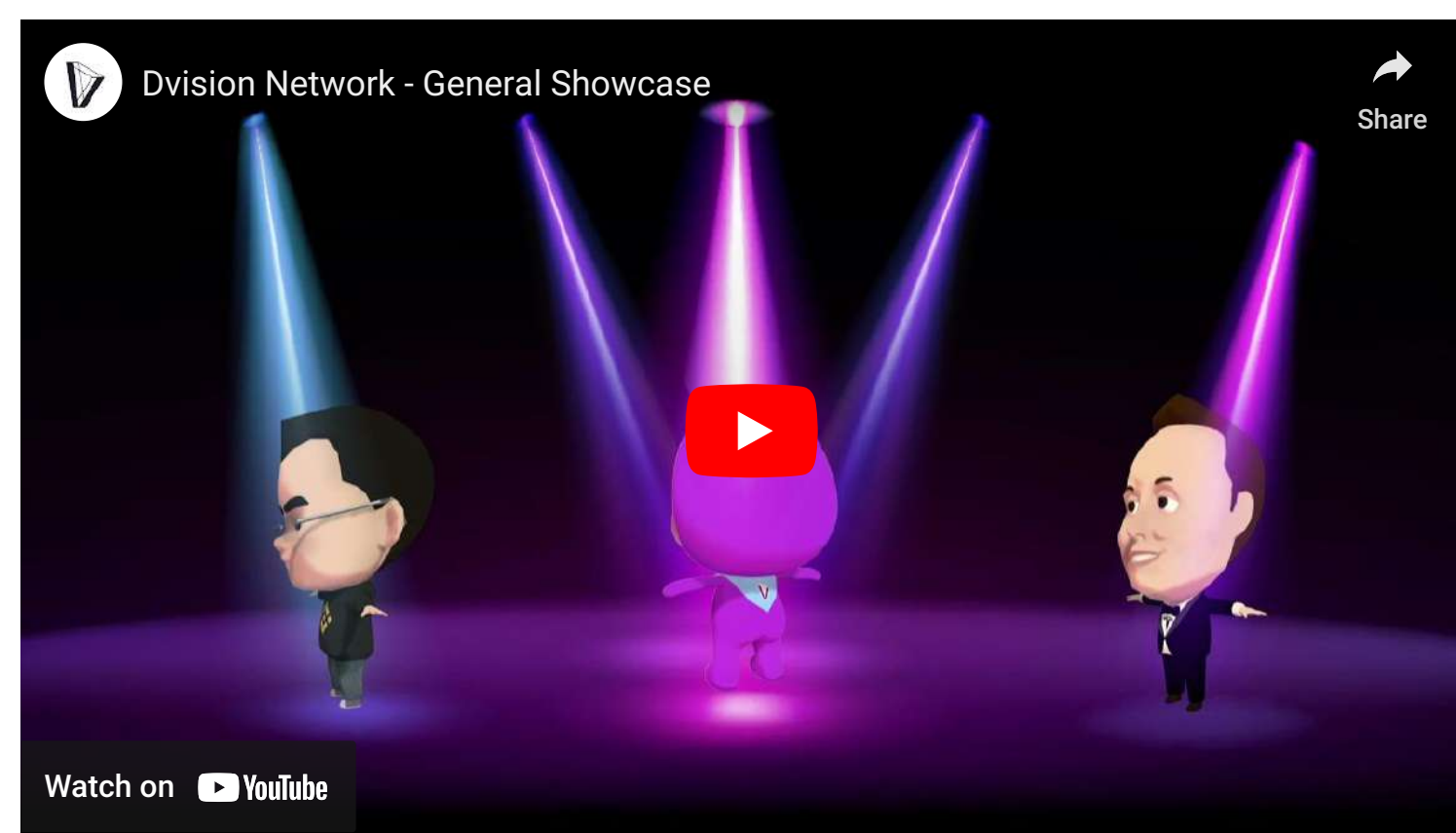


# What is Dvision Network?

Welcome to the blockchain-based NFT metaverse owned by players!



## TL; DR

**Dvision Network** - a blockchain-based metaverse, which powers the robust and diversified NFT marketplace within its augmented reality. Dvision is based on three primary platform features, which are known as NFT Market, Meta-Space, and Meta-City.

**1) Meta-City (Collection of Meta-Spaces)** - it's a public Dvision World, where users can enjoy the metaverse with other users and engage in different events and activities.

**2) Meta-Space (Tailored Virtual Estate)** - a place where users can acquire and customize their personal LAND in order to establish and offer their own content within their virtual estate. The LAND is the digital piece of a virtual estate in Dvision Metaverse registered as NFT (ERC-721 / BEP-721).

**3) NFT Market (Marketplace)** - a place where users can create and trade unique items, protected by the NFT standards, such as BEP-721 / ERC-721 or BEP-1155 / ERC-1155

Dvision Network is a multichain metaverse platform, that is built on top of the Ethereum Network and Binance Smart Chain and is powered by the DVI utility and governance token across its all platform pillars. Dvision is segregated into 3 major platform pillars, which are NFT Marketplace, Meta-Space, and Meta-City:

Here, the users can utilize LANDs (Meta-Space) in the metaverse in order to build their preferred content that will be integrated as an essential part of the Meta-City. Here, the user-created content has no limitations and can be presented in the form of gaming, academic, commercial, or even entertainment pieces of in-game content.



Moreover, Dvision presents the multichain-supported NFT Marketplace that allows the purchase & sale of all the NFTs that are presented in the Dvision Metaverse, including but not limited to LAND, AVATAR, PET, ITEM, and other necessary in-game unique NFT assets.

To access the Dvision Metaverse, users need to create their own personalized AVATARS (unique identification NFT characters) and access the main lobby called "Dvision World". The Dvision World is the main lobby in the metaverse, that connects all Meta-Cities in existence. It is used as a portal and the public open-world that allows users to navigate themselves to the city, where they want to spend their time, access & acquire the LAND.



Dvision integrates a new sustainable "Play 2 Earn" model in its metaverse in order to provide the users a rewarding experience in the ultimate blockchain-based augmented reality. The upcoming "Play 2 Earn" will be an essential part of each Meta-City since it will allow users to engage in the combat mode to contribute to the LAND Purification process. Once the occupied by monsters LAND is purified, it will automatically be placed on the auctions, whereby the proceeds from the sale will be allocated among the contributors based on their contribution ratio.

To decentralize the future of the project, the DAO system will be initiated by the Dvision Team to provide the DVI Holders with the capability to decide the future trajectory of the Dvision Metaverse. The users that participate in the DAO governance or other ecosystem activities will be incentivised with the fees collected in the DAO Pool in proportion to their efforts.

## Our History

Dvision has been initiated in late 2019 right before the COVID-19 has overtaken the entire world and the MICE industries were highly affected by the social distancing policies across different nations, which has forced the WFH culture as new normality. Dvision Network has emerged as a result of the convergence of the founding's team uprising appreciation towards the blockchain technology and its previous experience in building metaverses. Furthermore, the commitment of the core founding team to the VR and Metaverse industries became the essential drivers of Dvision's establishment, along with several other reasons, such as willingness to address the perpetual issues in the gaming industry, presenting a robust and plausible in-game economy and providing the end-user with the most plausible in-game UI experience, which brought the likeminded people together.

## Our Vision

Dvision's ultimate vision is to become the No.1 blockchain-based metaverse company both in the crypto and traditional AR / VR domains. Hence we build our KPIs and performance metrics across that vision. We believe and build a vision across the decentralized future, specifically in the metaverse industry. The origination of the Dvision concept is attributed to our belief in the decentralized gaming economy. We believe that all the games should be linked to the blockchain for a prosperous economy, for the protection of copyright ownership, and for the validation of the sustainable and robust "Play to Earn" concept. The blockchain grants the ownership back to its original creator, thereby allowing the owners to monetize their possessions in a more smooth manner, so does Dvision Network. We present a robust NFT Marketplace for the users to capitalize on their creations and in-game assets, such as LANDs, ITEMS, and Characters.

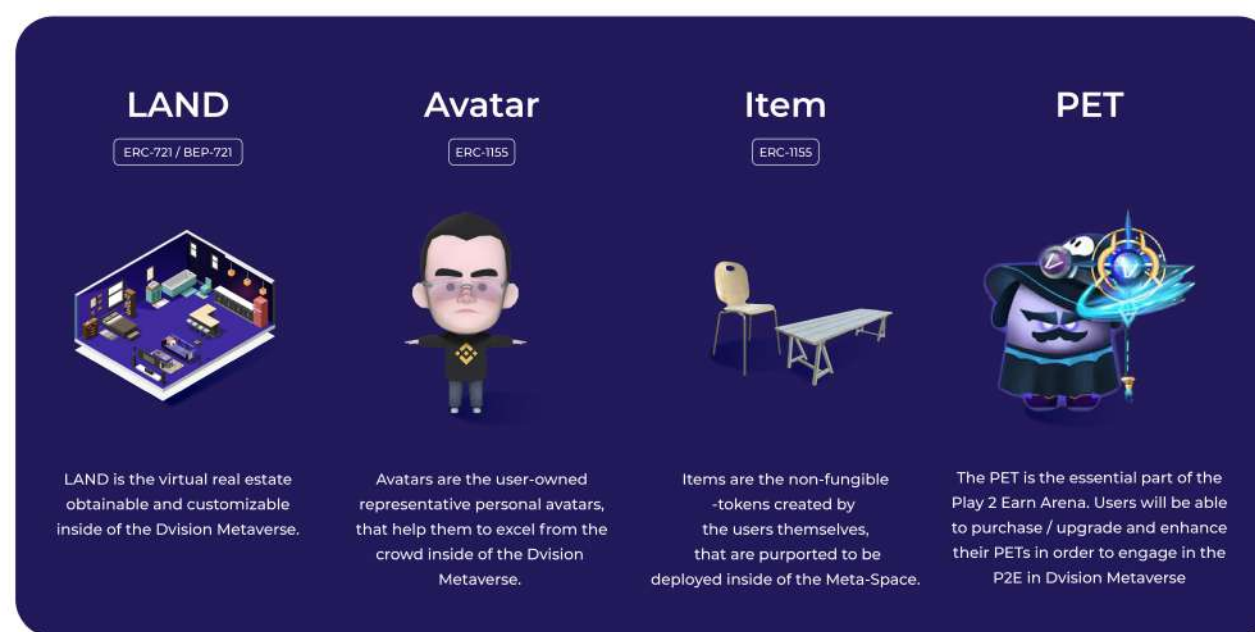
## Interesting Facts

- Dvision is one of the veteran members of the top #10 blockchain metaverses according to the Coinmarketcap.
- Dvision is the early adopter of the metaverse-based MICE events and has so far conducted the largest conferences such as Binance Smart Chain 1st Anniversary, ROK National Assembly Debates, Luniverse Partners Day, and many other in-game conferences and meetings.
- Dvision is one of the few multichain metaverse projects, that runs its Dapp over 5 different blockchain networks.
- Dvision allows a smooth transition into the metaverse for the offline businesses, provides a cutting-edge and candid UI with high product quality, enables enhanced in-game communication features by delivering a portfolio of highly diversified pieces of content

# NFTs in Dvision Metaverse

Dvision presents diverse NFT use cases in its Metaverse

## NFT Use-Cases



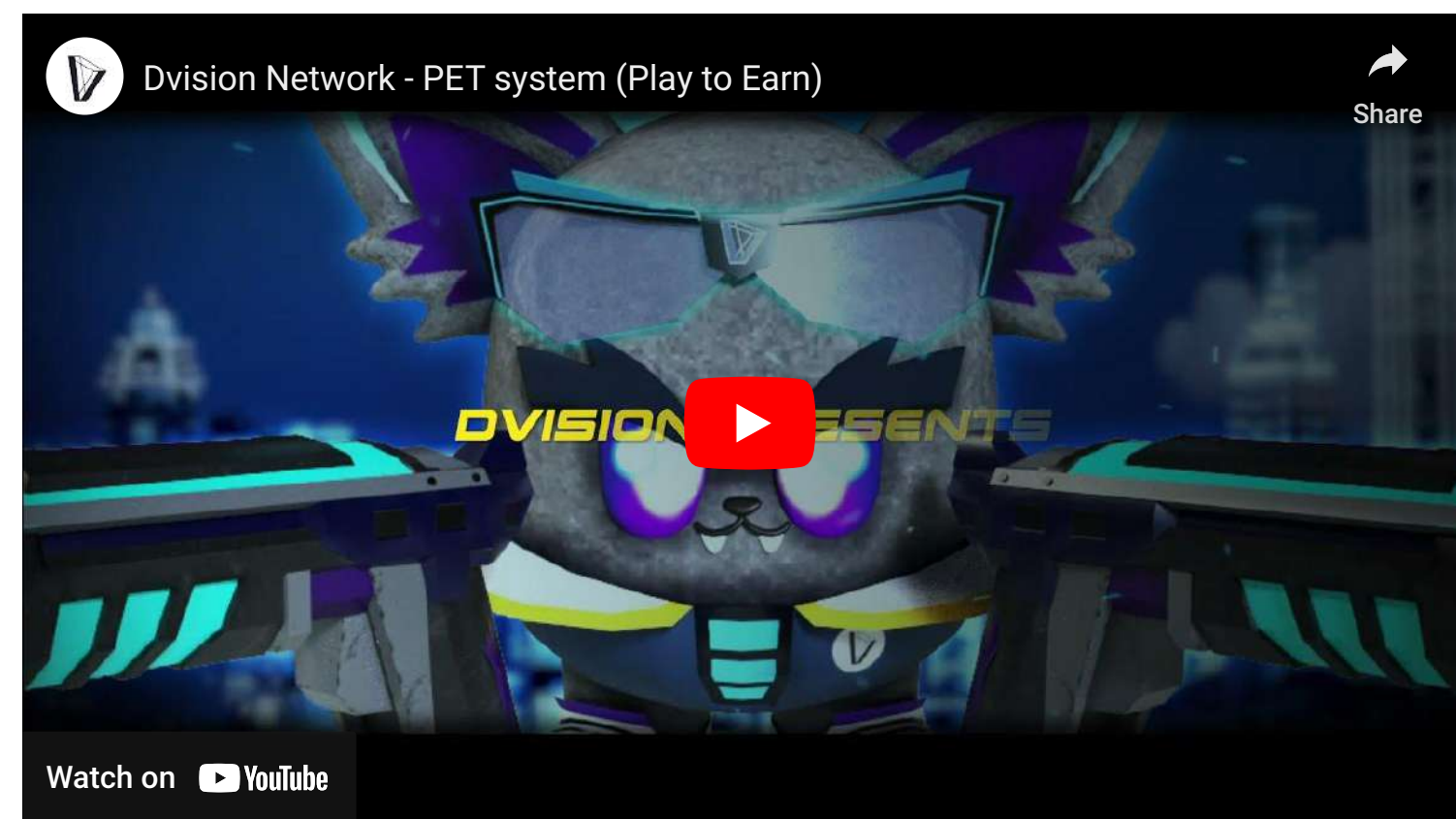
Dvision presents diverse use-cases with the utility of the NFT standards. Dvision has been established with the unified belief to address the issues that exist in the traditional gaming industry and hence strives to revolutionize the market. The connection of blockchain technology allows users to simply monetize their creations by using NFT standards on different blockchains, where the multichain feature allows the ultimate freedom over the user-owned digital assets.

Dvision presents the following NFT use-cases within its metaverse:

### • PET (On-Doll)

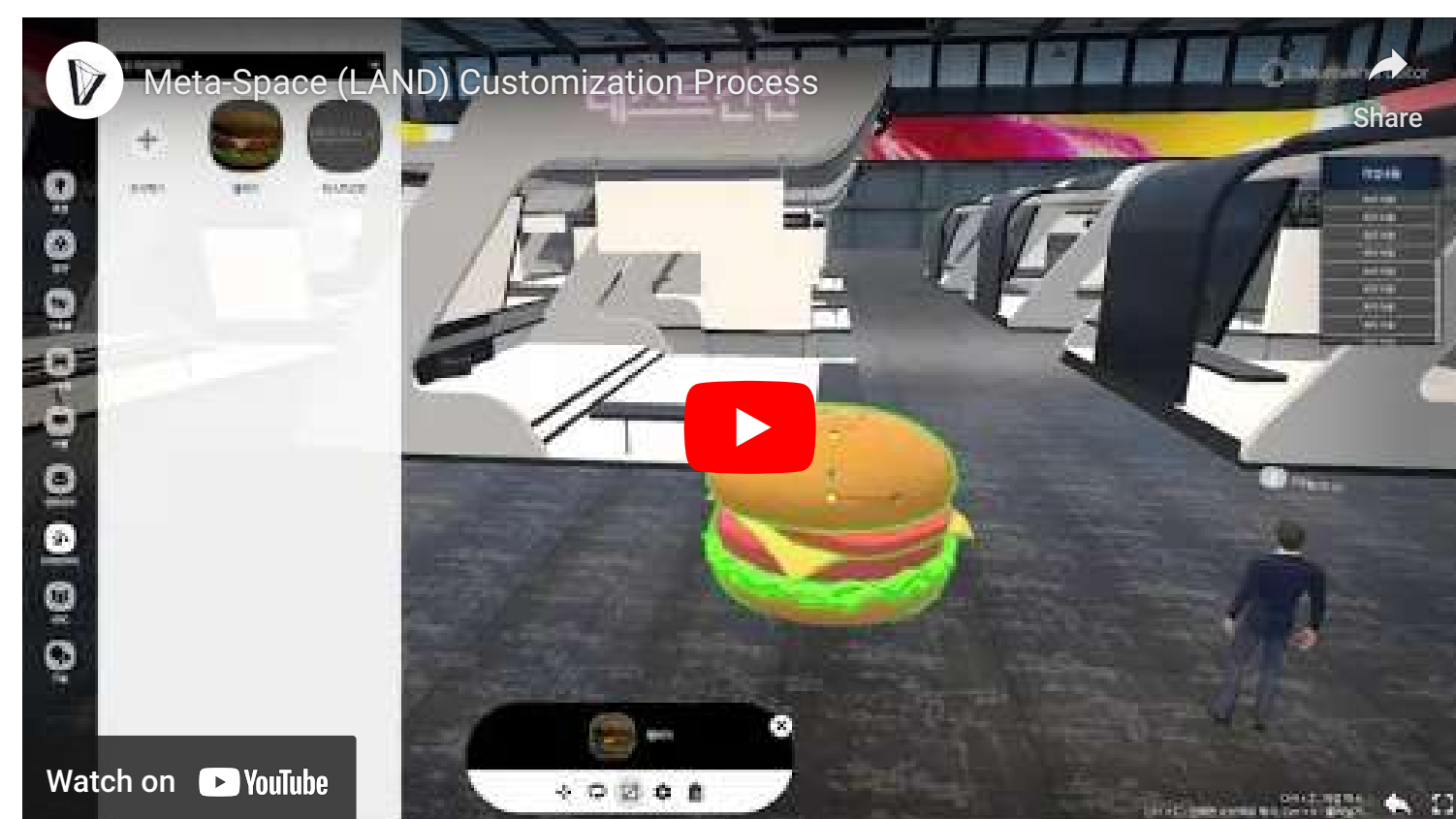
The newly introduced GamiFi and Play to Earn mechanism in Dvision Metaverse is correlated with the On-Dolls (PET). The PET system is an integral part of the "Play 2 Earn" concept that will be launched by the end of 2021 Q4. Users will have to acquire an On-Doll (PET) in order to engage in the battle mode to make the contribution to the LAND Purification process.

The PET can be purchased by the users in the NFT Marketplace by using DVI Tokens. Moreover, users will need to enhance and upgrade their PET in order to further increase their contribution level to the LAND Purification process in the "Play 2 Earn" Area. In the initial stage, Dvision will offer the Random Box in order to allow users to adopt their first batch of PETs. The Random Boxes work on a probability basis, and users can drop the PET with different grades along with its wearable & equipment for PET enhancement purposes.



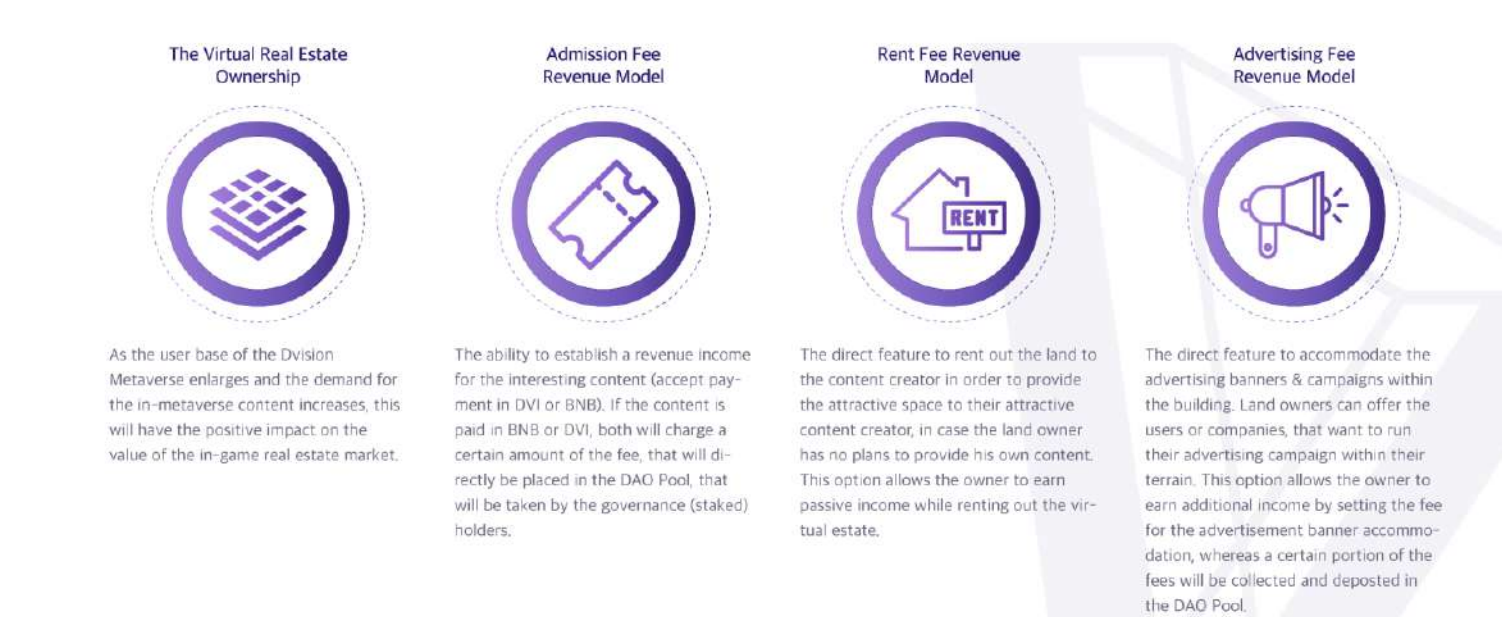
### • LAND (Meta-Space)

The Meta-Space is the actual LAND that is presented inside of the Dvision Metaverse and is de facto the integral part of the Meta-City. The Meta-Space is the place where everyone can bring their virtual dreams into reality, by creating the content of their own preference without any viable limitations. The LAND is the digital piece of a virtual estate in Dvision Metaverse registered as NFT (ERC-721 or BEP-721). The LAND will exist within each Meta-City with a finite supply capped at 200,000 parcels due to the scarce nature of the digital pieces of the virtual estate.



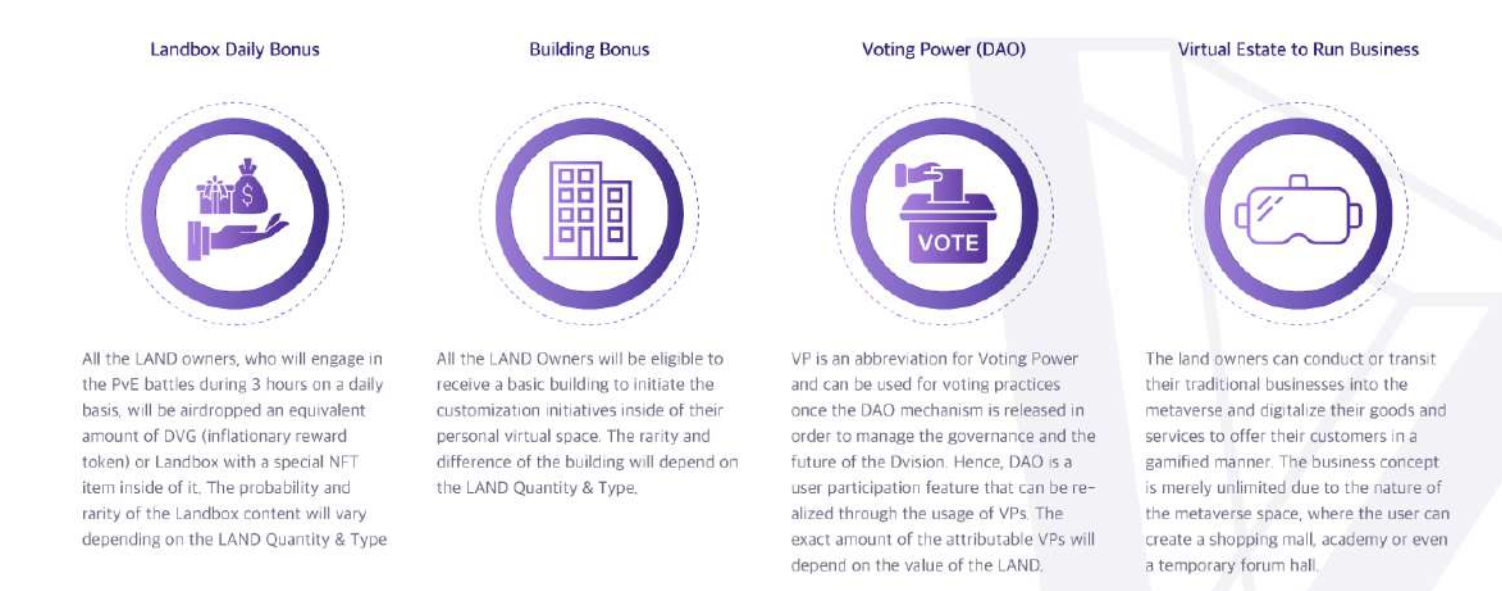
The LAND can be used literally for any type of content, as it is presented as a ready-to-create platform. This portion of the virtual estate can be used in order to create a limitless amount of diverse pieces of content. Your content can be the next big thing in the Dvision Metaverse, and you will be able to claim profits in DVI tokens by setting the entrance fees to your Meta-Space. You can also rent out your LAND to the potential content creator to allow him to utilize your space or you can accommodate various advertising campaigns on your Meta-Space from third-party business providers.

## Land Owner's Business Model



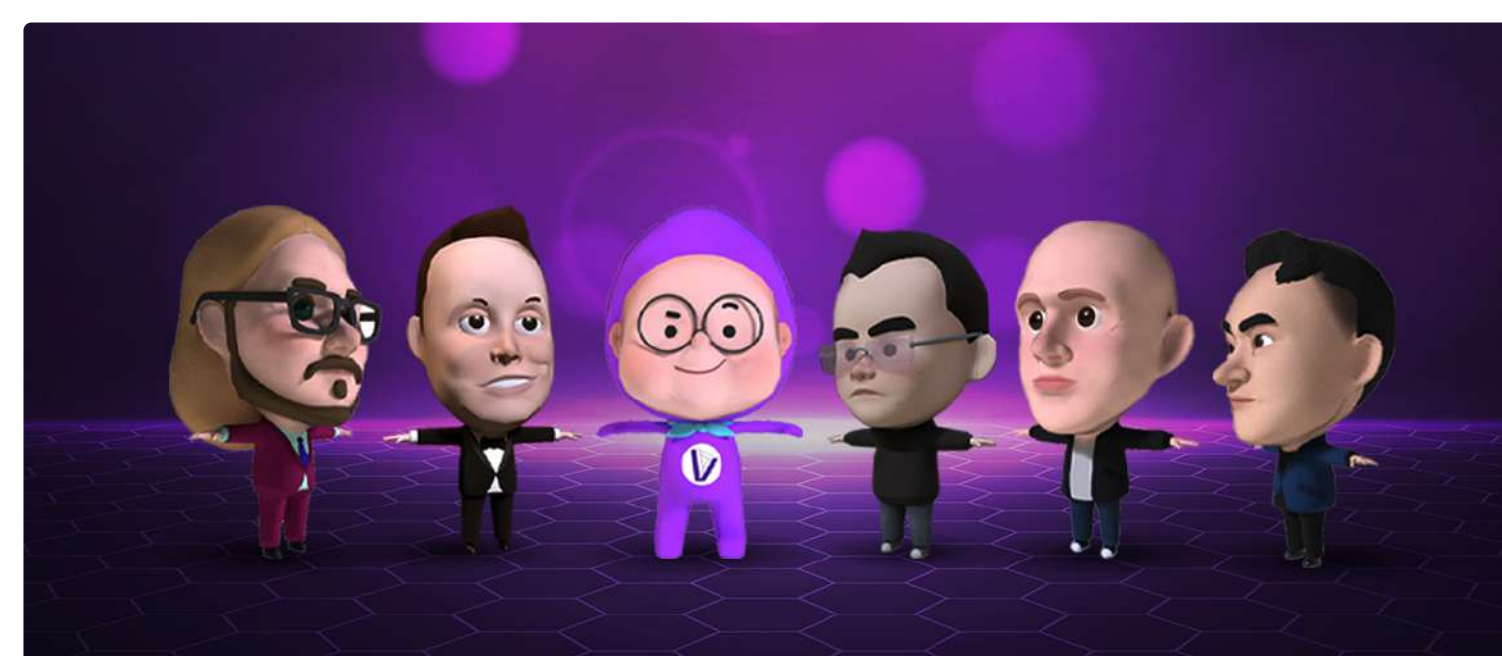
There are supplementary benefits to be provided to the LAND owners, such as Daily Landbox bonuses and basic exterior building bonuses and voting powers to be engineered in each LAND's concept to provide more VPs to the DAO participants.

## Supplementary Benefits



### • AVATAR (Character)

AVATAR is the ERC-1155 / ERC-721 unique character that assists users to excel among other participants in the metaverse. Users will have to create their AVATARS in order to gain the access to the metaverse.



### • ITEMS (Character Wearables / 3D Objects / PET Wearables and etc.)

All the other utility items, such as 3D Objects (furniture and ornaments to be used to customize the LAND), AVATAR Wearables (clothes, hats, runes, badges, and rides), PET Equipment & Weapons, and even exterior buildings are all categorized under the ITEMS section in the NFT Marketplace. The ITEM is the ERC-1155 digital asset that assists users along their journey in Dvision's Metaverse. Users that purchase an AVATAR will still need to purchase several other wearables in order to complete the customization process. The LAND owner will need 3D objects such as furniture and ornament in order to complete the content creation process. The PET will need to be enhanced by using high-grade equipment and weapons in order to boost the attributes and further have higher chances in the LAND Purification process.

# Product Showcase

Dvision presents limitless amount of the content in its Metaverse!

## Gaming & Entertainment

Users can create gaming pieces of content within Dvision Metaverse.



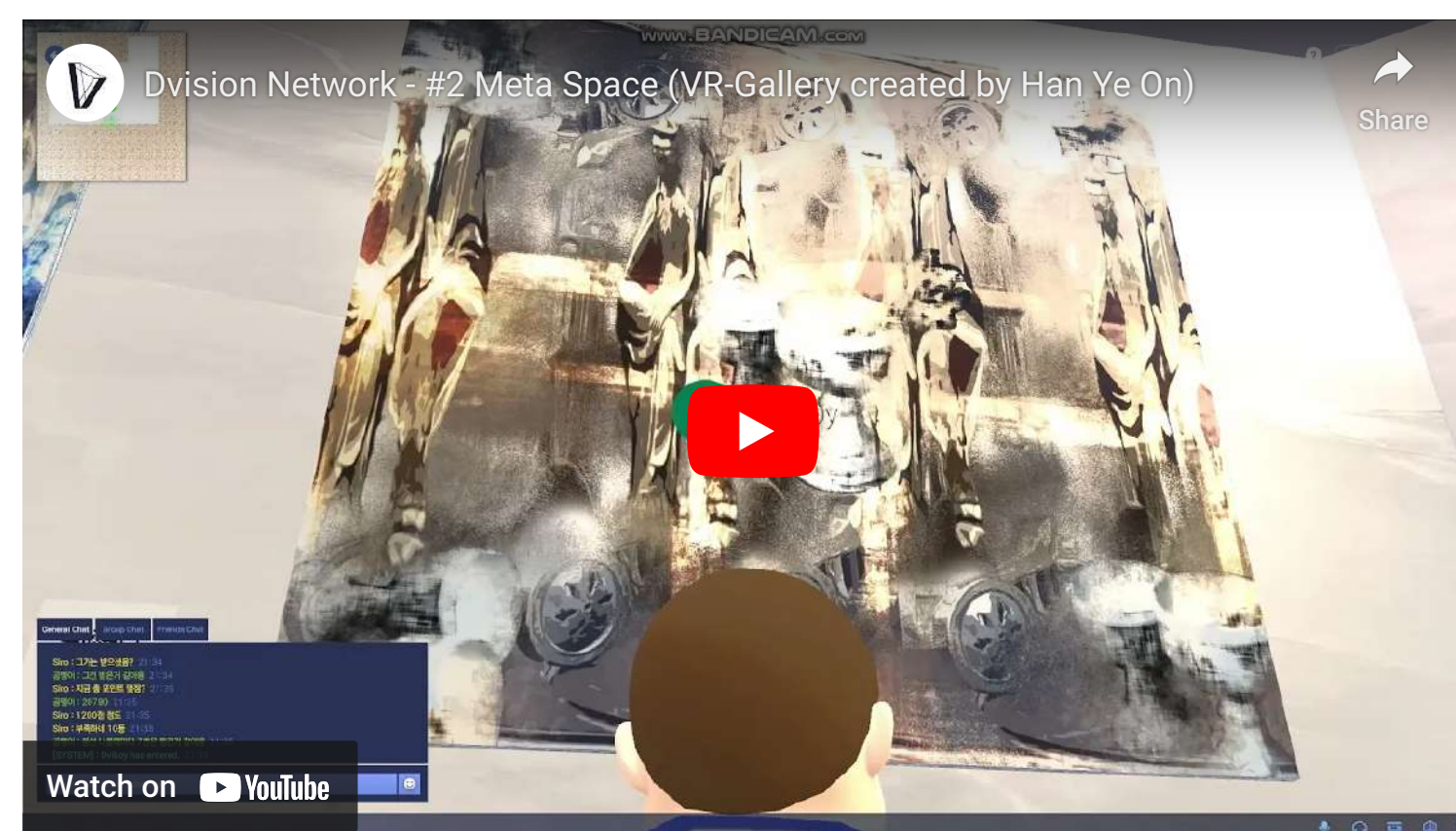
## Forum / Conference

Users can create conference or debate spaces, where they can conduct different topical discussion forums and conferences.



## Gallery & Exhibitions

Users can mint their artworks as NFTs and further conduct their metaverse-based art exhibitions or even open up their galleries.



## EXPO theme

Users can accommodate large-scale anniversaries and EXPOs to conduct it with a lot of business partners

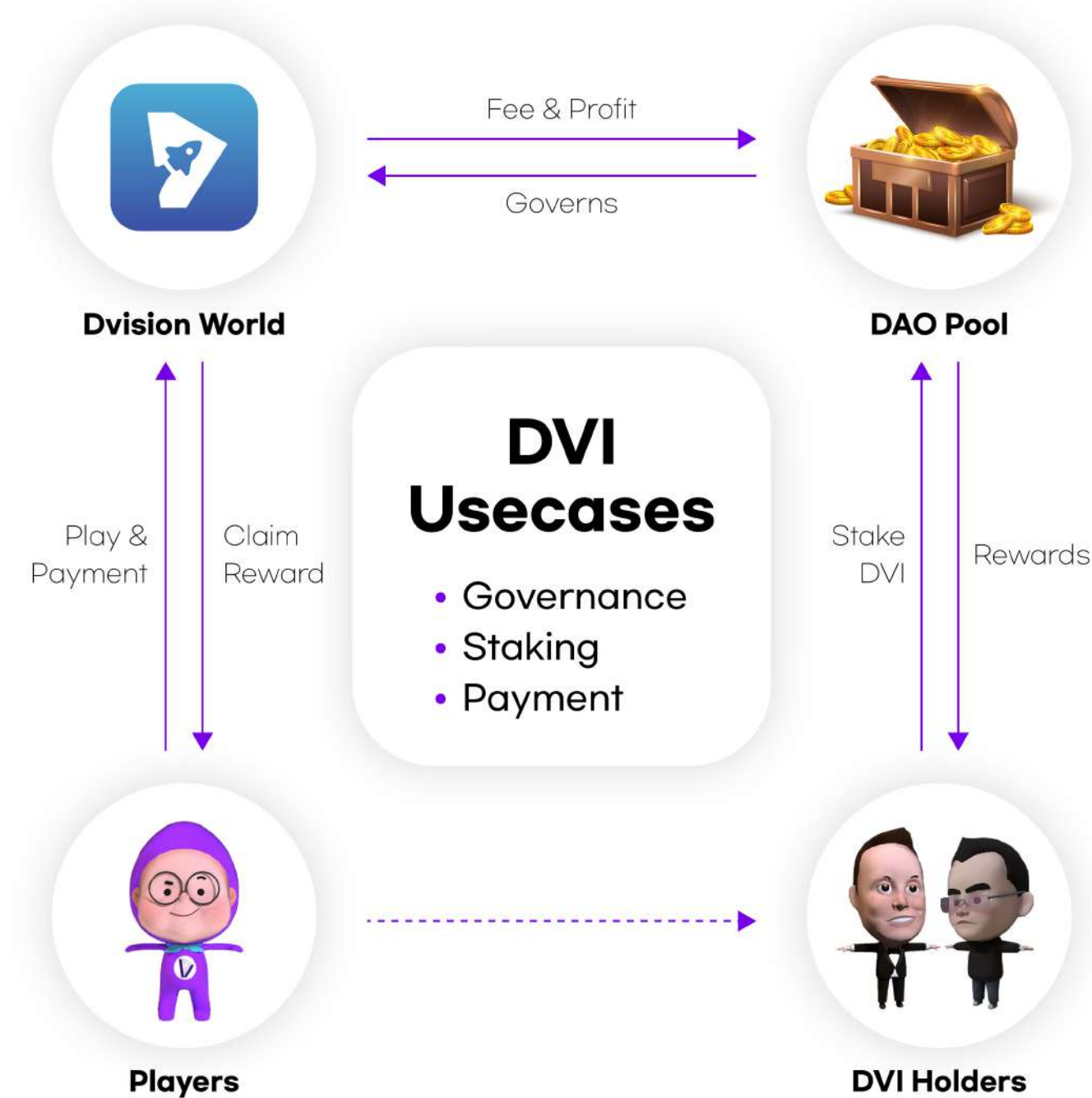


# Token Economics

DVI is the primary utility & governance tokens that powers Dvision Metaverse!

## Dvision Token - \$DVI

**Dvision Token(DVI)** based on Ethereum and Binance Smart Chain mainnet, that is used inside of the Dvision Metaverse. DVI holders are able to access ecosystem activities, and receive DVI rewards for engaging with the ecosystem such as playing games and participating in major governance voting initiatives. Users can experience various pieces of content, such as gaming, conferences, galleries, shopping malls, and other traditional business-oriented aspects within Dvision Metaverse. Users can also leverage the LAND in order to develop and release their own user-created content to provide access to other players in exchange for \$DVI payments.



DVI Token is the essential access to the utility feature in several aspects, with the upcoming launch of all the platform features, including Meta-Space, NFT Market, and Meta-City. Accordingly, DVI token has several more utility features that are strongly linked to the NFT Use-Cases, that are aimed to enhance its long-term utility value and functionality. DAO Pool (Treasury Pool) accumulates some of the revenue and rewards generated by the services on Dvision Metaverse and NFT Marketplace. To encourage positive behaviour, the users that participate in the DAO governance or other ecosystem activities will be incentivized with the fees collected in DAO Pool in proportion to their efforts.

**In particular DVI tokens are utilized in the following cases:**

- **Payment**

The first and primary utility case of DVI is correlated with its marketplace, where users can buy/sell **LAND** (ERC-721 and BEP-721 based virtual estate), **AVATAR** (ERC-1155-based unique characters), **ITEM** (ERC-1155-based unique in-game items or attributes for the characters) by spending DVI. All the marketplace-related purchases can be made here "<https://dvision.app/en/market>". Other payment utility features are further elaborated under the "\$DVI Token Use-Cases" section.

- **Governance**

The Dvision Network will operate a DAO mechanism for decentralized policy-making practices to further decentralize the Dvision Metaverse and reduce the involvement of the core team in its future. DVI would allow holders to propose and vote on governance proposals to determine future features, upgrades, and parameters of Dvision Network, or provide feedback, with VP (Voting Power) calculated in proportion to the tokens staked. The right to vote is restricted solely to voting on features of the Dvision Network.

- **Platform Rewards**

From early 2022, DVI Holders will be able to earn rewards from DAO Pool, that accumulates the fees collected from the sales in NFT Marketplace and inside of the Metaverse, and further participate in Governance. The compensation rate will be set high enough to encourage the influx and growth of the user-base and will be fixed to gradually decrease as the Dvision Network enlarges and with the increase of the number of people contributing to the ecosystem and earning a portion of the fees for their efforts

Learn more about the utility & governance & staking features on the next page!

# \$DVI Token Use-Cases

Platform-wise usage description of the \$DVI tokens

## Where to use the DVI Tokens?

Dvision highly prioritizes the importance of strong and sustainable tokenomics, and since its early initiation, it has consistently been involved in developing the robust in-game economy to allow the users to have the best and rewarding metaverse experience. Therefore, DVI, a utility & governance token in the Dvision Metaverse, has been integrated with plentiful use-cases in order to power the entire gaming ecosystem. This is how the DVI token use-cases are separated across its platform pillars:

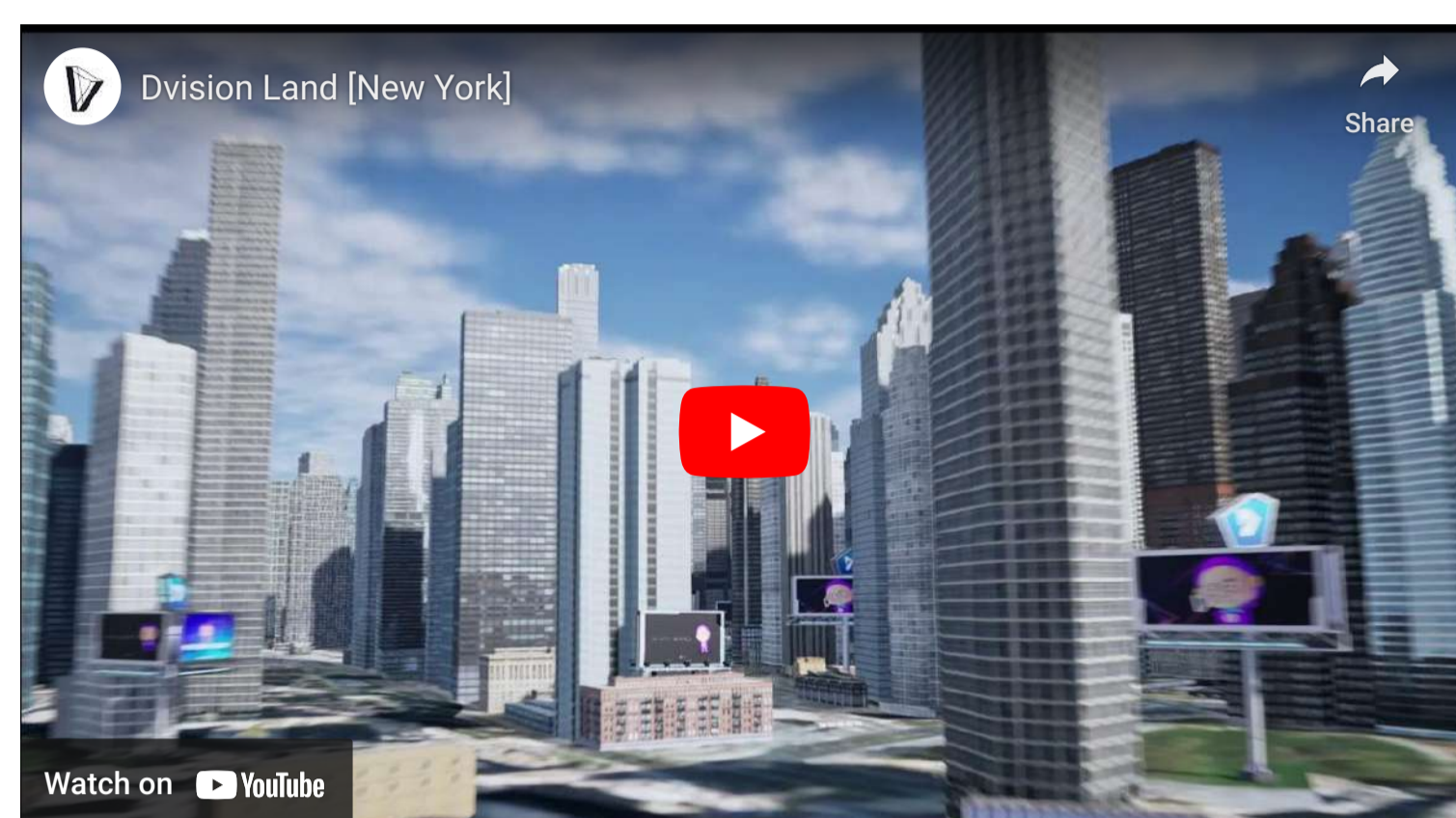
### 1. Meta-City



When the user first creates his AVATAR and accesses the Dvision Metaverse, he or she will automatically be spawned in the Dvision World, which operates as the main lobby. The Dvision World connects all the Meta-Cities, that will exist in the metaverse, with up to 20 cities to be introduced along the road in a linear manner. The user will have to navigate its character to the portal side that will teleport him to the Meta-City of his selection. Once in the Meta-City, the user will be able to interact with all the created and offered pieces of content that are interconnected with all the Meta-Spaces introduced in this big city. The user will need to pay in DVI tokens to access any of the Meta-Spaces presented in the Meta-City.

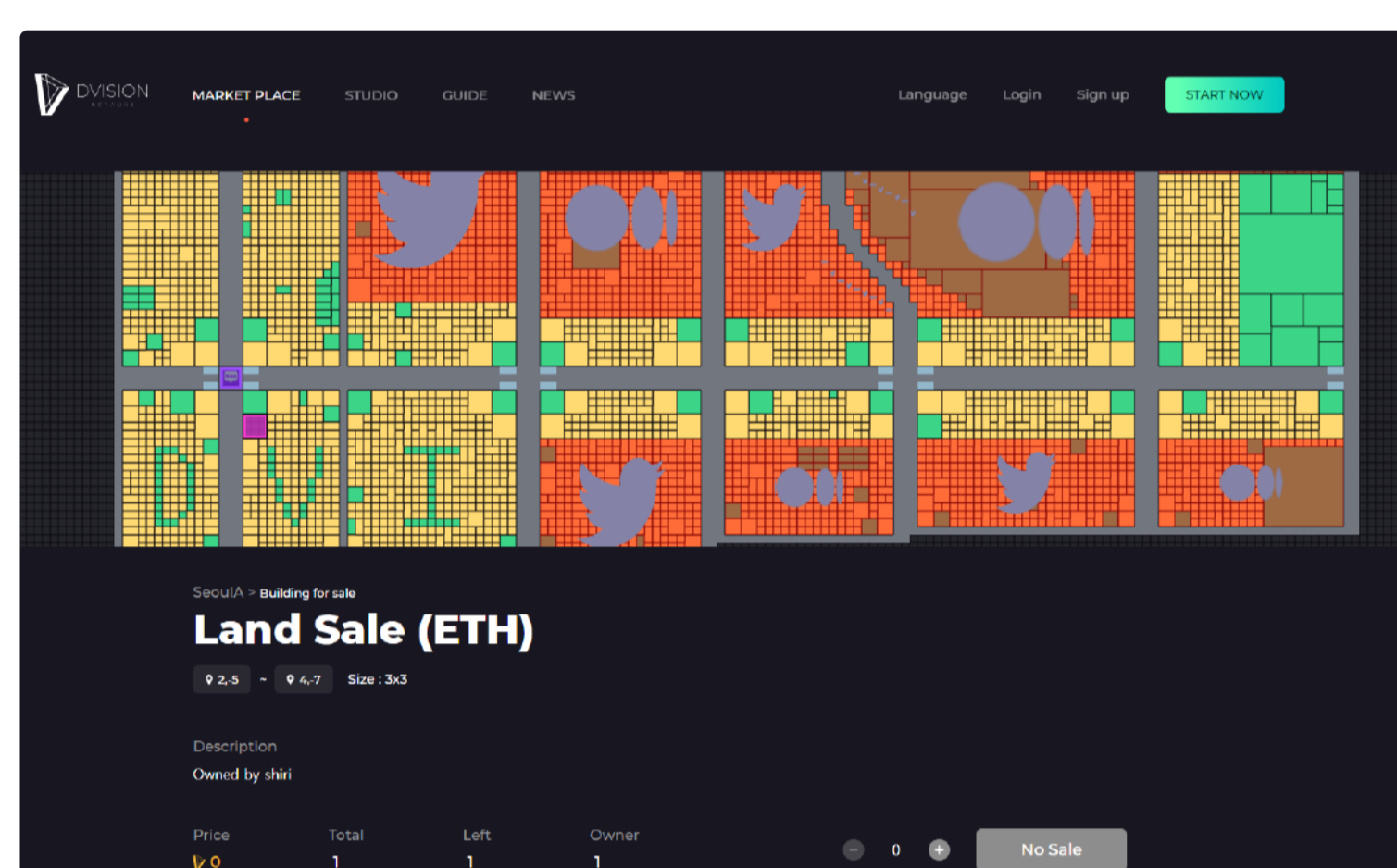
Apart from the content access, DVI Tokens will be used as a medium of exchange between the content creators and business owners. The business owners that will want to conduct their advertising campaigns in the most attractive piece of LAND in the metaverse, will need to pay the LAND owner in DVI tokens to initiate his campaign.

Lastly, the Meta-Space concept assumes the customization of both interior and exterior sides of the LAND. In order to customize the exterior side of the LAND, the users will have to purchase the building from the NFT Marketplace, by incurring the payment in DVI Tokens.

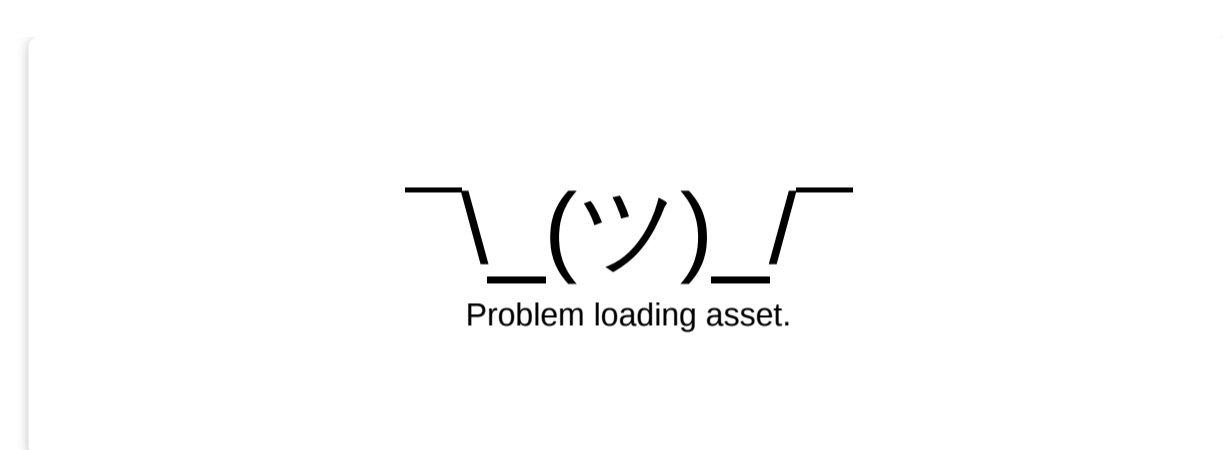


### 2. NFT Marketplace

As mentioned before, DVI Token is the main utility payment unit, that is highly important to access the NFT Marketplace. Users here can purchase the LAND in order to secure their own Meta-Space and further introduce their content within the Meta-City. All the listed LANDs will be purchased by utilizing DVI tokens, regardless its listed as an auction item or offered at a fixed price.

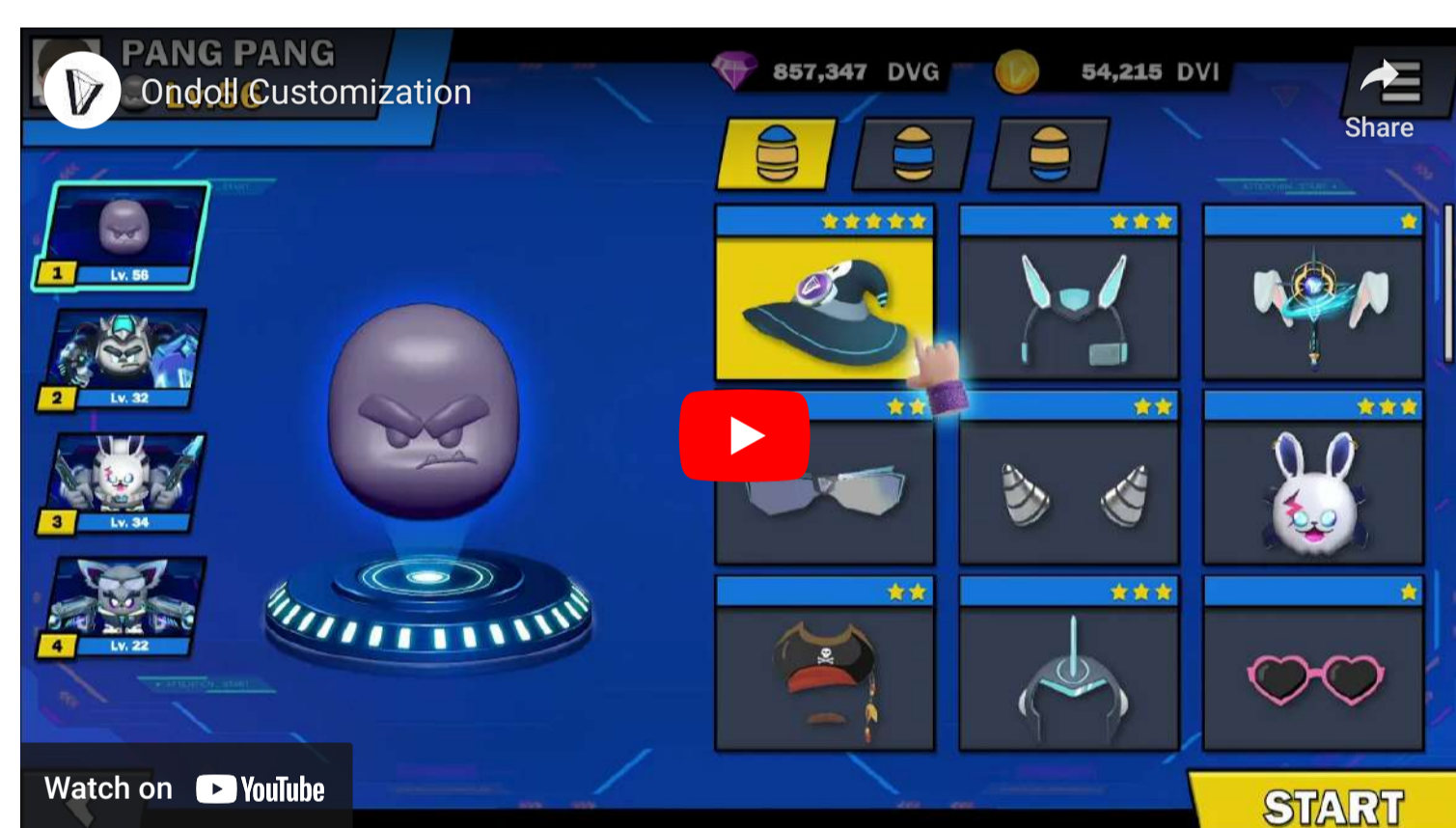


Users will need to create their personal character in order to access the Dvision Metaverse and further customize it with the available wearable items and attributes listed in the NFT Marketplace. The AVATAR creation process will require DVI tokens along with their secondary sale in the marketplace and the purchase of their attributes and clothes.



Division Boy - First avatar sold in OpenSea (Dvision's Mascot)

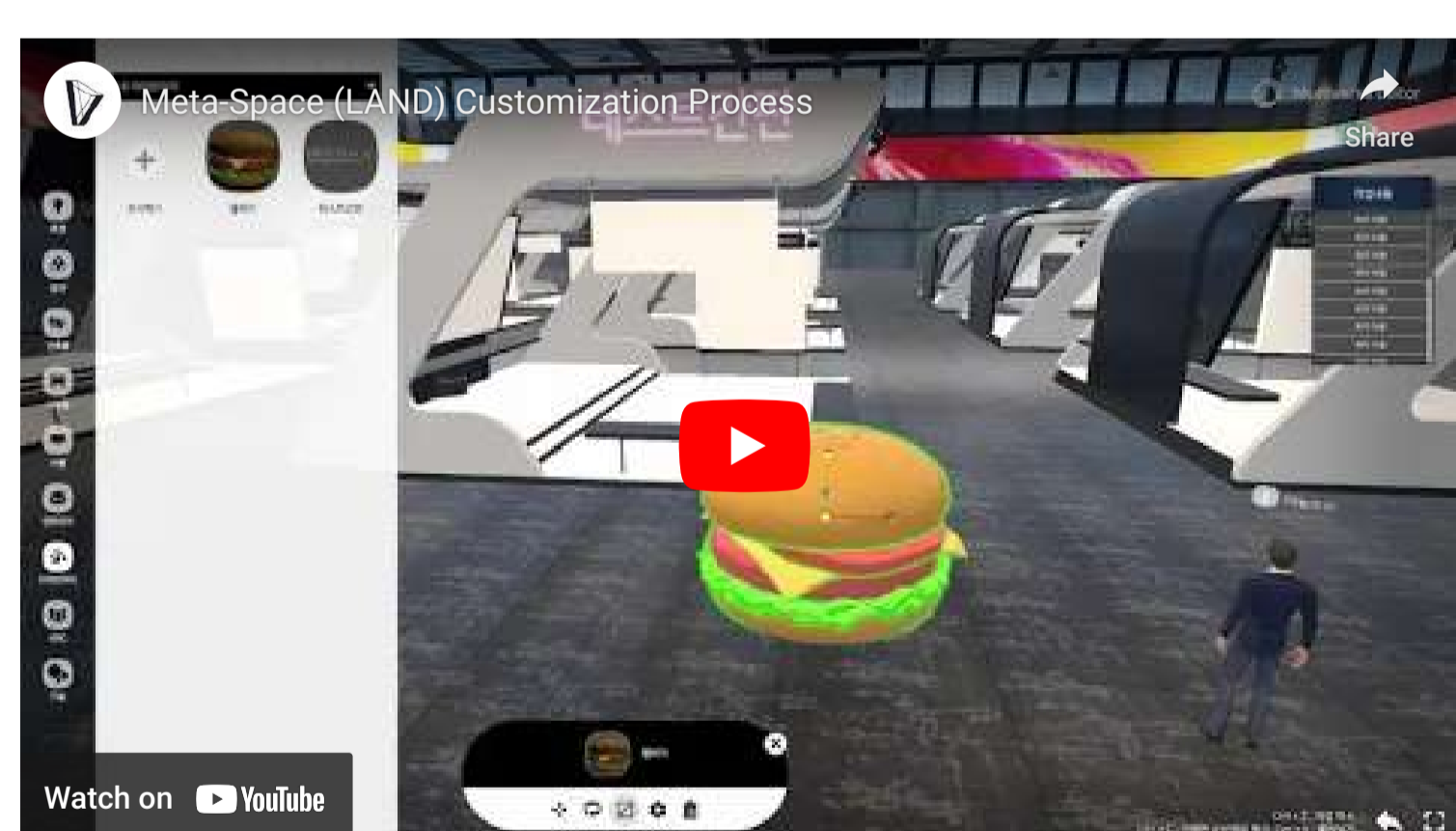
Also in order to engage in the Play to Earn arcade mode, users will need to purchase PET, by using the DVI tokens. In the initial phase, Random Boxes will be offered to the users in order to purchase them and drop from the boxes random-graded PETs with their equipment and weapons to enhance their attributes.



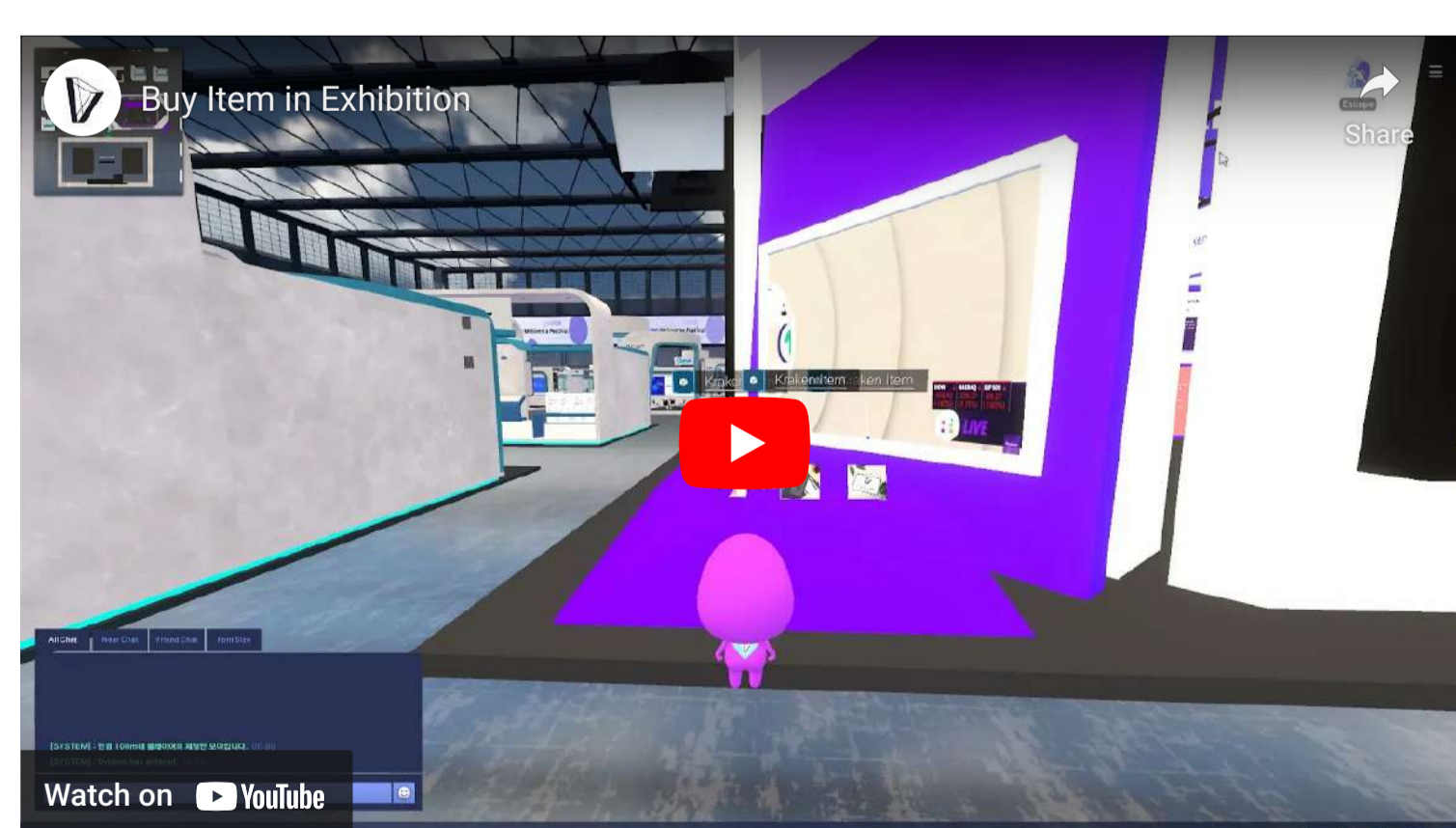
Last but not least, DVI tokens are utilized in the NFT Marketplace to purchase other ITEMS, which include but are not limited to the character wearables, runes, 3D objects such as furniture, ornaments and other in-game ITEMS.

### 3. Meta-Space [LAND]

After the user completes the purchase of his Meta-Space in the LAND Sale, he or she will need to further engage in the customization process, which is known as the LAND customization process, where different 3D objects will be utilized and applied to the LAND terrain through the 3D editing tool, which is pretty straightforward and common to comprehend. Only the preliminarily pre-purchased ITEMS will be available in the user inventory. Hence, users will first need to make the purchases in the NFT Marketplace to further enable, the necessary for usage, materials, and Items in their inventory.



Going further, if the user is going to run the commerce or enable the payment option within its Meta-Space, it can be preliminarily be enabled through the settings and the purchase links can be attached to the 3D Objects. Here, the users that will visit the Meta-Space of the creator will be able to purchase the offered goods & services by paying in DVI Tokens.

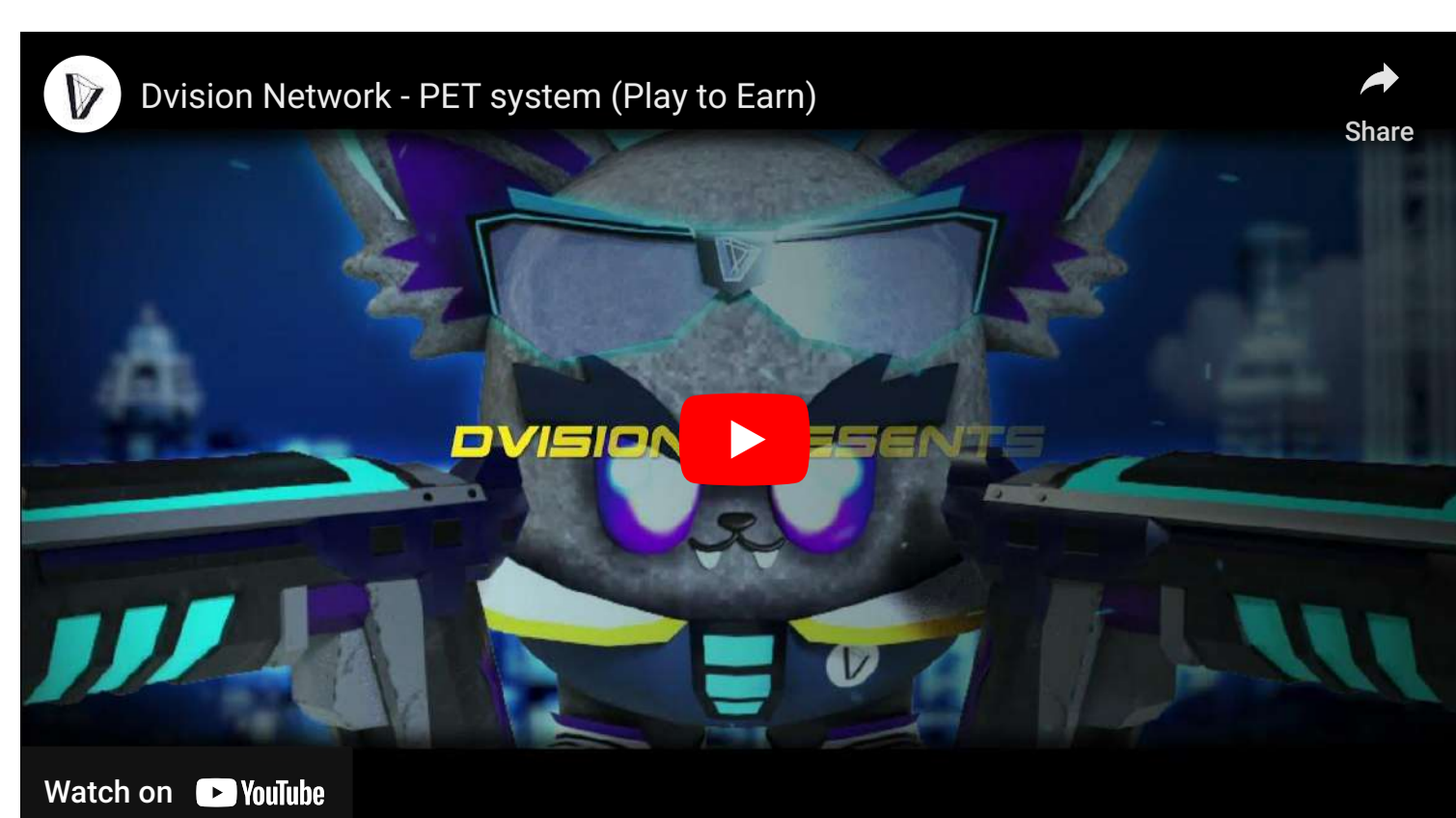


### 4. DAO

Dvision Network's development has been highly dependent on the team due to the nature of the complexity of the project, which involves a highly centralized approach. The Dvision Network will soon introduce a DAO mechanism for decentralized policy-making practices. Here, the VP (Voting Power) of the users will be introduced to allow the DVI holders to stake their tokens to collect the VPs to participate in the major voting proposals. The early UI and the details regarding the first phase of the DAO will be shared later.

### 5. Play to Earn

Dvision Network is set to initiate its Play to Earn model attaching it to the LAND Purification Process. The first released Meta Cities will introduce the new Play to Earn arena, with 40% of the LANDs to be occupied by the monsters that will require the users to actively engage in the combat mode to purify the lands from them.



For the user to participate in the P2E, the PET is the integral access element and his further customization, which means its further upgrade and enhancement is key to having higher chances to make a larger contribution to the purification process. Also, there's high importance to increase the grade of the PET, which is made through the combination feature that uses the in-game reward currency DVG (explained in the Play 2 Earn section).

# DVI Allocation

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## DVI token metrics

### **1) Development (25%):**

15% used for the DAO Pool (The DAO Pool will source up to 25% from the total of 42% of the Ecosystem and Development Allocation Tokens)

10% are used and to be used for the completion of the development plans to build up the P2E arena in Metaverse / To integrate Unreal technology for better interoperability / Add more scalable smart contracts / DAO mechanism building and etc.

### **2) Ecosystem (17%):**

10% used for the DAO Pool (The DAO Pool will source up to 25% from the total of 42% of the Ecosystem and Development Allocation Tokens)

7% used for the ecosystem development plans, such as business development initiatives, partnership establishments, engineering new DVI use-cases, providing the early bonuses to the users

### **3) Reserve (10%):**

Originally, the Reserve Tokens were allocated specifically for the emergency situations. If the development & marketing plans are not met accordingly, the reserve tokens shall have been used for the emergency cases to compensate for the financial resource needs. In case the Reserve Tokens do not find to be necessary for the usage, they will be used for the DAO Pool to incentivize users. Also, provided the nature of the operating location of the Dvision Network, which is South Korea, the team has specifically allocated the reserve tokens, in case the regulatory initiatives will oblige the corporate to pay the unforeseen taxes.

### **4) Sale (20%):**

-Private & Seed (18.4%) - 184,000,000 total with 106,403,710.00 remaining at the Coinbase Custody at the moment. The remaining amount is purported for the future series A funding round and to allocate for future strategic partners.

-Public (16,000,000) - 1.6% (3,000,000 has been used in order to conduct the first DEX listing for the liquidity purposes). The possibility of the additional Public Sales was taken into account and 13,000,000 were preserved for that purpose.

### **5) Marketing (15%):**

15% of the DVIs are allocated to general and strategic marketing activities, which include airdrops, PR activities, various advertising activities, and marketing operating expenses conducted by the Dvision Team. After the product is launched, marketing tokens will be assigned to each expanded countries (affiliate gaming studios) and used according to the plan.

### **6) Team (10%):**

10% of the DVIs were allocated for the founders and early team members. The vesting of the team tokens is scheduled to occur from November 27th, 2021, and it will be linearly vested on a monthly basis till August 27, 2022 (10 months vesting).

### **7) Advisors (3%):**

The 22,500,000 DVI tokens are purported to allocate for the technical consultant teams when conducting the specific R&D for future development of the metaverse, likewise, it can further be allocated for the advisors that might join in the future.

# Play 2 Earn: Explained

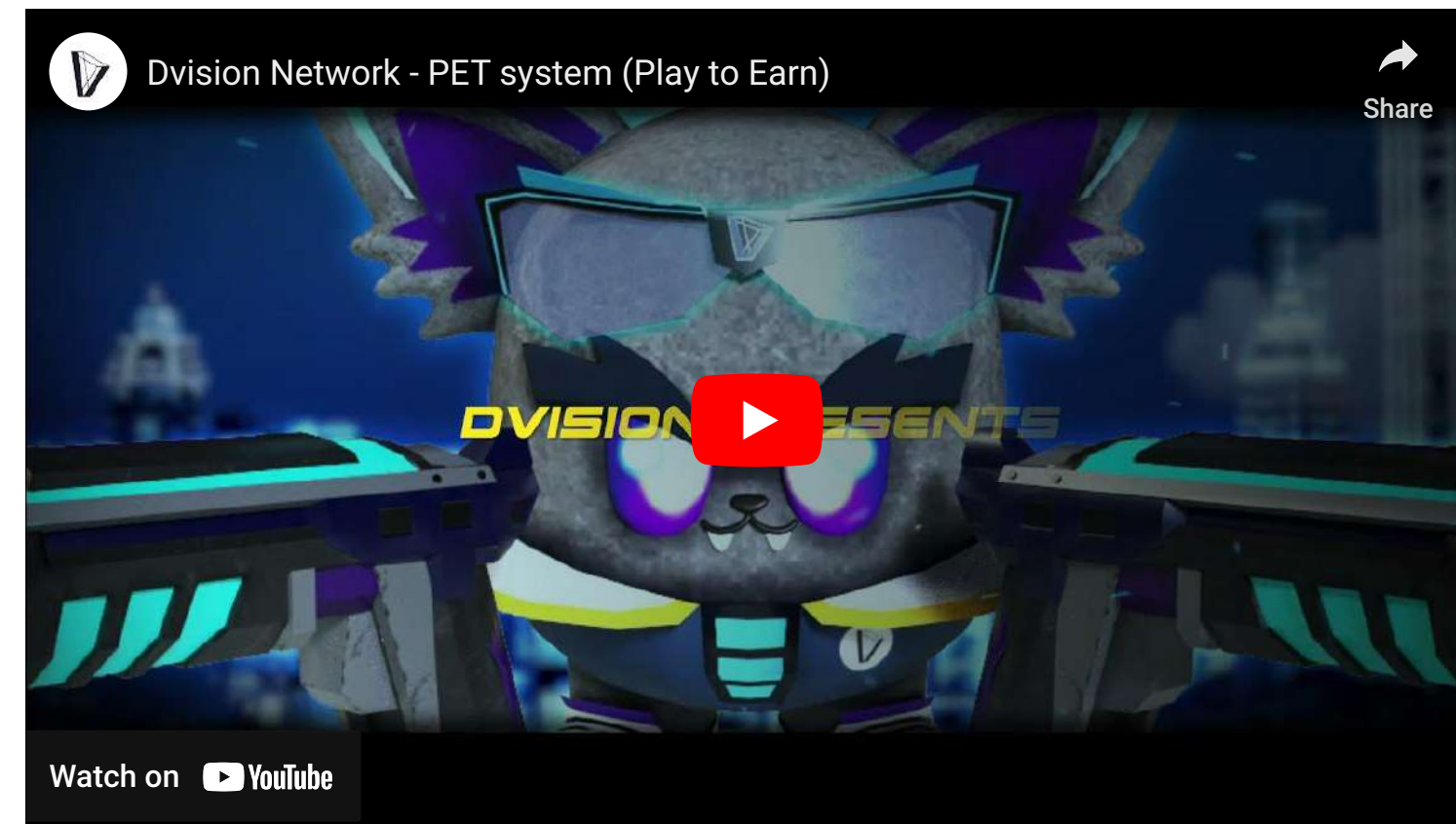
Join the Dvision and make sure to receive some rewards for your contribution!

Dvision presents the opportunity for the users to participate in one of the most rewarding, sustainable, and full of fun, Play to Earn models, where users can both have the best opportunity to gain rewards by participating in the LAND Purification processes and have the deep dive into the plausible UI enabled in the Dvision Metaverse.

Dvision Network is set to initiate its Play to Earn model attaching it to the LAND Purification Process. The LAND Purification refers to the battle mode, where users will need to utilize their PET to combat the virus-infected monsters to make the contribution to the virus termination process in the occupied LAND in the Meta-City.

The first released Meta Cities will introduce the new Play to Earn arena, with 40% of the LANDs to be occupied by the monsters that will require the users to actively engage in the combat mode to purify the LAND from them. Once the LAND is purified from the monsters, the LAND will automatically get placed in the auction in the NFT Marketplace. The last bid price will decide how much will the user be able to receive in DVI rewards.

For instance, the LAND gets the last bid offer for 1000 DVI and the user has actively been involved in the LAND purification process, hence the user managed to make up to 5% of the total contribution (calculated and stored in DB automatically). Once the LAND is sold and the auction is over, the user will receive 50 DVI tokens for his contributions.



In Dvision Metaverse, each Meta-City is classified into three big defined territories (LAND Sale / Management-Owned / Infected Areas). The infected area, which is fully occupied by the monsters, is allocated 40% of the total available LANDs in order to empower the early Play 2 Earn concept in Dvision Metaverse. By presenting roughly 40% of the LAND allocation from each Meta-City, Dvision presents the sustainable opportunity for the users to engage in the Play to Earn area within the most plausible metaverse with cutting-edge UI and UX.

## The LAND Purification process

○ The 1x1 parcel LAND gets purified → the occupation status changes → the auction automatically proceeds in the NFT Market.

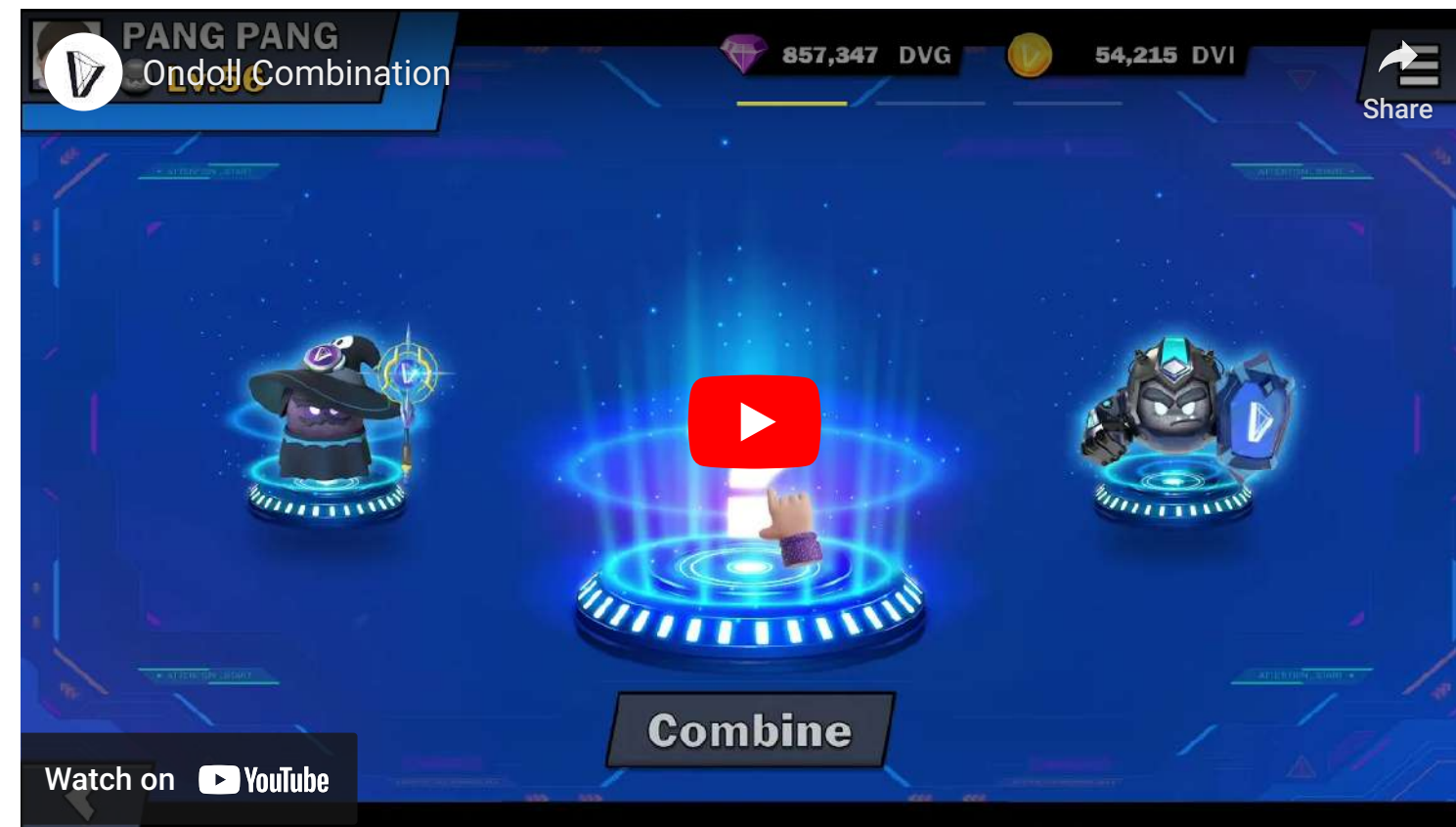
○ The LAND Purification process counts the termination of the bucket number of monsters (e.g., 1,000). Here, the number of monsters killed by A user is 10 (contribution: 1%). The LAND with 1 x 1 parcel receives the last bid price of 1,000 DVI. The user A receives compensation 10 DVI Tokens.

# DVG [Dvision Gold]

⋮

**Notice:** DVG is the new concept proposed by the Dvision Team in order to enhance the attractiveness of the user rewards to be obtainable inside of the metaverse. DVG is neither a TOKEN nor COIN! DVG is a virtual reward currency necessary to enhance and upgrade your PET.

DVG (Dvision Gold) - is a virtual reward currency, which is purported to serve as an in-game reward token used in Dvision's newly presented Play to Earn concept. In fact, DVG is an important resource for players to increase their chances of making higher contributions in the LAND Purification process, since the PET system highly depends on the DVG currency in order to upgrade the level of the PET and increase its attributes. There are several ways to acquire the DVG currency in the Dvision World, including the random drop from the monsters and from engaging in the PVP modes.



Generally, each Meta-City is divided into two areas, the first area being occupied by real businesses such as fairs, shopping malls, and galleries, and other user-created pieces of content. The second area is occupied by virus-infected monsters, where users have to engage in battles to conquer the infected LANDs and purify them. There is a way to transform the monster-occupied area into a user-owned area and further use it as a real business terrain.

To kill monsters in unoccupied areas, the PET system is introduced, where users will have to acquire the PET to engage in battles with the monsters. The PET's combat power reflected in the battle has a balance of 50% attributed to the PET original stats, 30% on PET equipment, and 20% on the character's wearables (The balance rates can be adjusted and can be partially modified through DAO in future, if imbalance created). DVG token will be required to upgrade, strengthen, and maintain the PET's stats and upgrade the character wearables.

Dvision introduces a separate leveling system as provided in the MMORPG games, and areas that can be occupied are divided according to the level of PET, reinforcement, and character wearable capabilities. A total of 20 Meta-Cities are sequentially going to be released, and 40% can be occupied by users by killing the monsters. Monsters in stronger unoccupied areas pay higher rewards in DVG reward currency.



# DVG acquisition [P2E]

Play to Earn: DVG acquisition different methods are presented!

Users can engage in different activities inside of the Dvision Metaverse in order to earn DVG reward currency simply by contributing to the ecosystem, by playing the game. Dvision Gold (DVG) maintains the DVI token economy sustainability over the long period.

## How do users can receive DVG reward currency?

- **Monster drops through PvE**

Not only the LAND Purification process presents the opportunity to earn the DVI Tokens through the LAND auction proceeds according to the users' contribution, but it also allows users to battle with the monsters in order to earn the DVG reward currency.

- **Acquisition through PvP**

The PVP mode between the users will be enabled only in Tournament Stadiums (It can be modified according to the regions in the future through DAO). Tournament Stadiums: The PvP tournament will be held at the survival stadiums, and the prize DVG reward currency will be applied differently for each tournament.

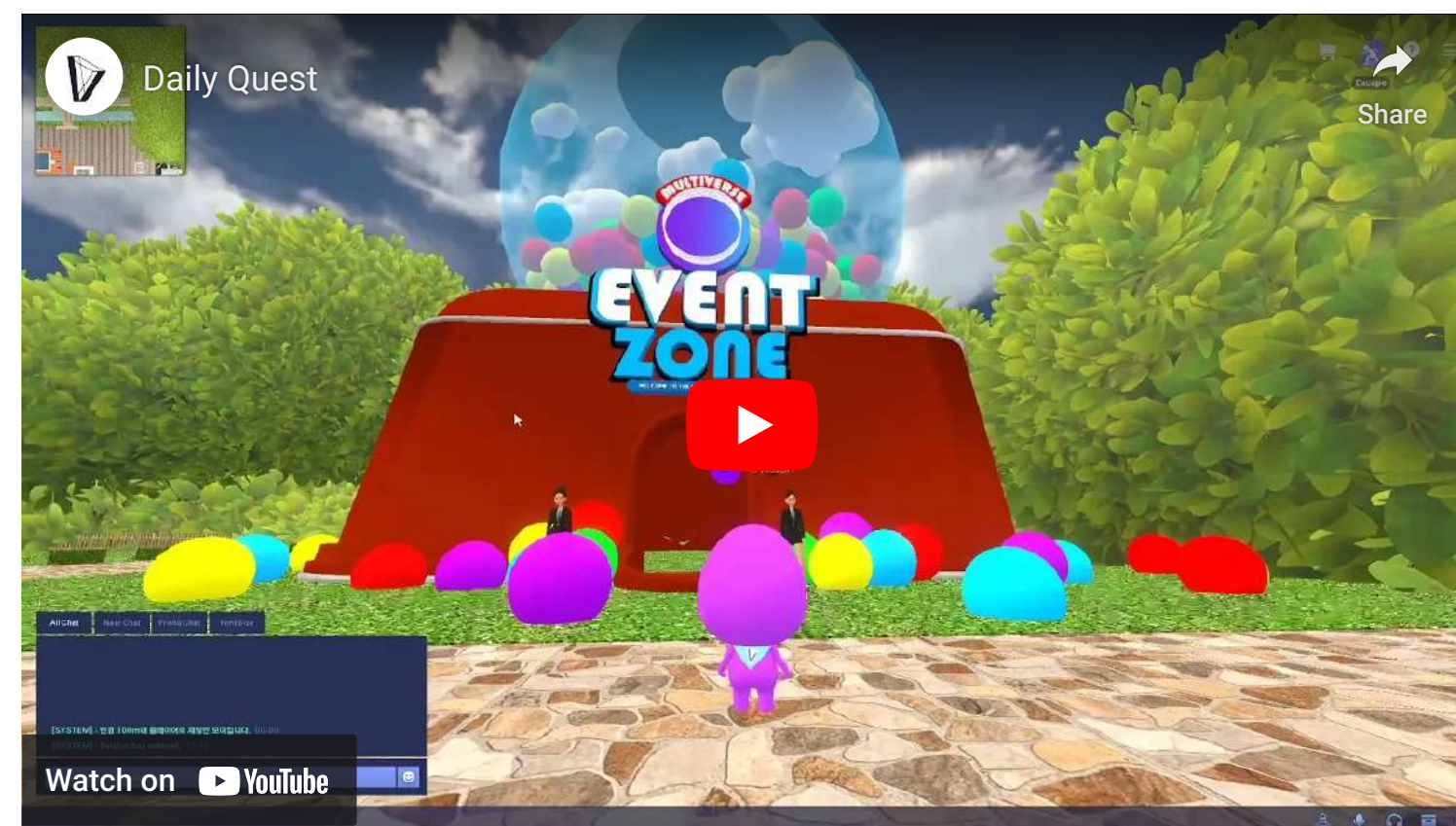
-The participation rank standard will be based on the average of the attributes and stats of PET and character standards.

-Some of the DVG consumed through PVP will be allocated to the tournament league.

There is also a 1:1 stadium located in the stadium to enable individual battles among users. The battle participant receives the mutual DVG prize money, while the winner gets the prize money.

- **Acquired through quests.**

- a) Kill the monsters in the virus-affected area.
- b) Perform system and content tutorials in Dvision World.
- c) Daily quests, career quests, beginners' access quests, etc.
- d) Other event quests.



- **Through the in-game events.**

- a) Special Holiday events
- b) Dvision or Partners' Anniversary events
- c) Other events to be presented depending on the thematics

- **Acquired through ownership of LAND.**

Random Box: the random box that contains character wearable, PET equipment, attribute boost stones, ride, PET repair kit (physical medicine), PET D potion (magic potion), DVG, etc.

# DVG Usage

⋮

The main use-cases for the DVG reward currency

***\*Notice: DVG cannot be consumed separately neither can be transferred externally. It is an in-game reward currency to be utilized for the content provided within the Dvision World.***

Exception: It is available when the user who owns the LAND sets DVG as a payment method for the real business.

**The ways to consume DVG are as follows:**

- Studio Production
- Rating Upgrade
- Payment for the Reinforcement fees in Dvision World (the higher the rating and reinforcement, the higher the fee. The fee structure can be changed and adjusted through DAO)
- Consumption through PvE.
- Buy PET repair kit (stamina) and D potion (mana) potion
- Consumption through PvP.
- Tournament participation fee.
- 1:1 match prize money.
- PET upgrade and enhancement unit

More use-cases to be presented after the Dvision World is launched.

# DAO[Decentralized Autonomous Organization]

The future decentralization of the Dvision Metaverse through the DAO!

Dvision Network's development has been highly dependent on the team due to the nature of the project, which involves a highly centralized approach. The Dvision Network will soon introduce a DAO mechanism for decentralized policy-making practices. The governance mechanism will rely on the Voting Power that will be counted when the major voting proposals are conducted. The VP (Voting Power) of the users will be classified by staking the DVI token. The users can obtain Voting Power (VP) by staking their DVI tokens in the DAO, and taking part in the most essential governance voting initiatives.

The enablement of the DAO will be carried gradually in several phases:

## 1. First Phase (Early Access)

In the first phase, the DAO page will be released with the early UI of the DAO mechanism. The staking feature will be enabled through the separate dashboard to provide the VP to the users. The first phase will only allow the votings on the topics, such as Cost & Fee Reduction / DAO Pool features and other minor features related to the metaverse.

## 2. Second Phase (Upgraded Version)

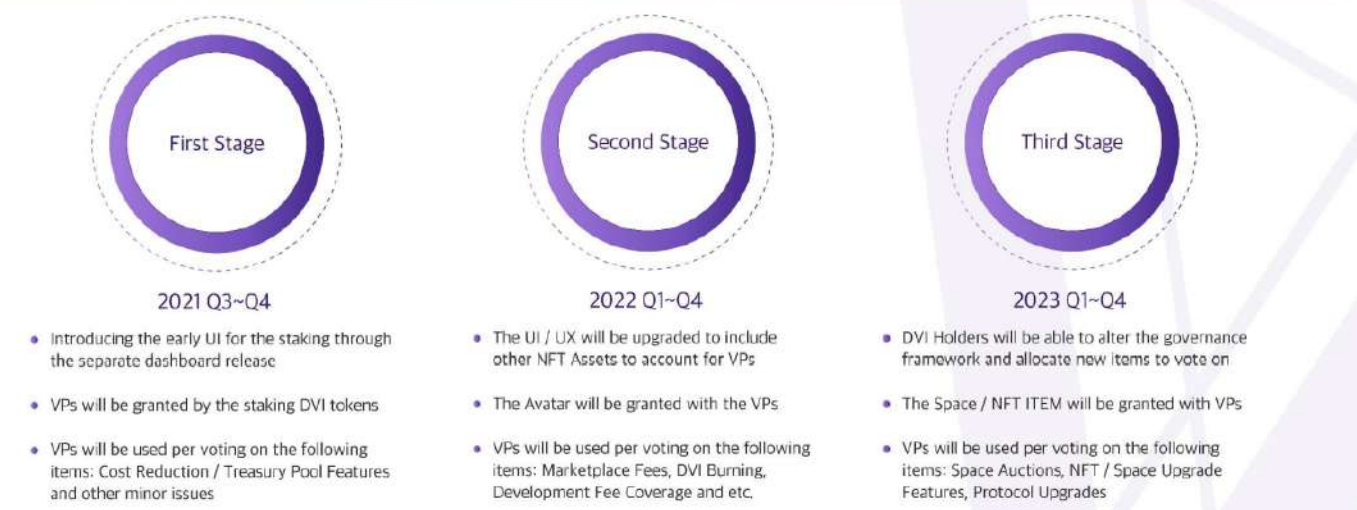
The UI / UX will be upgraded with the staking feature to be enhanced in terms of its functionality. The NFT assets will be included in the counting process of VPs. The VP will be used on the following voting proposals: Marketplace Fees, Development Fee coverage and etc.

## 3. Third Phase (Final Version)

DVI holders will be able to alter the governance framework and allocate new items to vote on manually. The LAND will also be included to count for the VP. The VP here will be used to vote on the following items: LAND Acquisitions & Upgrade, Protocol Upgrades, Meta-City additions and etc.

### Decentralized Autonomous Organization (DAO)

Dvision's development is highly dependent on the team due to the nature of the project, which involves a highly centralized approach. The Dvision Network will soon introduce a DAO mechanism for decentralized policy making practices using the Aragon library. The VP (Voting Power) of the users will be introduced to allow general people to define the future of DVI



# VP (Voting Power) Allocation

The VP allocation necessary to participate in the major voting proposals

The Voting Power that is needed to participate in the major voting proposal are calculated in the following way:

## **DVI Token**

1 voting power per 1 DVI Token (set as the default rate, in the beginning, can be modified through the additional voting)

## **LAND**

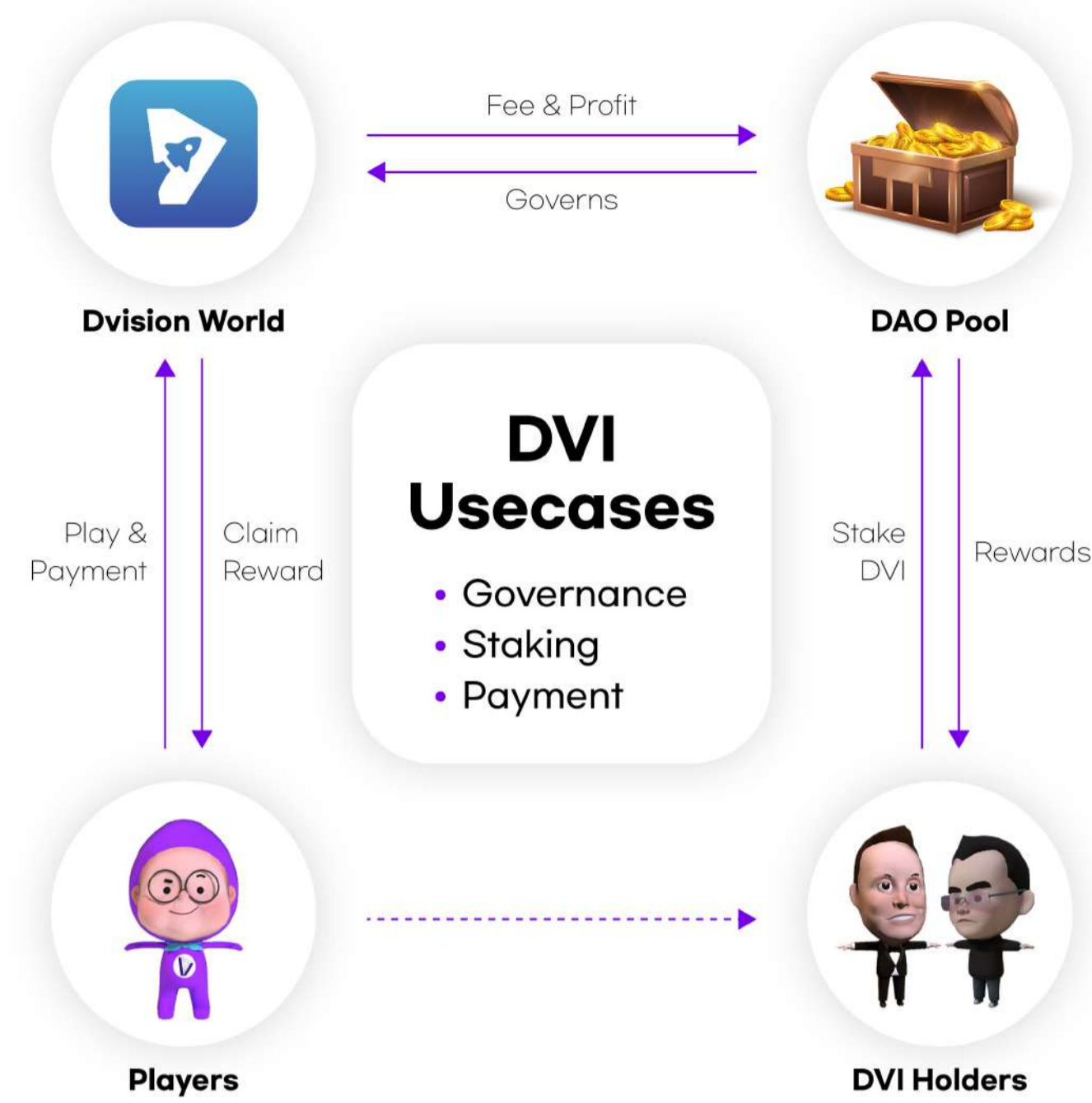
the VP will be attached to the value and the total quantity of the LAND carried by its owner. The calculation formula will be provided to the LAND owners separately once the DAO is open.

## **NFT Assets**

Some high-graded NFT items will be included in the VP counting depending on their total value and quantity.

# DAO Pool (Fees & Sales)

The DAO Pool is the incentive pool which collects a portion of all fees and sales and the goal is to re-distribute these to incentivise the appropriate user engagement behaviour within the ecosystem.



The DAO Pool is introduced by the Dvision Team in order to support the incentive mechanism for the DVI token holders. The DAO Pool will be governed by DVI holders, and its size will be decided eventually by the amount of the fees collected across different platform pillars.

We are planning to allocate 100% of the collected sales fees for Dvision Metaverse content and the initial NFT sales directly into DAO Pool. DAO Pool will be operated for the first time in 2022 and will be managed directly by the DVI token holders. After the network is sufficiently decentralized, it may be managed by DVI governance for various ecosystem enhancement or development projects.

The revenue sources that will be generated and allocated into the DAO Pool include:

- NFT Sale transaction fee.
- LAND Sales fee.
- PET Reinforcement fee.
- Advertising fee.

The Dvision Network can be experienced by players as new content is introduced into the metaverse ecosystem over time. Provided the fact, that DAO Pool will source diverse fees into its treasury, the DVI holders will be able to claim their rewards depending on their respective contributions. In order to kickstart the initial growth of the DAO Pool and user base, Dvision Network will allocate up to 25% of the DVI tokens to provide the initial rewards in DVI tokens.

Token Amount	% of total supply	Unlock schedule
250,000,000	25%	Gradual unlock over 4.5 years

The DAO Pool will source up to 25% from the Ecosystem and Development Allocation Tokens. The vesting rule will apply directly to the DAO Pool after its official launch, with the vesting will be conducted on a quarterly basis. The tokens allocated in the DAO Pool may be governed by the DAO. Once DAO is activated, token holders can submit proposals (payment of small DVI fees) on how to spend the token; on activities (with supporting reasons), and tokens will be distributed accordingly if the proposal is passed by DVI Staker's voting.

Details of the proposal submission, voting process, and funds to be distributed will be announced as DAO launch is initiated. The Dvision Network will initially establish and release the DAO Pool, but token holders can ultimately propose and vote on almost anything about how the system works, including how to submit proposals, how to vote, and how to allocate funds for projects.

The following are some examples of how DAO may allocated the DAO Pool funds towards a variety of ecosystem projects.

**Liquidity** - Token holders may vote to use some underlying tokens to provide liquidity for tokens paired with other popular tokens in secondary decentralized exchanges such as Uniswap or PancakeSwap so as to enhance access to the tokens for market adoption.

**Payment for services** - Token holders can vote to use some underlying tokens to pay for certain services (e.g., exchange listings, marketing, partnership and promotional services) that are expected to add value to the ecosystem.

**External Development Funding** - Token holders can vote to fund third-party development of tools and/or services expected to add value to the Dvision ecosystem (e.g., bridge/integration with third-party markets, automation tools, and other blockchain platforms).

**Rewards** - Token holders can vote to use some underlying tokens to provide incentives for certain new behaviours which it would want to encourage, e.g. participating in governance, playing games, new initiatives.

**Content Creation** - Token holders can vote to participate in the content creation process by using the funds in the DAO Pool in order to bring certain fundamentally important enhancements to the Dvision Metaverse.

# Voting Topics



What are the governance proposal votes can be conducted?

The DAO mechanism will allow all users, that hold VP to submit suggestions for the following categories:

- User Ban
- Grant Request
- Token Economy
- Other project-related suggestions
- Tournament / Battle Schedule & Prize suggestions
- Quest, Monster Setting suggestions
- PET system essential changes request

The DAO will be presented with a smooth and favorable UI and UX, with the APIs attached to the website in order to provide seamless access to the governance system for users. Users that hold VPs can use their VPs in order to vote on the proposals submitted to the governance system either to accept or reject the proposed change. For instance, if 30% of all the distributed VPs across the ecosystem participate in the proposal with a 50% acceptance rate, the change will be reflected in the Dvision Network. The suggested proposals, in the initial beta DAO version, will manually be reflected by the Dvision Network team. Subsequently, the reflection of the proposals will be automated through the utilization of the Dvision Smart Contracts.

# Roadmap

The schedule is tentative and subject to change according to the progress status.

## 2021 Q1

- NFT Market purchase & selling Beta Test phase commercialization ✓
- Expansion to Chinese market & cooperation with ZMVR ✓
- VR City PC version development ✓
- In Market — Item & NFT Exchange system planning & designing ✓
- User Item inventory & management system UI/UX development ✓
- VR-Space #1 DVI-Exhibition venue official version release ✓
- 2021 Dvision Conference Planning (Luniverse Partners Day) ✓
- Interoperability with External Platforms of NFT Transaction System Planning ✓

## 2021 Q2

- Dvision Conference Hosting (Luniverse Partners Day) ✓
- First Open Dvision City Lobby Development Completion ✓
- China ZMVR Service Launch & User Attraction ✓
- Business Cooperation with Municipality of Cordova in Cebu, Philippines (Work in Progress) VR-Space #2 DVI-Gallery Official Version Release ✓
- Dvision World Beta Test Release ✓  
Character Customization & ITEM installation function system planning and development ✓  
EMP Studio MoU Establishment (Gaming Graphic Studio) ✓
- Dvision BSC Bridge Private Access Launch ✓

## 2021 Q3

- Application of the “External Link” technology inside of the Meta-City ✓
- DVI DAO & Governance Mechanism Planning ✓
- South Korean Parliament Debate in Dvision ✓
- BSC Anniversary in Dvision Metaverse ✓
- LAND Sale Planning ✓
- Land Sale Web (Outsourced Development) ✓
- Meta-City Advertising System Beta Development ✓
- PET & NFT ITEM System(Wearable and Ride) Development ✓
- PET Survival Arcady Map Planning ✓

## 2021 Q4

- PET Survival Arcady Beta Test Launch
- DVI DAO & Governance Web Version Development ✓
- Meta-Space #5. DVI-Book Cafe Development / E-book System Configuration
- Meta-Space #6. DVI-Pet System Evolution / Synthesis System Planning
- Studio (PET Designing) Development
- Studio Web Version Development
- Meta-City Mobile Version Development
- Land Sale 2nd Round Open ✓
- Land Open 1st Round Official Launch

## 2022 Q1

- Dvision World System Stabilization and Architectural Design ✓
- Dvision World: Web Version Upgrade (Dapp Contract Development) ✓
- LAND Sale 2nd Round ✓
- Dvision World Enhancement (Map system I Modelling / Leveling etc.) ✓
- New Avatar System Development (Avatar Attributes Modification) ✓
- Avatar & PET NFT Equipment Interoperability System Development ✓
- Ride NFT System Development (Attribute & Design Modification) ✓
- Dvision Metaverse UI Enhancement (New Features & Enhanced UI / UX) (~4Q)

## 2022 Q2

- LAND Sale 3rd Round ✓
- LAND Staking system development ✓
- DAO & Governance Web Version Completion (Early UI release) ✓
- PET Equipment Development (~4Q) ✓
- External Building (Meta-Space Exterior NFT) Commercialization (~4Q) ✓
- LOD / HLOD system development 1st ✓
- PET / Avatar Combination & Upgrade System Development (~4Q) ✓
- Play To Earn: Land Purification System Development (Battle Mode) (~4Q) ✓
- Dvision Metaverse UI Enhancement (New Features & Enhanced UI / UX) (~4Q) ✓

## 2022 Q3 — The 1st and 2nd Meta-City Open & Play To Earn Release

- Battle system development - (~ 4Q) ✓
- The Play To Earn: LAND Purification development (P2E) - (~ 4Q) ✓
- Land system development - (~ 4Q) ✓
- Dvision Meta verse UI Enhancement (New Features & Enhanced UI / UX)(~ 4Q) ✓
- NPC 3D modeling (~ 4Q) ✓
- Item, pet icon creation (~ 4Q) ✓
- LAND Renting Feature Development(~4Q) ✓

## 2022 Q4

- Dvision World 2.0 BETA OPEN / Meta'-City 1st Opening (Seoul)
- The Play To Earn: LAND Purification Release (P2E) - (BETA)
- Dvision World's events (Christmas, etc.)
- Dvision Department Store 1st Release (BETA)
- LAND Renting Feature Development (BETA)
- Dvision Metaverse UI Enhancement (New Features & Enhanced UI / UX)
- NPC 3D modeling ~4Q
- NPC system development
- LAND Sale 4th Round ✓
- LAND Sale 5th Round

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**Project purpose:** You agree that you are acquiring DVI to participate in the Division Network and to obtain services on the ecosystem thereon. The Company, the Distributor and their respective affiliates would develop and contribute to the underlying source code for the Division Network. The Company is acting solely as an arms' length third party in relation to the DVI distribution, and not in the capacity as a financial advisor or fiduciary of any person with regard to the distribution of DVI.

**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 DVI. The Token Documentation and the Website are intended for general informational purposes only and do not constitute a prospectus, an offer document, an offer of securities, a solicitation for investment, any offer to sell any product, item, or asset (whether digital or otherwise), or any offer to engage in business with any external individual or entity provided in said documentation. The information herein may not be exhaustive and does not imply any element of, or solicit in any way, a 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, the Distributor, their respective affiliates and/or the Division Team have not independently verified the accuracy or completeness of such information. Further, you acknowledge that circumstances may change and that the Token Documentation or the Website may become outdated as a result; and neither the Company nor the Distributor is under any obligation to update or correct this document in connection therewith.

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The information set out in the Token Documentation and the Website is for community discussion only and is not legally binding. No person is bound to enter into any contract or binding legal commitment in relation to the acquisition of DVI, 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 for distribution of DVI and/or continued holding of DVI shall be governed by a separate set of Terms and Conditions or Token Distribution Agreement (as the case may be) setting out the terms of such distribution and/or continued holding of DVI (the Terms and Conditions), which shall be separately provided to you or made available on the Website. 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, the Distributor, their respective affiliates, and the Division Team as follows:

(a) in any decision to acquire any DVI, 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 DVI may have no value, there is no guarantee or representation of value or liquidity for DVI, and DVI is not an investment product nor is it intended for any speculative investment whatsoever;

(d) none of the Company, the Distributor, their respective affiliates, and/or the Division Team members shall be responsible for or liable for the value of DVI, the transferability and/or liquidity of DVI and/or the availability of any market for DVI through third parties or otherwise; and

(e) you acknowledge, understand and agree that you are not eligible to participate in the public sale (ICO) of DVI, if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the distribution of DVI would be construed as the sale of a security (howsoever named), financial service or investment product and/or (ii) where participation in the initial token distributions (ICO) is prohibited by applicable law, decree, regulation, treaty, or administrative act (including without limitation the United States of America, Canada, and the People's Republic of China); and to this effect you agree to provide all such identity verification document when requested in order for the relevant checks to be carried out.

The Company, the Distributor and the Division Team do not and do not purport to make, and hereby disclaims, all representations, warranties or undertaking to any entity or person (including without limitation warranties as to the accuracy, completeness, timeliness, or reliability of the contents of the Token Documentation or the Website, or any other materials published by the Company or the Distributor). To the maximum extent permitted by law, the Company, the Distributor, their respective affiliates and service providers shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including, without limitation, any liability arising from default or negligence on the part of any of them, or any loss of revenue, income or profits, and loss of use or data) arising from the use of the Token Documentation or the Website, or any other materials published, or its contents (including without limitation any errors or omissions) or otherwise arising in connection with the same. Prospective acquirors of DVI should carefully consider and evaluate all risks and uncertainties (including financial and legal risks and uncertainties) associated with the distribution of DVI, the Company, the Distributor and the Division Team.

## DVI Token

The native cryptographically-secure fungible protocol token of the Division Metaverse, Division Token (ticker symbol **DVI**) is a transferable representation of attributed governance and utility functions specified in the protocol/code of the Division Network, and which is designed to be used solely as an interoperable utility token thereon.

DVI is a functional multi-utility token which will be used as the medium of exchange between participants on the Division Network in a decentralised manner. The goal of introducing DVI is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on the Division Network without any intermediaries such as centralised third party entity/institution/credit. It is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. DVI does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will DVI entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. DVI may only be utilised on the Division Network, and ownership of the same carries no rights, express or implied, other than the right to use DVI as a means to enable usage of and interaction within the Division Network. The secondary market pricing of DVI is not dependent on the effort of the Division Team, and there is no token functionality or scheme designed to control or manipulate such secondary pricing.

Further, DVI provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on the Division Network, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. DVI are an integral and indispensable part of the Division Network, because without DVI, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on the Division Network. Given that additional DVI will be awarded to a user based only on its actual usage, activity and efforts made on the Division Network and/or proportionate to the frequency and volume of transactions, users of the Division Network and/or holders of DVI which did not actively participate will not receive any DVI incentives.

DVI are designed to be utilised, and that is the goal of the DVI distribution. In particular, it is highlighted that DVI:

(a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);

(b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

(c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to the Division Network, the Company, the Distributor and/or their service providers;

(d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

(e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

(f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and

(g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the DVI distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

To the extent a secondary market or exchange for trading DVI does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of DVI and the Division Network. Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for DVI.

**Informational purposes only:** The information set out herein is only conceptual, and describes the future development goals for the Division Network to be developed. In particular, the project roadmap in the Token Documentation is being shared in order to outline some of the plans of the Division Team, 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 ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, the Distributor or their respective affiliates, and is subject to change. Further, the Token Documentation or the Website may be amended or replaced from time to time. There are no obligations to update the Token Documentation or the Website, or to provide recipients with access to any information beyond what is provided herein.

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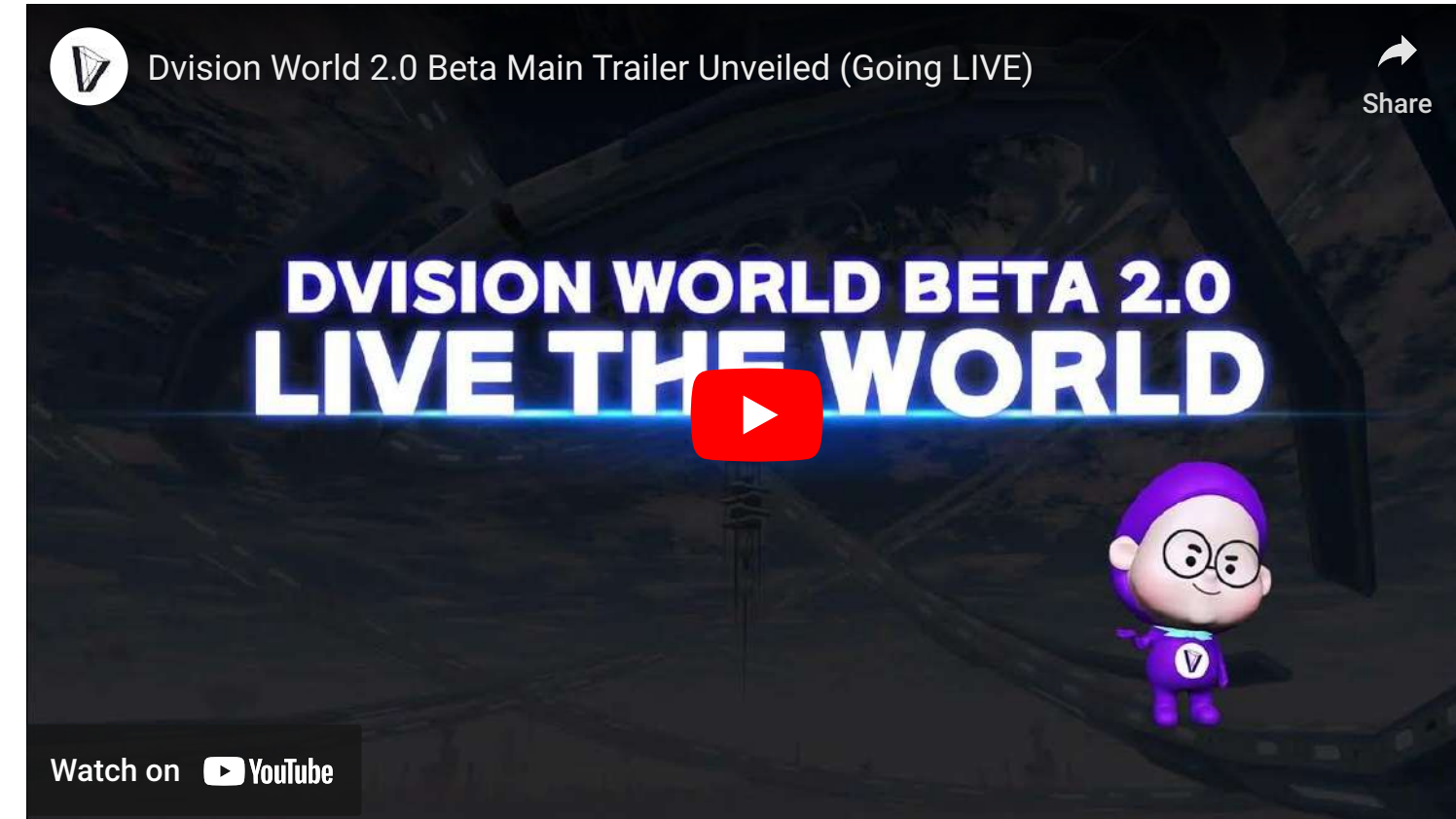
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# Dvision World 2.0 Beta (User Guideline)

User Guideline



This is the primary guideline (user manual) for the users to engage with the Dvision World 2.0 Beta Version. Make sure to go through the details and do not hesitate to contact us via [cs@dvision.network](mailto:cs@dvision.network) for further inquiries. Make sure to report the bugs or share your feedback with us! We value your time and feedback!

# 1. Basic User Manual & In-game Controller

## IMPORTANT NOTICE

- Dvision World 2.0 is being launched in a beta version for validation and early experience of the various content and features we've prepared over the last year.
- In order to provide a more stable service, we will update the Android application later after pre-launching the PC version.
- Due to the nature of the beta version, the balance of key content can be frequently warded, and occasional checks can be carried out to stabilize the server and optimize the client of the game.
- Combat content (P2E) for unoccupied areas is available only in partial countries due to their policies.

## Basic User Manual & In-game Controller



Keyboard Manual

- Move forward: W
- Backward movement: S
- Move to the left: A
- Move to the right : D
- Jump: Spacebar
- Run/Walk switch: R
- Automatic movement: WW
- Interaction: F
- Screen rotation: Left mouse click and drag
- Chat Start: Enter

### [Riding]

- Riding on/off: Z
- Flight Attendance Rise: Shift + W
- Flight passengers down Shift + S

## 2. My-Space Decoration Process (LAND)

The LAND NFT possessed by the user gives access to his own virtual plot known as "My-Space", where a user can design and decorate his own place according to his own vision.

Try utilizing the My-Space in order to access the LAND and decorate it with all the stylish items and furniture. However, this My-Space is solely a private area, that only you can access at this stage and is provided to everyone, regardless you possess or do not possess LAND NFT.



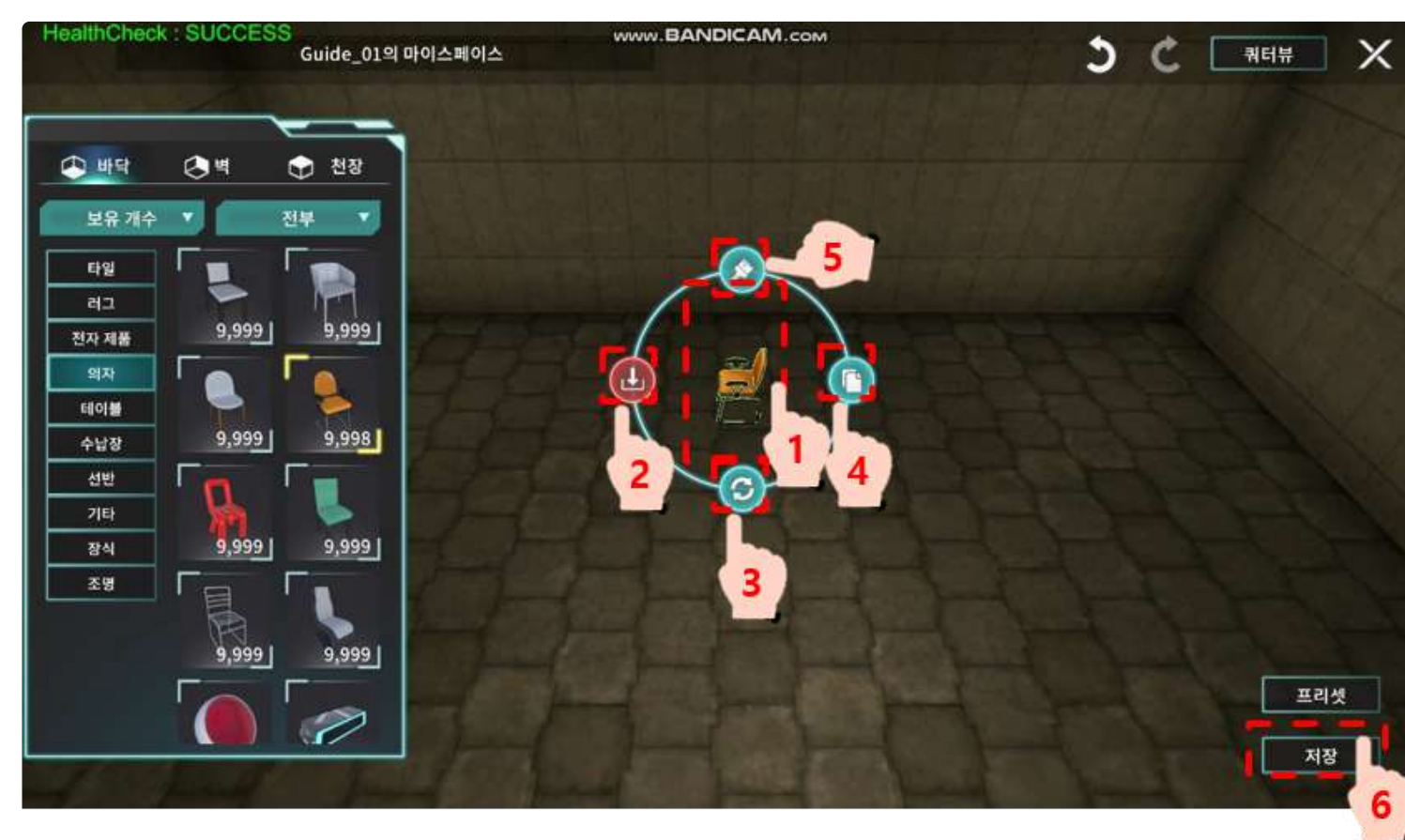
Click on the "☰" icon in the top right corner of your main screen to access "My-Space"



Inside of My-Space click on the "Editing Mode" button to start decorating it.



Select the item that you want to install inside of your space and locate it where you want to place it.



Try to install the placed items in the following way!

1. Hold down the placed item for about 1 second and drag it to the desired position to place the item.
2. Press the Save button to return the installed item back to inventory.
3. Press the Rotate button to rotate the placed items clockwise by 90 degrees.
4. Press the Copy button to place the same item next to it if it exists.
5. Press the Dye button to apply or dye textures to the placed items.

After completing the placement in the desired form, press the Save button.



The preset function can be used to store the placement status of the housing item in the slot.

- If you recall a saved preset, the modification you are currently making may be initialized.

### 3. Interacting with NPCs across the Division World

In the first released Meta-City, you will be able to face different types of NPCs that you can interact with and engage in diverse quests and missions. You will be able to meet the NPCs throughout the most prominent landmarks within the Seoul Meta-City, starting from Seonjeongneung, interacting with NPCs from the institutions such as "Bank", "Training School", "Trade Center" etc.



Click on the main screen the top left Mini-Map to see your location and the space where the NPCs are located. You can enter the NPC space through the main entrance door of the space where the NPC is located!



Once you enter approach the location of the NPC, you can enter through its main entrance and emerge in its inner side and approach the NPC directly. Click on "F" button in order to initiate the dialogue with NPC.



Additional features are available through the Add-in menu button on the right screen when talking to the NPC.



Interact with NPC and try out different features including the trading function.



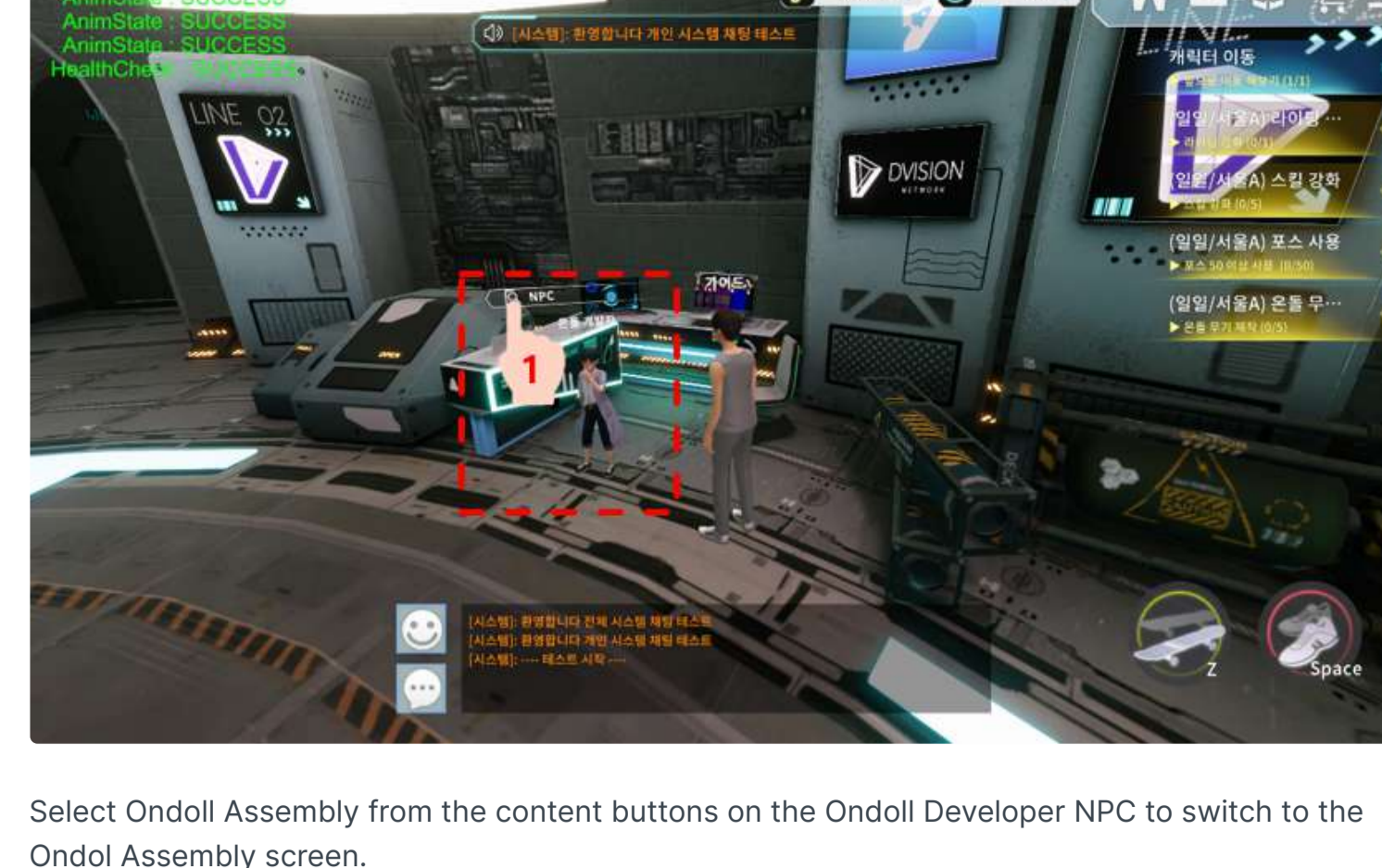
## 4. PET NFT "OnDoll" System

Assembling, Enchanting, Leveling-Up

The core concept of the Division World 2.0 Beta is the introduction of the P2E system with the PET NFT in its heart. The PETs can have a very cute appearance but can also be very astute depending on how each player assembles, strengthens, and fosters it. The better gear, enchantment, and level can help you win the battle against monsters in non-occupied areas (refer to LAND Purification Process).



Your PET NFT "OnDoll" team can be assembled through the OnDoll Developer NPC or through the Main Menu OnDoll button.



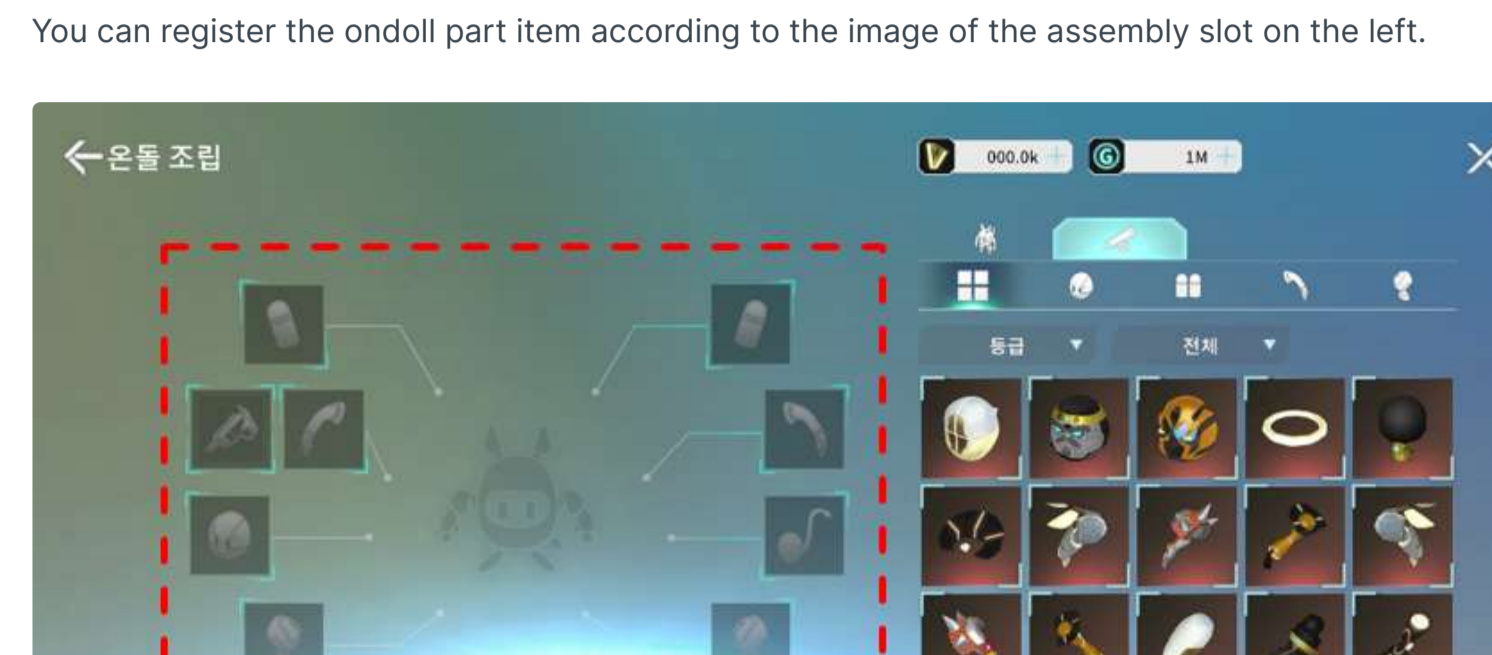
Select OnDoll Assembly from the content buttons on the OnDoll Developer NPC to switch to the OnDoll Assembly screen.



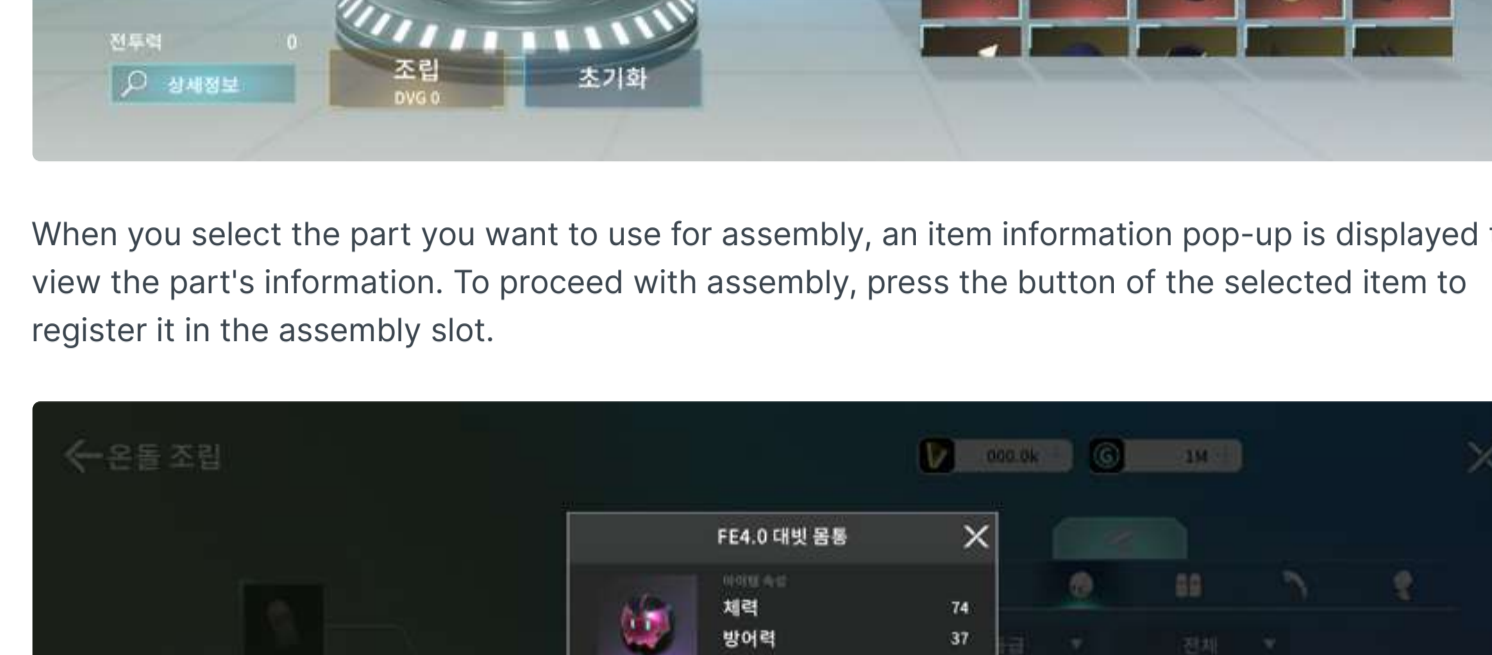
When entering the ondoll assembly screen for the first time, you can check the ondoll paid in the beginning. If you change the first category to OnDoll parts, you can proceed with assembly.



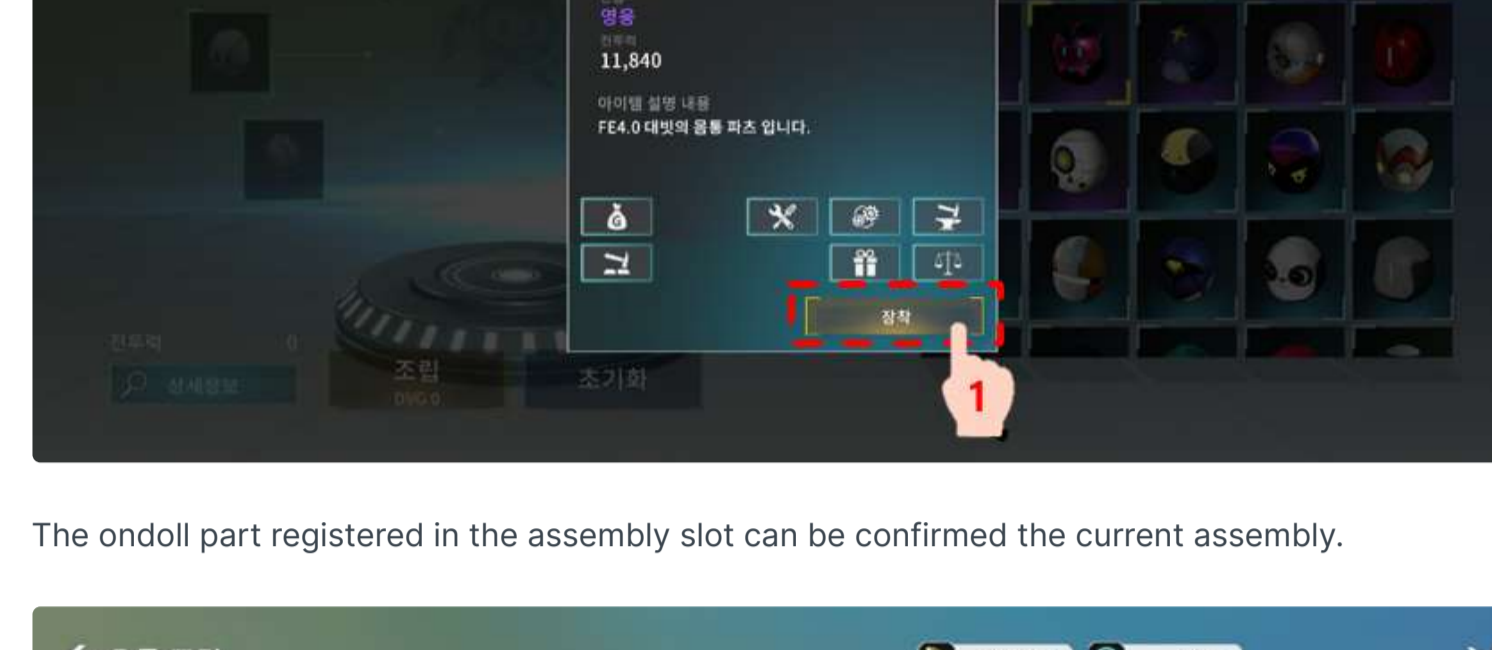
You can register the ondoll part item according to the image of the assembly slot on the left.



When you select the part you want to use for assembly, an item information pop-up is displayed to view the part's information. To proceed with assembly, press the button of the selected item to register it in the assembly slot.



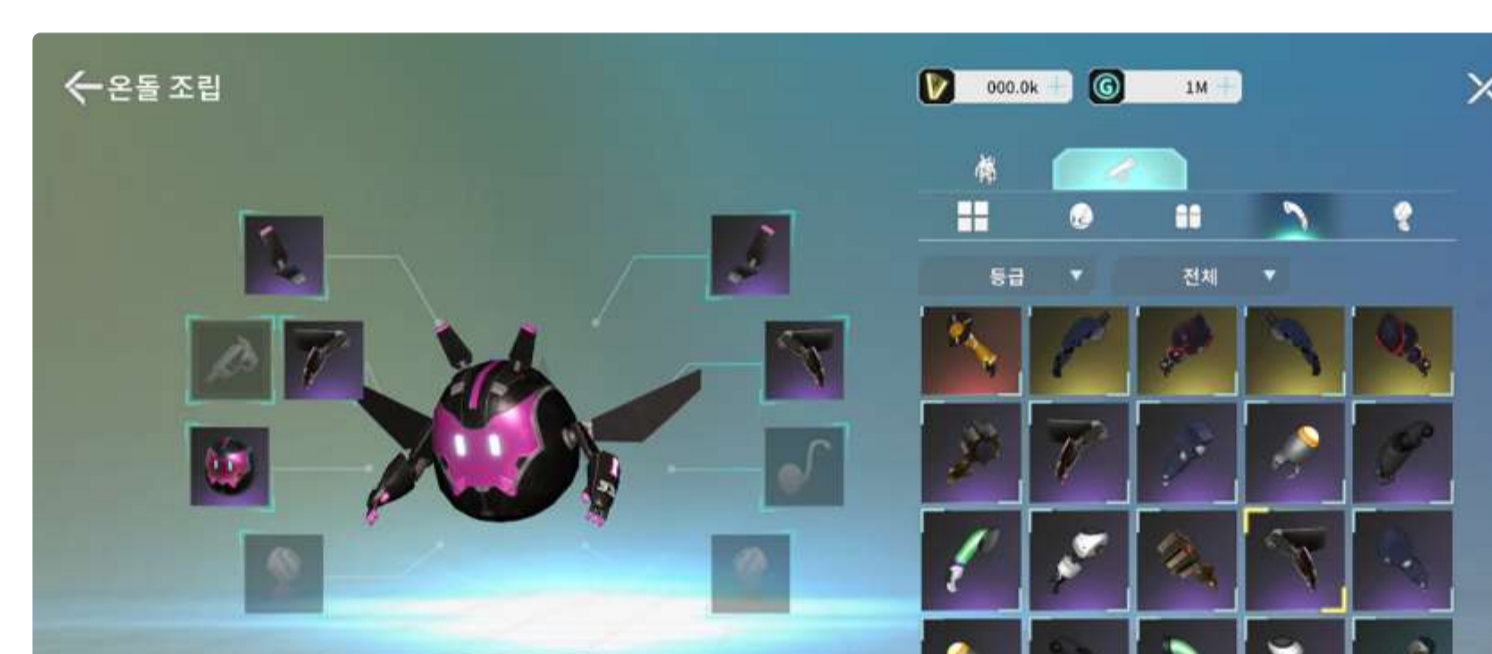
The ondoll part registered in the assembly slot can be confirmed the current assembly.



Please keep registering the ondoll part items you want



You can equip all parts except weapons, and you can proceed with the ondoll assembly. Press the button to output the OnDoll Assembly information pop-up.



Enter the name of your PET NFT in the OnDoll Assembly information pop-up, and press the OK button to proceed with the assembly and complete it.

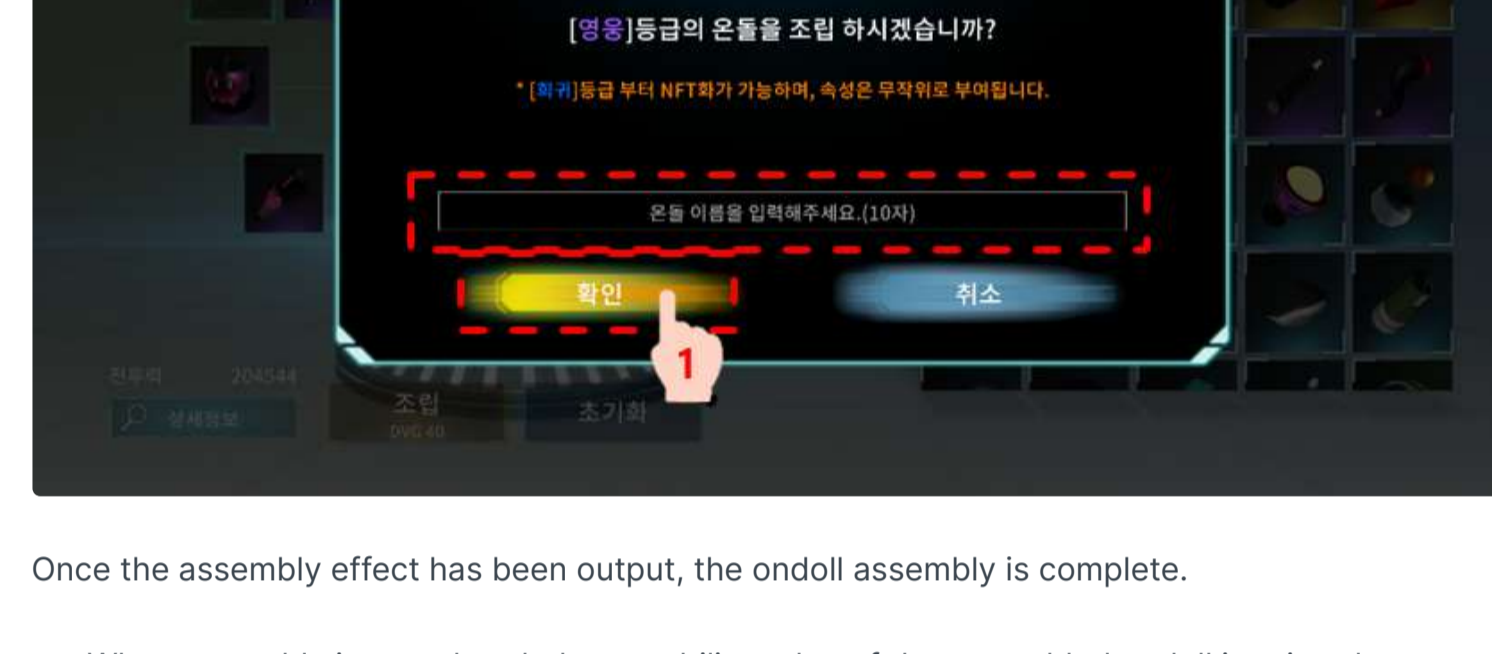


Once the assembly effect has been output, the ondoll assembly is complete.

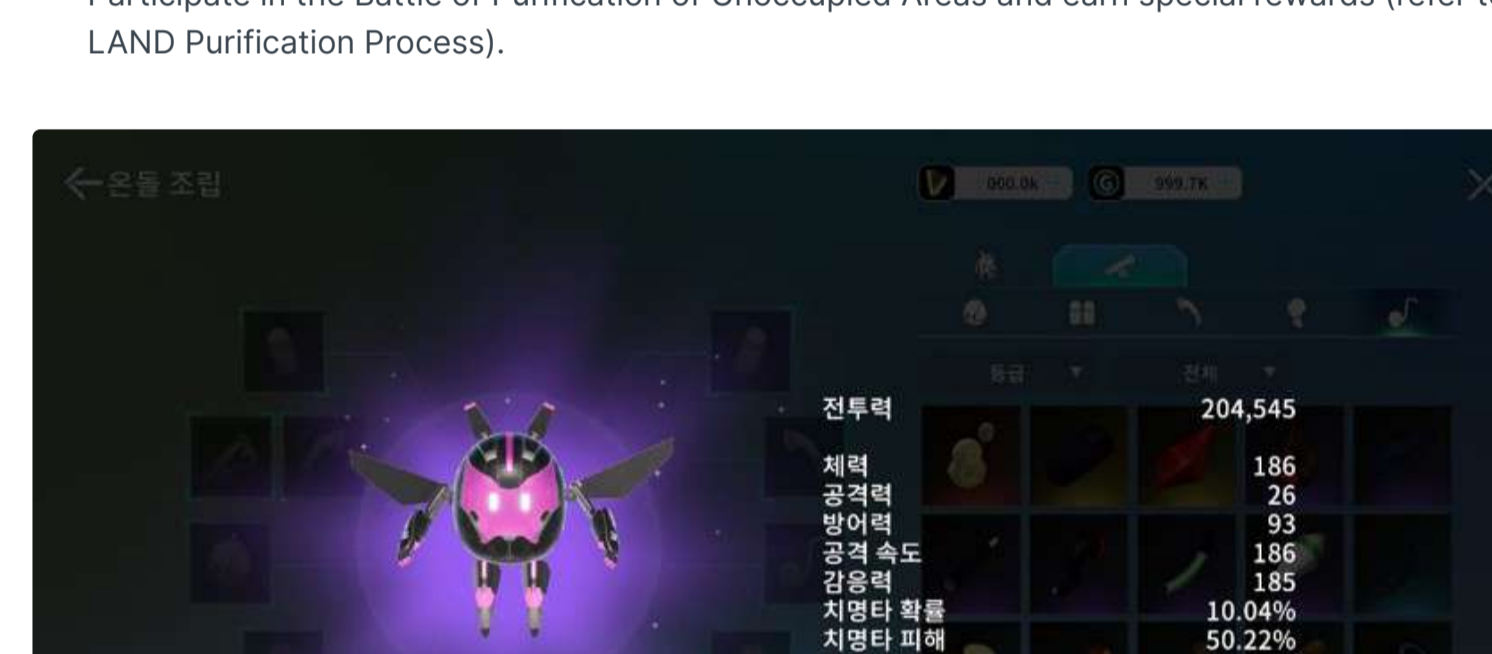
- When assembly is completed, the capability value of the assembled ondoll is printed.
- You can now represent the assembled ondoll and explore the Division World together. Participate in the Battle of Purification of Unoccupied Areas and earn special rewards (refer to LAND Purification Process).



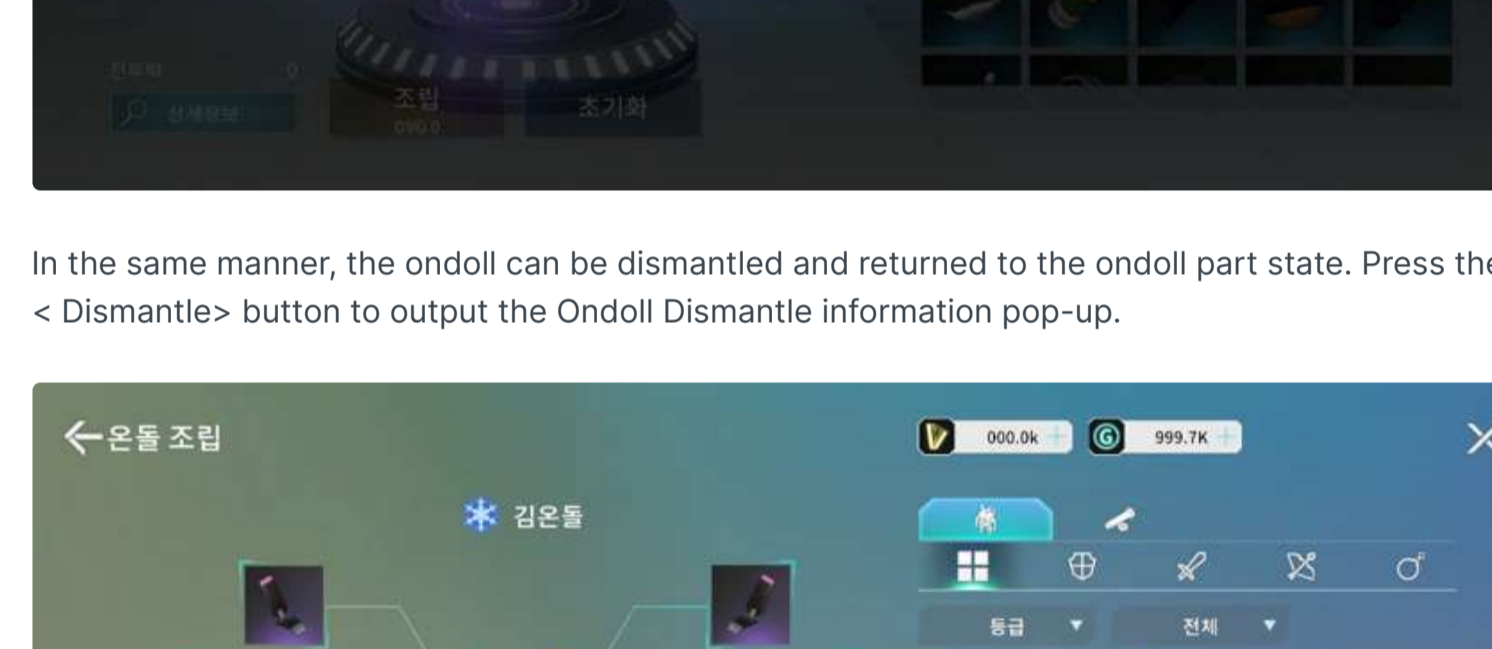
In the same manner, the ondoll can be dismantled and returned to the ondoll part state. Press the <Dismantle> button to output the OnDoll Dismantle information pop-up.



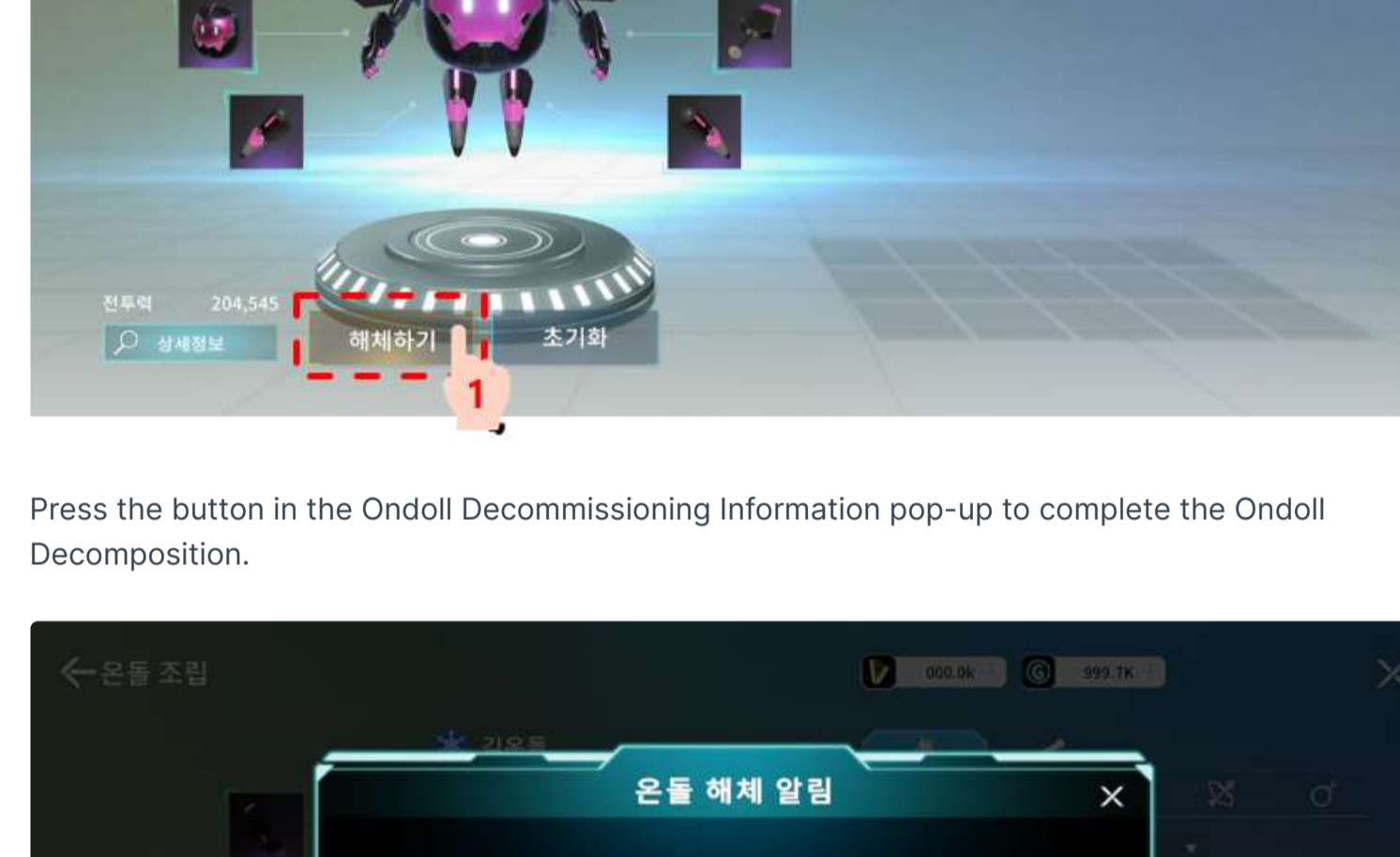
Press the button in the OnDoll Decommissioning Information pop-up to complete the OnDoll Decommissioning.



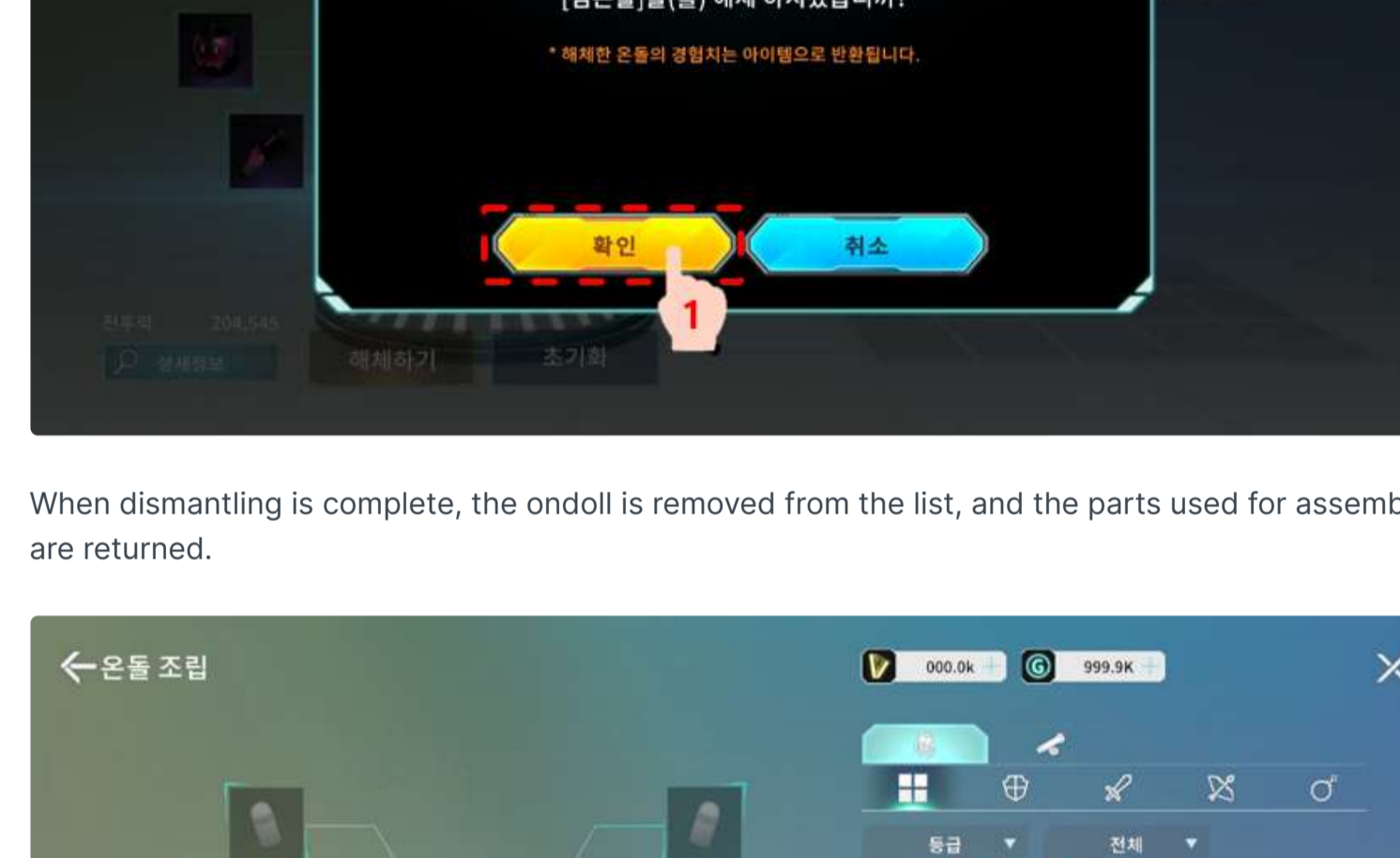
When dismantling is complete, the ondoll is removed from the list, and the parts used for assembly are returned.



Your PET NFT "OnDoll" can be made more powerful by using level-up or item enchantment. - OnDoll Level Up can be carried out from OnDoll Developer NPC at OnDoll Lab.



Please select OnDoll Level Up from the content buttons of OnDoll Developer NPC.



Select your OnDoll that you want to level-up in the screen and proceed with it.



After selecting the OnDoll, proceed with the following process.

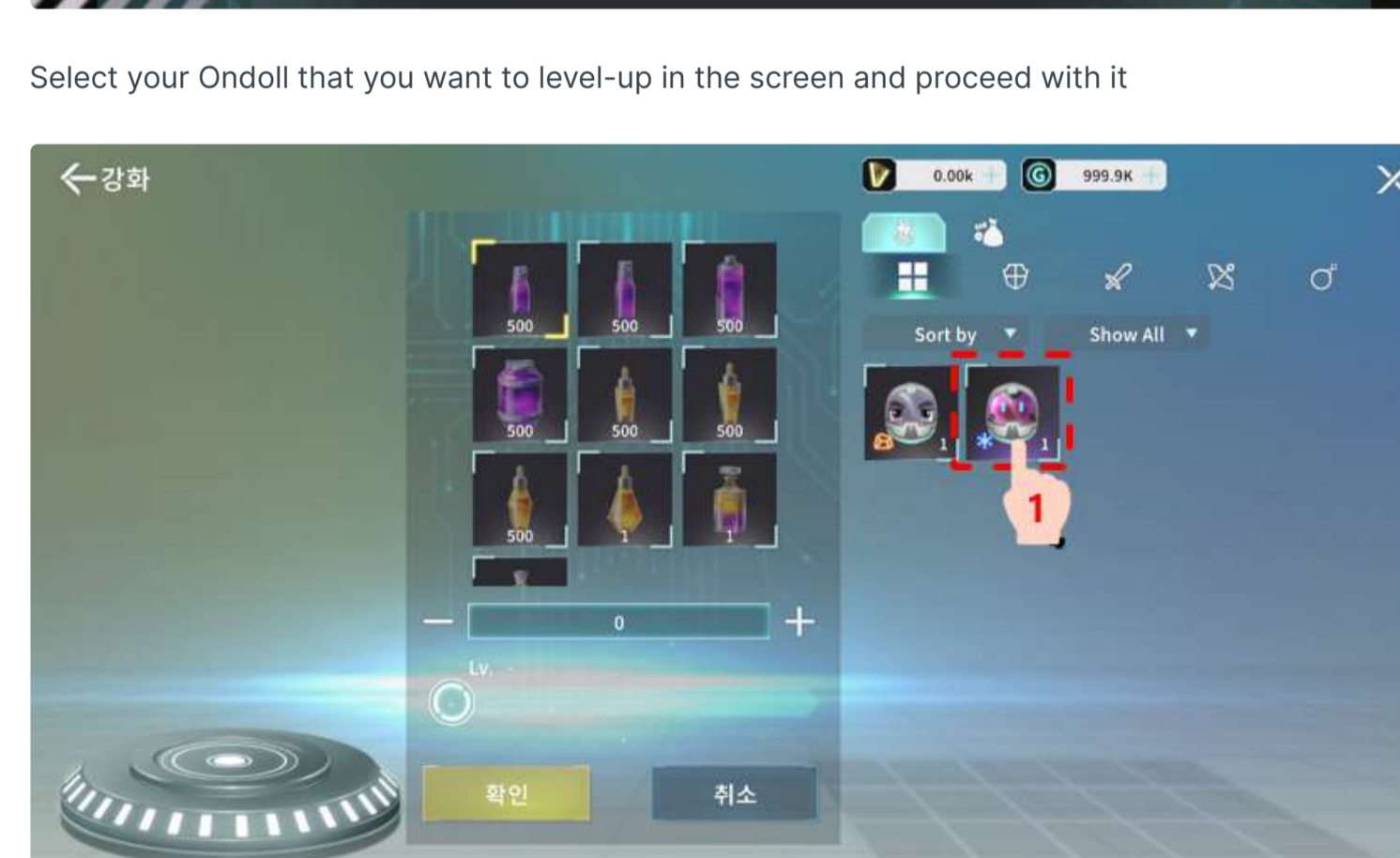
- Select an item to use from the list of experience items
- Control the usage of potions
- Proceed with the OnDoll Level Up with the OK button



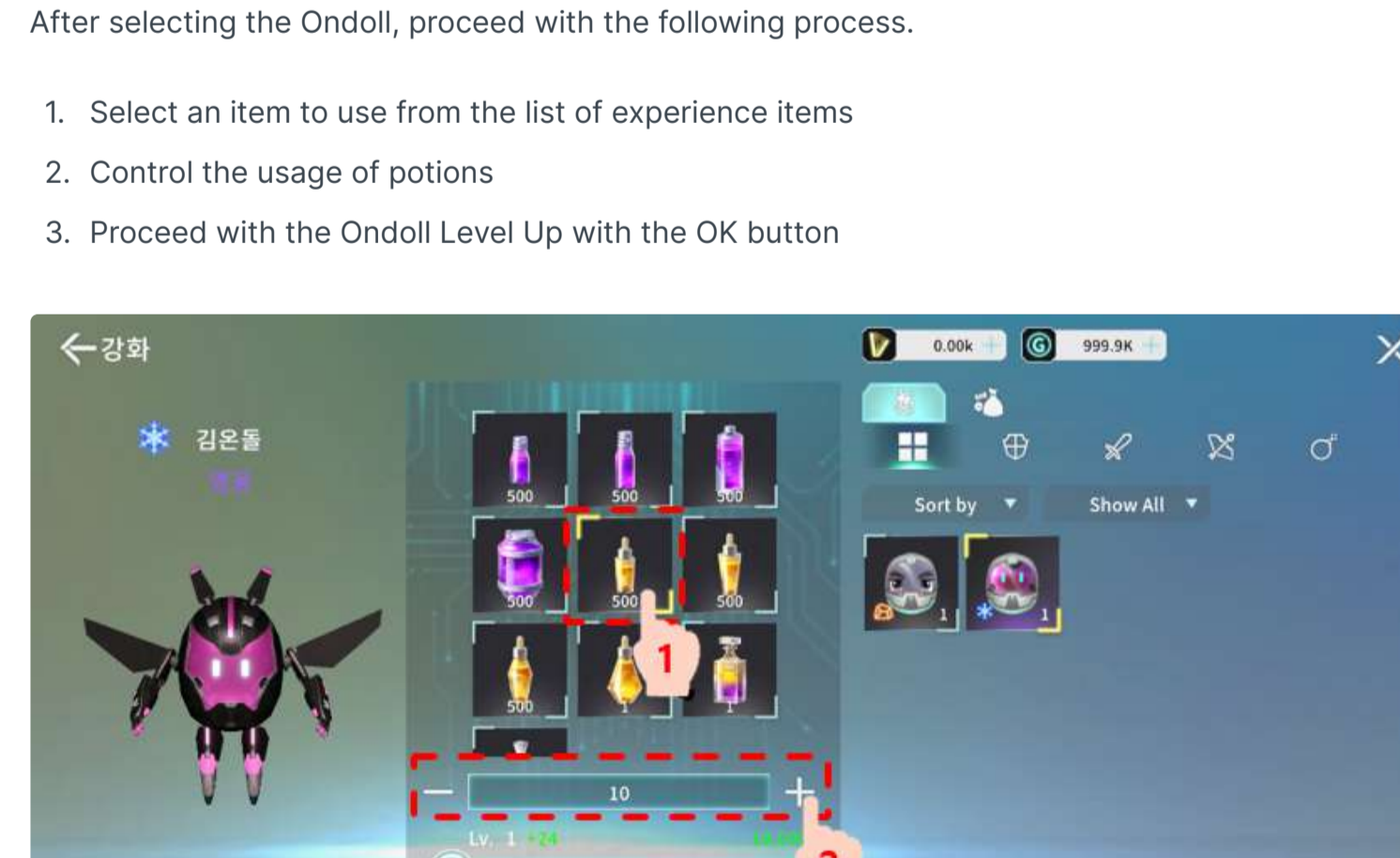
The OnDoll Level Up has been completed. The enchantment of OnDoll Items: Menu for strengthening each part of OnDoll to increase the strength of strength. The pop-up shows changes in the level and capability of the ondoll.



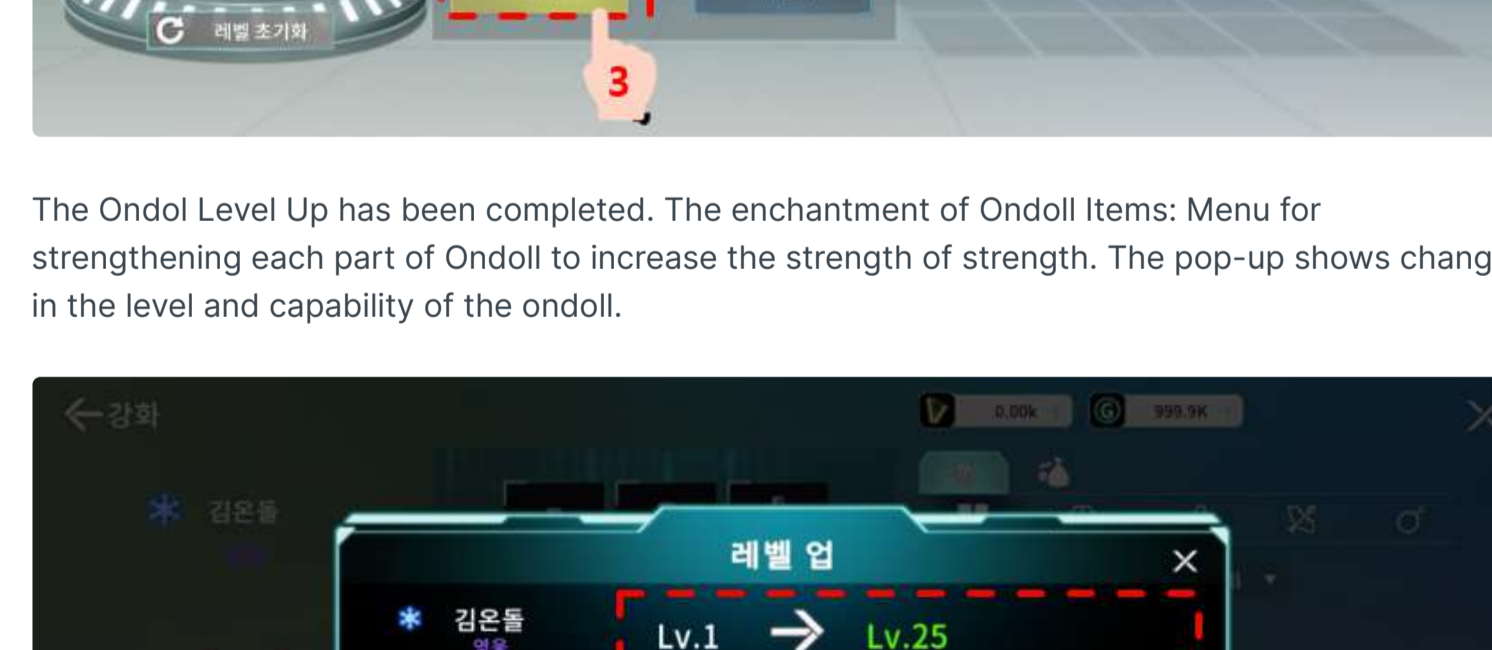
You can enchant your items through the OnDoll Developer NPC



Select the "Item Enchantment" in the main screen in OnDoll Developer NPC



On the OnDoll Parts Enhancement screen, you can select and strengthen the OnDoll parts. Please select an item to enchant.



Selecting the OnDoll part registers the item in the enchantment slot, and you can check the reinforcement information.

- About the selected ondoll items and capabilities
- Item capability information when reinforcement is successful
- Probability of successful reinforcement - Material items required for reinforcement
- Reinforcement progress button (DWG consumption value)

Press the < Enchant > button to proceed with the enchantment.

\*Failure to strengthen does not destroy the item, and the strengthening value of the item is maintained.



Now, you have succeeded in enchanting the ondoll part. If the reinforcement is successful, the reinforcement figure begins to be printed in the form of +n before the item name.



## 5. LAND Purification Process in P2E

As you might already know, there are unoccupied areas throughout the Division World. It's already been contaminated with the virus by the monsters. You have to engage in eliminating monsters to gain land ownership in your area.

As it's shown in the yellow check box in the image below, the contaminated area is contaminated from the exterior of the building. Don't forget that the PET NFT you raised earlier is the most important key to winning the battle against the monster!



The unoccupied area is a dungeon where monsters roam inside. Locate the dungeon entrance and check the dungeon information through the interaction with ([F] Key) button.



Check the current information of the dungeon through interaction and enter the dungeon. The following information can be verified before entrance:

- Your current POS (contribution) value
- Purification target figures and current purification figures
- Ranking of contributions of the dungeon



Interact ([F] Key) with a monster roaming inside the dungeon to go to the battle-ready screen.



Click Change Organization to organize the ondoll to participate in the battle.



You can organize the battle by placing the ondoll on the right side of the screen.

Click Finish Organize to complete the battle preparation. In addition to combat organization, you can set up combat supplies and select responsive skills. Click Start Battle to start the battle with the monster.

- You can organize up to 4 PETs in a battle
- You can only utilize a PET with gears equipped



Place the ondoll where desired, and complete the organization with the Organize Complete button. If you are ready for battle, you can start the battle by clicking Start Battle.



On the ondoll attack turn, you can use the general attack, skill, and kill all enemies according to suit the situation. Combat supports the Auto feature in the upper right corner.



Eliminate all enemies, and the battle is over and the reward is earned. - Earned rewards: Ondoll experience values and items

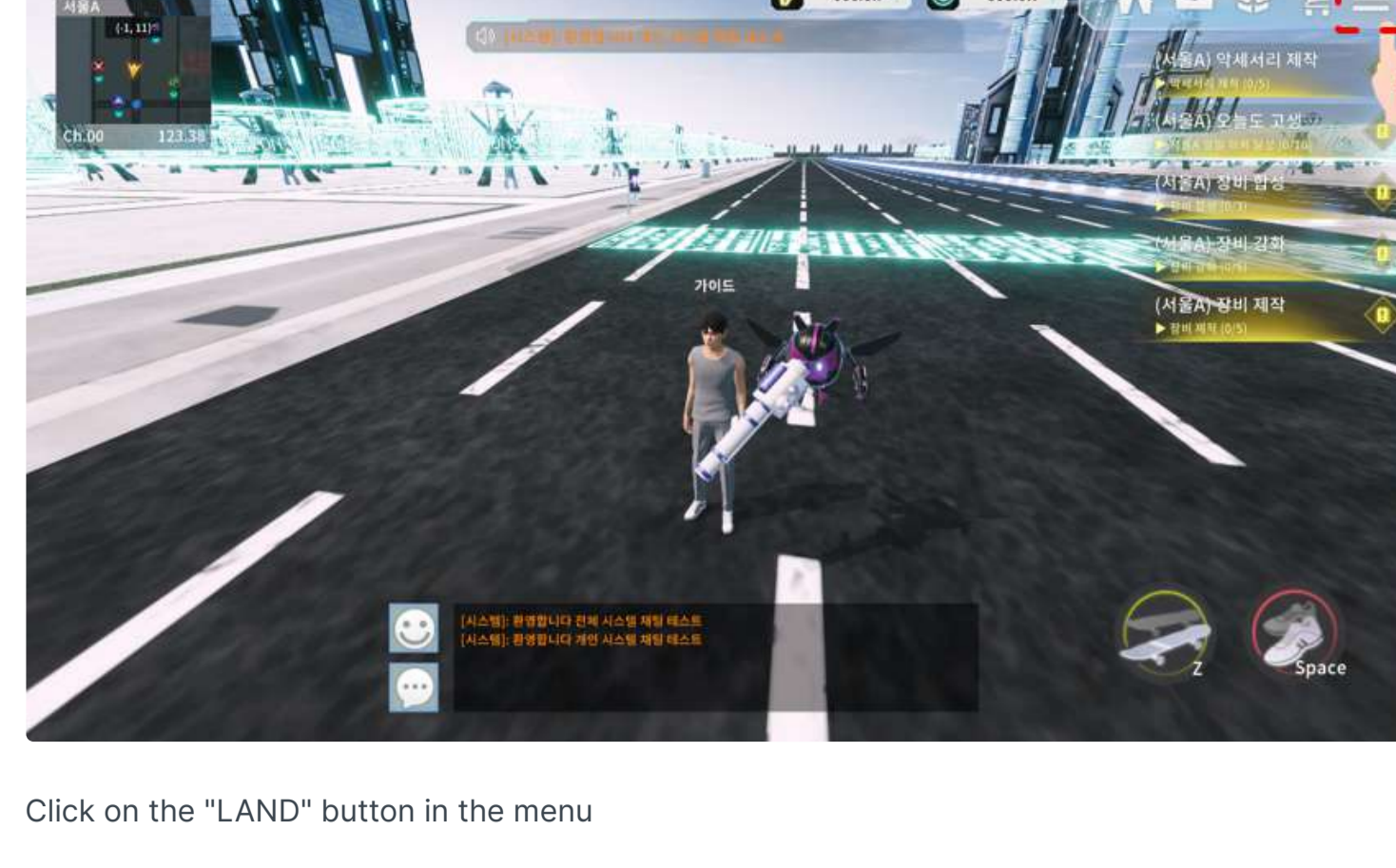


## 6. LAND (Meta-Space) Configuration & Monetization

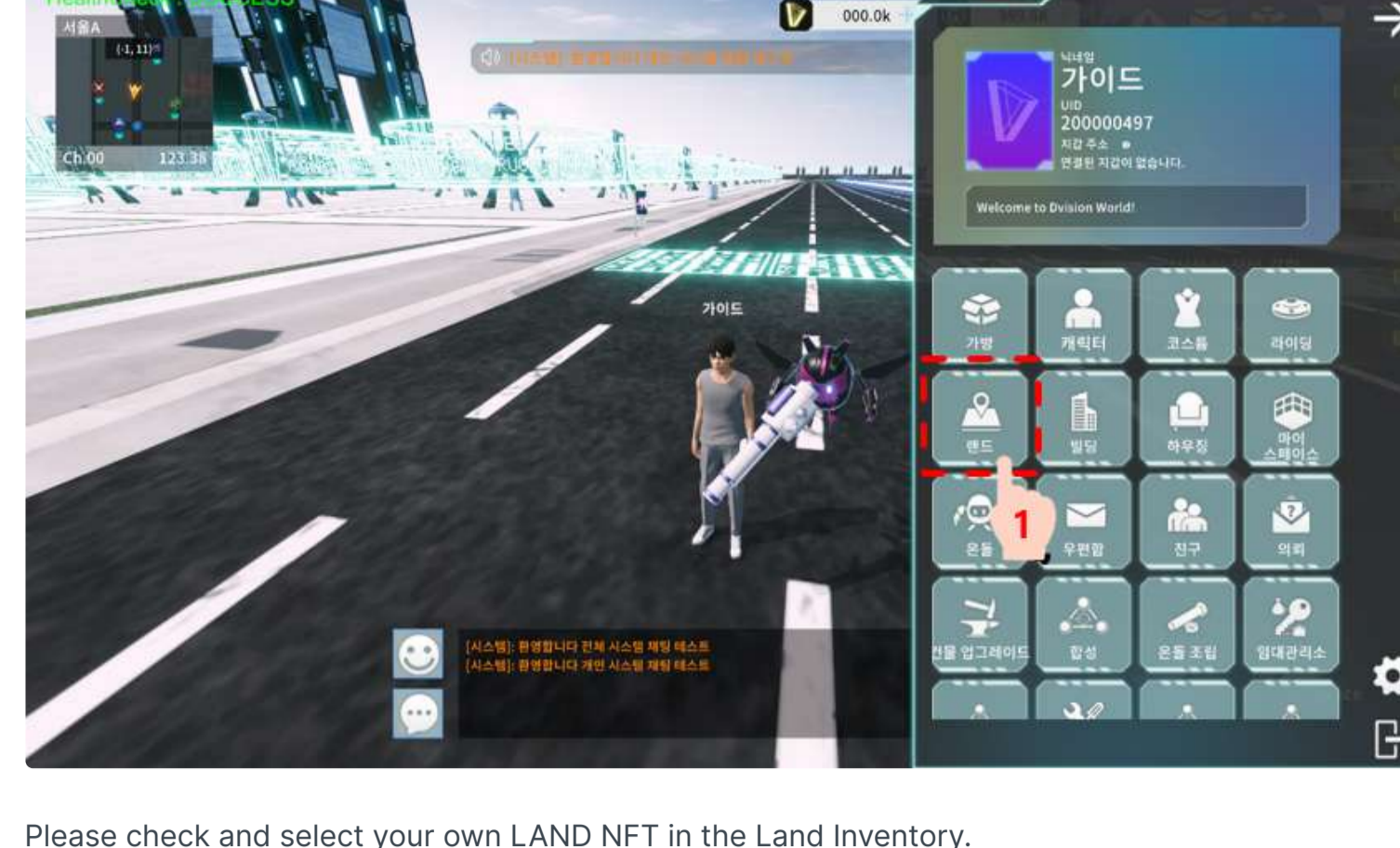
It is time to implement virtual plot-based content and utilize LAND NFTs like virtual real estate in the metaverse. Build your own building, and decorate both the exterior and interior of the building in your own style! The more you become a land-owner that many people covet, you can secure various monetization ways such as rent, advertising, and admission fees. As it's illustrated in the yellow check box in the image below, your area is the land where the building will go up!



As you can build your own Meta-Space, let's try building one. Press on the main menu first.



Click on the "LAND" button in the menu



Please check and select your own LAND NFT in the Land Inventory.

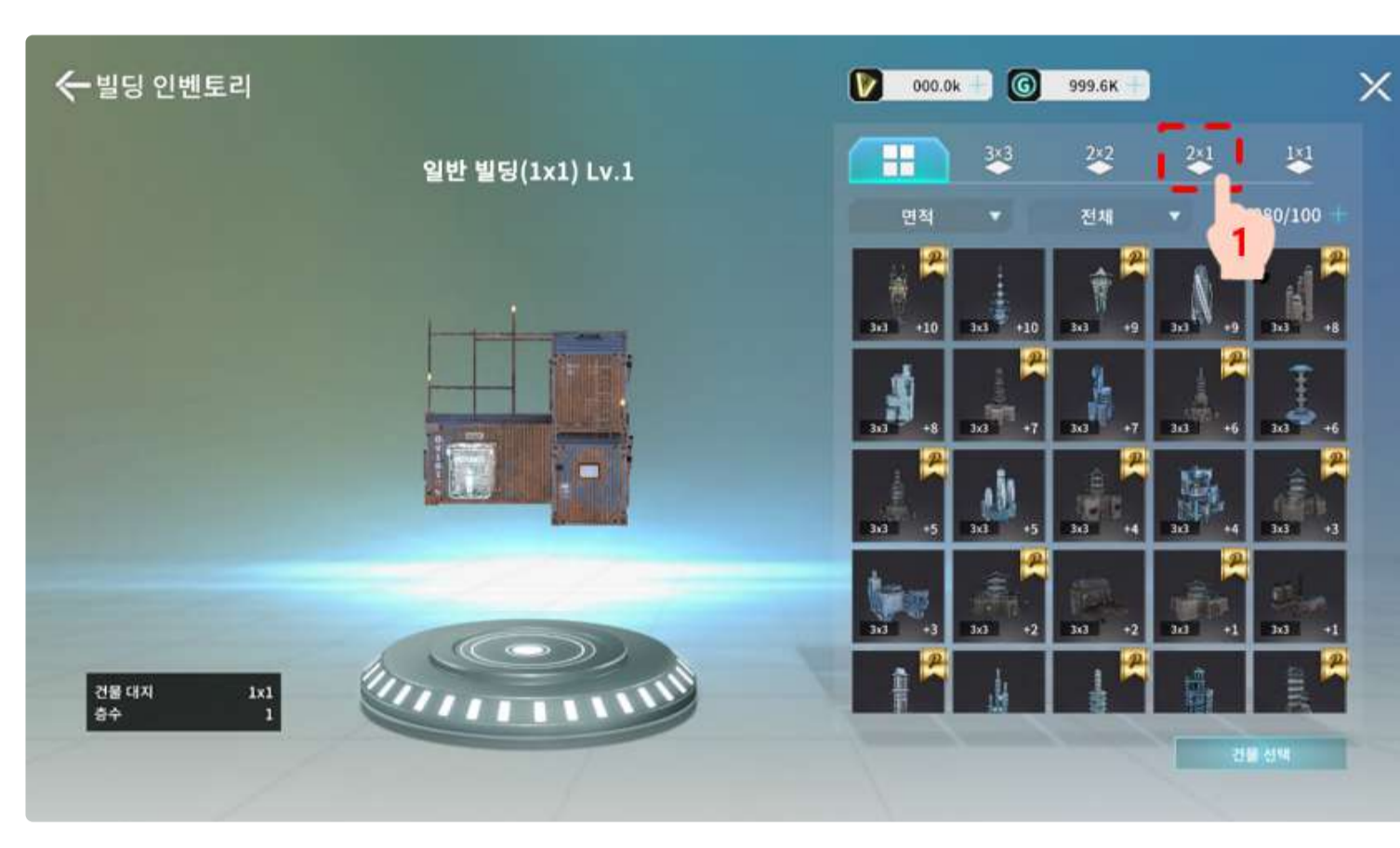
- Land NFT should be possessed to build a building.
- Land and building should be the same size. (for instance, only 1x1 buildings can be built in 1x1 land)



Press the "Building Construction" button to start the process.



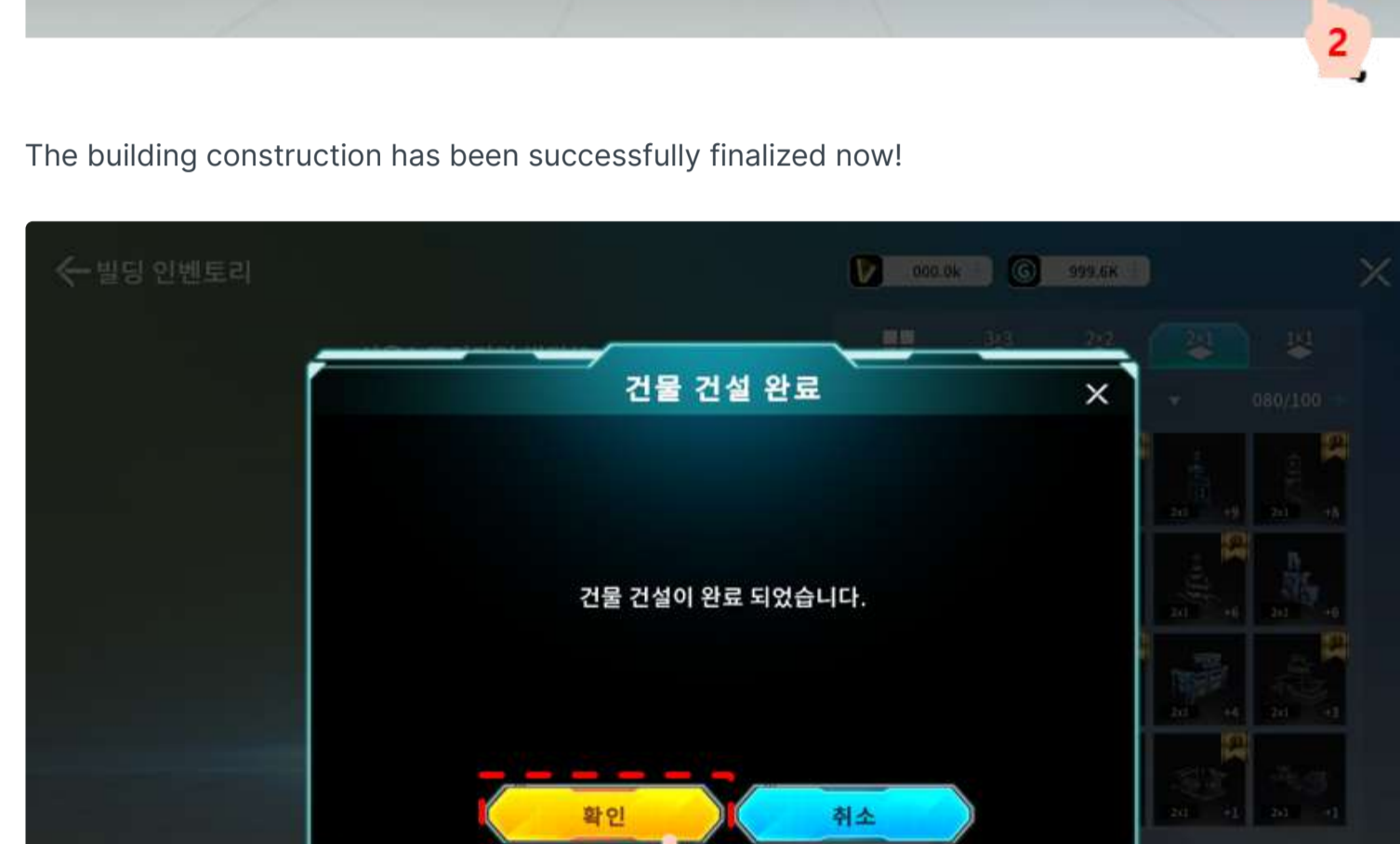
Please select the building that is equal to the LAND NFT that you select (for instance 1x1 building only matches with 1x1 LAND)



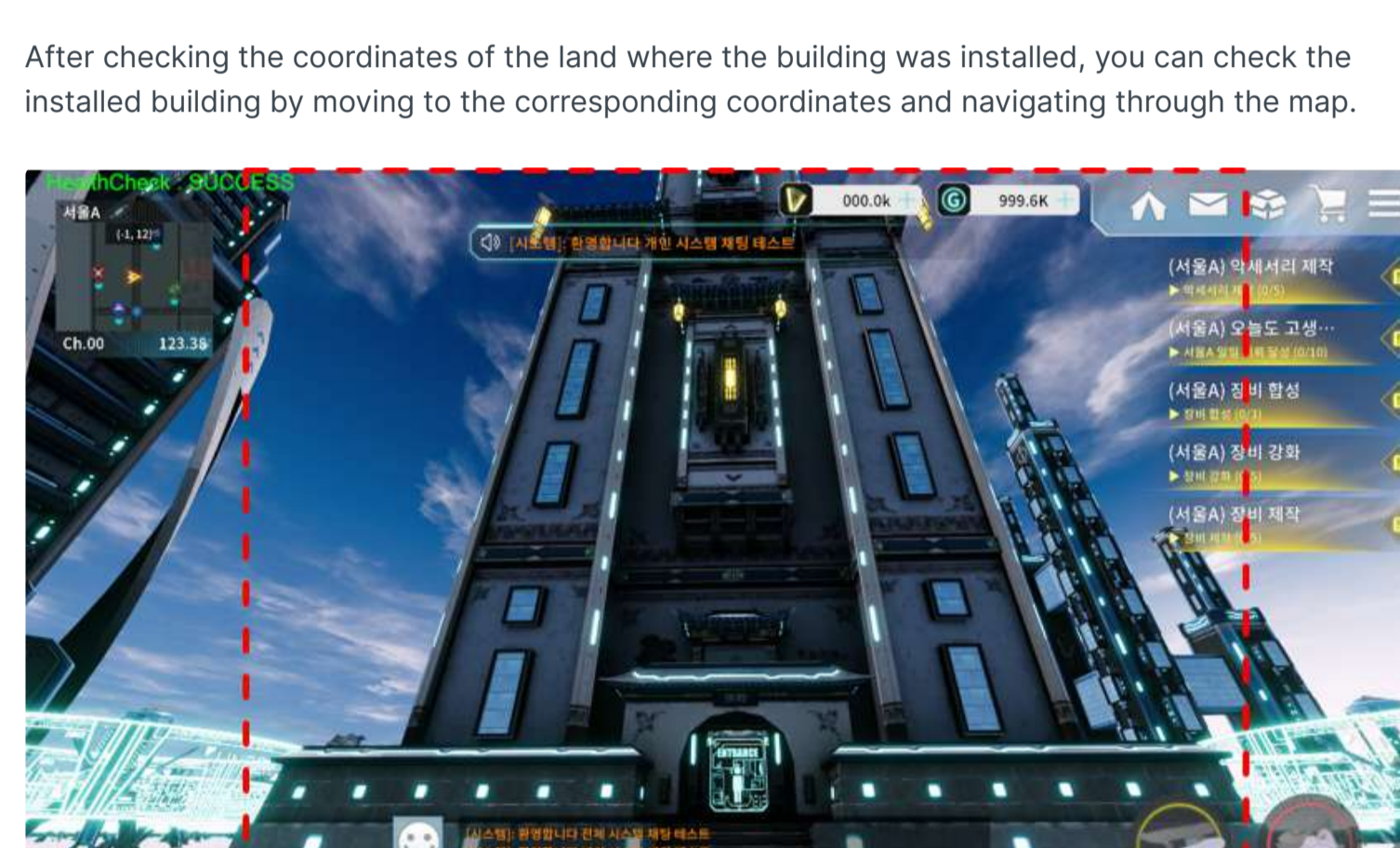
Please select the building you want to install from the building inventory. Please press the Select Building button after that.



The building construction has been successfully finalized now!



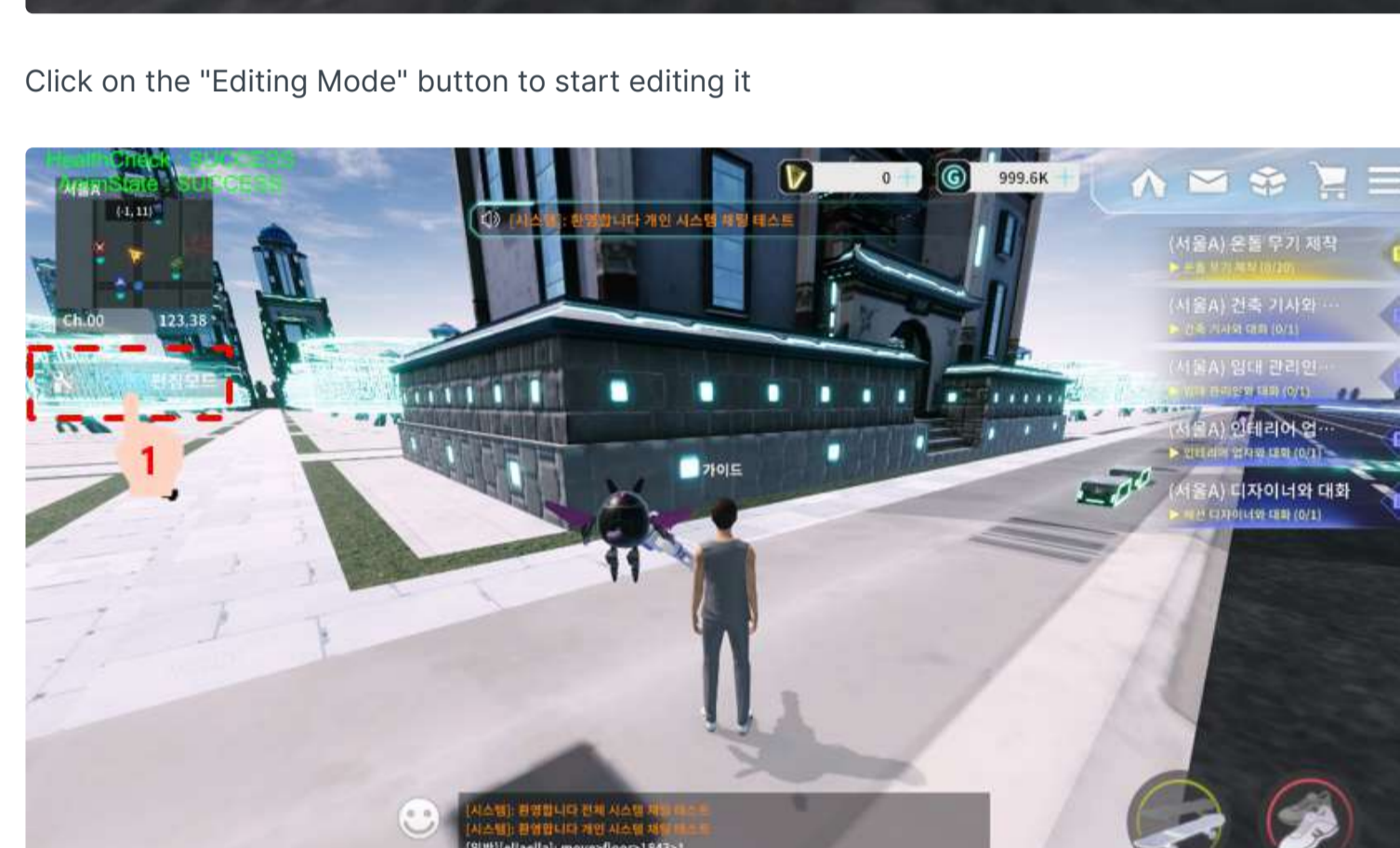
After checking the coordinates of the land where the building was installed, you can check the installed building by moving to the corresponding coordinates and navigating through the map.



In order to start decorating or editing your LAND, you need to approach the external side of the building.



Click on the "Editing Mode" button to start editing it



Land Editing largely supports the following features:

1. Changing the direction of the entrance of the building
2. Arrangement of housing items to decorate the exterior of the building

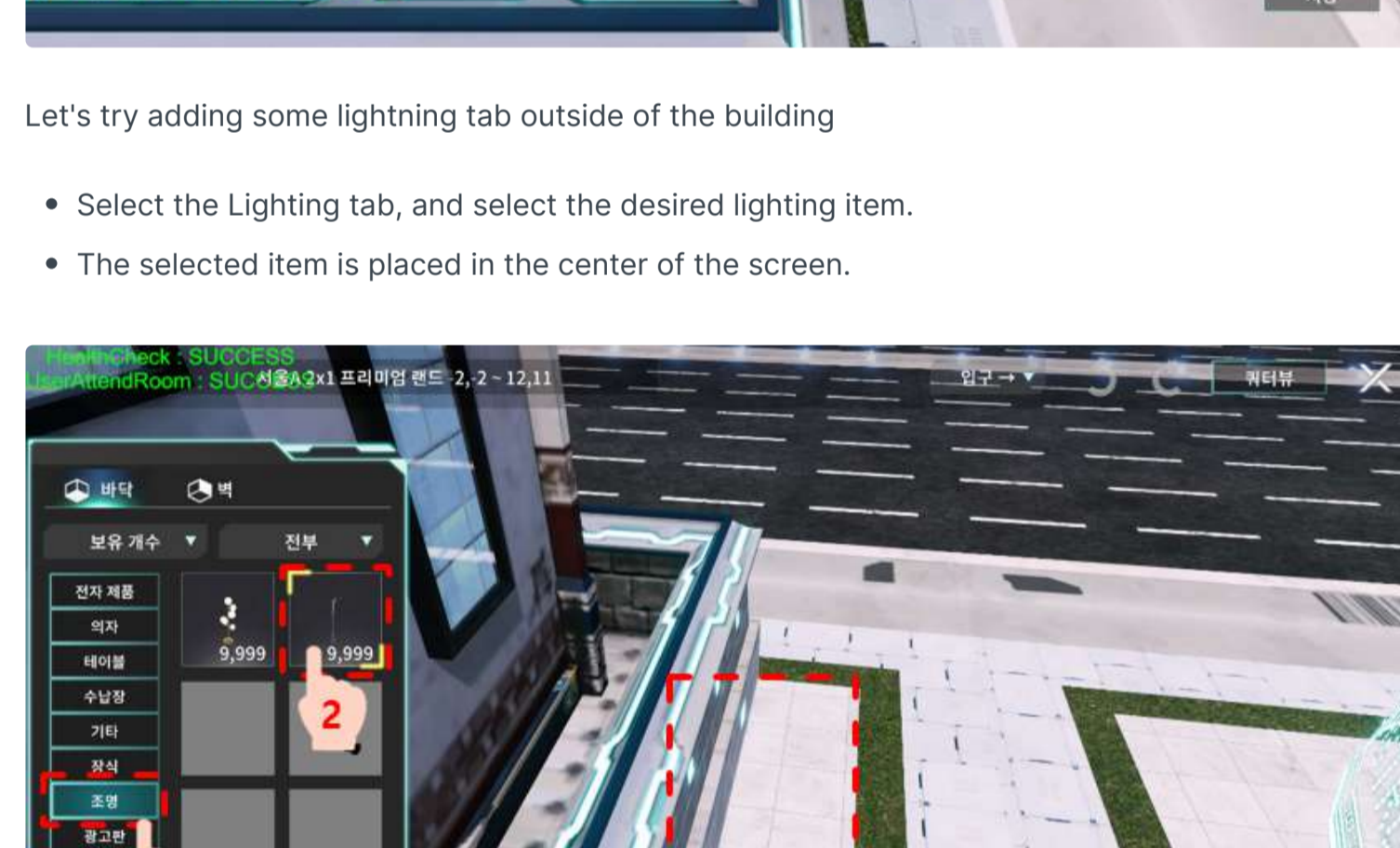
The camera operation method is as follows.

- Left-click and drag: Move the screen
- Right-click and drag: Rotate the screen



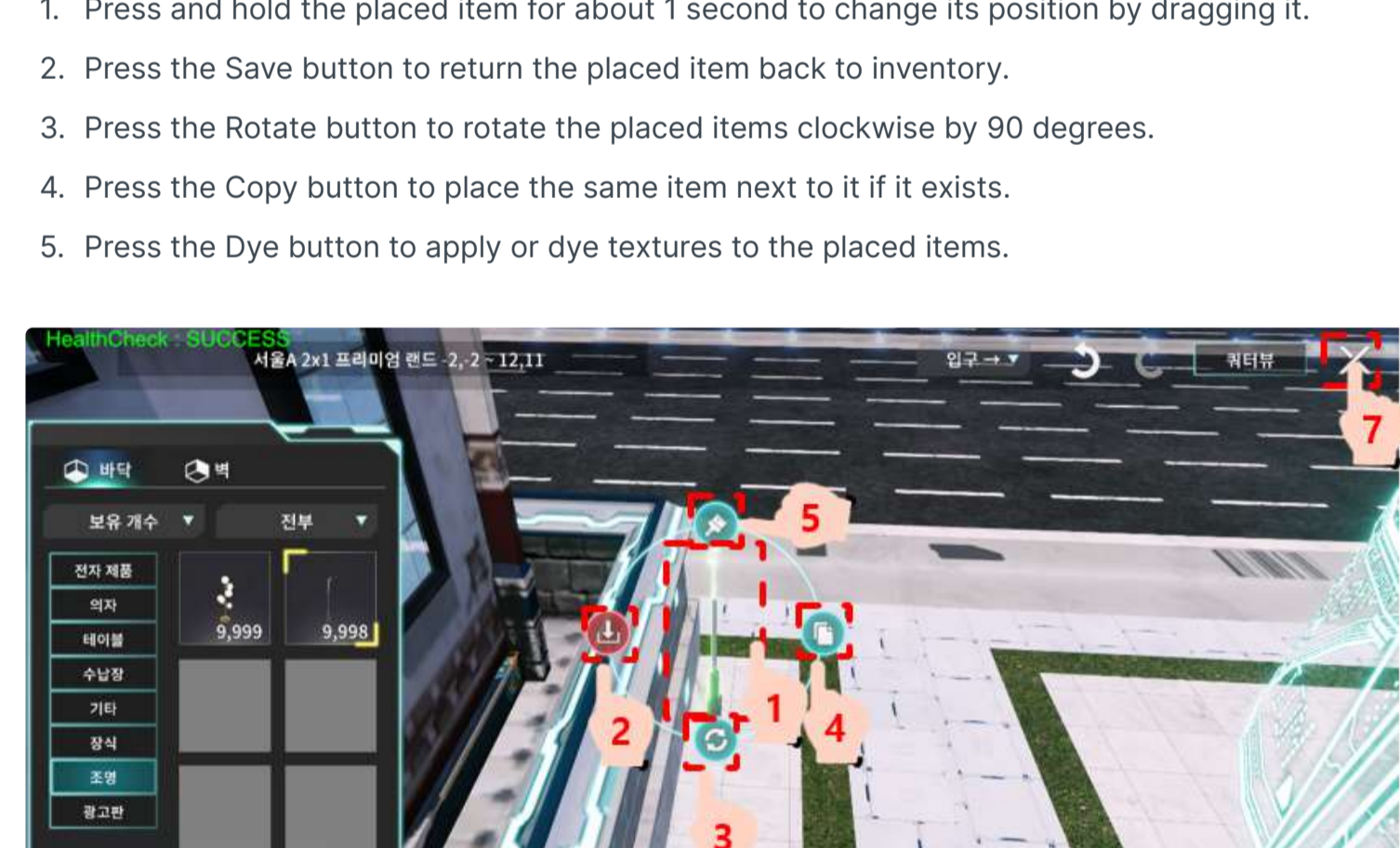
Let's try adding some lightning tab outside of the building

- Select the Lighting tab, and select the desired lighting item.
- The selected item is placed in the center of the screen.



The items placed can be manipulated in the following ways:

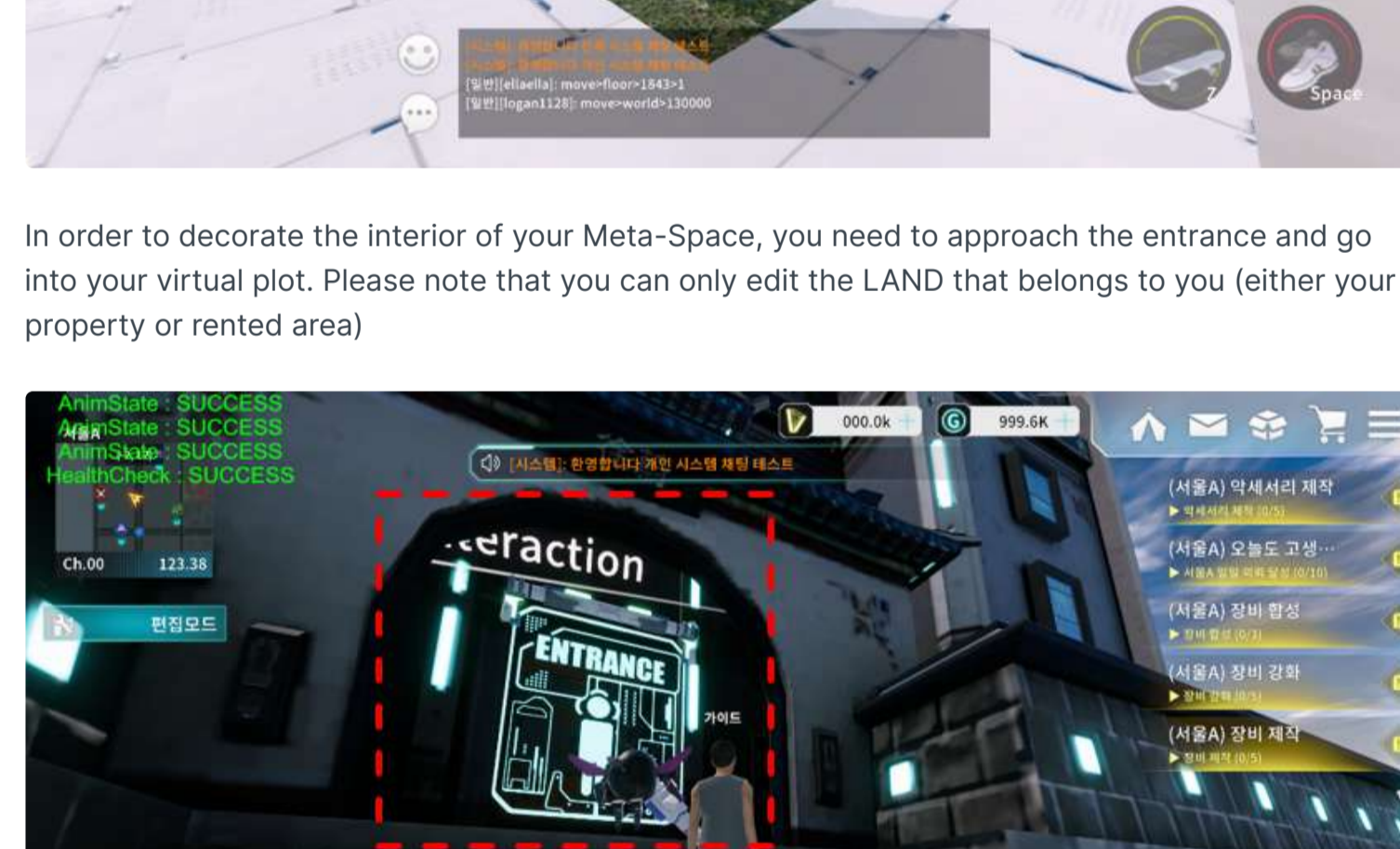
1. Press and hold the placed item for about 1 second to change its position by dragging it.
2. Press the Save button to return the placed item back to inventory.
3. Press the Rotate button to rotate the placed items clockwise by 90 degrees.
4. Press the Copy button to place the same item next to it if it exists.
5. Press the Dye button to apply or dye textures to the placed items.



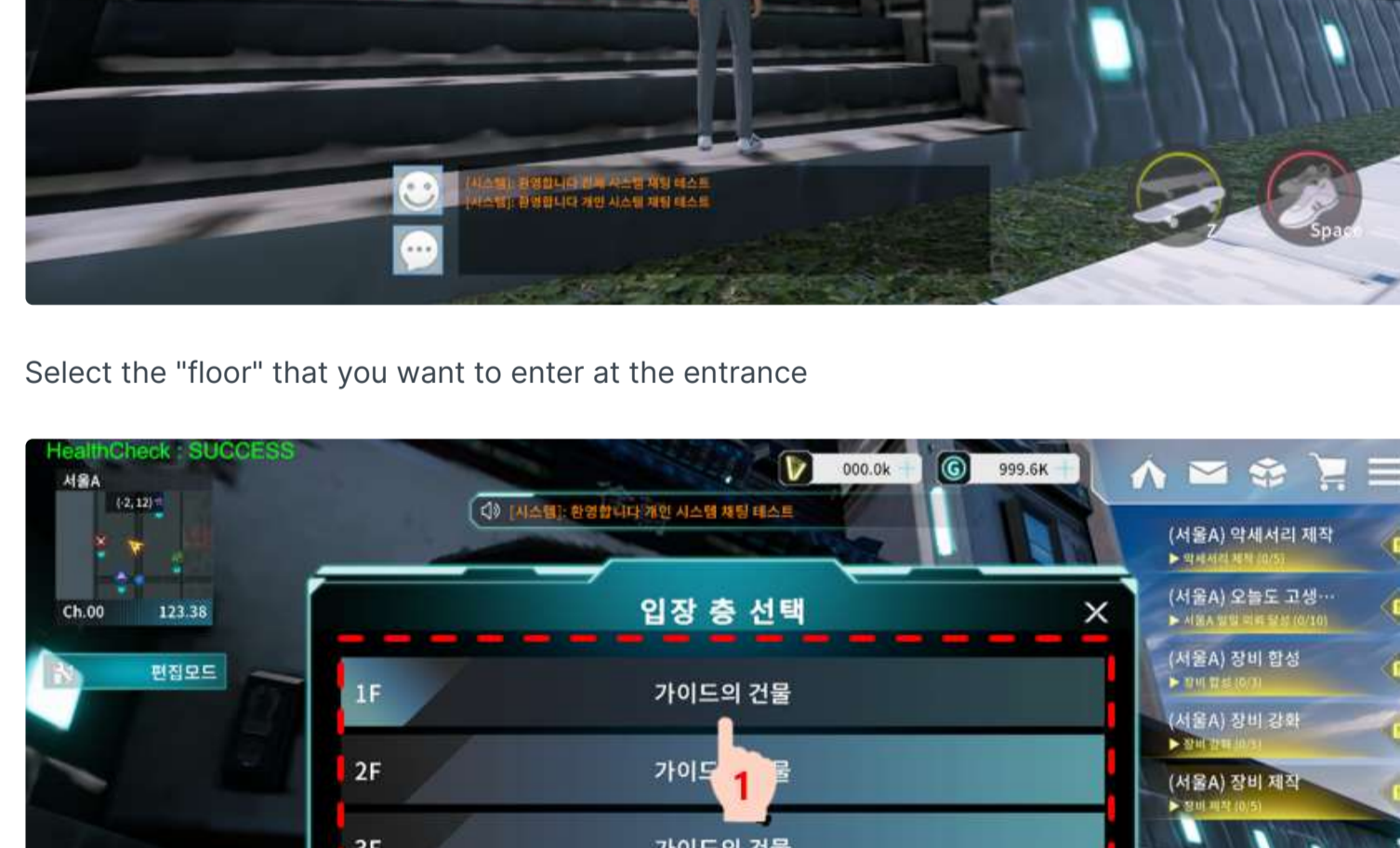
Once you're done with the editing, you can check the installed item



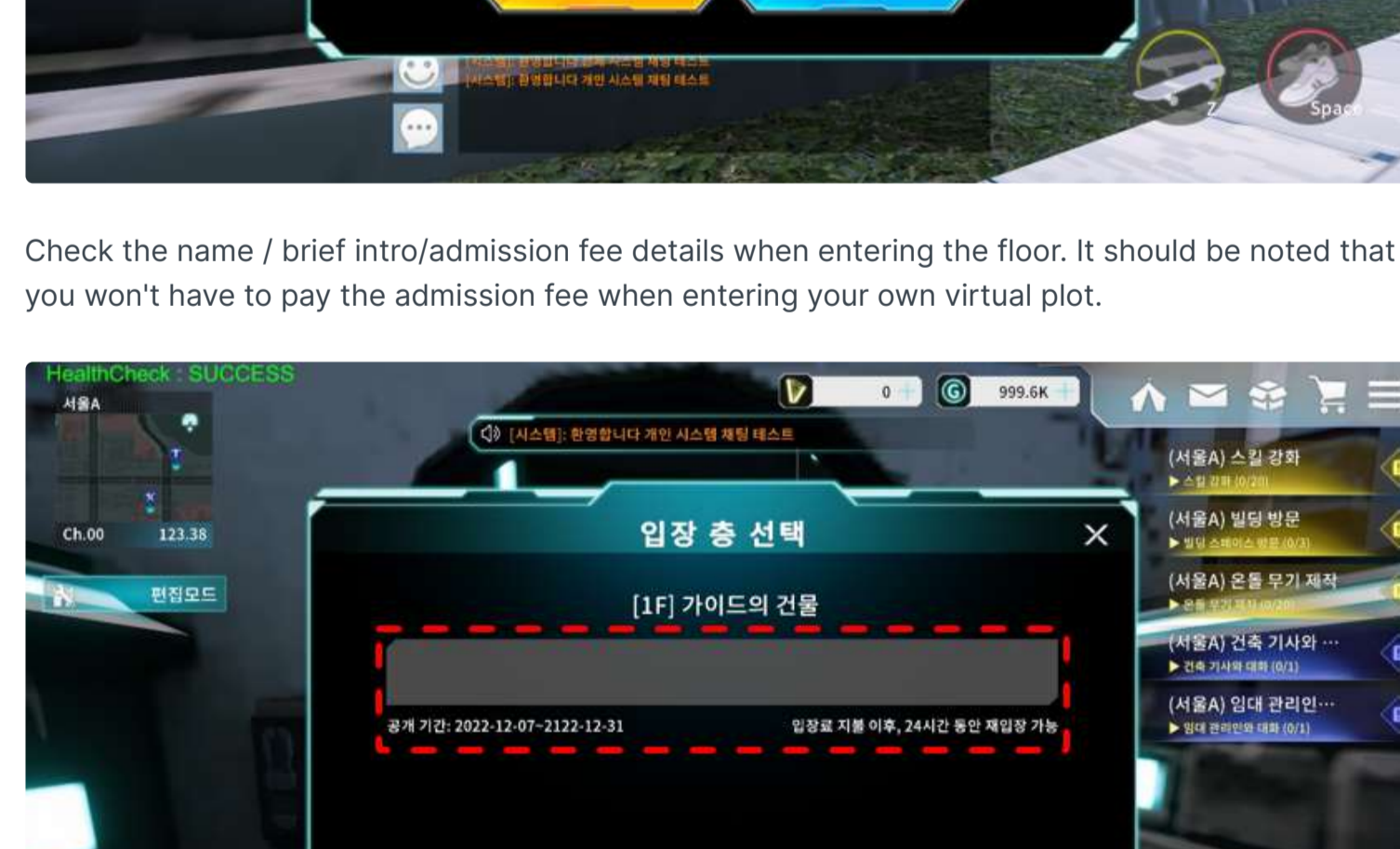
In order to decorate the interior of your Meta-Space, you need to approach the entrance and go into your virtual plot. Please note that you can only visit the LAND that belongs to you (either your property or rented area).



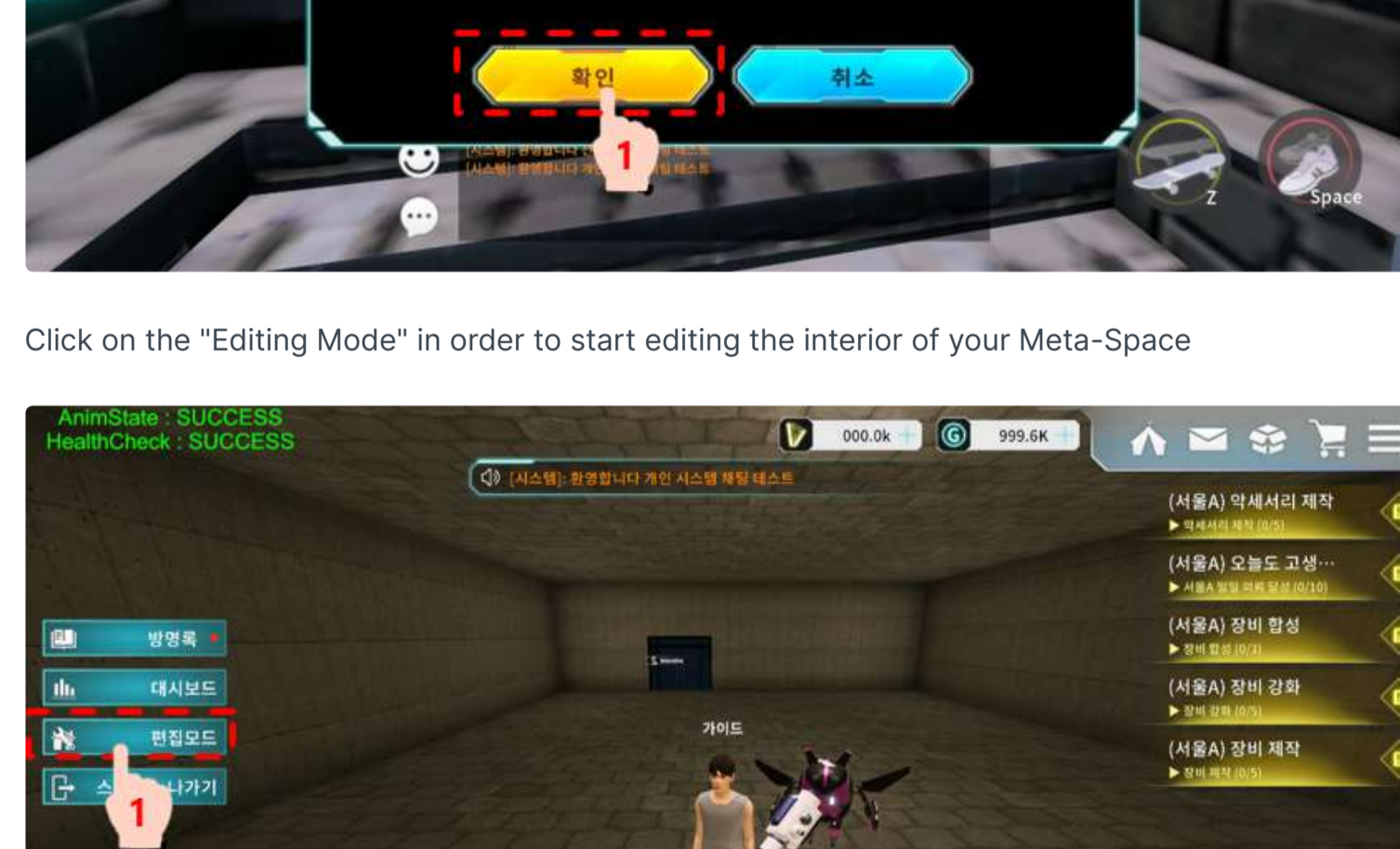
Select the "floor" that you want to enter at the entrance



Check the name / brief intro/admission fee details when entering the floor. It should be noted that you won't have to pay the admission fee when entering your own virtual plot.

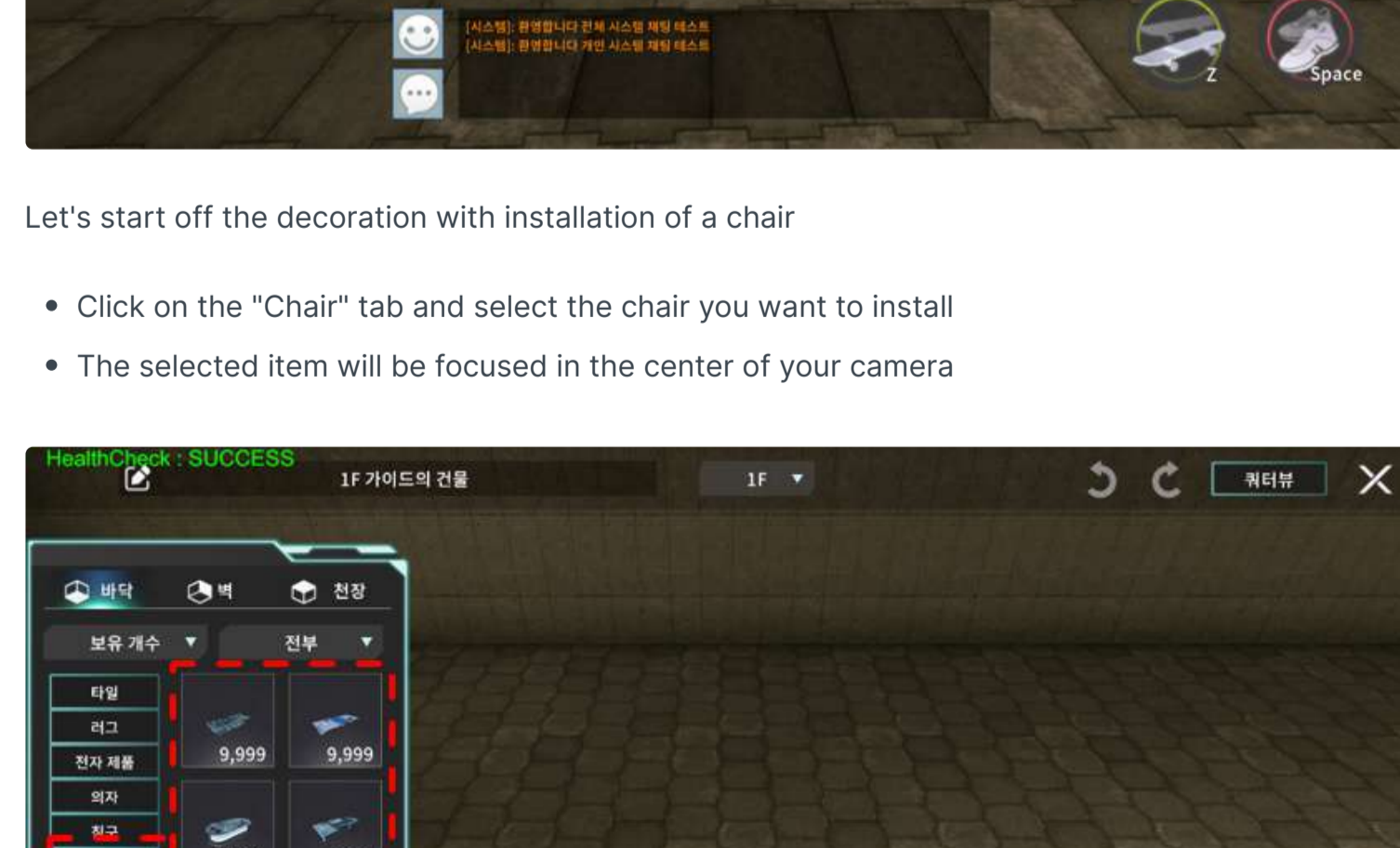


Click on the "Editing Mode" in order to start editing the interior of your Meta-Space



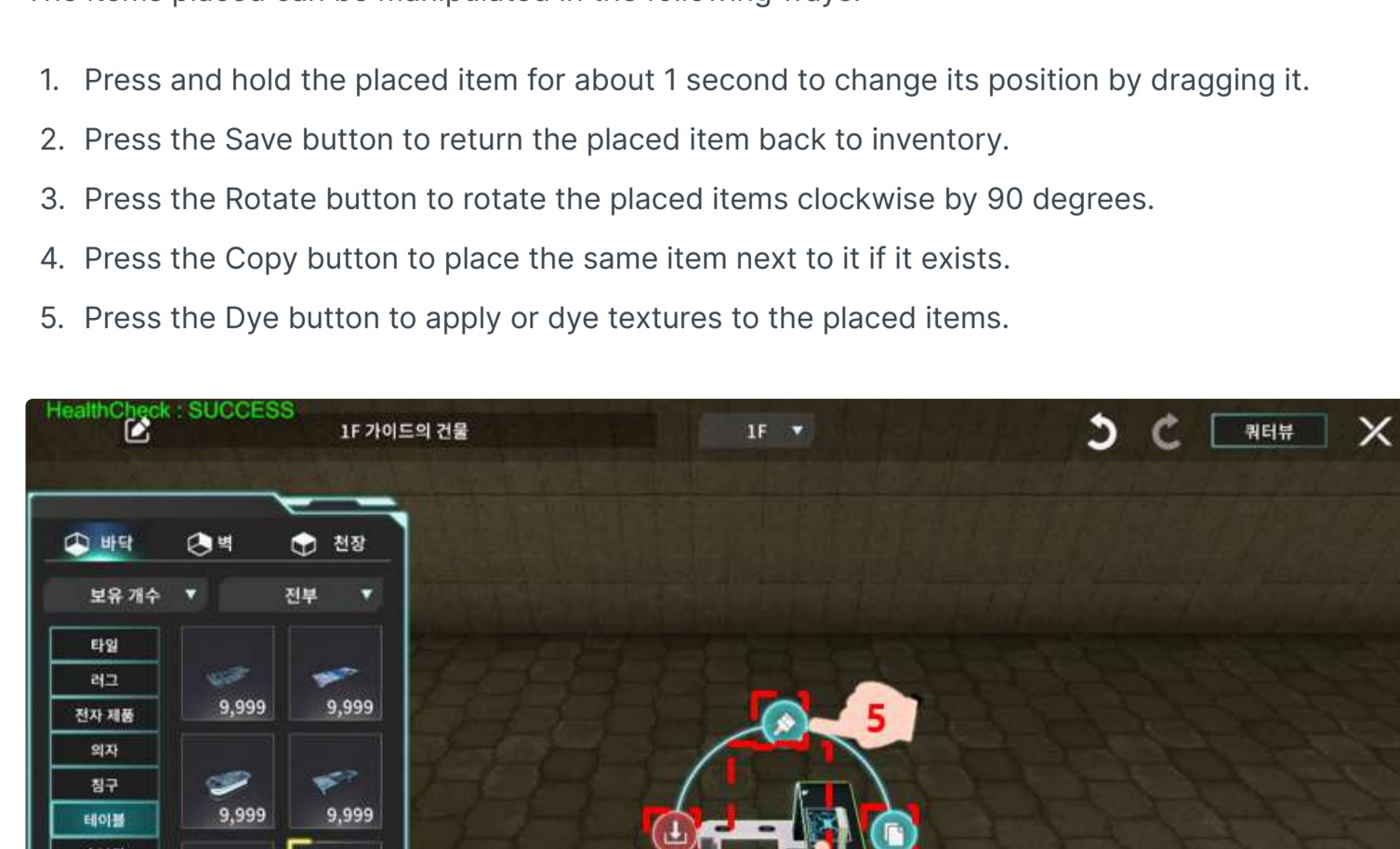
Let's start off the decoration with installation of a chair

- Click on the "Chair" tab and select the chair you want to install
- The selected item will be focused in the center of your camera



The items placed can be manipulated in the following ways:

1. Press and hold the placed item for about 1 second to change its position by dragging it.
2. Press the Save button to return the placed item back to inventory.
3. Press the Rotate button to rotate the placed items clockwise by 90 degrees.
4. Press the Copy button to place the same item next to it if it exists.
5. Press the Dye button to apply or dye textures to the placed items.

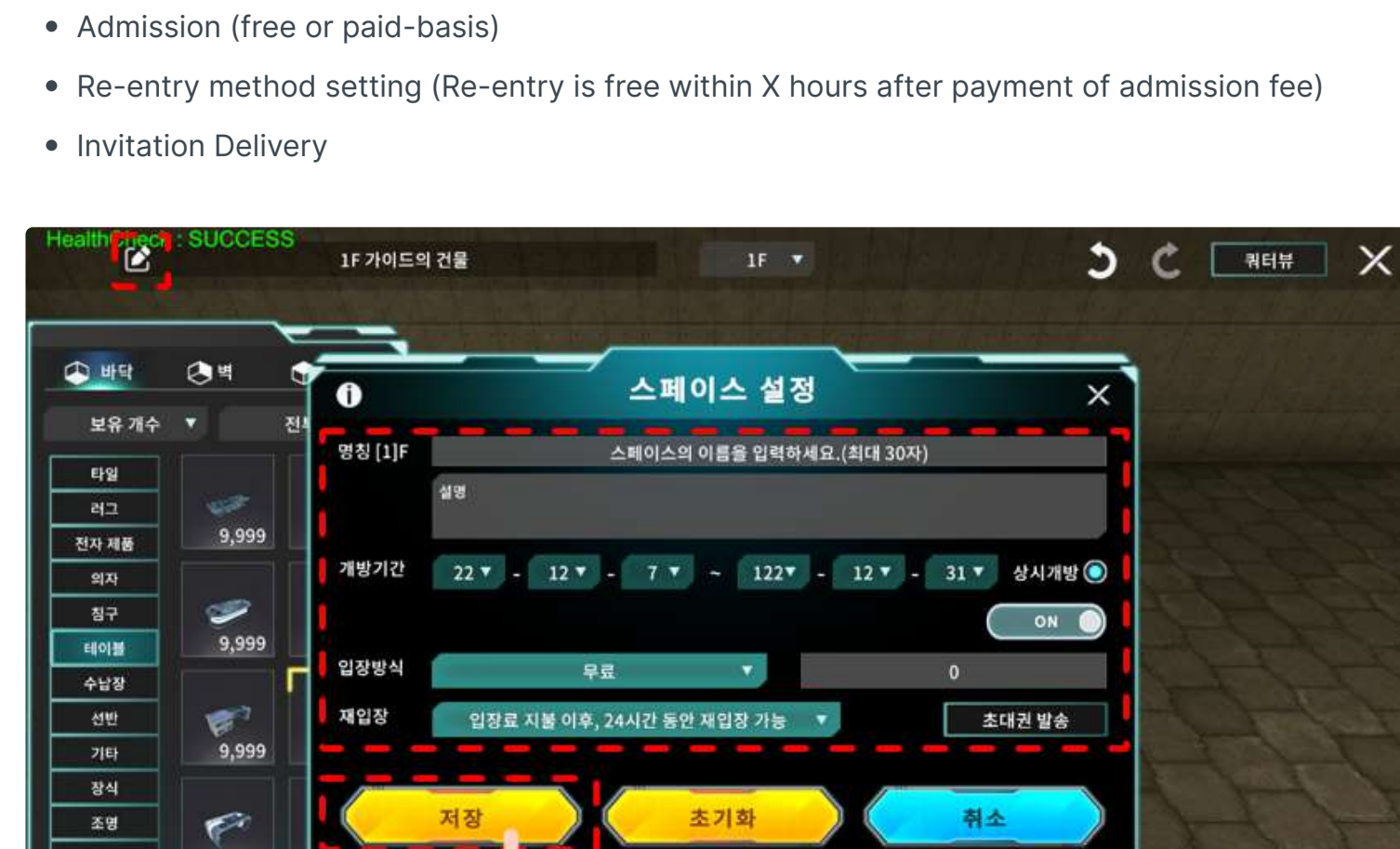


The preset function can be used to store the placement status of the housing item in the slot. You can also recall saved presets. Please note, that if you select the preset feature, the existing interior will be abandoned and re-modeled automatically.



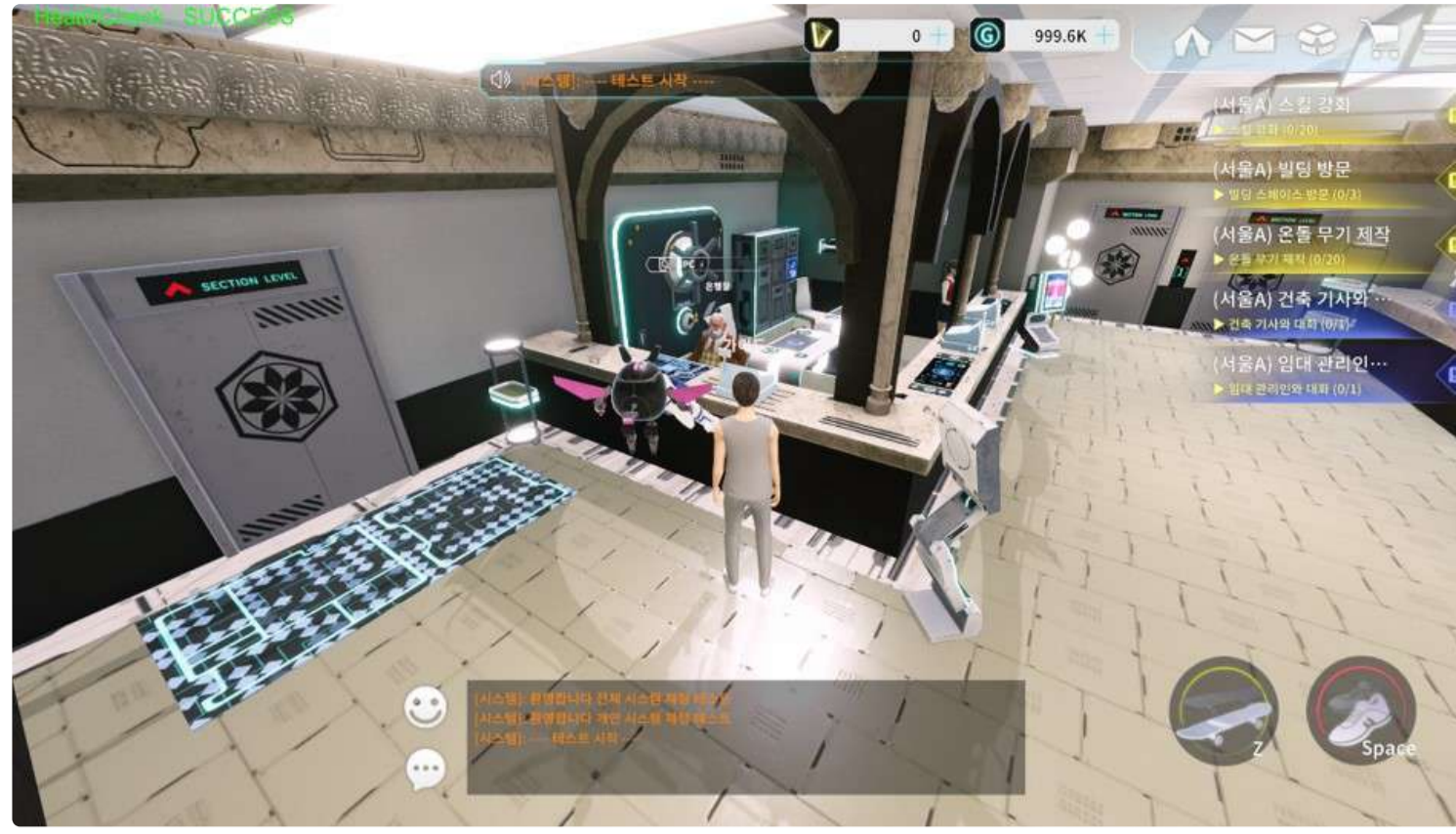
<Space Settings> allows you to make additional settings for your Meta-Space entry requirements.

- Floor Name
- Floor Description
- Commencement Period (for a specific period or 24/7)
- Admission (free or paid-basis)
- In-entry method setting (free-entry is free within X hours after payment of admission fee)
- Invitation Delivery



## 7. Taking your NFTs On/Off-Chain

To NFTize or off-chain the item you have, visit the D-Bank and talk to the NPC located there. Various items ranging from characters, and costumes to random boxes are freely available. It can be transformed into an on-chain or off-chain status!



As already mentioned, you can NFTize your assets via D-Bank NPC. Your wallet should be properly connected to your account and it's only possible on PC version of the client.

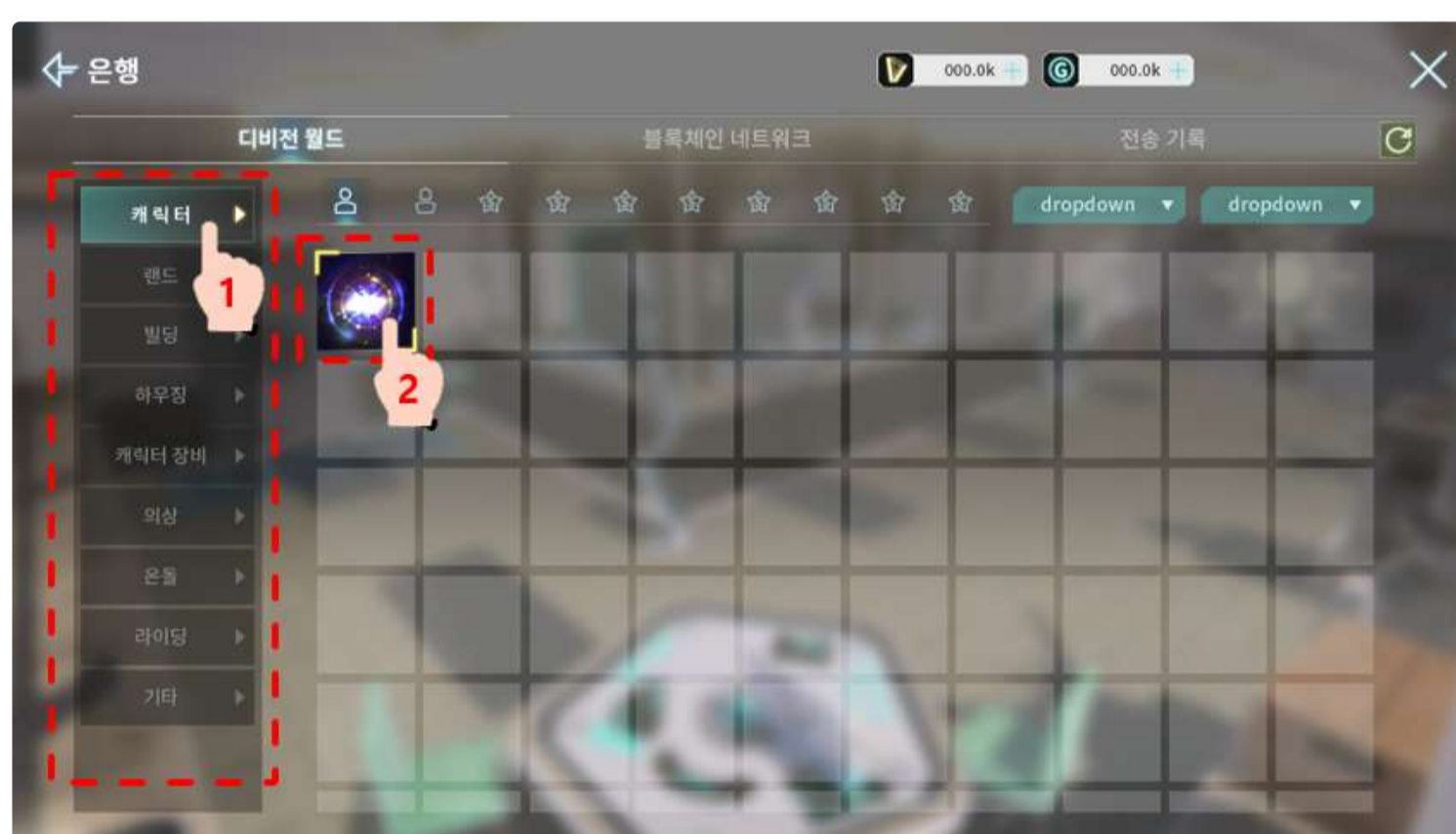


On the Change Chain screen, you can proceed with the on/off-chain or check the transmission history according to the selections on the tabs at the top.

- Division World: On-Chain hosting
- Blockchain network: Off-chain progression
- Transmission record: Check on/off-chain transmission record



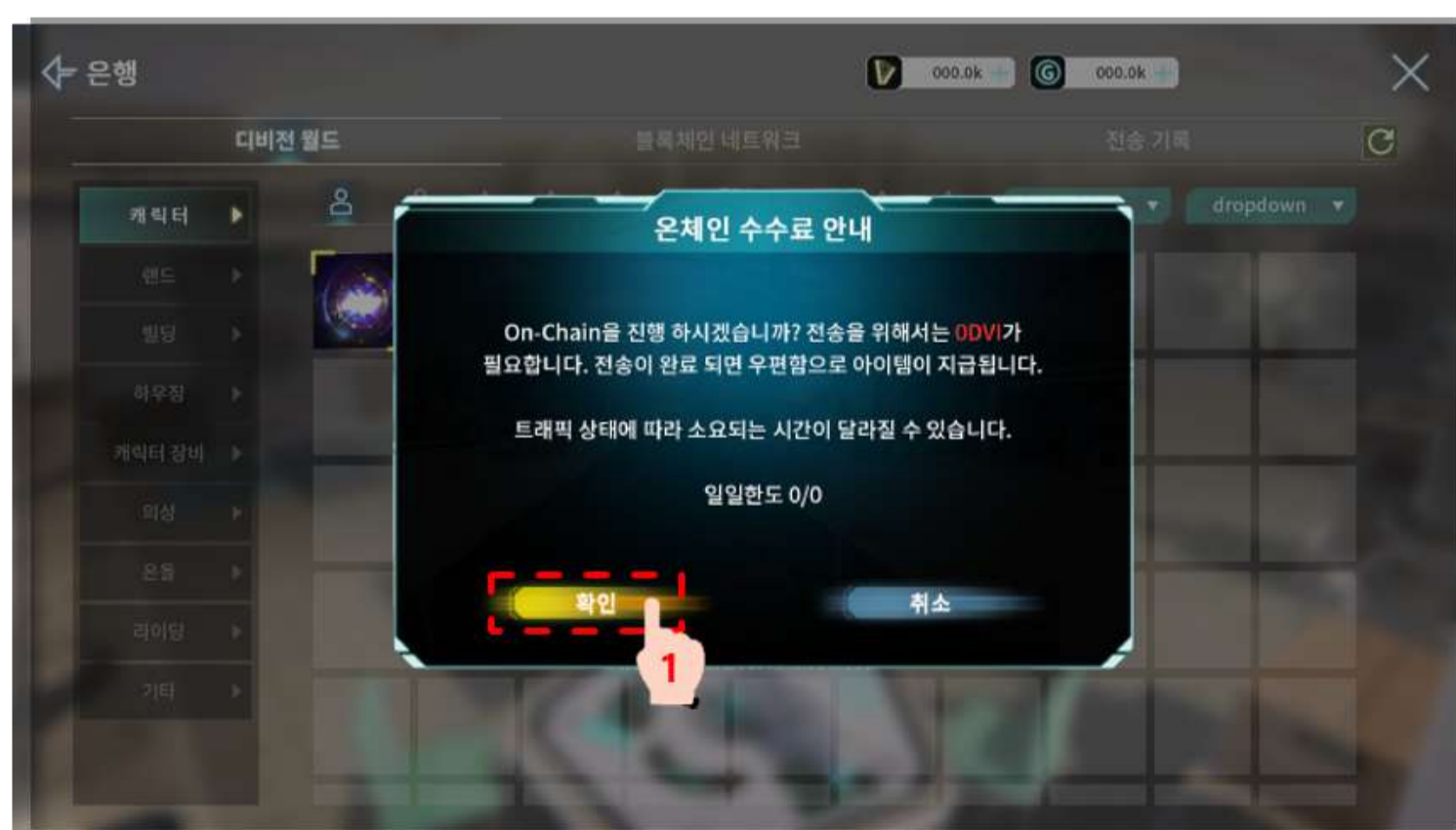
Select the category and the item that you would like to NFTize



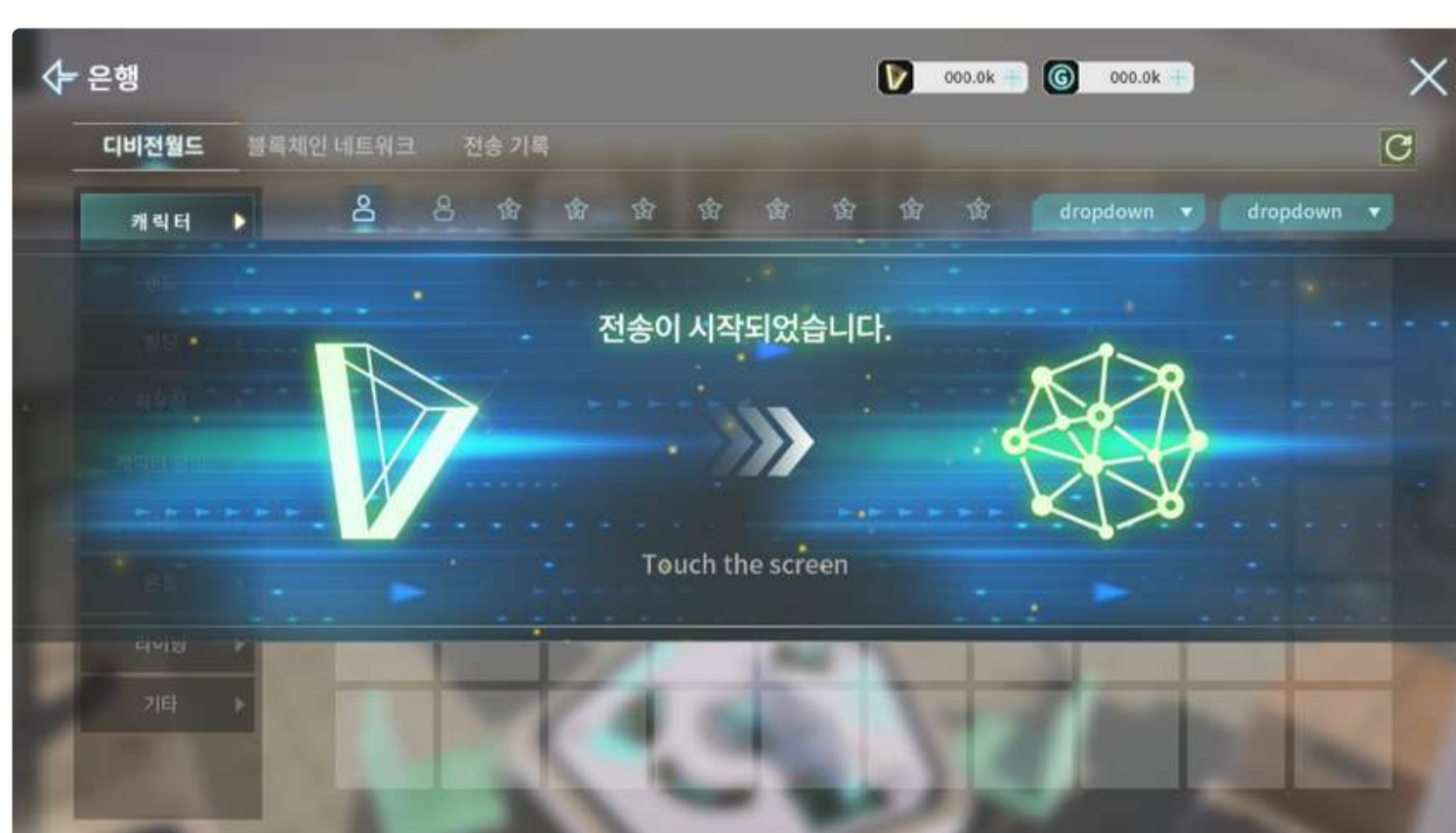
Check the NFT item's information and click on the "On-Chain" button to NFTize.



A progress prompt pop-up is displayed for the chain change, and when you press OK, the on (off) chain proceeds. The item cannot be seen in the list while the on (off) chain progress is started and in progress. The completion time depends on the network selected for the on-chain activity.



If the transmission process starts, you'll see the following screen



The Transmission History tab lets you view the progress of the on-off chain in progress. When the off-chain process is completed, items will be given to your mailbox. Items will be paid to your mailbox even if the on-chain fails due to chain conditions.

