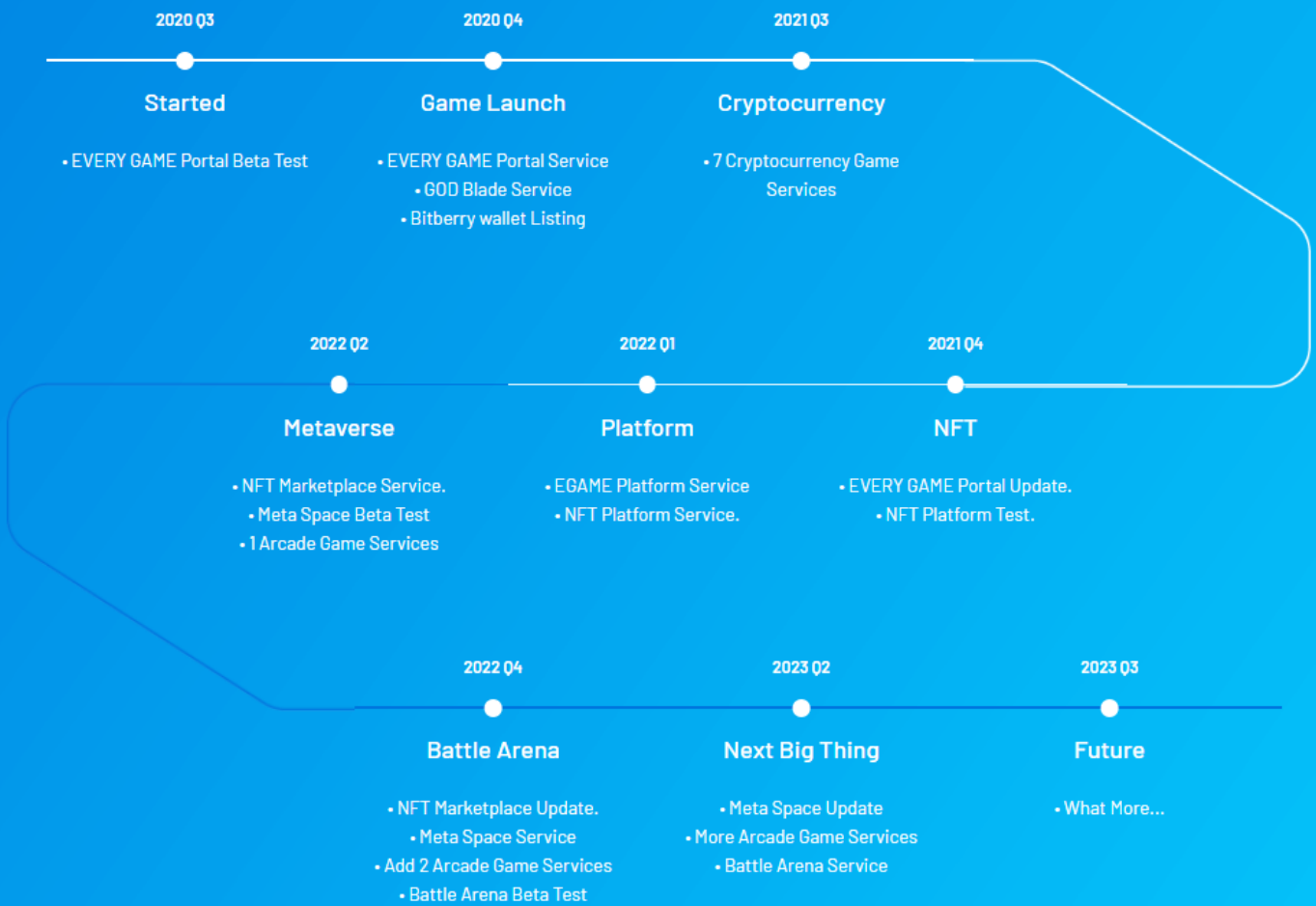
Genre: Puzzle RPG

Game Features: 500 stage dungeons and
quests

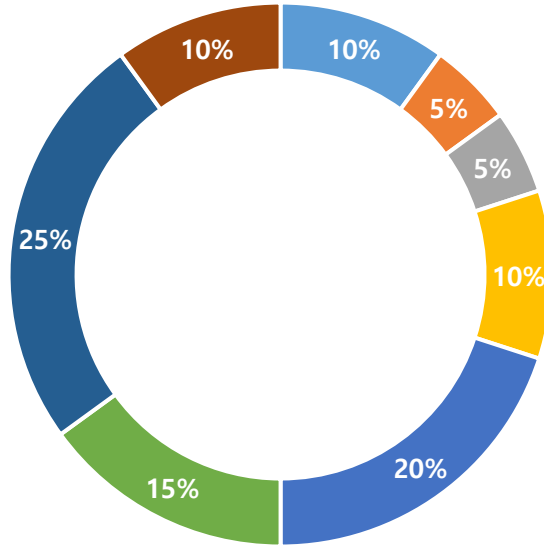
4. Roadmap

FORECAST

Our Future Roadmap



5. 토큰계획



- Foundation ■ Partners ■ Advisors ■ Team
- Marketing ■ Bank(준비율) ■ Private Sale ■ Public Sale

Total Sum		10,000,000,000	100%
Council (30%)	Foundation	1,000,000,000	10%
	Partners	500,000,000	5%
	Advisors	500,000,000	5%
	Team	1,000,000,000	10%
Marketing		2,000,000,000	20%
Bank(준비율)		1,500,000,000	15%
Private Sale		2,500,000,000	25%
Public Sale		1,000,000,000	10%

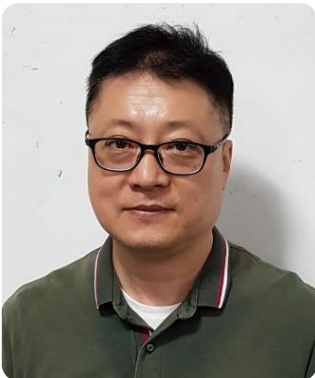
6. Team & Partner



Chikyu Bae Co-Founder & CEO

SAMSUNG GAMES CEO
Korea Blockchain Contents Association Vice President
Korea Mobile Game Association Vice President
Global Mobile Game Confederation Korea CEO
Korea Game Industry Association Director(Former)

Education: Graduate School, Kwangwoon University / Master of Game studies



Yongjun Lee Blockchain PD

SPORTS Extreme Soccer
MMORPG Punch Monster Online
Action SRPG Mask Rider
Final Fantasy 15 Side Story

Education: Suwon University Department of Physics



Jeongju Park Game CTO

Monster Defense 3D (Tower Defense 3D) game development.
Guardians League (Mobile Action RPG) development
Nox (Mobile Action RPG) game development
Attack of wild animals game (steam released in May),
Electroman VR racing game development (Starfield Hanam branch)
Preparing to release mobile RPG Puzzle Slime Pang
New sword Action Morpg to be released

Education: Kyungsoo University Department of Computer Engineering

6. Team & Partner



Seungmin Park Blockchain CTO

PC 3d mmorpg Heavenly Moon G-Stek Co., Ltd.
PC 3d mmorpg Deco Online Rocksoft Co., Ltd.
PC 3d third person shooter Quro Quro Online BizPiocom Co., Ltd.
PC 3d Casual Fishing Game T3 Entertainment Co., Ltd.
PC 3d mmorpg Lime Odyxey Sirius Entertainment Co., Ltd.
mobile casual game exciting game party
mobile Casual Network Shooting Game Bug Princess
mobile defense game Three Kingdoms Defense
mobile defense voice of heart
mobile Casual shooting game Gothic is a magical girl
mobile final fantasy 15

KODAQs Exchange Solution
KB Financial Group - Clayon Financial Project CMP (cloud management platform) development

Education: Chungkang Cultural Industry University Game Design



Dongjun Jung Design Director

Cookie Soccer and others Mungchi
LG GUI METS HIT
QROQRO Biz Piocom Co., Ltd.
Get Amp Windy Soft Co., Ltd.

Education: Hoseo University Department of Industrial Design



Hyeoncheol An Game PD

3D MMO RPG Deco Online
3D MO RPG Enthusiast High School Online
3D MO RPG Divine Soul
3D Hanssem CAD

Education: Konkuk University Department of Technology Convergence

6. Team & Partner



Wei Song Advisor

Global Mobile Game Confederation(GMGC) President

6. Team & Partner



GMGC
Global Mobile Game Confederation



KMGA
Korea Mobile Game Association



KBCCA
Korea Block Chain Contents Association



Block Inside
China's Large Blockchain Fund



LT Capital
LT Capital was founded in 2017
by a number of senior digital currency investors.

6. Team & Partner



Hero Global
Investment and financial services companies



Heitao
Game&VR&Video&Ent&
Broadcast&Artists agency



EYOU GAME
Global Game Development and Publisher



BlaCat
A blockchain based gaming community platform



DOBI GAMES
Game development company

6. Team & Partner



MOONGCI
Game&Blockchain
Development company



TWINSTAR GAMES
Game development company



KOL MEDIA
Best global marketing company



SAMSUNG GAMES
Game service company

6. Team & Partner



YooShi

YooShi

Blockchain Defi, NFT, GAME
Development company

GameChain.com

Game Chain

Game&Blockchain Game development company

 **Huobi Indonesia**

Huobi Indonesia

Digital asset exchange platform



Slow mist

Blockchain ecological security

6. Team & Partner



龙云
LONGYUN

Longyun Technology Group
Advertising technology company



FF capital

FF Capital
invests in blockchain innovation projects



LINKWORLD LTD
Advertising company



DAOStarter
public token launchpad, serving for crypto investors
& projects

6. Team & Partner



DEFI MONSTER

DEFI Monster is committed to the development of DeFi apps, the dissemination and popularization of decentralized finance, DeFi investment consulting and asset management.



xNFT

xNFT Protocol is a new automatic exchange agreement of NFT, which includes conventional exchange mechanism, and price discovery mechanism, etc.



The Crypto Launchpad

one-stop solution for all new crypto projects. It assists its clients from developing a token to its listing and marketing..



DPWK Foundation Ltd.

DPK is a decentralized play-to-earn platform which created a Metaverse of games featuring with Kitties.

6. Team & Partner



The Celo Foundation

Celo is a mobile-first platform that makes financial dApps and crypto payments accessible to anyone with a mobile phone. Celo's mission is to build a financial system that creates the conditions for prosperity —for everyone.



FIDOMETA

FIDO Metaverse focuses on creating businesses in the world of Virtual Reality. All products and projects have been designed and developed to serve the real-world community through the advancement of technology and digital presence.

7. Legal Notice (Disclaimer)

Please read this entire section carefully. If you find any section to be found suspicious for making your actions, consult with your legal, financial, tax, or any professional advisors.

1.1 Legal Notice

- (a) This white paper is only distributed, examined, and revised for sharing information about listed platform and programs of “EVERY GAME(EGAME)” (“service”, “platform”, or “EVERY GAME(EGAME)”) and included information will be based on the date listed on the cover page. Thus, any business information or financial status about “Carens” may change later. Carens holds the rights to change, edit, or add any details in this white paper or website without any notice or any reasons.
- (b) We do not have any contracts or legal obligations to make guarantees about the purchases or sales of the platform’s unique token (as defined below) (“EGAME,” or “Token”) and there should not be any payments made based on this white paper. The purchases and sales of the tokens follow the contract that possesses legal binding forces and details regarding this will be offered separately from the white paper. If the contract mentioned above and the white paper show differences, the former is prioritized to follow.
- (c) This white paper is not a persuasion to force opinions about the sales, purchases to token issuers, distributors, or creators, nor the basics of contract or investment decisions.
- (d) The tokens do not correspond with The Securities and Futures Act (Cap.289) of Singapore, trading posts, or any collective investment schemes. Thus, this paper is not any kind of guide, profile, or proposal and should not be interpreted as any kind of stocks, business, or alternatives. This is not aimed for recruiting any kind of collective investment or alternative forms of investments.
- (e) Every token should not be evaluated, categorized, or treated to purchase or return any kind of profits or revenues made through platform, tokens, or services by the consumers. Nobody can receive or return any kind of profits or trades made during this process, either.
- (f) Any ways listed in this white paper cannot be regulated in providing coins or tokens nor reissued or distributed in any prohibited areas.
- (g) None of the information listed in this white paper has been reviewed or approved by regulators. Thus, there won’t be any actions to be made or has been made in any jurisdictions.
- (h) If you wish to buy the tokens, they cannot be evaluated, categorized, or treated as

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following: (a) different type of currency other than cryptocurrency (b) issued loans or stocks by other company (c) rights, options, and merchandise made from the loans or stocks (d) Any rights to secure profits or avoid loss by the contracts (e) Merchandize or other type of stocks derived from collective investment scheme or business trust

1.2 Limitation to distribution and dissemination

- (a) This white paper or any inclusive information may be regulated to be prohibited from sharing it. If regulations apply, this white paper or any relevant information should be legally advised and comply with them. This will be notified to you and (in some cases) agents or relevant companies (“affiliates”) will not be responsible for the outcomes.
- (b) If the copy of the white paper is distributed to and gets to possess one or by other routes, this white paper and included information should not copied or distributed to others for any possible reasons.

1.3 Renunciation of responsibility

- (a) Any tokens, platform or relative services provided by the company or affiliates will be provided “as it is” and “as much as possible.” The company and its affiliates will not guarantee or express any articulations regarding any accessibility, quality, suitability, accuracy, or totality of the tokens, platform, or relative services provided. Any responsibility for the errors, delay, and omissions about the tokens, platform, or related services will be explicitly denied.
- (b) Company, affiliates, board of directors, and staff members should not testify, guarantee, or promise about the credibility, totality, and accuracy of the listed information in the white paper to any individuals in any format.
- (c) The company or affiliates do not take responsibility for any indirect, special, accidental or consequential losses resulted by any kind of illegal actions any profits, revenues, and losses are limited in using the white paper or any relevant authorizations.

1.4 Precautions about prediction testimony

- (a) Any specified information in this white paper includes future oriented contents on the basis of the future of project, incidents and predictions. Such testimony is not based on historical facts, but can be categorized as prediction, testament, and expectation. Such prediction testimony is included in the presentations, interviews, videos and other public media resources. The information included in this white paper secures the predicted outcomes or achievements of the company and the affiliates, but also not limited to the predictions.
- (b) Future prediction testimony possesses both danger and uncertainty. This testimony does not guarantee the future outcome or excessive dependence on it. If such danger or uncertainty occurs, the company and the affiliates’ current progress may differ compared to predicted statistics. If such phenomenon occurs, we do not possess the obligation to update the future prediction testimony. If the predicted testimonies

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based on the white paper or any materials produced by the company, affiliates, or the websites do not occur as expected, you are entirely responsible for the outcomes.

- (c) This white paper is not completed by the date it has been issued and thus, the platform will not active as how it is planned. Every details about the platform is listed under the assumption that platform is fully developed and activated. However, this testimony cannot be interpreted in a way that the platform will completely develop or activate and thus, ensure any kind of warranty.

1.5 Potential threat

As the purchaser, possessor, and user of the tokens, you are fully aware of the listed dangers and recognize them. If listed type of danger and uncertainty develops into any real circumstances, it may cause severe influences to the company, affiliates' business plans, financial status, and operation result. In this case, you may lose partial or every value of the tokens. Such potential threats might include as following, but may not be limited;

Threats regarding the Tokens

- (a) There might not be an open market or supplementary market for the tokens
 - (i) Tokens are intended to be used as unique tokens for the platform and the company or affiliates may or may not foster external trades of the tokens. Also, the open market might not exist for the tokens and they might not be traded in other ways including cryptocurrency exchanges. If the tokens are traded by cryptocurrency exchange, there is no guarantee that active or liquid trading market will be developed for the tokens. There is no guarantee that the market price of the tokens will decrease than the payment made to purchase them and thus, it will not indicate the market price, either.
 - (ii) PLATFORM is not the government issued legalized currency issued by the central bank and thus, cannot be utilized for real estate or any other forms of credits. The company and its affiliates are not responsible for alternative circulation or trades of the tokens. Token trades are dependent on each participant's agreement on defining its value and no one has the obligation to acquire tokens from the token holders, and there is no guarantee on token's liquidity and its market price. The tokens can be used at any time without limitation. Thus, the company and the affiliate cannot guarantee the market price of the tokens or articulate the demands of the tokens when they are authorized to be used for the cryptocurrency trades.

Threats regarding the company, affiliates, and the platform

- (a) Limited availability of information
 - (i) Platform is currently at the beginning stage of development based on the date issued in this white paper. The governance structure, purpose, mechanism, algorithm, codes, infrastructure and alternative technological variables may update and change without notice. This white paper includes major information provided to inform about

7. Legal Notice (Disclaimer)

the platform, but this may be modified or updated based on how it is announced in the company website. The purchaser cannot fully access information about the tokens or the platform, but major roadmap and progress reports are expected to be announced in the company website.

- (b) Any digital property noted in token sales is under danger of being exposed
 - (i) The company and its affiliates will implement security service to store ETH safely, but there is no ultimate guarantee to prevent theft of cryptocurrencies. Wide cyberattacks, service errors, and weak spots of particular blockchain address always occur to Ethereum Blockchain or any alternative blockchain services. The deficiency of the programming or source codes may be included to be manipulated in such incident. In this case, even though tokens are fully disposed, the company or the affiliates can receive proposed cryptocurrencies or utilize them for platform developments and may result in temporary or permanent suspension of the platform. Thus, any issued tokens will lose its values and the values won't be insured by the company or its affiliates unless the user personally signs up for the insurance. If the values of the tokens are lost, you will not receive anything.
- (c) The address of blockchain may be damaged and lead to failure of searching digital property
 - (i) The address of blockchain is designed to be stored safely. However, there may be unknown functions that could lead to loss and damages of blockchain address that includes purchases and relevant receipts, and loss of key to blockchain address. In this case, it will be impossible to search and pay blockchain address including stored values and even though the trade has been somehow made, the company and affiliates are unable to receive the funds nor utilize them for platform development. This will lead to temporary or permanent suspension in operating platform, so distributed tokens will lose its values.
- (d) No guarantee about the platform or company's success and the affiliates may cease the development and operation of the platform
 - (i) The value and demands of the tokens are highly dependent on the function of the platform. There is no guarantee that the platform will receive enough attention and achieve commercial success. The platform is not completely developed, completed, or integrated that requires several changes, updates, and modifications before being released. Such changes might result in unexpected outcomes to the users and this could influence the success of the platform. There is no guarantee that the process of creating tokens will not stop or do not possess errors.
 - (ii) The company has tried its best to provide realistic outlook, but there is no guarantee that the token sales will be suitable option in the cryptocurrency to develop and integrate the platform. Any possible reason might incomplete the development and integration of the platform and thus, there is no guarantee that the system,

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protocol, or product will be released. Thus, distributive tokens may not possess any values.

(iii) Any possible reasons that could delay or cease the development, application, and operation of the platform are following; (a) the instability of cryptocurrency values, (b) the failure of defining, developing, and operating the company or the affiliates' unique utility of the tokens, (c) the right to solve technical issues regarding intellectual property conflicts, (d) availability of the funds to support the company or the affiliates. If listed or any alternative reasons interfere with the platform to fail in proceeding with the project, the platform and potential utility of the token value may face severe consequences.

(e) Lack of platform or service to influence the value of tokens

(i) After the platform is released, there may be lack of interest from major participants such as the users, merchants, advertisers, and the others. Such limited attention could lead to influence utilization and potential value of the tokens in operating the platform.

(ii) There is a possibility of compete with other platform or existing business that could fulfill similar requirements that target potential platform users. If there is lack of interest and demands of the service and tokens due to large scale companies that utilize user database and market analysis, the platform and the token values may be negatively influenced.

(f) The company or the affiliates may experience critical deficiencies that could lead to unexpected cease of network or service such as deficiencies in the software infra network, or platform

(i) Hacking, Cyberattack, and Mining (Duplicate mining or attacks but not limited to listed ones); refusal of the service or distributed errors, platform that relies on Ethereum Blockchain or other blockchain, token technology from other companies, affiliates, and platforms (includes smart contract technology but not limited to it), and other possible deficiencies of the system cannot be predicted or detected right away. In this case, programming or source code deficiencies may be manipulated. The company or the affiliates may not react to this right away and may not possess enough resources to efficiently manage such circumstances.

(ii) Even though the company or affiliates get to efficiently react to secure platform and alternative services, there is no guarantee that distributed refusal of the service or cyberattacks will not occur in the future. Security measures will be executed to ensure the utility and safety of the platform, networks, or the service, but these cannot fully guarantee 100% safety of the property.

Threats regarding participation of token sales

(a) You may not reclaim payments of the token sales

(i) The company does not have the obligation to refund purchased funds unless they were under applicable regulations. There is no guaranteed promise about the future

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progress or the price change of the value that the token will constantly possess particular value. Thus, regulations will apply to sales of the tokens that may prevent from reclaiming them.

- (b) You may face unfavorable regulations or taxations by purchasing or distributing the tokens
 - (i) The legal specialty of cryptocurrency or encrypted properties are uncertain at this point. Tokens possess a danger to be considered as marketable securities in particular jurisdictions now or in the near future. The company or the affiliates do not provide any possible warranty to how the tokens will be categorized and each purchaser will be responsible for how the tokens will be perceived in its legality, usage, and relocation.
 - (ii) Furthermore, taxation for the acquisition and disposal of the cryptocurrencies may vary in the future by how it will be categorized out of stocks, properties, currencies or others. Tokens are currently uncertain about how the taxation will apply, so individuals will have to pay attention to how their taxation will be charged and may face unfavorable taxations.
- (c) The loss of purchaser's wallet and platform ID may influence access and possession of tokens
 - (i) The loss of personal ID created from the platform and other identification information about the purchaser may lead to permanent loss of accessing and possessing tokens due to loss of personal key or errors at the token storage or purchase errors.
- (d) Blockchain may experience jammed to delay or lose the transaction
 - (i) Most of the blockchain used for the cryptocurrency transaction (i.e. Ethereum) experience regular delays and losses. Individuals may intentionally spam the network to advantage their transactions when purchasing cryptocurrencies. Thus, the block creator may not include token purchases or exclude the transaction at all during the process.

Personal Information and Data Preservation Issue

- (a) The company may collect personal information as the followup for token sales and verification process of the platform. Collected information is under the applicable regulations that may be transferred to worldwide contractor, service supplying companies, or consultants for operation of the platform. The enterprises may manipulate, misplace, or lose personal information apart from external consultation. The company will alleviate the issues and the issues, determine penalties, and spend finances to resolve the issue with the regulating institutions. The loss of information might damage the reputation of the company that could last for a long term.

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Threats from Macro

- (a) Ordinary global market or financial status may exert negative influence to the company and the affiliates' operation and utilization of platform.
 - (i) The company or the affiliates can be influenced by the global financial market. The international economic crisis may cause the depression in IT industry. The economic crisis will exert negative influences over the company or the affiliates' business plans, achievements, and the outlook.
 - (ii) If the platform is reliant on the server, bandwidth, location, or other services, the provider's economic status may influence the company resulting in the deficiency of the operation and expenses.
 - (iii) Thus, if the current economic crisis or deteriorated economic crisis lasts for a long term, the company and the affiliates' business models, performances and the outlooks will be significantly influenced including the platform and the value of the tokens.

- (b) The regulations upon the Blockchain technology, cryptocurrencies, tokens, and the platforms are very uncertain at this point and any modifications on the regulations or policies may influence the development of the platform and utility of the tokens.
 - (i) The regulation of the tokens, cryptocurrencies, blockchain technology, and exchange of cryptocurrencies are still under progress of being developed but will advance at a rapid pace. The regulations and policies vary in each jurisdiction that possesses a high level of uncertainty. The legislative institution of each jurisdiction may adopt different regulations, guidelines, and actions for the development of the platform, utility of the tokens, and other elements. If the company fails to fulfill the legal regulations to introduce the token sales in the jurisdiction, (they may not exist yet or could be modified in future) the company and the affiliates may face disadvantages in civil actions and criminal penalties.
 - (ii) Blockchain network currently faces uncertain regulations in many foreign jurisdictions. They may set up regulations and policies that would influence platform and recognize the value of the tokens. However, these may exert negative influences on the company or the affiliates. It is impossible to predict the changes of regulations in the future, but these changes may be substantial and could lead to unfavorable phenomenon in developing the platform and introduction of the tokens.
 - (iii) If the company or the affiliate fails to acquire the license, approval or permission to operate the platform and the tokens in the jurisdiction, this may exert negative influence on the company or the affiliates' business.
 - (iv) There is no guarantee that the authorities will not impose more strict requirements or that the company will immediately adapt to modified regulations in the future. These changes may limit the operation of the company or the affiliates and may receive uncomformable decisions.
 - (v) In addition, if the expenses required to fulfill modified regulations exceed particular standards, it may be commercially impossible for the company or the

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affiliate to operate the platform. The company or the affiliate cannot predict how the government or regulatory authorities will articulate policies upon the platform or tokens, so might end up ceasing the operation in a particular jurisdiction. In this scenario, the distributive tokens may lose all of its values.

- (c) Natural disasters, wars, terrors, riots, plagues and any possible incident uncontrollable by the company or the affiliate may occur to influence the service.
 - (i) The sales of the tokens and the platform activity may be suspended or ceased due to natural disasters, wars, terrors, riots, plagues and any possible incidents that are uncontrollable by the company or the affiliates. Such incident may cause uncertainty to the global financial market and there is no guarantee that it will recover from the crisis in short term. This will influence the company and the affiliates' business model, operation result, and outlooks that will prevent from successful outcome. If, in any case, the company, affiliate, or the platform participant is involved in the plague or any issues, the market itself may be negatively influenced to have a negative perspective towards the platform and the community.
- (d) Blockchain and cryptocurrency including the tokens are fairly new and innovative technology. There may be unexpected dangers in token sales, possession and utilization other than listed possibilities above. These may become clearer by unexpected changes or modifications.

1.6 No Updates on the information

Nobody can provide or holds the right to share the information or articulations about the token, platform, company, affiliate, or business and operation model unless noted in this white paper. If someone does so, it will not be considered as the representative of the company to be providing them.

1.7 Language

This white paper can be translated into other languages. If there are differences made through translation, English version will be prioritized.

1.8 No Consultation

None of the information in this white paper can be referenced for token, platform, company, affiliate, business, legal, financial or taxation consultations. Please consult with the professional advisors for legal, financial, tax affairs. You should be aware of potential dangers for purchasing the tokens.

You need chance
We Need You

