WERACLE Vision Paper

(We Make Miracles : A Blockchain Gaming Platform)

Version 1.01

TABLES OF CONTENTS

1. Introduction

Have you seen the movie “Ready Player One”? The film, produced by director Steven Spielberg in 2018, is about a future in which people live and make money in virtual reality games. Living and making money in games sound like something from the distant future that could only be seen in movies, but making money while playing games is a reality now with blockchain technology. A game that pays you money while you are playing it is called a P2E (Play To Earn) game.

With the advent of smartphones, the mobile game market has grown rapidly over the past decade. In the early days of smartphone games, paid games THAT you can download by paying about $3 to $10 were the most common, but within a few years, free games (F2P: Free To Play) that could be downloaded and played for free appeared. The free game method generates much more revenue than the paid game method, so most mobile games today are released in the form of free games (F2P). Moreover, recently, with the development of blockchain technology, P2E games that allow you to earn money while playing them are popping up gradually, and most games are expected to be offered in the form of P2E games in the near future.

In the introduction, we will briefly review the paradigm shift in production and consumption due to the development of IT technology and what services can appear with the advent of blockchain technology. After that, we will talk about the introduction and vision of the game ecosystem we are preparing for.

1.1 Paradigm Shift in Production and Consumption

Development of blockchain technology has made it possible to give value to all the actions and outcomes that take place in the digital world. By being able to trade these actions and outcomes, things that were previously classified as consumption activities are recognized as production activities. Thus, the world is changing into a place where the boundaries production and consumption are being blurred.

Through the growth of companies such as Facebook and Twitter, we learned that writing online, clicking 'Like', and reading news, which were previously not considered to be productive activities at all, can become profitable activities that create economic value. As the perception that these actions, which were previously considered simple consumption activities, can become activities that can be linked to economic value, services that pay for writing, clicking Like, and reading news

have emerged.

In this social trend, more and more people are considering that reading novels, sharing everyday experiences with friends, and reading news articles are no longer consumption activities but production activities. In other words, many actions and outcomes that take place in the digital world and were once considered to be simple consumption activities are now given value through blockchain technology and have started to be recognized as production activities because they can be transacted. We are now moving from a society that divides production and consumption dichotomously to a world where a new definition of production and consumption is needed as the boundaries between them are blurred.

1.2 The Era of the Blockchain (The Era of Web 3.0)

Over the past 30 years, IT technology has developed remarkably, and a number of services that utilize it have appeared. In the early 2000s, messages were exchanged with friends through messaging services, and each time a message was sent, it cost $0.01 and $0.03. However, in the 2010s, smartphones became popular, and messenger apps such as WhatsApp, Telegram, and Line were created, which allowed us to send and receive messages without paying any money.

Not long ago, we had to pay to send a message, but with the advent of smartphones and messenger apps, we can now send not only messages but also photo files and video files for free. How will the message exchange method have evolved in another 10 years?

Maybe the time will come when you will receive money (SendToEarn) every time you send a message using a messenger app service?

Over the past decade, we have seen companies that provide free messaging services such as WhatsApp, WeChat, and Line growing into giant companies that generate huge profits. I think anyone can think of a scenario where, in the next 10 years, a company that pays you every time you send a message using their service might appear and grow into a company as big as WhatsApp or WeChat even if they don't have a rich imagination. Imagine that! This dream may soon become a reality!

Now, we can issue and distribute tokens and NFTs through blockchain technology. Tokens and NFTs, which exist on blockchains, cannot be hacked. And since they are stored in a distributed database, anyone can access the data, which means transparency is guaranteed, and they can be used as a safe currency or a means of storing value. Depending on the usage, tokens are

sometimes used like money, sometimes like gold, or even like stocks. Thanks to these tokens and NFT technology, we can give independent value to all the products and actions that humans create in the digital world by paying tokens. The entire technology and system encompassing the blockchain that gives value to all digital products created by humans, as well as stores and distributes them is called Web3.0.

Through Web3.0 technology, it has become possible to add value to every human activity that uses time—such as playing games, watching news, walking, or writing—by paying tokens. In other words, now we can create a variety of services that we couldn't do before, such as Play2Earn that pays you for playing games, Read2Earn that pays you for reading news articles, Walk2Earn that pays you for walking, and WriteToEarn that pays you for writing. It is expected that numerous ServiceToEarn (S2E) services will appear in the future due to the acceleration of the digital society and the addition of human imagination.

1.3 S2E Ecosystem

Numerous people are making efforts to create a new S2E ecosystem using the Web3.0 concept. In order for an S2E service to work well, a circulation loop must be created where tokens are paid according to a set policy and those paid tokens are used in the services. In other words, a complete S2E ecosystem is created only when the acquisition and consumption of tokens organically circulate. It is not difficult to pay tokens according to a set rule every time someone writes something, walks for a certain distance, or reads news. However, it is not easy to create a place for those tokens to be used well within a service. Most of the blockchain services that have failed so far did so because they did not provide a proper place to spend the tokens. It is not easy at all to create a service in which tokens work like they would in the real economic system we live in.

1.4 P2E Game Ecosystem

Every game has its own economic ecosystem. In the game, users get game goods such as gold or gems as rewards for completing various quests, and the acquired game goods (gold, gems) are used to develop characters or to purchase other game items in the in-game store. The production activities through obtaining rewards by completing various quests and the consumption activities through developing characters by consuming the acquired game goods or purchasing in-game items are intertwined to create a stable economic circulation structure, which is an economic ecosystem. Almost all games have this sort of complete economic ecosystem, and among them, RPG games in which players develop characters over a long period of time have a larger and more well-designed economic ecosystem than other genres of games.

Players acquire various game goods such as gold, wood, iron, jewels, stones, and leather in the game and then consume the acquired items to develop their characters or villages. If a cashable token can be added as a reward to other existing game goods such as gold, wood, iron, gems, stones, or leather in a well-established economic ecosystem, a P2E game ecosystem can easily be created. Among the various genres of games, RPG games with their huge and well-designed economic ecosystems can become P2E games much more easily than other genres.

We saw earlier that, in order for an S2E service to form a complete ecosystem, there must be an appropriate purchasing place where the distributed tokens can be used, and it is very difficult to create such a proper purchasing place. However, since most games have a perfect ecosystem where the distribution and consumption of goods circulate stably, a gaming P2E service can form an ecosystem more easily than other S2E services. It is an undeniable fact that among the many S2E services that will be created through Web3.0 technology, one that can create the most understandable, realistic, and perfect ecosystem will be a P2E game service.

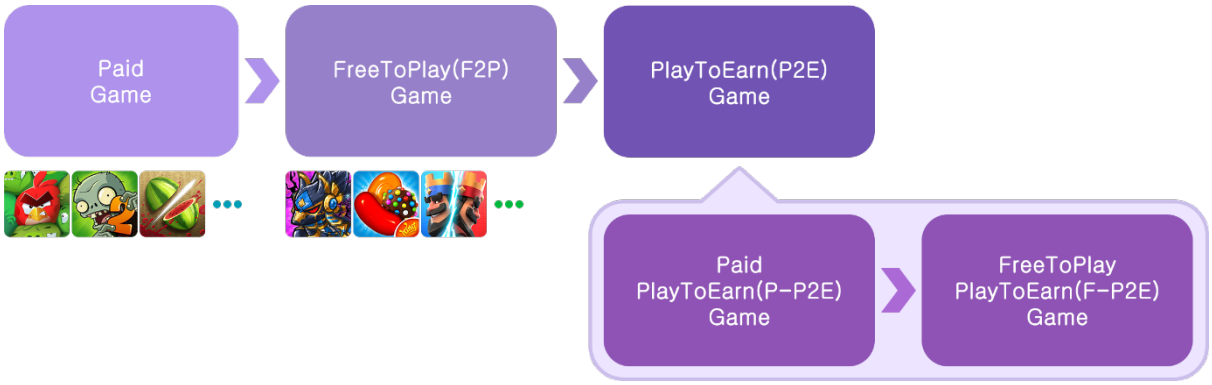
We believe that a P2E game service is one of the core service models that exerts the greatest influence in the Web3.0 ecosystem, and we expect that the new concept of the blockchain game market will grow significantly in the future. Therefore, we have created and will be developing a platform called Weracle where various blockchain game services can be provided. In this document, we would like to share what the Weracle platform is alongside our visions, plans, and development goals for it.

2. The Future of the Blockchain Gaming Market

Our world is changing so fast at the moment, and it is very difficult to predict the future. However, if we look at the history of gaming and its development and try to understand it, we can predict how it will develop in the future and we can create our own philosophy and vision during this process. In this chapter, we will look at how the mobile game market has developed so far and how it will develop through convergence with blockchain technology. Through this process, we will find out what kind of Weracle ecosystem we will create as well as how to prepare for and develop it.

2.1 The Evolution of Smartphone Games

We want to create a platform for P2E games using blockchain technology. To this end, it is necessary to examine how the mobile game market has developed over the past 20 years. In this chapter, we will examine the smartphone game market—which has evolved from paid games to free games, and then to games that pay you money—predict what form it will develop into in the future, and find out what our Weracle platform should prepare for.



Paid Games (Pay-to-Play Games)

Most of the early smartphone games were paid games. Paid games are the games that you can download and play after paying a set amount of money. Early smartphone games such as Angry Bird, Fruit Ninja, and Zombies and Plants were mainly paid games that could be downloaded and played after paying $1 or $3.

Free Games

A new type of game called Free-to-Play (F2P) has appeared in the smartphone game market, which used to have mainly paid games. F2P games can be downloaded and played for free. Of course, not everything about F2P games is free. F2P games generate revenue by selling payable items to users who want to become stronger or experience more content faster than others. In F2P games, only about 5% of users become billing users who purchase payable items, and the remaining 95% of users enjoy the game for free. However, despite the fact that only 5% of users pay, most mobile games today are released in the form of F2P because the profits of F2P games are significantly higher than those of paid games.

Why has the mobile game market shifted from paid games to F2P games?

The only difference between F2P games and paid games is that you can play F2P games for free without paying. But this one difference creates a huge difference in terms of the number of users. The number of downloads of F2P games is at least 10 times that of paid games, and at most hundreds to thousands of times higher. As F2P games became the mainstream of mobile games, the initial barriers to entry into games have been lowered, and with the rapid spread of smartphones, the mobile game market has grown very rapidly.

Let's dig a little deeper into the term Free2Play (F2P). We always pay to enjoy entertainment. To enter the cinema, you need to buy a movie ticket; to enter an amusement park, you also need to buy a ticket; and to play golf, you have to pay for the golf course. It's hard to find anything that doesn't have a cost, except for F2P games. Can F2P be introduced in movies? Can F2P be introduced in amusement parks, golf, bowling, or billiards? In order to do F2P, a lot of high-quality content has to be ready in advance, and it is only possible with strong confidence in that content. The mobile game industry has been releasing F2P-style games for 10 years at the time of writing, and based on this concept, the mobile game market could grow very rapidly. Now, the game market is developing into a new form beyond F2P with the advent of blockchain technology.

Play-to-Earn Games

With the development of blockchain technology and the advent of NFTs, a new type of game called Play-to-Earn (P2E) has emerged. P2E games are games that pay you money while you are playing them. Without the use of blockchain technology, it is very difficult to create a system where users who participate in the game can earn money. In particular, if the participating users are evenly distributed in 160 countries around the world, it is not easy to receive an invoice and

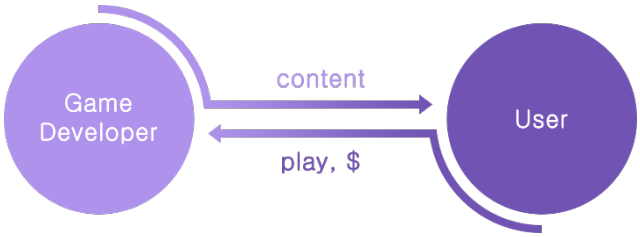
use the SWIFT system to send money to the users. However, through blockchain technology, we have a new monetary system that allows all users around the world to easily buy and sell digital assets, and with the advent of NFT, transactions became possible by giving value to all digital assets. By creating a way for users to earn money through blockchain technology, users who enjoy games can now participate as investors and producers in the game ecosystem, not just as content consumers.

2.2 Changes in producers and consumers in the gaming industry

An ecosystem consists of producers and consumers. If new producers appear in the existing ecosystem and create new consumers, the ecosystem can become healthier. The first automobile ecosystem was a simple structure where automobiles were produced in a factory and purchased by people, but as services such as repairs, rentals, insurance, second-hand trading, racing tournaments, and gas stations were added to it, it developed into the huge automobile ecosystem we have today. As such, the game ecosystem initially started small as a developer-production and user-consumption market, but as related businesses appeared, it gradually grew bigger. In this chapter, we will examine how the game industry can develop with the advent of P2E by considering how the game industry ecosystem started and developed.

Early Gaming-Industry Ecosystem

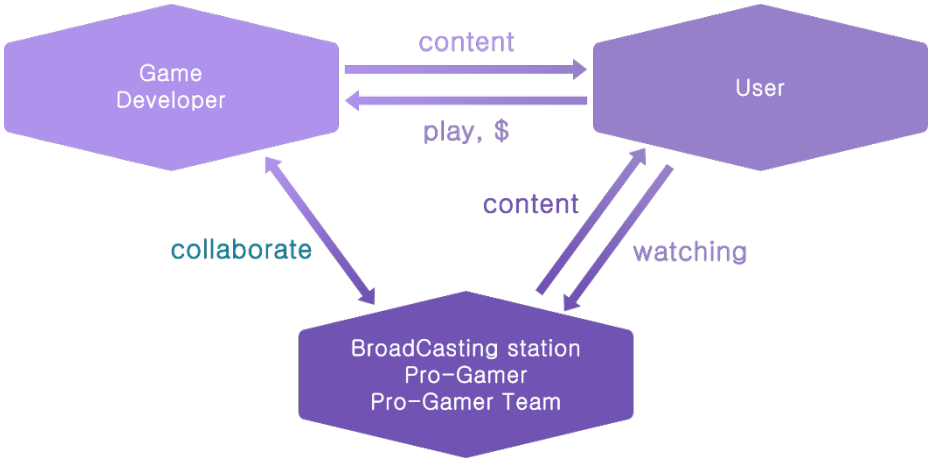
The early gaming-industry market consisted of a very simple ecosystem in which game developers were producers of content and users are consumers by playing that content.



The Rise of eSports

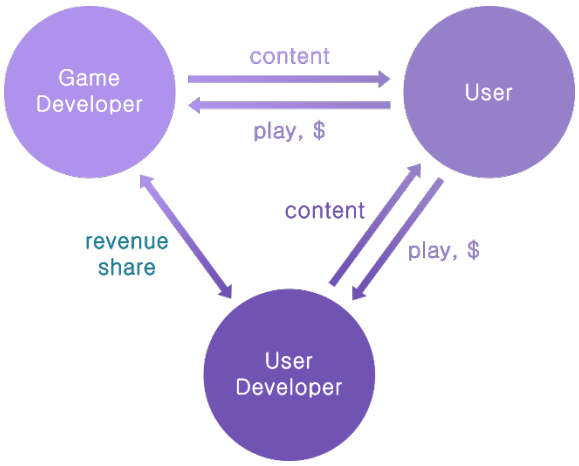
In the early 2000s, starting with StarCraft developed by a company called Blizzard, the eSports

market was formed for consumers to watch professional gamers' matches. Before eSports, only game developers played the role of producers of content. With the advent of the eSports market, however, professional gamers who play games, broadcasters that broadcast the game, game commentators, and professional gaming teams participate as producers. In this way, the simple ecosystem of game developers producing and users consuming has expanded to include developers, users, pro-gamers, broadcasters, commentators, and gaming teams, enabling the game market to grow larger. As game developers, pro-gamers, broadcasters, and gaming teams promote games with affection and work together to make more interesting games, a market where more people participate has been created. With the advent of these new producers, users who no longer play games can become members of the ecosystem as viewers or fans of pro-gamers, allowing the ecosystem to grow larger.



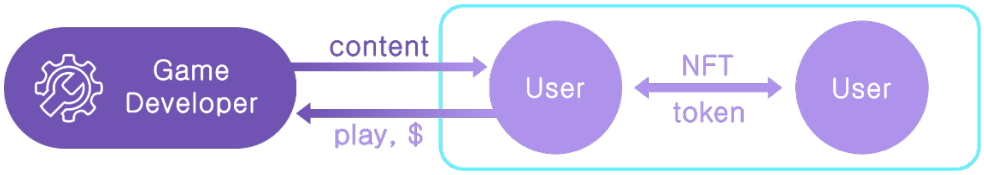
User-Developed Game Ecosystem

There is another case in which the game ecosystem has been expanded by the participation of other people as producers other than just the game developers. A game called Roblox provides development tools that allow people to easily develop games. Using this development tool, users can directly create game content and provide it to other users so that users can also earn profit. By providing an online game platform where users can enjoy games created by other users, Roblox has grown into a huge game ecosystem that is currently enjoyed by more than 150 million people. In other words, moving away from the simple structure of developers producing and users consuming, users began to participate in content development and become producers, which led to the ecosystem being able to expand in a healthier way. As such, if these types of new producers participate and produce high-quality content with their own creative ideas, the game ecosystem can expand and develop even further and become even more healthy.



Blockchain Gaming (users participate in the ecosystem as producers and investors)

Through eSports and Roblox, we have been able to see how the ecosystem expands further when new producers appear. Until now, most game ecosystems have been one-way ecosystems where developers supply content as producers and gamers consume content as consumers. However, through blockchain technology, users can make NFT items in the game and trade them with tokens, so that all users can become producers and expand the ecosystem. As users' playing the game itself is recognized as a productive activity in which they invest time, they receive tokens and NFT items, and generate profit by trading them. In other words, all users participating in the game can directly participate as producers, consumers, and investors in the game ecosystem. This is being organically combined with existing eSports and YouTube, creating the potential to expand into a huge ecosystem that cannot be compared with that of today.



In the real world we live in, almost every activity or product that we spend time on, such as growing crops, catching fish, mining minerals in mines, and selling goods, is valued and generates revenue. By using blockchain technology, it is possible to add value to all actions and outcomes created by spending time in the digital world, and all actions and outcomes performed in the game are also valued so that all users can become producers and consumers. Thus, a huge ecosystem is created. It is expected that new types of jobs and ecosystems will be created in the future through blockchain technology.

2.3 Market Changes in P2E Games

Many P2E game services currently provided require purchasing an NFT before playing the game. Like paid games that had to be purchased first to play the game in the early days of mobile games, most P2E games currently available are being provided in the form of paid games that require an NFT purchase before playing the game. However, we predict that the P2E game market will also shift from paid games to free games (Free2Play) like the mobile game market.

For easier explanation, P2E games that require the purchase of an NFT before playing the game are called P-P2E (Paid P2E) games, and P2E games that allow you to play the game for free without purchasing an NFT are called F-P2E (Free2Play) games.

In the case of P-P2E games, for which NFTs must be purchased before playing the game, a very complex process is required before starting the game. Before playing the game, you have to first install a wallet such as MetaMask. In this case, you have to create a wallet account, write down the words for recovery, and store them in a safe place. This arrangement of words is called mnemonic, and for users without experience in blockchain, this process is very unfamiliar and becomes a difficult hurdle to understand. And to purchase NFTs, you need to transfer cryptocurrency to the created wallet. To do this, you need to create an account on an exchange, register a bank account, deposit cash from the bank account to the exchange to purchase cryptocurrency, and then the cryptocurrency must be transferred back to the MetaMask wallet. Most users who have never encountered blockchain technology before will give up and exit the game in the middle of the process, and only a very small number of users will be able to participate in the game after going through the entire process.

The process of purchasing NFTs to start a game is incomparably more complicated than the process of purchasing a game in the early mobile market. The current P2E game market is mainly P-P2E games, but it is expected to rapidly change from P-P2E games to F-P2E games, as seen in the process of the mobile game market change.

Blockchain F-P2E games, just like F2P games, can be downloaded and played for free. Any time you want to withdraw the tokens obtained while playing the game, you can create a wallet and send it. The process of withdrawing money is the reverse process of the process for purchasing NFTs in P-P2E games, and the difficulty is the same, but there is no need to quit the game just because the process is complicated. If the process is difficult, you can give up and play the game and try again whenever you want to withdraw money.

2.4 What genres of games are suitable for P2E?

The three game genres that have generated the most revenue worldwide are FPS, RTS, and RPG. Let's take a look at which genres of games are suitable for P2E games among these three genres of games, and which genre of game should be provided first in the Weracle ecosystem.

Characteristics of FPS Games

An FPS game is a first-person shooter game, such as Overwatch or Battleground, where you compete with others in a speed-based competition. Since these FPS games are war games against other users, it is very important to adjust the fairness among users. In FPS games, if you use a pistol but your opponent uses a wall-piercing laser gun or a nuclear missile, the fairness is lost, and you will no longer have the motivation to play the game.

Characteristics of RTS Games

RTS games are real-time strategy simulation games such as StarCraft and League of Legends, in which you compete in a strategy-based competition with other players. RTS games, like FPS games, should start fairly with others due to the nature of the game. Let's say it costs 100 gold for you to produce a tank, but if the opponent produces a tank for 1 won, the fairness is lost and the meaning of the competition disappears.

Characteristics of RPG Games

Lastly, RPG games such as World of Warcraft and Diablo require character development over a long period of time, and require endurance of users. In the case of an RPG game, if the character that you have developed for 3 years loses to a character that your opponent has developed for a week, your efforts so far will become meaningless, and your desire to play the game will disappear. In other words, in RPG games, users compete with each other with assets accumulated over a long period of time, so the value of their efforts must be well reflected.

RPG vs FPS, RTS

FPS and RTS are games where you compete with other users in real-time in a competition based around speed or strategy. Fairness between users is very important, and the game playtime is about 30 minutes, so they are very suitable for e-Sports. Due to these characteristics, most of the successful e-Sport games belong to the FPS or RTS genre, such as LOL, Overwatch, and Battlegrounds.

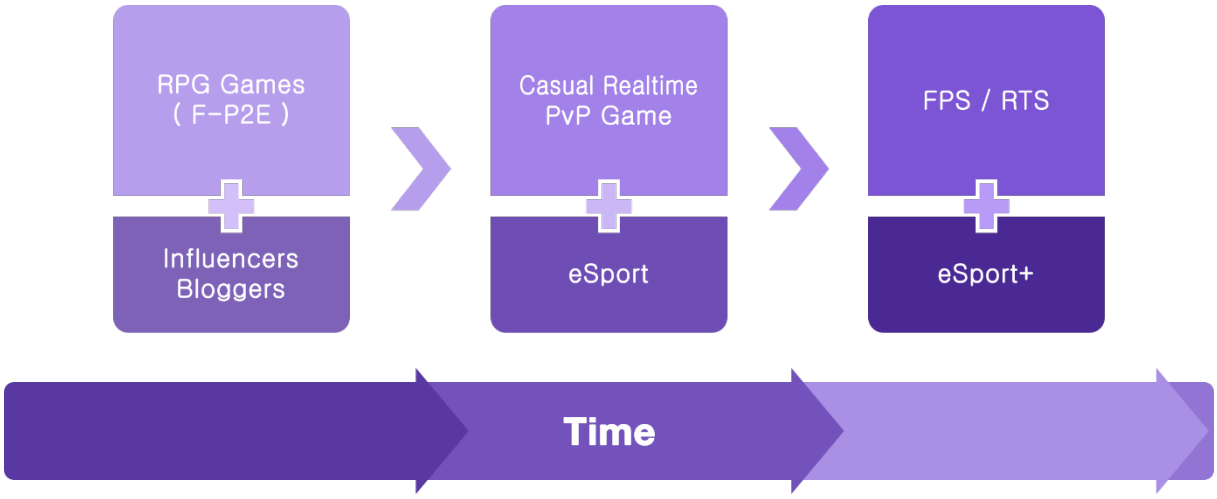
On the other hand, since RPG games take "How long and how well have you developed your character?" as their core value, it can take as little as a few months or as long as several years to play the games, which makes them unsuitable for e-Sports. In terms of the e-Sports market, FPS and RTS games are suitable, but for FPS or RTS games, it is difficult to accumulate user assets in the game not to break the fairness. So, it requires a lot of thoughts and ideas to make them into P2E games. However, with RPG games, the core value is how well you develop your character and how good the items you're wearing are, so it is very suitable for P2E, as the user's assets can directly affect the game. In other words, in the case of an FPS or RTS games, it is difficult to create a large game economy because the user's assets can be used only for a decorative effect without affecting the user's ability. With RPG games, however, all items and goods in the game can be accumulated as assets. Therefore, these games are very suitable for P2E.

2.5 What games will Weracle use to create an ecosystem?

The games to be introduced in the early Weracle ecosystem will be mostly F-P2E games (Free Play To Earn). As mentioned earlier, P-P2E games have a disadvantage as it is difficult for many users to participate in the game because the initial barrier to entry is too high. Our first goal is to expand the blockchain game ecosystem by allowing users who are familiar with blockchain to participate as well as the users with no blockchain knowledge or experience to easily play. We believe that P2E games should not be 'games played to make money', but should instead be 'games that you play for fun while making money as well'.

We saw earlier that the most suitable P2E game is an RPG genre game. SNG games and war games have a large economy like RPG games and can steadily accumulate user assets. Together with our partner game companies, we are planning to provide the service for RPG games first, which are most suitable as P2E games. In the early Weracle ecosystem—that is, in 2022—mainly F-P2E RPG games will be introduced.

After that, we are planning to graft the eSports system into the Weracle ecosystem through light real-time battle games. Although it is difficult to accumulate a lot of assets in real-time battle games, it has the advantage of greatly expanding the ecosystem through eSports. And by engaging YouTubers and bloggers in the Weracle ecosystem, they will be included into the blockchain ecosystem. After integrating RPG genre games and eSports into the Weracle ecosystem, based on this experience, we will develop into an ecosystem where various genres of blockchain games such as FPS and RTS can participate. Weracle's goal is to create a healthy ecosystem where users can participate as proper producers and investors in the ecosystem, rather than being a P2E game that simply distributes coins to users.



2.6 Governance Tokens vs Independent Tokens

Games are largely divided into user-created games and developer-created games depending on who participates in the development. The token structure and ecosystem structure also change as the game ecosystem and life cycle change depending on who is the subject of content development. In this chapter, we will look at the token structure according to the subject of content development, and what kind of structure the Weracle token should have.

Used-Created Games

With user-created games (UCG: User-Created Game) such as Roblox, Sandbox, and Minecraft, game developers provide game development tools separately from games, so anyone with an

idea can easily develop games with the provided tools. Thus, they provide sub-content in the game. These games allow numerous users to continue the supply of interesting games in their own creative ways, enabling users to play various games within the game. Since these user-created games have a very long life cycle, the tokens circulated in these games can also form a stable price for a very long time. Typically, in the case of a game such as a Sandbox game, it is a single game, but since a number of users can create various types of games within the game, an ecosystem can be formed with a single token called a Sandbox.

Developer-Created Games

With developer-created games (DCG: Developer Created Game), all the content is developed by developers. Most of today's games are DCG games made by experienced developers belonging to developing companies. Games for which all content is developed by developers in this way have a finite lifecycle because, no matter how interesting the game is, developers cannot continuously supply creative ideas, and the complexity of the game increases as the service period becomes longer. Thus, no matter how interesting the game is, the longer it is played, the more users will lose interest and leave the game, eventually ending the service. Since DCG games have a shorter lifespan compared to UCG games, if they create a dedicated token that can only be used in DCG games, that token is synchronized with the lifespan of the game. When the life of the game is over, the token price also falls, so it is difficult to build a stable ecosystem. Therefore, in order to create a stable blockchain token ecosystem for the games that developers mainly develop the content, they need to create one main token and a separate token for each game so that the separate token can be exchanged for the main token, thus keeping the main token's ecosystem stable.

Although each game has a finite life cycle, when several of these games are gathered together, the main token, like the tokens of UCG games, can create a stable ecosystem. Based on this, we've created a blockchain game platform called Weracle, where we made a main token as the center of the ecosystem, allowed each game to have its own game token, and allowed game tokens to be exchanged for the main token. Various games such as Endless Frontier, EF Defense, Tastes of Heroes, and Legendary Black Smith will be sequentially added to the Weracle game ecosystem so that the Weracle game ecosystem can develop stably.

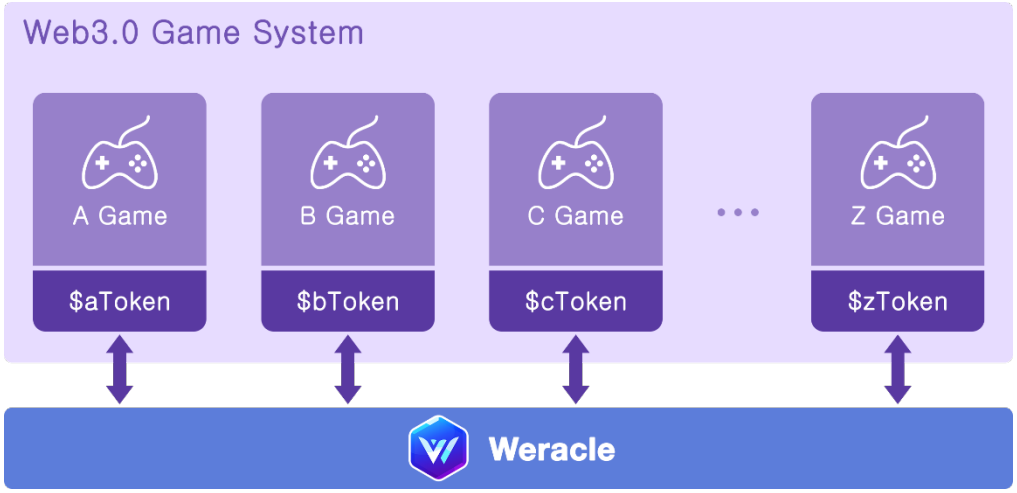
3. Weracle Ecosystem

We created a blockchain game platform called Weracle to create an excellent ecosystem of blockchain games. In this chapter, we will look at the characteristics and structure of the Weracle platform designed based on the content discussed in the previous chapter.

3.1 Token Structure (Relationship Between Weracle Token and Game Token)

There are two kinds of tokens in the Weracle token ecosystem. One is the Weracle token, the main token responsible for governance, and the other is the game token used for each game. The main token reflects the value of the entire ecosystem, and the game token is an individual token that users acquire through playing each game. Users can acquire game tokens through playing each game and exchange them for Weracle tokens through the Weracle wallet.

Today, each country creates and uses its own currency and uses the dollar as a common currency for international trade. Just as the exchange rate is adjusted according to how well each country's economy is doing, also in the Weracle ecosystem, each game creates and uses its own token like a country, and the exchange of values between games is done through Weracle tokens.



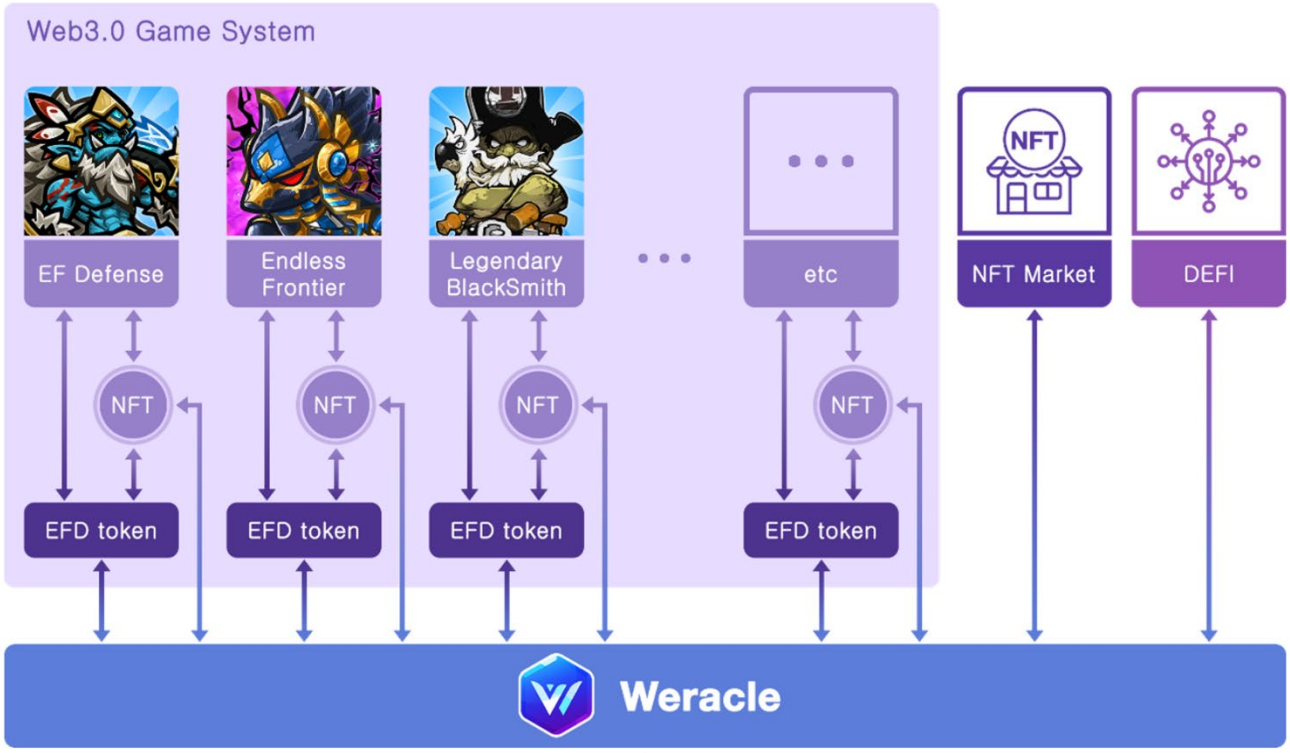
From now on, a variety of games will participate in the Weracle ecosystem. Since each game has its own unique game economy and different fun elements to pursue, it is difficult to define and use a common token for all the games. Therefore, it is judged that it is more flexible to create and use a game token for each game and exchange them for a Weracle token. Thus, each game

has its own token in the Weracle ecosystem. The exchange value of game tokens used in the games that are operated well and loved by many users will increase, and the exchange value of game tokens used in the games which many users are leaving due to poor operation will decrease.

3.2 MainNet and Services

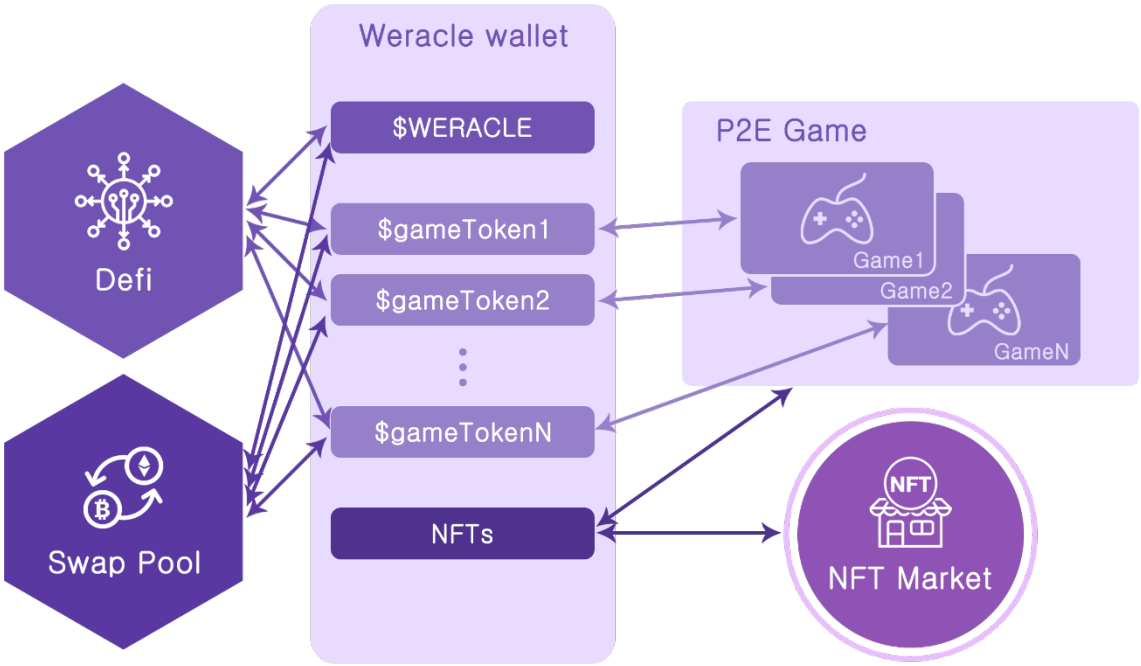
Games on Weracle uses a polygon network to effectively implement a blockchain game platform. Polygon network is a decentralized and scalable Ethereum platform that can develop large-scale excellent dApps by providing high speed, low gas fees, and an excellent security system. As of March 24, 2022, Polygon's market capitalization was $11.8B, ranking 16th in terms of market capitalization among global coins.

The Weracle ecosystem will also provide an NFT market where users can trade NFT items created in blockchain games with each other, a DEFI system where they can earn interest by staking their own tokens or NFTs, and other various S2E services.



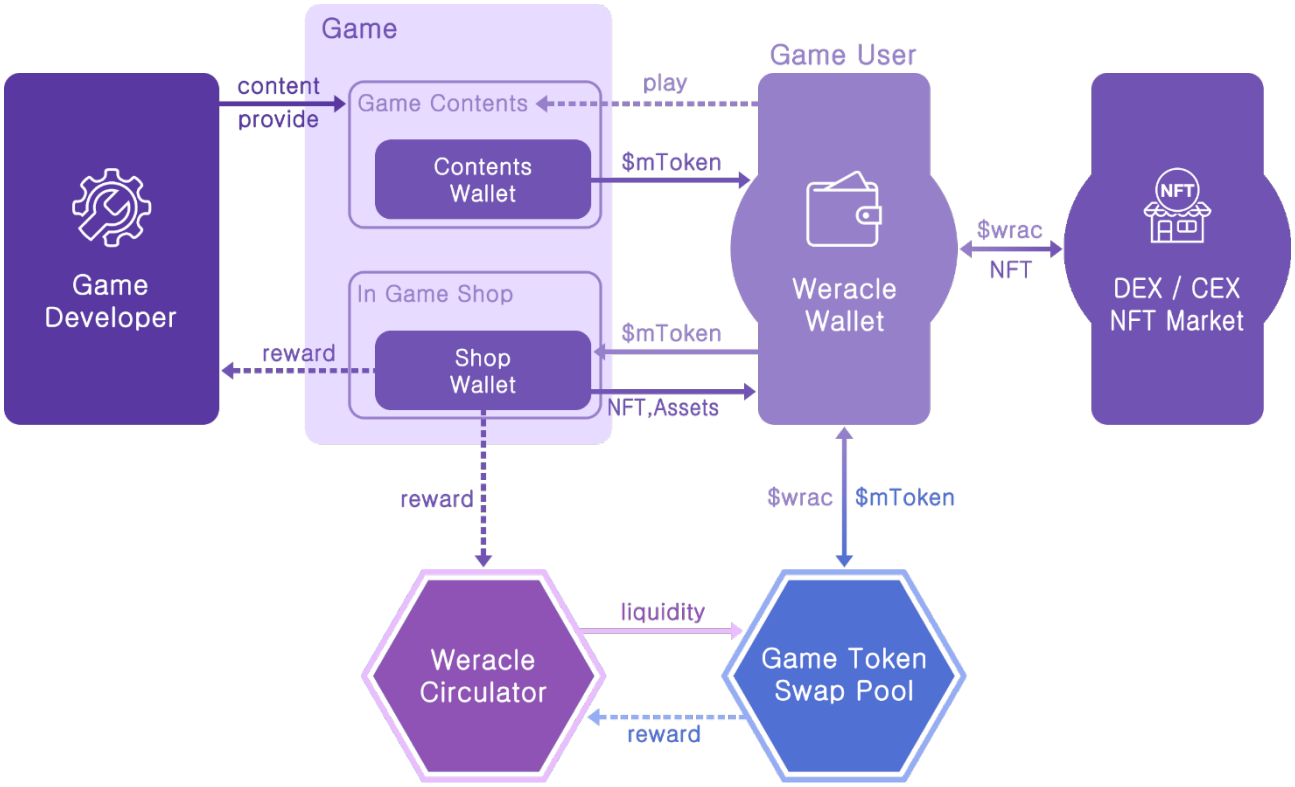
3.3 Weracle Wallet

The Weracle platform offers a Weracle wallet in which users can safely store Weracle tokens and various game tokens and NFT items obtained from games. In this wallet, users can exchange game tokens acquired as game rewards, earn interest through staking, and trade items with other users through the NFT market. This Weracle wallet will develop into an important hub for natural and friendly communication with other users. We are planning to provide the Weracle Wallet SDK so that game companies can easily and conveniently link their games with the Weracle wallet.



3.4 Economic Structure of the Weracle Ecosystem

The core components of the Weracle platform are as follows.



($wrac: Weracle Token, $mToken: Game- Tokens)

- **Game Developers:** Game developers provide content, and when users consume game-tokens through in-game stores or content, they generate revenue as a reward. Through these rewards, game developers can continuously update games and provide new content.

- **Games:** Games have economic structures that allow the circulation of various content and tokens that users enjoy. For games in the Weracle ecosystem, the token economy operates through Content Wallet and Shop Wallet. Content Wallet is a wallet for paying game tokens to the users as rewards for their gameplay. Initially, it receives the amount required for the game ecosystem from Weracle Circulator, and it pays game tokens to the users as rewards whenever they complete a quest. Shop Wallet is a wallet used to receive game tokens from users when they purchase in-game goods or NFTs by spending game tokens through in-game stores or similar content. When users use game tokens to purchase game goods, part

of it is taken by the game developer as revenue, and part of it is paid as a fee to the Weracle Circulator. A portion of the fees and profits obtained by Weracle Circulator is allocated to the Content Wallet, and the rest is used to operate the Weracle ecosystem.

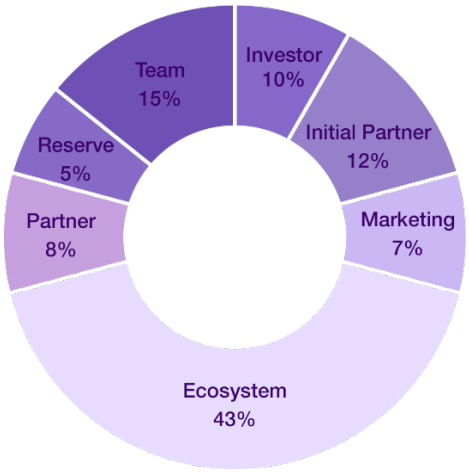
- **Game Users:** Game users acquire game tokens as rewards through gameplay. The game tokens obtained in this way can be used to purchase various in-game goods or NFTs in the in-game store. In addition, these tokens can be converted to Weracle tokens through the Game Token Swap Pool and then converted into cash through DEX/CEX or used to purchase NFTs on the NFT market. Users who need more game tokens can purchase Weracle tokens through DEX/CEX, and then exchange Weracle tokens for game tokens in the Game Token Swap Pool. This series of operations are carried out in the Weracle wallet owned by the user.

- **Game Token Swap Pool:** Users can exchange game tokens obtained by playing games for the Weracle tokens at Game Token Swap Pool. Conversely, they can exchange Weracle tokens for any game tokens they want.

- **Weracle Circulator:** Weracle Circulator is a wallet used to provide liquidity and receive commissions and profits so that the Weracle ecosystem can be kept healthy. Weracle Circulator provides initial liquidity when a new game is launched and manages liquidity so that the Game Token Swap Pool can be operated stably. Fees and profits generated from transactions within the Weracle ecosystem are reinvested as costs to operate a stable ecosystem.

4. Token Distribution

The total number of Weracle tokens to be issued is 2,000,000,000, and they will be distributed as follows.

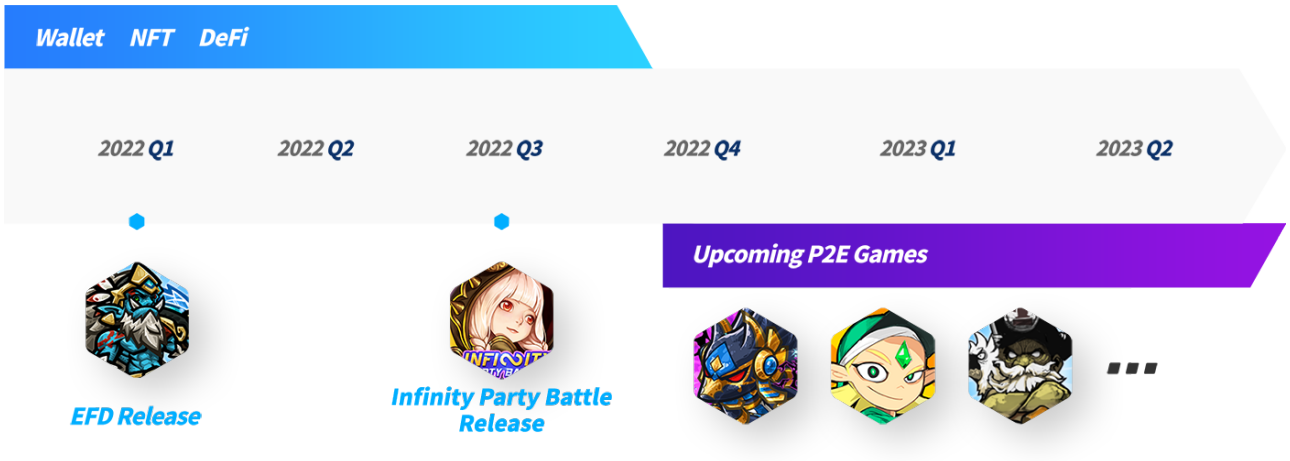


Category	Amount	Ratio
Initial Partner	240,000,000	12%
Investor	200,000,000	10%
Team	300,000,000	15%
Partner	160,000,000	8%
Ecosystem	860,000,000	43%
Marketing	140,000,000	7%
Reserve	100,000,000	5%
Total	2,000,000,000	100%

- The initial partner volume was allocated to key partners and companies that played a pivotal role in forming the initial ecosystem.
- The partner volume is allocated to game developers, business partners, and individuals who will help expand the Weracle ecosystem in the future.
- Investor volume is allocated for distribution to investors in order to secure funds for initial Weracle ecosystem construction and stable operation.
- The team quantity is for companies or individuals who directly or indirectly help the development team, operation team, marketing and ecosystem to build and continuously grow the Weracle ecosystem.
- Marketing volume is the amount used to acquire users or promote the brand in the early stages of the ecosystem.
- The reserve quantity is for responding to sudden changes or problems in the market that may occur while operating the ecosystem. However, this reserve quantity may be used flexibly for stable market operation.
- The ecosystem quantity is allocated for providing the participating games and services to form the Weracle ecosystem. Users participating in a game can acquire game-tokens by playing the game and exchange their acquired game-tokens for Weracle.

5. Weracle Ecosystem Roadmap

With the dazzling development of IT technologies such as the blockchain, AI, and autonomous driving, human production activities are increasingly being replaced by robots. Through this, humans will have more and more leisure time and will eventually be freed from work. As robots replace human production activities, the definition of human production activities will also gradually change. In the near future, it is expected that play will also be defined as a type of production activity. The unfamiliar word P2E, which means "making money while playing," is expected to develop into various new forms over time as it currently shows a glimpse of the future to come. It is very difficult to predict both the rapidly changing game market and the blockchain market, but it is very clear that the P2E game market will grow significantly in our current era. In order to quickly respond to the new blockchain game market and to create a great game ecosystem platform, the Weracle platform is going to move according to the following roadmap.



6. Disclaimer

Please note that this Vision Paper is provided with the sole purpose of describing the project and conveying information regarding it and the content of this Vision paper is just a guideline in which legal responsibilities are not involved. This Vision paper is not a security issuance plan, a suggestion for an investment nor a proposal for purchase of securities and it should not be comprehended as any form of investment advice suggestion or recommendation. Also, this Vision paper has nothing to do with issuing securities.

Therefore, all participants should be fully aware that token is not clearly secured and that any token issued by project WERACLE does not bear any dividends or voting rights, hence shall avoid participating in the project with such purposes.

Although project WERACLE will continue to review legal aspects of this Vision paper, this Vision paper itself does not guarantee sophisticated legitimacy that presupposes all the situation which may happen, nor does it guarantee third-party rights or interests. Whatever decision that investors make, the WERACLE project will not be responsible for any compensation · indemnification against any loss occurred due to use of this Vision paper and will not protect any loss resulting from trading token regarding this Vision paper. We strongly recommend all participants to consult legal, financial, tax and/or other experts and decide participation on one's own risk. The road map suggestion in this paper is merely a reference material for the services. Be noted the project plans provided could always be changed due to its circumstances.

Token trading participants with in WERACLE project shall not provide, distribute, resale or transfer WERACLE project token to citizen, individuals and corporate body (hereafter "Restricted participants") in countries where regulatory authorities and policies prohibit or restrict digital token trading. Restricted participants cannot participate in token trading regarding the Vision paper. Those who have provided, distributed, resold, or transferred to Restricted participants are fully responsible for legal problems arising therefrom. The project can take necessary measures against those transactions.

Project WERACLE can always refuses token purchasing requests regarding this Vision paper in case the individual information that provisional participants provided is insufficient, incorrect and/or misleading or if those provisional participants could be deemed as restricted participants. Also, it is strictly restricted to participate in token trade with the proceeds of crime such as drug dealing or for the purpose of money laundering and terrorist financing.

In case Restricted participants purchase token or purchases are made with illegal/unauthorized funds and/or purpose, the transactions can be banned and restricted immediately and such token purchases can be cancelled or deemed invalid.

It is the participant's responsibility to find out whether it is legitimate to purchase tokens in their geographic region and to find out if they could resell it to another buyer in a certain region. Thus, this paper does not provide any grounds on such decisions, and the WERACLE project will not be responsible for any misjudged decisions.

7. Glossary

- DApp: Decentralized application
- SNG: Social Networking Game
- RPG: A game in which players assume the roles of characters in a fictional setting.
- RTS Game: A type of game where players progress simultaneously with each other in real-time as opposed to taking turns
- FPS GAME: A sub-genre of shooter video games centered on gun and other weapon-based combat in a first-person perspective
- UX: User experience encompasses all aspects of the end-user's interaction with the company, its services, and its products.
- NFT: a digital asset that represents real-world objects like art, music, in-game items and videos. They are bought and sold online, frequently with cryptocurrency, and they are generally encoded with the same underlying software as many cryptos.
- Smart contract: a self-executing contract with the terms of the agreement between buyer and seller being directly written into lines of code. The code and the agreements contained therein exist across a distributed, decentralized blockchain network.
- Wallet: a software program or physical device that allows you to store your crypto and allow for the sending and receiving of crypto transactions.
- Swap: an agreement between two counterparties to exchange financial instruments or cashflows or payments for a certain time
- Mainnet: Blockchain that performs the functionality of transferring a digital currency from a sender to a recipient. It is simply the main network, whereby actual transactions take place on.
- Governance Token: Blockchain token that grants voting and management power to their users
- Smart Contract: Self-executing contract with the terms of the agreement between buyer and seller being directly written into lines of code.
- DEX: Decentralized exchange is a peer-to-peer marketplace where transactions occur directly between crypto traders
- CEX: Centralized exchange is a type of cryptocurrency exchange that is operated by a company that owns it in a centralized manner.
- DeFi : Short for decentralized finance, DeFi is an umbrella term for peer-to-peer financial services on public blockchains