# ROBOWORL

2023 EDITITON

# **ROBOWORLD WHITEPAPER**

Next generation card game that brings billion players' childhood stories come true

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# **EXECUTIVE SUMMARY**

### About Roboworld

Roboworld is the next generation of collectible card games! In this exciting new AR NFT game, players will collect and trade unique, one-of-a-kind cards featuring a variety of powerful robots. These cards can be brought to life through the use of AR technology, allowing players to fully immerse themselves in the world of robot battles. But Roboworld is more than just a card game - it's a complete experience.

#### Why we build Roboworld?

Many of us, including possibly you, grew up watching and playing Yu-Gi-Oh!. The excitement of seeing the cards come to life on the battlefield and the monsters emerge left a lasting impression on our childhoods. We were thoroughly fascinated. Wonder if this tale will ever become a reality.

Up to now, popular card games like Hearthstone and Yu-gi-Oh! are still struggling with the 3D presentation, even with AR development. We do play those games and simply put, we are a game-building team of developers and Augmented Reality-Gaming experts. But first things first, we are a team of gamers. We're not developers who build games, we are gamers with such a childhood memory and the desire to make the dream come true.

We built Roboworld - a 3D, Augmented Reality card game which honorably received Google Cloud's grant on the seed round, and we think we are ready to conquer the gaming world of billions of players who want to see their monsters come alive - like you, like me, like us.

#### What makes Roboworld different?

#### · Exciting gameplay, new reality experience

With its cutting-edge AR technology, players can watch their cards come to life in the real world, battling against each other in epic showdowns. And with a vast array of robots to collect, there's always something new to discover and experience in Roboworld. Whether you're a seasoned trading card game veteran or new to the genre, Roboworld has something for everyone.

#### True digital ownership

Roboworld offers true ownership of in-game items by converting them into ERC-721 token NFTs. Players are given the ability to sell their items for real money, use them within Roboworld, and even integrate them into third-party games and tools. This sets Roboworld apart from the offerings in typical mainstream games.

#### • Play, Own, Stake, Trade and Earn

Players own non-fungible tokens (NFTs) by playing games and participating in challenges, which they can then trade with others on the platform. Players can also

exchange their NFTs set to claim rewards from the community treasury, while NFT holders can stake their NFTs to receive a share of the game revenue.

#### Recommendation system based Marketplace

Our Marketplace is a unique platform that utilizes game data to provide tailored recommendations to users. Unlike other platforms that only recommend new listings, our Marketplace relies on a recommendation system that takes into account the user's past purchases and game data to suggest items that they are likely to be interested in.

By analyzing a user's gameplay, our recommendation system can suggest purchases that are in line with their preferences and needs. This approach not only benefits the users by providing them with personalized recommendations, but it also benefits sellers by increasing their chances of making a sale.

In addition to our recommendation system, we also utilize real-time market data to provide an overview of the market to our users. This helps buyers to avoid confusion and make informed decisions about their purchases.

At our Marketplace, we strive to provide the best user experience by offering a personalized recommendation system and real-time market data. Our platform benefits both buyers and sellers, and we are constantly working to improve and enhance our services to meet the evolving needs of our users.

#### • Huge and engaged community

Our community is growing rapidly, with over 11.7k members on our Discord channel, 42.4k followers on Twitter, and 21.3k subscribers on our Telegram official channel as of Feb 23. We have engaged over 108k participants through airdrop and game testing events, and our community members regularly trade our NFT badges during events. In just two weeks, we achieved a 12.5% success rate in sales with NFT badges and a 9% success rate with giveaway NFT cards. Only one legendary card listed for sale up to now with a hold rate of 87.5%, and a total of 11.8% of our cards on sale, mostly rare or epic. Our thriving community is a testament to the excitement and engagement around our platform.

#### Gas free - Neutral Carbon - Built to scale on Ethereum

Our partnership with ImmutableX, Ethereum's first zero-knowledge rollup (zk- rollup) for NFTs, offers users a gas fee-free and carbon-neutral experience powered by ImmutableX's cutting-edge technology. With the support of Immutable Passport, users can seamlessly navigate the platform and access all its features, creating a user-friendly and sustainable gaming experience.



#### 

# What is Roboworld?

Roboworld is the next generation of collectible card games! In this exciting new AR NFT game, players will collect and trade unique, one-of-a-kind cards featuring a variety of powerful robots. These cards can be brought to life through the use of AR technology, allowing players to fully immerse themselves in the world of robot battles.

But Roboworld is more than just a card game - it's a complete experience. With its cutting-edge AR technology, players can watch their cards come to life in the real world, battling against each other in epic showdowns. And with a vast array of robots to collect, there's always something new to discover and experience in Roboworld.

Whether you're a seasoned trading card game veteran or new to the genre, Roboworld has something for everyone. So come join the fun and make your childhood dream of battling with robots a reality in Roboworld!





**Our mission** 



We believe that the increasing value of NFTs and the volatility of the GameFi market present an opportunity to create a new generation of classic games powered by NFT technology. That's why we created Roboworld, a game that combines the thrill of collectible card games with the immersive and interactive experience of AR technology.

In Roboworld, players can collect, trade, and battle with their favorite robots using their smartphones or tablets, and watch as their NFT cards come to life in the real world. But that's just the beginning - we've also incorporated AI-powered interactive NFTs, story-based characters, and the intersection of physical and virtual cards to bring a whole new level of excitement and value to our players.

Our goal with Roboworld is to bridge the gap between traditional games and GameFi, and to bring users an unparalleled level of experience in owning and interacting with

NFTs. We hope that our unique and exclusive NFT collectibles will not only be a source of entertainment, but also a valuable and long-lasting investment.

# Changing the game with augmented reality experience, decentralized assets and advertising

We want to revolutionize the gaming industry by offering a reality-based, decentralized assets strategy card game that provides an unparalleled gaming experience. Through the use of augmented reality and a global player base, we aim to create a unique universe where players can battle opponents and interact

with audiences. This creates a dynamic advertising platform that can promote brands and distribute news in a real environment surrounding the game. Our goal is to offer a new level of flexibility and customization to players through decentralized assets, allowing for endless possibilities in gameplay. Ultimately, we strive to bring players and audiences closer together through a shared experience that blurs the lines between reality and gaming.

Envision a scenario where, during a tournament match in AR scene, players can see the tournament sponsor brands, access a shortcut to promoted brands, and have access to available card sales that are being used in the battle. They can purchase these cards with just a few taps. With no limitations to display space in our reality space, players can fully immerse themselves in the game and engage with a wide variety of interactive features, including brand sponsorships and card sales. That's how our Reality-verse should look like.



# True ownership - Free to play

In our game, all cards and boxes are represented as Non-Fungible Tokens (NFTs) or ERC-721 tokens, unique digital assets that can be owned, sold or traded, and tracked via the Ethereum blockchain to ensure trustless asset security.

Unlike other pay-to-play games, we offer free gameplay to players worldwide who want to join our reality-verse, play, own, and trade assets.

Players can freely transfer their game assets seamlessly within mobile game clients with Immutable X Passport support. For web users, they can also use Metamask Wallet or Magic Wallet (which enabled one click email login) to do that.

### Scaling with Immutable X

Although Ethereum's security technology is a solid foundation for Roboworld, its scaling ability is limited by a few critical issues. Historically, NFT projects and developers have faced challenges in growing their platforms due to the limited capacity of the Ethereum blockchain (known as Layer 1). Long transaction times and high gas fees have hindered progress and prevented NFT trading from thriving.

To address these issues, we chose to utilize Immutable X, the first Layer 2 scaling solution for NFTs that solves critical problems within the NFT space. The platform provides better value to users and products with instant trade confirmation, massive scalability (up to 9,000 trades per second), and zero gas fees - all without compromising security. All Roboworld NFTs are designed to operate on Immutable X, which enables fast, affordable, and secure trading.

Moreover, since Roboworld is a mobile-first augmented reality card game, we utilize Immutable Passport to bring a seamless experience to our players that has never been seen before. Unlock the future of owning Web3 assets with the ease and familiarity of a Web2 experience.



# **REVENUE STREAM**

Roboworld utilizes a Games as a Service approach, which means that instead of requiring a single upfront purchase, the game is offered for free with the option to purchase additional content and features that enhance the gaming experience. These optional purchases are not necessary to play the game, but they can add value to the overall gameplay. The following section outlines the mechanics of in- game transactions in Roboworld

### **Revenue Model**

• NFT expansion set sales (sold via in-game store and marketplace):

Once obtained, players can use these cards within the game to construct competitive decks and play or trade with other users outside the game using them like any other token. The number of NFTs within an expansion set is limited, making them rarer than the game's core cards.

Although core cards can be obtained by playing the game, new sets of cards, known as "expansion sets," are constantly being created by our team to keep the game engaging and offer users fresh content. These sets include a range of NFT cards (ERC-721 tokens) that can be found within Blind Boxes, which are purchasable items containing randomized cards.

Once obtained, players can use these cards within the game to construct competitive decks and play or trade with other users outside the game using



them like any other token. The number of NFTs within an expansion set is limited, making them rarer than the game's core cards.

#### Secondary market royalty fees

All trades within any Immutable X powered marketplace, including Roboworld Marketplace, TokenTrove, or the official Immutable X Marketplace, will be subject to a royalty fee. As our trading ecosystem expands, our income from royalty fees will also increase accordingly.

#### NFT rental fee

NFT rental fees provide users with a flexible and cost-effective way to access rare NFTs in Roboworld. By renting an NFT, users can enjoy the benefits of owning rare cards without having to pay the full price for them. These rental fees vary based on the NFT's rarity and duration of rental, and are paid in Roboworld's native currency. Once the rental period has expired, the NFT is returned to its owner, and the rental fee is non-refundable. NFT rental fees offer a convenient and affordable way for users to experience rare and valuable NFTs in Roboworld.

#### Reality-verse advertising

Reality-verse feature which provides players with a unique and immersive gaming experience. With this feature, players can engage with the game in augmented reality (AR) scenes and view advertised brands in the real environment, creating a seamless blend between the game and the real world.

Additionally, we can utilize the vast AR space to showcase the latest news and updates about the game. This feature enhances the player's overall experience and takes gaming to the next level.

Let's imagine a battlefield in the real environment, with an audience surrounding the players and advertised brands around them.





# **Growth Strategy**

Roboworld is primed to supercharge its growth. Here are upcoming catalysts:

### • Setup to scale

Roboworld leverages Immutable X technology to offer users mainstream scalability and gas-free transactions, enabling near-instantaneous peer-to-peer trading. This technology empowers Roboworld to deliver user experiences that far exceed those offered by other Ethereum-based solutions in the market. It also allows the game to access the mainstream gaming market by simplifying the purchase, trade, and minting experiences of all Roboworld NFTs. Ultimately, Immutable X technology enhances Roboworld's value proposition as a superior gaming solution.

#### Ownership and earn driven retention

Retaining players is crucial to driving growth in the gaming industry. According to peer analysis, NFT gaming can significantly increase D30 retention from the typical 8% seen in the historical timeline to 80-90% (source: Axie Infinity, My Crypto Heroes). This statistic is a key driver for Roboworld's strategy, and it's why we focus heavily on NFT ownership and Play to Earn. By allowing players to gain tangible value beyond mere entertainment, they're much more likely to return and become advocates for the platform.

# Mobile and AR first - Desktop and VR later

The accessibility of mobile games makes them an ideal platform for driving mainstream adoption of NFT gaming, as evidenced by the high percentage of active players using mobile devices in a popular play-to-earn game (source: Axie Infinity). For Roboworld and the wider blockchain gaming ecosystem, mobile distribution is key to accelerating adoption. With the support of Immutable Passport, we are confident in leading the industry towards a seamless NFT gaming experience. Our initial focus is on delivering a great AR experience to mobile players, while support for desktop players is also in the works. It's worth noting that, as we look to the future, a new chapter in virtual reality gaming is just around the corner.

#### Intense user acquisition strategy

According to our research, incorporating non-fungible tokens (NFTs) into video games could result in reduced acquisition costs as it presents a unique value proposition that appeals to players. The feature of earning and trading valuable ingame assets through NFTs could also generate a new revenue stream for developers, lessening the dependence on other funding sources. Analysis by other experts supports this claim, with Play-to-Earn games potentially achieving 30% lower acquisition costs than traditional games (source: Gods Unchained).

#### Augmented Reality viral video socials

Augmented Reality (AR) has become an increasingly popular way to create engaging and entertaining video content for social media. AR viral video socials have exploded

in popularity across platforms like TikTok, YouTube, and Facebook, with billions of views and shares of AR content every day.

TikTok, in particular, has become a hotbed for AR viral video socials. The platform has a variety of built-in AR filters and effects, and users can create their own AR content using third-party apps like Spark AR. According to TikTok, AR effects are used in over a third of all videos posted on the platform, with certain AR filters and effects gaining millions of views and shares. For example, the "Green Screen Scan" effect, which allows users to replace their background with another image or video, has been used in over 7.3 billion videos, while the "Bling" effect, which adds sparkles and glitter to videos, has been used in over 2.2 billion videos.

#### Growth with \$URA tokens

Coming soon to Roboworld is the addition of \$URA tokens, a tradable currency designed to advance the future of the game! The token will be distributed to players, as well as ecosystem participants, who contribute to the overall growth of Roboworld. Our plan is to use the tokens to align incentives, reward players, and grant governance. By giving players ownership of the tokens, we anticipate a surge in community engagement and rapid growth of Roboworld, as users become incentivized to work together to ensure the success of the game.





# **INVEST WITH ROBOWORLD**

We offer an exciting investment opportunity where everyone can purchase exclusive NFT boxes and stake them to share revenue with the game economy. Our investment feature is open to everyone who wishes to join our investment treasury and reap the benefits of the growing Roboworld ecosystem.



# **Community Pool - When players become investors**

The pool allows everyone who owns high rarity Roboworld Boxes to stake them and share in the game's revenue. As part of the staking pool, 5% of the game's revenue will be distributed to all stakeholders, with the distribution relying on the percentage of boxes staked to the pool capacity.

This is a fantastic opportunity for Roboworld users to invest in the game's future and earn passive income while doing so. By staking high rarity boxes, users can contribute to the game's growth and success, while sharing in the rewards.

# Treasury Pool - When the investment is way safer

The pool allows our partners to stake exclusive boxes and share in a higher percentage of the game's revenue. As part of the Treasury pool, a greater portion of the game's revenue will be distributed to investors, up to 20%, and the pool capacity will be larger.

To provide investors with more efficient access to their staked resources, we have selected Ultra high rarity Boxes as our staking resource. By doing so, staked boxes can be traded on any Immutable X powered marketplaces. Additionally, investors have the option to attach their boxes to the upcoming box sale of the game.

This is an excellent opportunity for our investment partners to support the growth and success of Roboworld while earning significant passive income. By staking exclusive

boxes, investors can contribute to the game's development and participate in the game's financial success.







# **W ROBOWORLD** NOT JUST A STRATEGY CARD GAME

We built Roboworld with its first game mode being a strategy card game, but that's just the beginning. Our mission is to create a Reality-verse where billions of players worldwide can join and experience a wide range of game modes that make use of our existing assets.

# Every non-fungible token comes with a 3D Character

Every NFT in our game ecosystem comes with a 3D character and its own story, creating opportunities to expand into new game modes such as chess, MMO Card Battle, and tower defense. Let's stick with Roboworld and see how we can expand our ecosystem even further.

# Marketplace for everyone

Our marketplace is open to everyone, including those who are passionate about crypto and decentralized assets, enabling them to trade with other players. It supports all of our Reality-verse assets and features a robust recommendation system and user-friendly interface that helps sellers expand their business and buyers find what they're looking for.

#### Gamification with Reality-verse

By incorporating mini-games into our events, we're able to leverage them as components within our Reality-verse to serve a larger purpose beyond just gaming. We can use them to run marketing campaigns that promote tournament brands and expand our business, while generating high revenue to reward our players.

# **W ROBOWORLD** FUTURE OF DECENTRALIZED CURRENCY



A new world need its currency, and in our Reality-verse, we have chosen to use a decentralized currency called \$URA tokens. These ERC-20 tokens are created, issued, and distributed by UranusX Innovation Ltd. as a form of cryptocurrency to help scale our game's economy.

#### **\$URA token objectives**

#### • Liquid, tradable player rewards

As the long-term sustainability of other currencies in our game economy and Realityverse is uncertain, we are transitioning to \$URA as Roboworld's primary currency and main reward mechanism. By offering ERC-20 tokens, players can earn rewards that are easily tradable with others or leveraged outside of the game.

#### Aligning incentives

Issuing \$URA tokens to economy participants, including third party developers, content creators and the community, works to align incentives around Roboworld Reality-verse.

#### • Economic sustainability

\$URA tokens will be distributed in a sustainable way via a fixed supply schedule. Not only are we rewarding early adopters, but we're ensuring we can continue to reward new users for years to come.

# Good for investment

When the Diamond Box runs out of supply and staking resources become scarce, our new \$URA tokens pool for staking will come to the rescue. Investors from all over

the world can participate and receive profits. We will soon announce the details of the new treasury pool, including the APY, to the world.

We are currently finalizing the supply, allocation, and reward mechanisms of \$URA and will be sharing them with the world very soon. In the meantime, we invite advisors and industry leaders from all around the globe to join us, provide their insights, contribute to the project, and introduce this new investment opportunity to the world.







Our milestones are established by utilizing previously tracked checkpoints and a future plan developed with the assistance of industry investors and advisors.





# The Roboworld Team

Within UranusX, there are over 25 full-time employees working on Roboworld. The team consists of talents from well-known companies in the gaming industry including Amanotes, Sparx\*, NHN entertainment, Goodia, LEAP Game... and many more.



# Maxi Dao (CEO), Co-founder

Co-founder of StrongBody Corp CEO of Branma Agency Chairman of MIMAX Group Representative & Admin of Vietnam's Everscale Blockchain Network's Community 20 yrs+ in Business training & consulting for FDI, NGO, Banking, Finance, Insurance 18 yrs+ in Corporate Governance 08 yrs+ in Finance markets (Crypto, Forex, Commodity)



# Louis Huynh (CFO), Co-founder

CEO of MIMAX Capital International Fund Manager: (MFF, FTMO) Master of Economics in Belgium Creative director of Grown tech solution Co-founder Supply chain 2.0 16+ yrs of experience in financial investment and FX



# Vincent (CTO), Head of Gaming

9 yrs+ in Game Development Founder of Leap Game Ltd Technical advisor at Graphicwise.com Former Sr. Game Developer at Goodia



# Tom Mai (CMO), Co-founder

Founder of Thecointime, the top community for cryptocurrency in Vietnam with over 130K members 6+ yrs experience building & researching the crypto community & market 8+ yrs in strategic digital marketing



# Henry Bach (BDL), Co-founder

3 years in AI and Blockchain Post-graduate: University of Sunderland Major: Business Management Achievement: Distinction Location: Newcastle, United Kingdom

Numerous soldiers are exerting great effort within a supervised and creativelystimulating environment. Together, we construct, acquire knowledge, and generate fresh ideas through collaboration.

# Advisors

In addition to the full-time team, there are also advisors in the industry who provide guidance and advice on various aspects of the projects, such as the economy, market adaptation, marketing, and more.



Nam Nguyen Managing Partner at BlockBase



Lam Vu Director of VTC Academy HN

# **Official Channels**

Twitter: https://twitter.com/roboworldio Discord: https://discord.gg/JmrudcHSPz Telegram Community Group: https://t.me/Roboworldchat Telegram Channel: https://t.me/roboworldgames Youtube: https://www.youtube.com/channel/UCcIA3Nu86rRSrzzcVWIUQdg Website: roboworld.io NFT market place: https://market.roboworld.io









This section provides details of disclaimer regarding Tokens, Risk and Legal- related matters. Please read and be advised that this project is under development and details in this section may be amended by further release of documentation.

Roboworld is the flagship product under UranusX Innovation Ltd - a British Virgin Islands business company incorporated in the British Virgin Islands with limited liability (collectively with its affiliates, "we", "our" or "us").

Any statements and representations made by us or on our behalf, and any use of the tokens issued by us (the "\$URA" or "Tokens") or of any platform, service or protocol upon which our Tokens operate (the "Project"), regardless of whether such Project is owned, operated, developed or otherwise controlled by us, shall be subject to this Notice.

# Legal Notice

#### Information and Communications

Our website available at https://www.roboworld.io and the our Project as described on our official token sale partner's website (together, the "Website"), the Project, and any other information communicated by us or on our behalf, whether through our whitepaper, communication channels or otherwise (collectively, the "Materials"), do not constitute an offer to sell, a recommendation or solicitation to buy, sell or hold Tokens or any other assets. Nothing in the Materials constitutes a recommendation or solicitation to use the Tokens, the Project or any related products, services or technologies. Always make sure to verify that the information that you believe is provided by us is posted or communicated by our authorised representatives.

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Materials may also contain references to third-party data and industry publications. Although we believe that such data is accurate and reasonable, there are no assurances as to the accuracy or completeness of this data. We have not independently verified any of the data from third-party sources referred to on the Website or in connection with the Project, or ascertained the underlying assumptions relied upon by such sources. Any reference to such third-party data and industry publications does not imply our endorsement thereof.

### The tokens

We do not make any warranties or representations of any kind with regard to the Tokens, and we expressly disclaim all warranties and representations relating to the Tokens, whether express or implied, including, without limitation, any implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement.

The Tokens are provided on an «as is» and «as available» basis. There is no guarantee that the Tokens will perform as expected or hold any particular value or price. The Tokens may lose some or all of their value. We do not make any promises with respect to the Tokens, its price, value, supply amount, performance, etc. We cannot and do not influence the price of the Tokens or its performance, and assume no liability to any person for the Tokens, their performance, value or loss in value, the use or inability to use the Tokens.

The Token is not an investment, security, share or equity interest, debt or loan nor a derivative instrument of any of the foregoing. Neither the Materials nor anything communicated or provided by us constitutes a prospectus or offering document, or is an offer to sell or solicitation of an offer to buy Tokens or any other asset.

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#### No advice

No part of the Website, the Project or the Materials should be considered to be business, legal, financial, investment, or tax advice, or advice of a broker regarding any matters to which all or any part of such information relates. You should consult your own legal, financial, tax, or other professional advisors regarding any such information.

### Acceptance of Risks and No Liability

You must read the Risk Disclosure Statement below, and by accessing or using the Tokens and/or the Project you accept all of the listed risks and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks. You do hereby also acknowledge and agree that both the Tokens and the Project may be subject to additional risk disclosure statements that may be amended from time to time.

#### Indemnity and Limitation of Liability

You do hereby to the fullest extent permitted by applicable laws and regulations indemnify, defend and hold us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors harmless from and against any and all loss, penalty, claim, damage, liability or expense whatsoever (including reasonable attorneys' fees and disbursements) due to or arising out of or based upon (i) any inaccurate representation or warranty made by you, or breach or failure by you to comply with any covenant or agreement made by you or in any other document furnished by you to any of the foregoing persons in connection with the Tokens or the Project, or (ii) any action instituted by or on your behalf against any of the foregoing persons that is finally resolved by judgment against you or in favor of any of the foregoing persons.

To the maximum extent permitted by applicable laws and regulations, in no event our employees, directors, shareholders, officers, consultants. shall us. representatives, agents or contractors be liable or responsible for any direct, indirect, special, punitive, exemplary, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, diminution of value, and business interruption arising out of or in connection with the use of the Tokens, the Project or the Materials or reliance thereon. any inaccuracy or omission in any Materials, whether based upon breach of warranty or contract, negligence, strict liability, tort, or any other legal theory, regardless of whether we have been advised of the possibility of such damages or losses.

# **Risks Disclosure Statement**

# **Risk of Software Weaknesses**

Although we make reasonable efforts to ensure that the Tokens, the Project and their related software follow the high-security standards, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from fishing, malware or other malicious attacks. Further, the Tokens, the Project and their related software may contain weaknesses, bugs, vulnerabilities, viruses or other defects which may have a material adverse effect on the operation of the Tokens, the Project or any such related software or may lead to losses and damages for you, other users of the Tokens, the Project or any such related software or may such related software or third persons.

# **Risk Inherent in the Blockchain**

The Tokens, the Project and their related software are or will be deployed on the Ethereum blockchain main network, and later may be deployed on other blockchains. As a result, any malfunction, breakdown or abandonment of such blockchain(s) may have a material adverse effect on the Tokens, the Project or such related software. Moreover, advances in cryptography, or technical advances such as the development of quantum computing, could present risks to the Tokens, the Project or such related software, and related blockchain software by rendering ineffective the cryptographic consensus mechanism that underpins the blockchain. The smart-contract concept, the underlying software application and software platform (i.e., [Ethereum] or other blockchain) are still in an early development stage and unproven. Although it is very unlikely, the blockchain, as well as any other blockchain, can be attacked which may result in downtime, consensus split, long reorganization of the chain, 51 percent attack, or other adverse outcomes each of which may lead to complete loss of your digital assets.

# Risk of Flawed Logic of the Tokens, the Project or their Related Software

The underlying logic of the Tokens, the Project and their related software may be flawed, defective or impaired, which can result in smart-contracts operating incorrectly or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.

# **Risk of Confusing User Interface**

Certain user interface elements or design decisions can be confusing or mislead you, which may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network.

# **Risk of Legal Uncertainty**

Our intended activities are subject to various laws and regulations in the countries where we operate or intend to operate. We might be obliged to obtain different licenses or other permissive documents in some or all jurisdictions where we intend to operate our business, therefore, our business in such jurisdictions shall always be subject to obtaining such licenses or permissive documents, if so directed by applicable laws. There is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

# **Risk of Theft**

There is no assurance that there will be no theft of your digital assets as a result of hacks, sophisticated cyber-attacks, distributed denials of service or errors, double-spent attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the [Ethereum] or any other blockchain, or otherwise.

Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.



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