XPLA Whitepaper

Blockchain Digital Media Platform

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1 Summary

1.1 Introduction

Blockchain, a distributed digital ledger sharing information to all participants, is a new technology developed to make the existing market of biased business models and unbalanced market economy transparent and fair.

Blockchain technology has continued its development and growth and has expanded into different business fields and technologies of general society. Non-Fungible Tokens (NFTs) have emerged as an alternative to an unbalanced market.

NFT is a term that was first introduced after blockchain technology has become widely known by the public, and it stands for "Non-Fungible Token". Anyone can verify and secure digital ownership of NFT items, risk-free of hacking, forgery or tampering, by storing their exclusive right of use on the blockchain, so users have full digital ownership.

Yet this does not mean that there's only positives to NFTs. Innumerable applications that utilize NFTs have taken over the world with the growth of the blockchain market, among which some are, however, money-grabs, and in worst cases, scams. Due to these applications, the NFT market can present critical risks for both users and investors.

According to State of the DApps, among approximately 3,800 decentralized applications, about 25.5% are "Abandoned," meaning there was no activity in the DApp for 6 months or more, or the domain was inactive, and approximately 1 out of 4 DApps had not been completely developed or had suspended their services. [1]

Xpla Mainnet was developed with the purpose of resolving these problems and to set the standard for the blockchain industry that will continuously advance in the future. Xpla is built to be a platform that could encompass the blockchain media content ecosystem, and although a game is unsettled in the blockchain gaming platform, C2X, which exists within Xpla Mainnet, the assets and items within the game do not lose their value and can be transferred to other games or used to create other value.

In addition to games, Xpla has its sights set on becoming a blockchain digital media platform, which will be home to a variety of cultural content. It will serve as a blockchain platform and central mainnet where all forms of media content, including movies, music, art, and games, will come together. Furthermore, the Xpla ecosystem is designed to publicize all service decisions and operations of the decentralized applications on the platform by enabling all users to be owners.

It is an ecosystem of virtuous cycles where all users and creators are privileged based on a high standard of stability, fairness and transparency, and thus intended to present a sound direction for digital media content.

1.2   Market Trends

The Blockchain Market

The size of the worldwide blockchain market is estimated to grow with an annual average growth rate of 68.4%, from USD 4.9 billion in 2021 to USD 67.4 billion by 2026. [2]
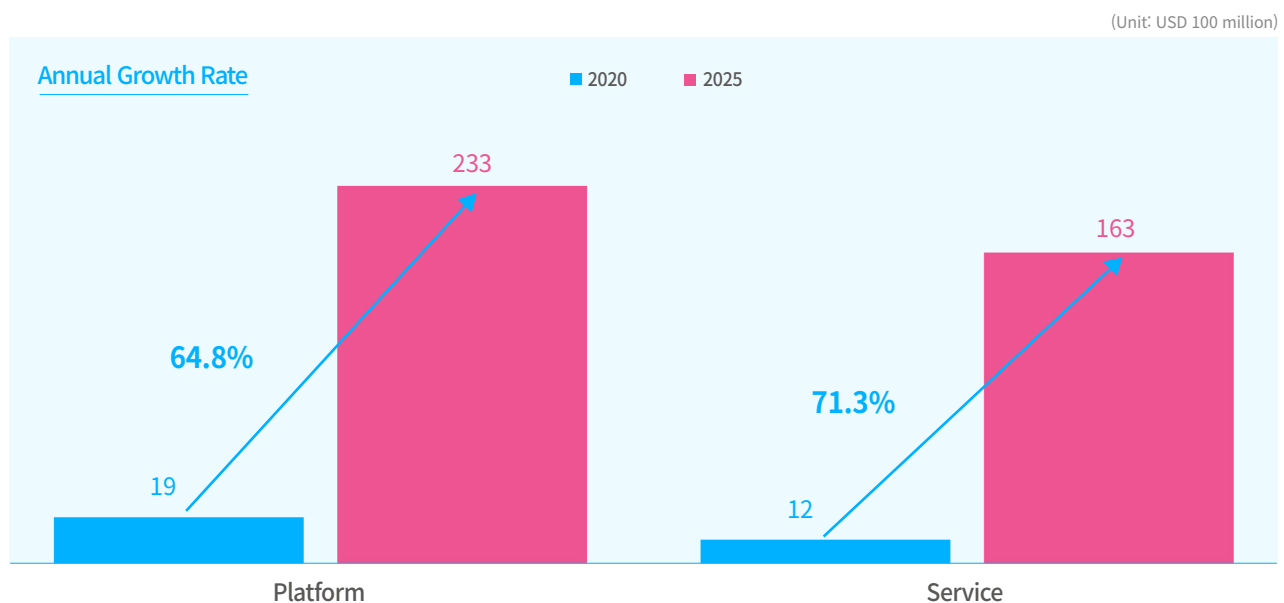
Breaking down the market share by region in 2020, North America held 39.1%, Europe held 28.6%, Asia-Pacific held 20.8%, Africa held 6.8% and Latin America held 4.7% of total share.

The market is estimated to grow from USD 1.184 billion in 2020 to USD 12.638 billion by 2025 in North America, from USD 865 million in 2020 to USD 11.288 billion by 2025 in Europe, and from USD 629 million in 2020 to USD 10.606 billion by 2025 in Asia-Pacific. [3]

When categorizing the blockchain market by platform and service, platform was 63.4% of the total in 2020 and service was 36.6%. For future projections, the platform sector recorded USD 1.92 billion in 2020 and is estimated to reach USD 23.33 billion by 2025. The service sector recorded USD 1.16 billion in 2020 and is estimated to reach USD 16.33 billion by 2025.

Categorizing the blockchain market by application supplier, infrastructure supplier and middleware supplier, each of them recorded 41.5% 34.5%, 24.0% share in 2020 respectively. The application supplier sector recorded USD 1.256 billion in 2020 and is estimated to reach USD 18.839 billion in 2025; the infrastructure supplier sector recorded USD 1.044 billion in 2020 and is estimated to reach USD 11.529 billion in 2025; and the middleware supplier sector recorded USD 726 million in 2020 and is estimated to reach USD 9.294 billion by 2025. [3]

[Market Size and Projections by Component of the Global Blockchain Market]

(Unit: USD 100 million)

Annual Growth Rate   ■ 2020   ■ 2025

Platform: 19 (2020), 233 (2025), 64.8%

Service: 12 (2020), 163 (2025), 71.3%

※ Source: MarketsandMarkets, Blockchain Market with COVID-19 Impact Analysis [2]

[Market Size and Projections by Supplier of the Global Blockchain Market]

(Unit: USD 100 million)

Annual Growth Rate

■ 2020　■ 2025

188

71.9%

13

Application Supplier

115

61.7%

10

Infrastructure Supplier

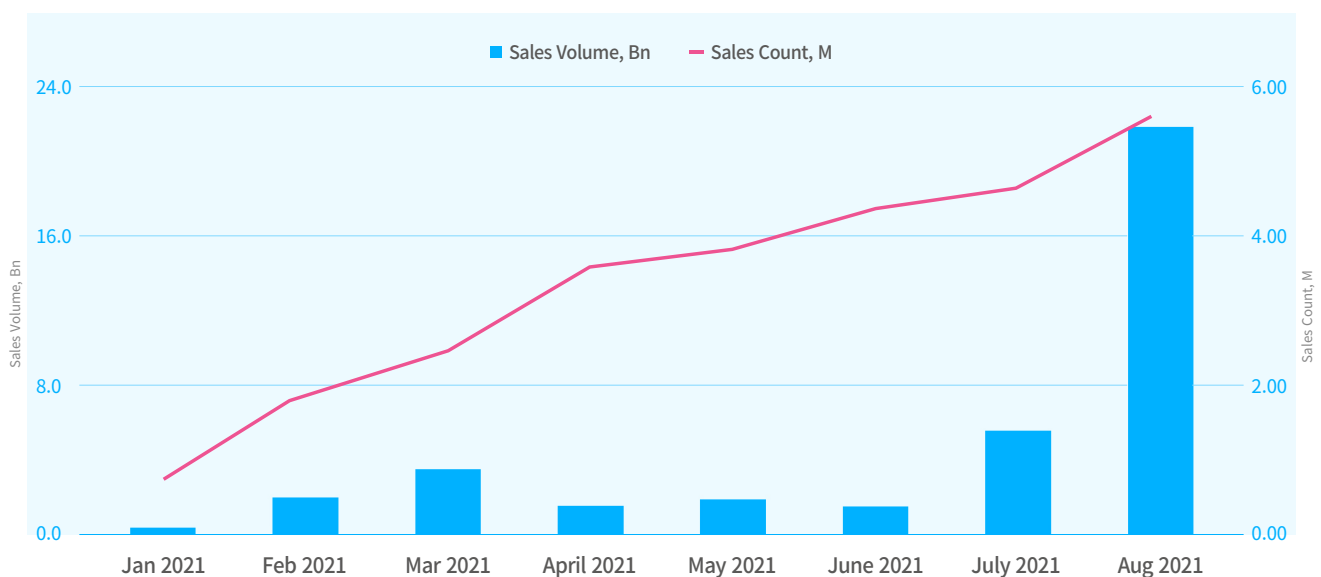93

66.5%

7

Middleware Supplier
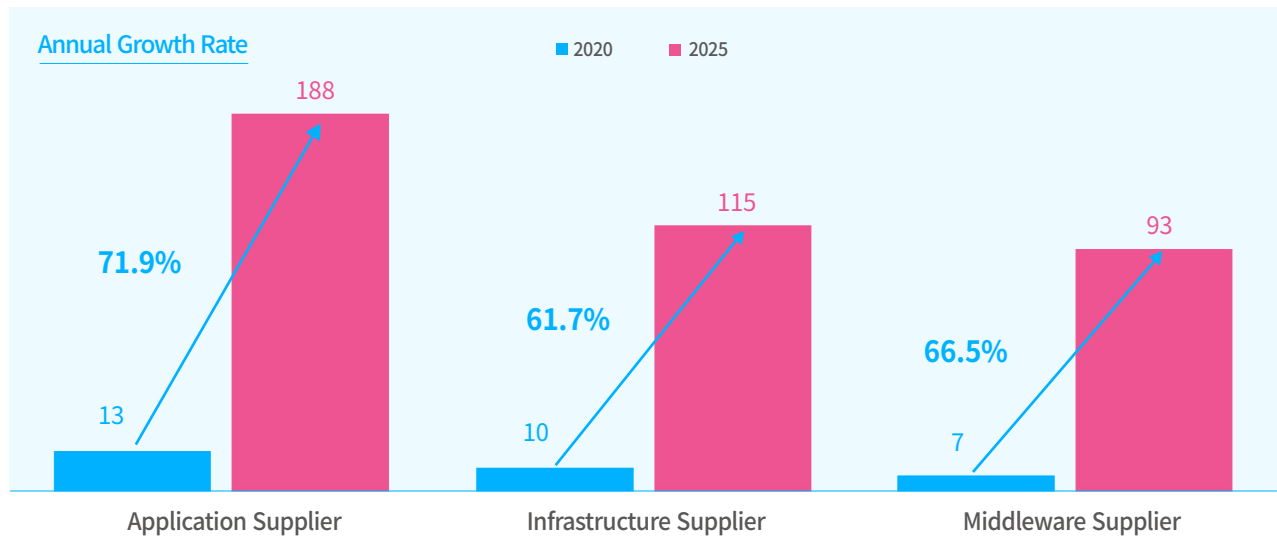
※ Source: MarketsandMarkets, Blockchain Market with COVID-19 Impact Analysis [2]

NFT Market

NFTs were the center of attention in 2021. An NFT is a token certifying the holder of a certain digital asset by using blockchain technology. The value and the ownership of digital assets were difficult to verify in the existing economic structure as they could be easily copied and modified. However, through the blockchain technology and NFTs, now the ownership of countless tangible and intangible assets can be certified, and as a result, value can be formed.

According to the Dapp Industry Report announced by DappRadar in September 2021, the NFT market size grew by 1,103% in August 2021 when compared to June of the same year. [4] Among the major categories, the NFT gaming sector is one of the most exciting sectors. In the third quarter of 2021 alone, the NFT game market reached USD 2.32 billion, which was 21.7% of the overall NFT market.

[NFT Trading Volume (Bn, USD) and Sales Count (M) - 2021]

■ Sales Volume, Bn　── Sales Count, M

| | Jan 2021 | Feb 2021 | Mar 2021 | April 2021 | May 2021 | June 2021 | July 2021 | Aug 2021 |

※ Source: DappRadar, Dapp Industry Overview: August 2021, 2021.09.02 [4]

[Dominance of NFT Games Trading Volume vs NFT Space Trading Volume (Bn, USD)]
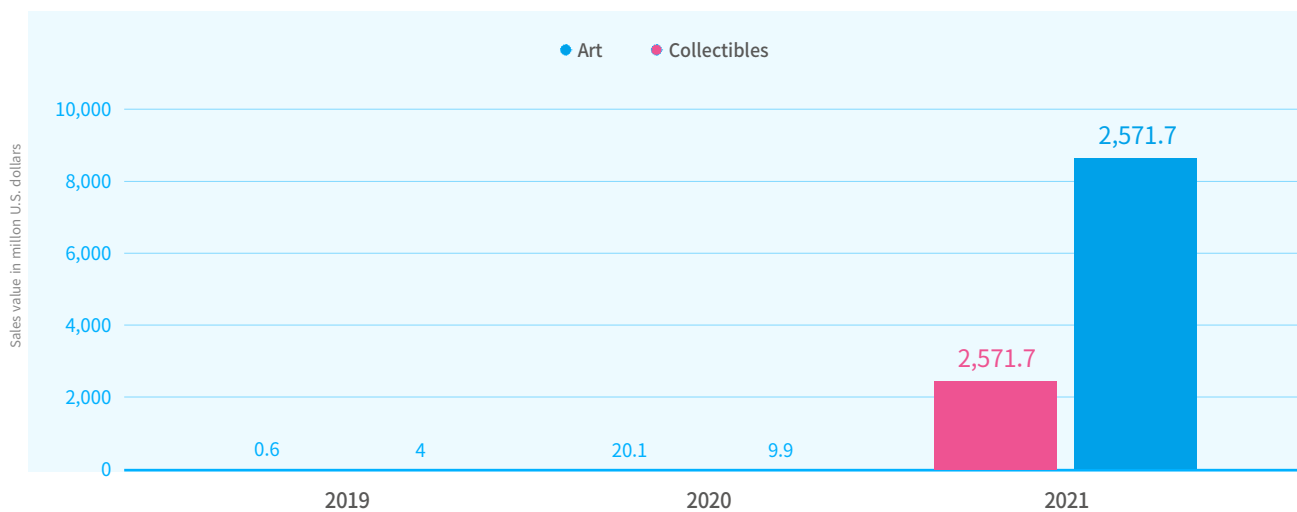

Legend: NFT Space, NFT Game
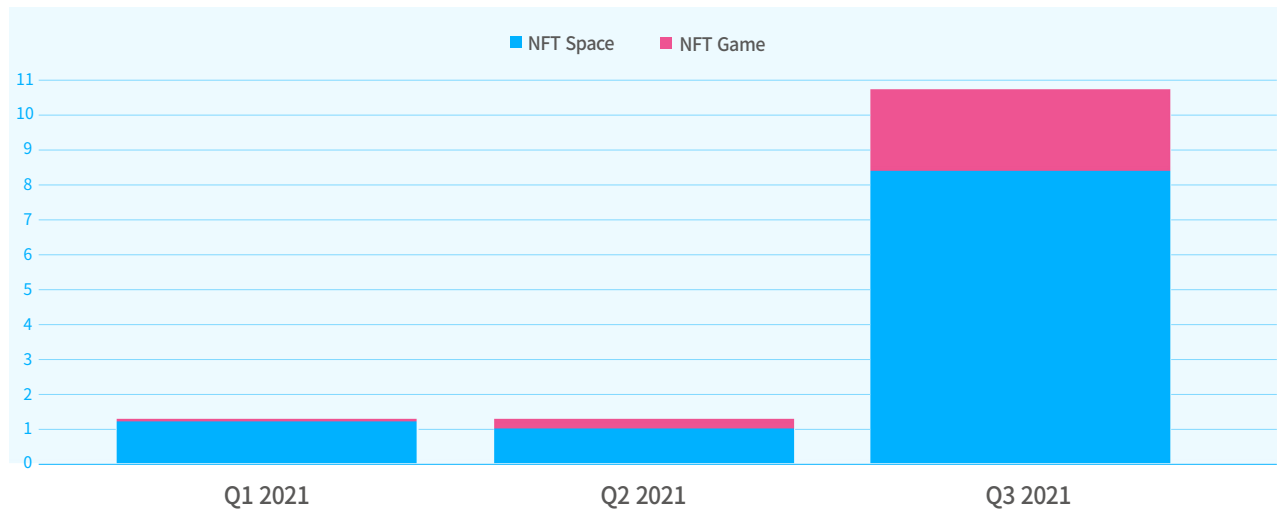
※ Source: DappRadar, BGA Blockchain Game Report Q3 2021, 2021.10.14 5)

Cultural Content in the Blockchain

With the growth of NFTs, there was also a steep increase in the value of art and cultural content in the blockchain. Art and cultural content did not see much growth until 2020 but showed rapid growth when it came to art traded in the blockchain with its value at USD 2.57 billion and USD 8.59 billion for collectibles in 2021.

Amidst the frenzy, the Xpla Mainnet was developed aiming to become the center of the blockchain digital media platform.

[Sales value of art and collectibles NFTs worldwide 2019-2021]

Legend: Art, Collectibles

Sales value in millon U.S. dollars

| 2019	2020	2021
0.6 4	20.1 9.9	2,571.7 (Collectibles) / 2,571.7 (Art)

※ Source: Statista Research Department, Sales value of Art and collectibles NFTS worldwide 2019-2021, 2022.05.12 6)

Xpla Whitepaper

2   Architect

2.1   Xpla Architects

The Xpla Mainnet is built on Tendermint, which has long-served as the basis for several other blockchain mainnets, as it has been recognized not only for its outstanding stability, but also its flexibility, scalability and characteristics of Interchain. With Tendermint as the foundation, and through the usage of COSMOS SDK and a PoS algorithm, every holder in the ecosystem can verify blocks together. The Xpla Mainnet will be developed to support not only the COSMOS ecosystem but also Ethereum Virtual Machine, also known as EVM, which will dramatically increase the utilization of the Xpla ecosystem by supporting Ethereum-based blockchain and DApps.

- Mainnet Node Architects
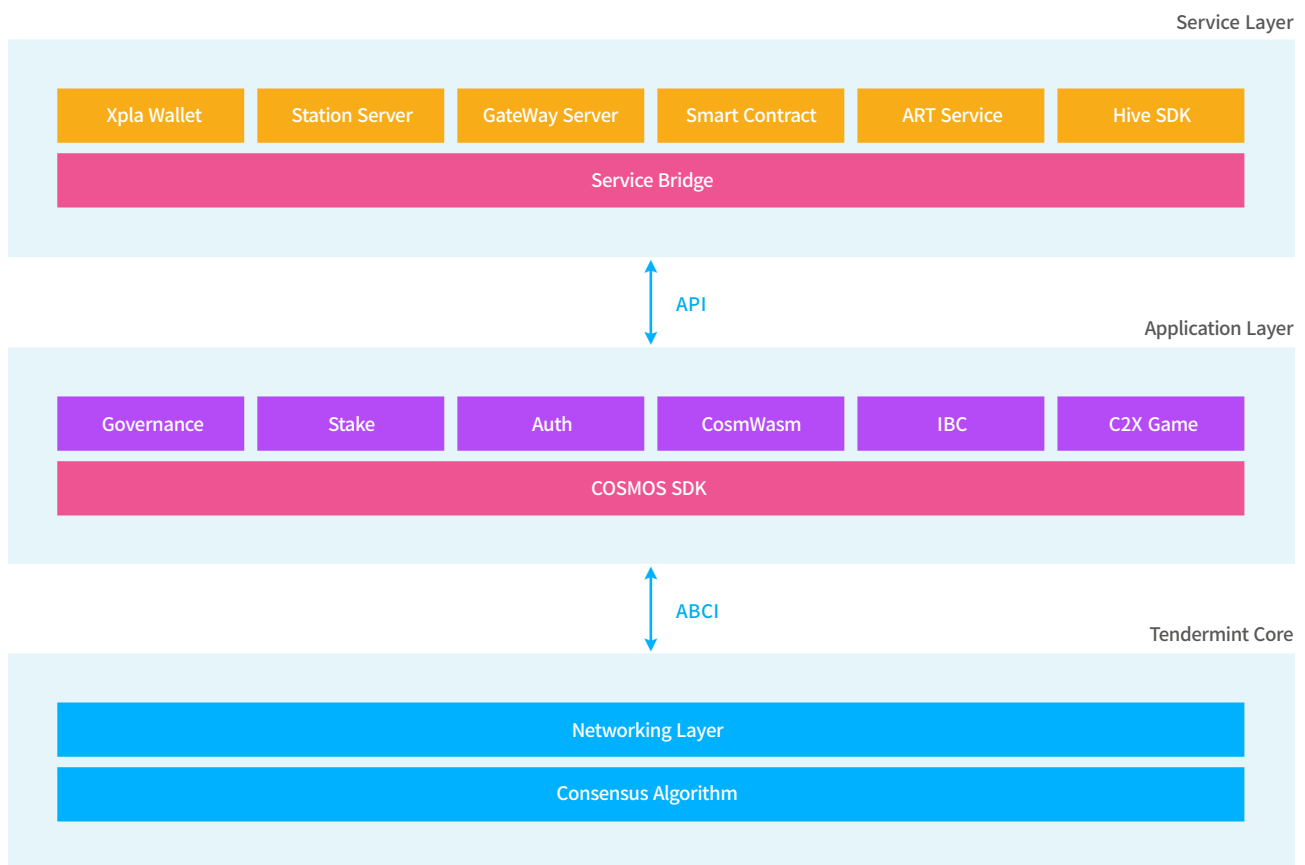
The Tendermint core can be further divided into a P2P network layer and a consensus algorithm.

It has taken the form of a developer-friendly algorithm and can be developed using a variety of languages based on the structure that focuses on the application. As such, development work can be concentrated on moving various Web 2.0 services to Web 3.0, and there is also the advantage in that upgrades can be done through the use of an assortment of modules.

- Consensus Algorithm [BFT-based PoS]
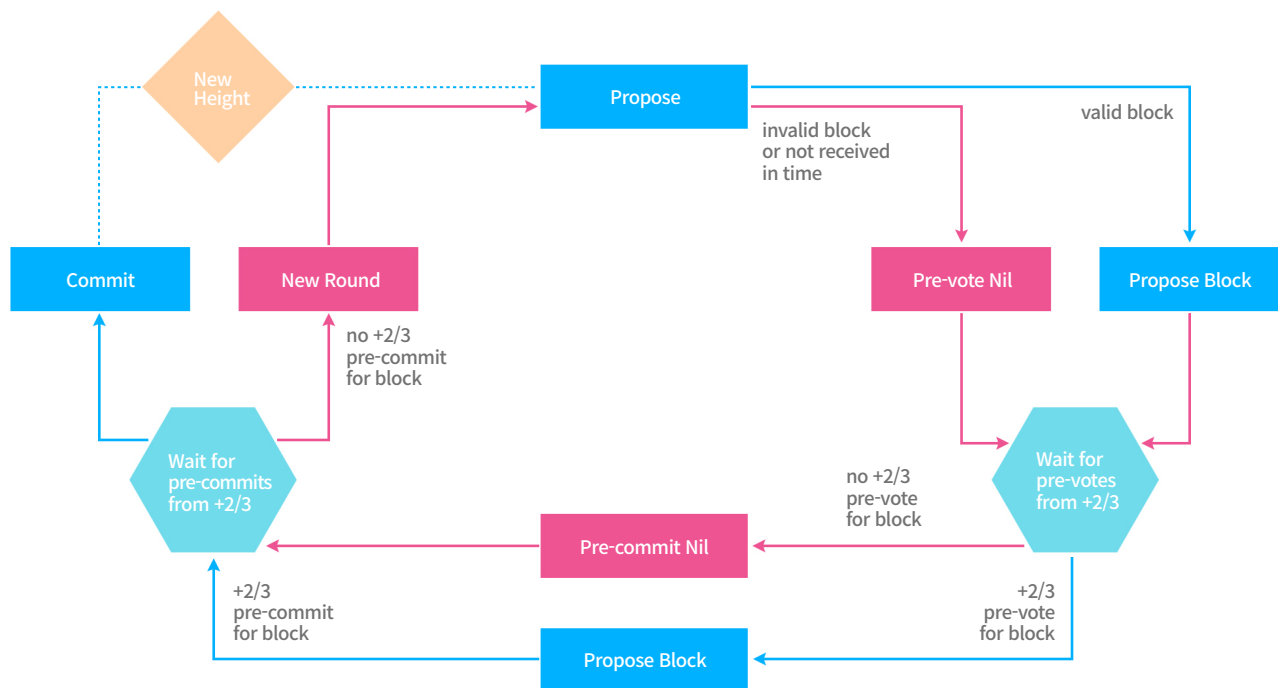
The current PoW (Proof-of-Work) has raised several problems, namely that it exhausts scarce physical resources and contributes to the destruction of the natural environment based on its sequence of agreements. PoS was designed to achieve the same level of security as PoW, but early PoS experienced "choice errors" in terms of rewards. Tendermint serves as a complement to PoS. It has been designed as a BFT-based PoS that randomly assigns the right to propose new blocks to validators during a multi-round voting process. Blocks will only be completed if there is at least a ⅔ majority of validators who sign off on the proposed blocks. Before a block is completed, several rounds of voting or polka are required, and only up to ⅓ of errors are allowed within the BFT system. Failures can include arbitrary or malicious actions.

- ABCI (Application Blockchain Interface)

The Application Blockchain Interface was designed so that blockchain transactions can be completed using any programming language. Through this, various applications can be combined with the blockchain in order to convert them to Web 3.0.

- Application Layer

In order to include various media services, which is the main point of direction of Xpla Mainnet, that are supported by Web 2.0 will be converted to Web 3.0 and developed/provided as modules.

Early on, development work on the Beta Game Launcher will be done more natively in the application layer with a simpler structure through the use of SmartContract and CosmWasm, allowing for faster speeds.

By doing this, applications for Xpla Mainnet will be developed in the layer core and linked to any corresponding Wallet and DApp services.

- Upgrade

The consensus algorithm of the current Tendermint is decentralized which can be attributed to its security and safety. However, the more validators there are, the longer the block consensus process may be, which may not be suitable for application services that require swift transactions. To account for this, the Xpla Mainnet is only comprised of a small number of stable validators in the early stages. This would benefit the speed aspect and secure the safety of a large number of validators through the gradual improvement work done on the core.
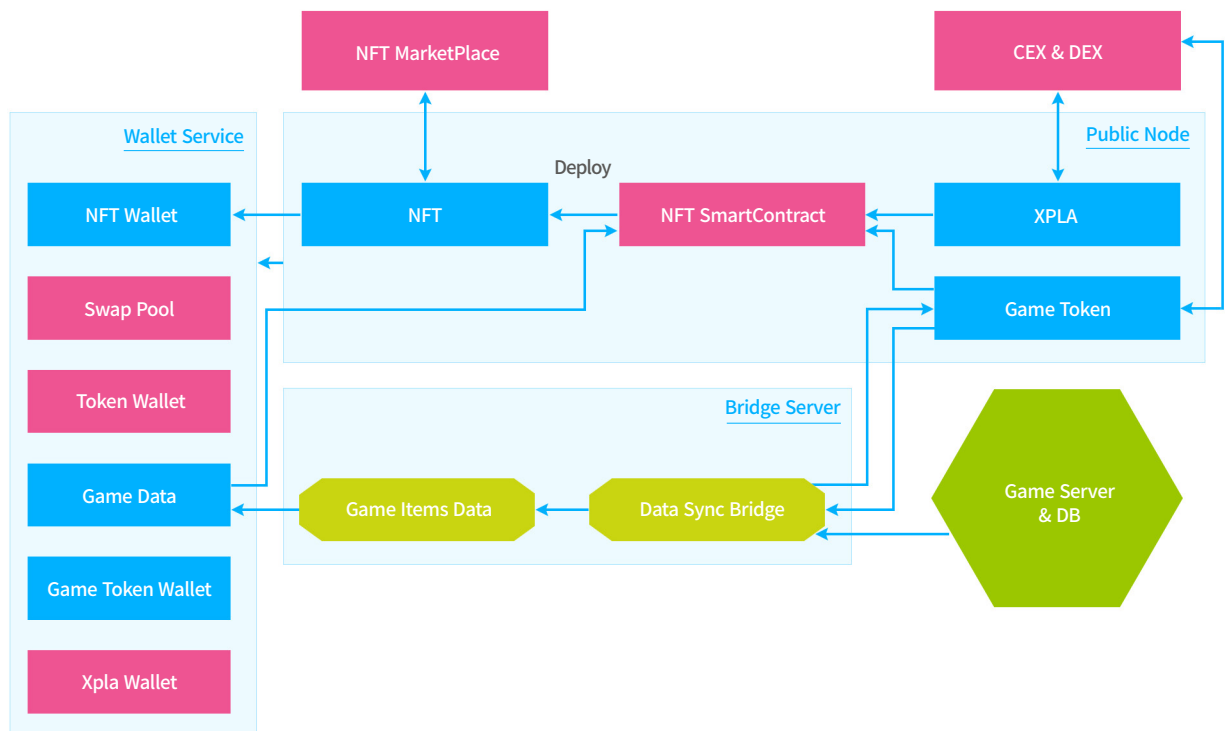
- EVM-Compatibility

Once Xpla Mainnet launches, it will be gradually upgraded to be EVM-compatible, expanding the Xpla ecosystem. With this, all web3 JSON-RPIC APIs will be available on the Xpla mainnet, and standard js libraries such as web3. js and ethers.js will also be compatible. Furthermore, not only COSMOS-based wallets, but also Ethereum-based wallets such as Metamask will be compatible, which will lead to the connections with other chains.

2.2   C2X Architects
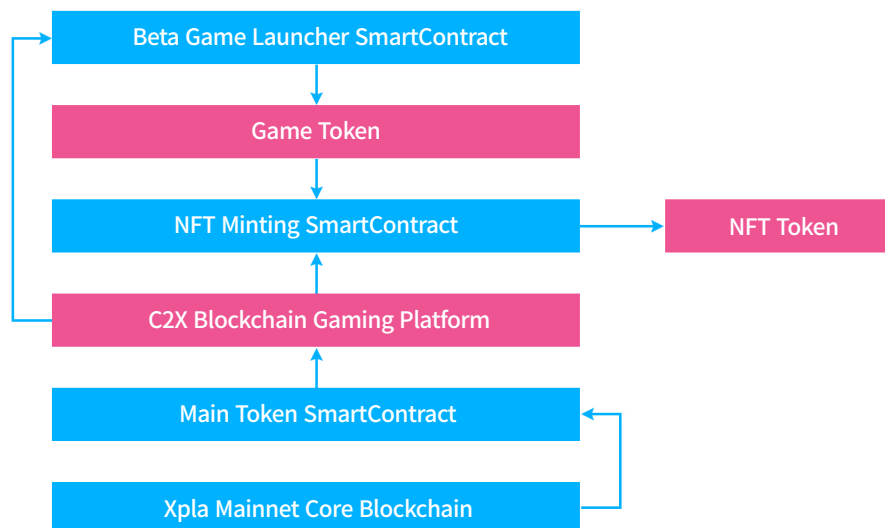
- XPLA Tokens, the Governance Token, will be issued and distributed on the public node, and sub-Tokens will be distributed within the same layer to secure their proper circulation and operation. This means that the autonomous activities of sub-Tokens will be guaranteed, and that decision-making and operation will align with the necessities of creators instead of the centralized management of the Xpla Mainnet.

- XPLA Tokens will be consumed for the operation policies of each alliance game and to issue or create NFTs. Additionally, they will be used for interaction between games and for communicable use between users, which will play a crucial role in supporting the entry of new games into the ecosystem.

Wallet Service

NFT MarketPlace

CEX & DEX

Public Node

Deploy

| NFT Wallet | NFT | NFT SmartContract | XPLA |

Swap Pool

Game Token

Token Wallet

Bridge Server

Game Data

Game Items Data — Data Sync Bridge

Game Token Wallet

Game Server & DB

Xpla Wallet

- The speed of issuing Tokens (including XPLA Tokens) and NFTs will be maximized by applying the data of in-game activities to the blockchain from dedicated public nodes. This will reduce delays caused by slowdown or pending that may hinder game operation, and any transfer, creation, and combination of essential NFTs will be operated on the public node, which will not be closed in any case.

- By using a bridge server connecting the processing of transactions within the Wallet, together with the public node, additional consumption of time will be minimized.

- Transactions and operations within the Wallet will be linked and will operate together with the database logic of each game.

- The bridge server will sync important data with the public node and allow users to perform diverse transactions and production activities within the Wallet. The NFTs and tokens generated through this will be linked to diverse Centralized Exchanges (CEX) or Decentralized Exchanges (DEX), and they can be directly used and serviced in the Swap Pool and Game-Fi.

- Tokens in each game will have essential value for the independent operation of the game ecosystem, and they will be used in different forms, such as the creation, combination, etc. of NFTs together with XPLA Tokens (Governance Tokens). The issuance volume and consumption rate of Game Tokens to XLPA Tokens will be decided according to the evaluation and voting results of XPLA holders on the Beta Game prior to launch.
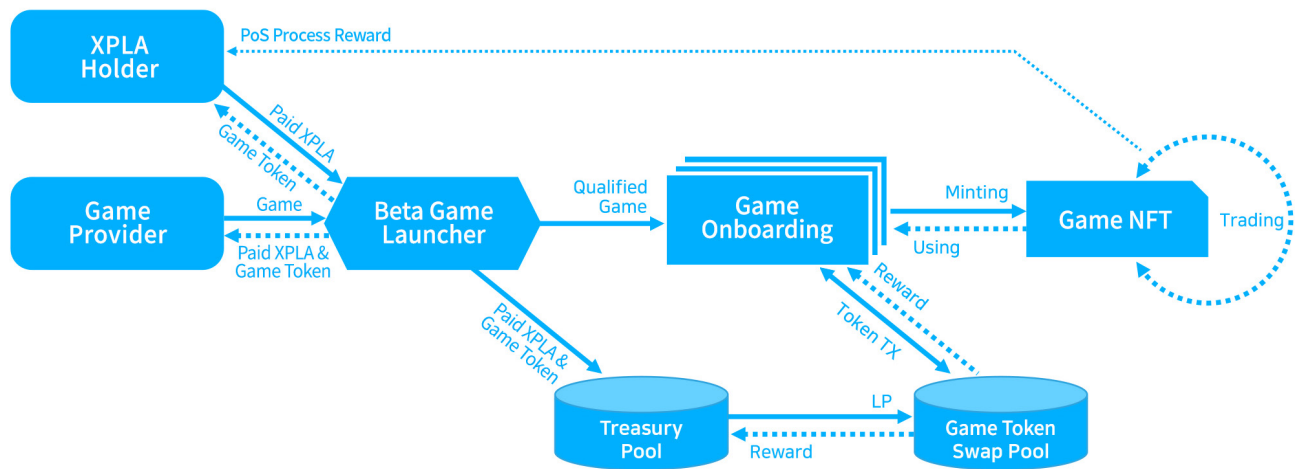
3   Ecosystem

3.1   Validation

Xpla Core will be run by Tendermint Consensus. Validators will run full nodes, participate to the consensus through vote broadcasting, validate new blocks on the blockchain and participate in the governance of the blockchain. Validators can vote on behalf of the delegators, and the validator's voting power will be weighted according to the total amount of staking. By operating the mainnet node, the validators will receive part of the transaction fee as compensation for new block verification and participate in the mainnet operation under the common goal of expanding the ecosystem. The overall validation process is as follows:

1. The degree of influence of the validator is established.
2. The validator is elected as leader and proposes a new block.
3. The degree of influence of the validator is recalculated and a small amount is subtracted at the end of a voting round.
4. With each passing round, the degree of influence increases in proportion to the right to vote.
5. A leader is elected again from the group of validators.

Because the protocol selects block proposers deterministically, knowing the group of validators and the voting rights of each validator allows for accurate calculations of who the block proposer will be in successive rounds. This is where all necessary precautions should be taken, while maintaining fault tolerance and accessibility of the user. Otherwise, their stake in the stock may be slashed by being excluded from the validator group.

3.2   Bounty Program

The Bounty Program is a program that encourages participants of the ecosystem to take part in Xpla's development and improvement. Through the Bounty Program, participants will receive a set amount of compensation as part of the ecosystem's security protection system, and the voluntary participation of users will help establish a virtuous cycle for Xpla Mainnet.

The Community pool of Xpla mainnet will be partly used for the Bounty Program's operation under community agreement. A slew of systems will be in place to ensure a sufficient compensation pool for those who contribute to the Bounty Program and development.

3.3   Governance

Xpla Mainnet will be developed as a universal blockchain media platform to establish a fair and transparent ecosystem by clearly specifying the sovereignty of creators and users, with the purpose of establishing an ecosystem of virtuous cycles where both users and creators, as participating parties, are privileged.

By holding XPLA Tokens, the Governance Tokens of Xpla Mainnet, users will be able to exercise their rights on ecosystem operational matters through the distributed network voting system. In other words, anyone from anywhere may exercise their decision-making right in the Xpla Governance by holding XPLA Token.

Xpla Governance will operate under a system where all Xpla ecosystem participants vote in active proposals. In order to prevent malicious decisions from adversely affecting the initial ecosystem operation, the delegated volume will be evenly distributed to the initial validators to allow stable voting to occur. After that, if the amount of delegation by stakeholders gradually increases, the corresponding volume of delegation will be redistributed evenly over a certain period of time.

XPLA holders may cast their vote for a proposal that they desire to activate and implement. Such a proposal may be implemented on the Xpla ecosystem according to the voting results.

Xpla Council

Xpla Council is a group of validators that will have the permission to put important proposals for Xpla ecosystem on the agenda to Xpla Governance by performing the following functions as a council:

- In the case of the Governance Proposal, which has a direct impact on the ecosystem, only XPLA volume, staked to become a validator, will have voting power; other XPLA will not be counted as voting or quorum.

- Validators who have lost their authority may vote, but activation at the end of the voting period, i.e., if they are not affiliated with Xpla Council, their right to vote (including delegated volume) is not reflected in the vote. In other words, the staking weight only for the delegation to Xpla Council will be included in the voting.

All Xpla Governance Participants

Anyone holding XPLA will be a member of the Xpla ecosystem. The Xpla ecosystem will be transparent and fair, as all processes and procedures of decision-making within the Governance of the Xpla ecosystem will be disclosed to all Xpla participants. Participants in the Xpla Governance will have voting rights.

- In the decision-making process, Xpla participants may express opinions by directly participating in the votes according to their pro-rata stake in XPLA, and a resolution will be made by the majority.

- Xpla participants may decide on the entry of any new games or projects into the Xpla ecosystem and may perform evaluations on their content.

- Xpla Governance participants will act as surveillants for the sound and transparent operation of the Xpla ecosystem.

- The Xpla ecosystem will establish an evaluation system on the Governance, and Xpla Governance participants may evaluate the Governance system and its operation.

3.4   Fairness Between Parties in Game

To secure fairness within the game, Xpla Mainnet will clearly distinguish between the sovereignty of game content (digital ownership), the sovereignty of items, and the sovereignty as players and users. Accordingly, the sovereignty of operation and management will be held by the content creators, and the sovereignty of NFTs will be granted to the users. This will enable the continuous growth and maintenance of content and is expected to contribute to expanding the utilization of NFTs in content. Eventually, this will lead to fairness of sovereignty as established by members of the Xpla Governance on the operation and fairness of game content.

Xpla Governance will promote certain activities of creators and users to improve the economic opportunities and standards within the ecosystem and to improve and protect fairness in the economic relationship.

Game Provider will provide diverse games within the ecosystem to users and improve the quality of the ecosystem.

Xpla Governance participants will be granted the sovereignty of items within games through NFTs and will not only contribute as a member of each game's ecosystem but to the overall C2X ecosystem as well.
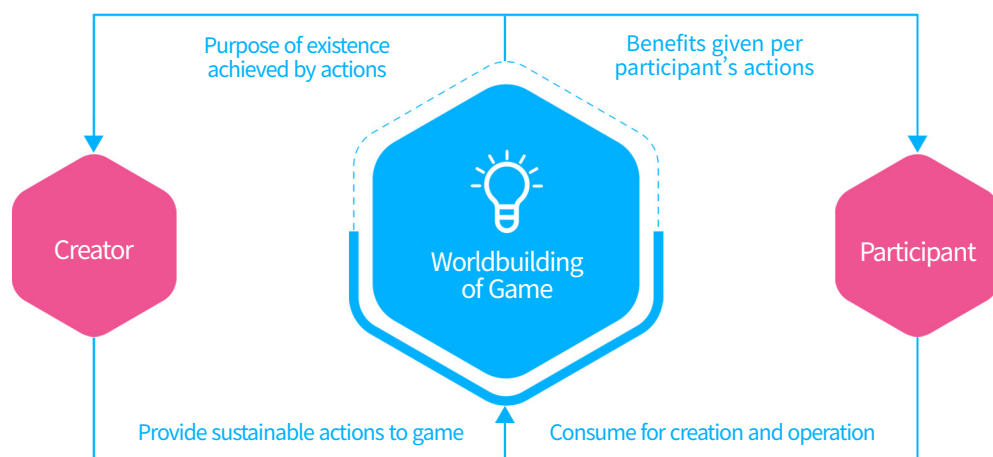
3.5   NFTs

Xpla provides benefits to all users and creators participating within the ecosystem by using blockchain technology and NFTs. Xpla provides the following benefits to participants through NFTs:
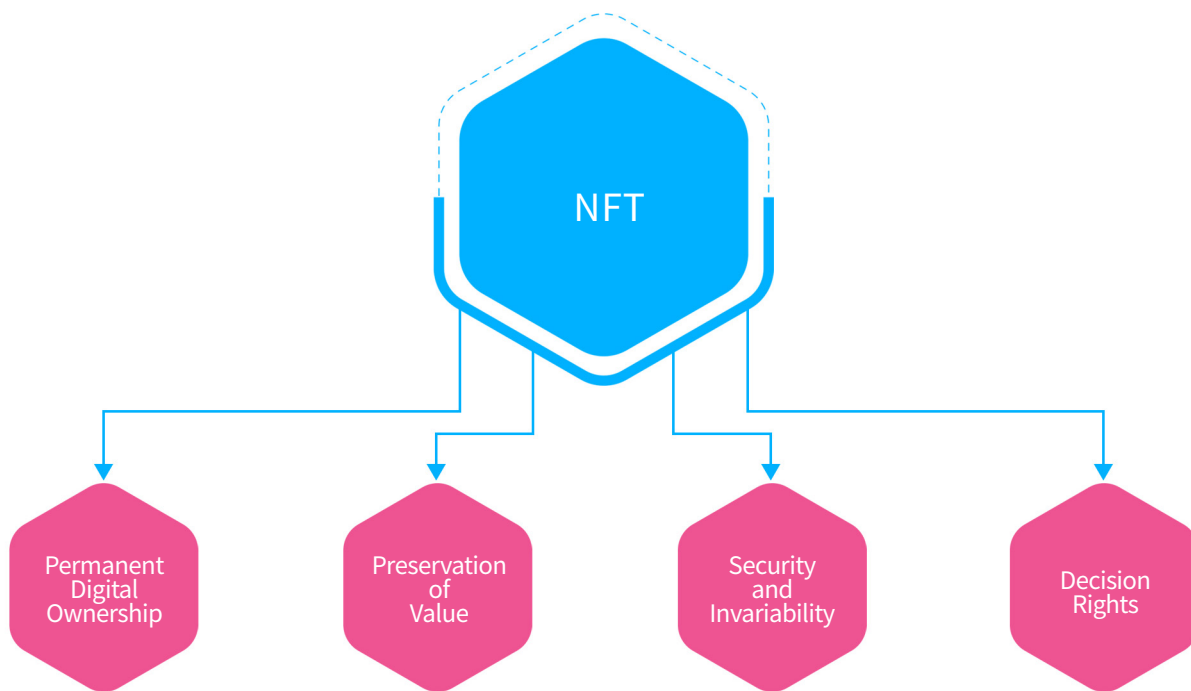
- **Permanent Digital Ownership**

  Users will have permanent digital ownership of the NFT items they hold. All NFTs held on the blockchain can be tokenized to be used in any other game within the Xpla ecosystem or to be exchanged with other virtual assets.

- **Preservation of Value**

  Up to now, the value of game items and assets was limited to within their respective games. In Xpla, NFT items acquired within a game can be traded through the Marketplace and Wallet and can be converted to be used in other games within the Xpla ecosystem in addition to the original game.

  Until now, if a game declined, the value of virtual assets a user holds within the game also declined; but within the Xpla ecosystem, although a game declines, the tokens a user holds can be used in other games within the ecosystem or can be exchanged for other tokens through the Wallet.

- **Security and Invariability**

  NFTs within the Xpla ecosystem will be easy to tokenize or trade. Xpla will use a Marketplace managed with blockchain technology and will provide transparent and safest transactions by using a distributed network. A NFT once created, has a unique identifier which is distinguishable from any other item.

- **Decision Rights**

  Users themselves can decide on how to trade or transfer their own items, and by holding an XPLA Tokens, users will also have voting rights within the Xpla ecosystem.

3.6   XPLA

XPLA Tokens are the highest-level tokens within the Xpla ecosystem with a limited total supply, and holders will be given the right to participate in the operation of the ecosystem. XPLA Tokens can be freely held, transferred and exchanged following the blockchain standard. As the Governance Token, XPLA is maintained for the exercising of rights as principal agents in operating the blockchain gaming platform, such as making resolutions and diverse policies for the gaming platform.

- **Governance**

  Ownership of XPLA, the Governance Token gives rights as a principal agent in operating the ecosystem through the distributed network voting system.

- **Operation**

  XPLA Tokens will function as a medium that links diverse activities within the platform. Platform participants can use XPLA Tokens for the sale or purchase of NFTs in the Marketplace, or exchange them with various tokens within the Xpla ecosystem through the Wallet.

- **Validation**

  By owning, staking and delegating XPLA Tokens, users can take part in the operation of the Xpla node and are paid a portion of the transaction fees that occur in the Xpla ecosystem.

3.7   Game Tokens

Game Tokens are the main in-game assets of games participating in the Xpla ecosystem and they are issued with a limited supply to establish an independent economic system within each game.

- **Measure**

  Game Tokens can be exchanged with various in-game assets, items, resources, etc., and through this, game users will be able to intuitively evaluate the importance of such in-game assets, items and resources based on the exchange rate.

- **Evaluation**

  A game provided by the Game Provider can be evaluated in real time by users with Game Tokens. This gives the Game Provider more motivation to successfully launch and operate the game.

3.8　Game

A game is a DApp operated independently in Xpla by a Game Provider.

Each game has various rules and worlds and has its own unique ecosystem with particular characteristics. A market economy will be formed by users creating and trading digital assets within the games. This will have similar flow to the existing in-game markets and will be shown the same way within the market economy of Xpla. However, the byproducts and principal items generated by the acts of users and their respective digital ownership will be granted to the users. The usage right of such digital ownership will be reserved by the user, not by the Game Provider.

For a game to be onboarded to the C2X blockchain gaming platform that is located within Xpla, it must first clear the Beta Game Launcher phase. During this phase, users will vote for the games provided by Game Providers. If the target number of votes is reached for a game, the game will be launched. Votes are cast using XPLA Tokens, and the Game Provider will utilize these tokens to build an independent game ecosystem. Not just through the C2X Platform but through the expansion of the Xpla ecosystem, users will be able to experience an even more diverse DApp Launchpad.

3.9　Treasury

The Treasury is a pool used for the operation of the Xpla ecosystem. Certain portions of the commission fees generated within the ecosystem will be accumulated in the Treasury, and the tokens accumulated in the Treasury will be used for the stable operation of the Xpla ecosystem. The Treasury will function to establish the ecosystem in its early stages, and thereafter, it will be operated for the purpose of the continued existence of the ecosystem. The use of the Treasury is determined through the voting of Xpla Governance, and examples of proposals as a usage are as follows:

- **Genesis Liquidity Setting Proposal**

    As Game Tokens are distributed, this is a proposal for the liquidity for generating an initial ratio between XPLA Tokens or various Token Swap Pools.

- **Pool Balance Liquidity Support Proposal**

    The Pool Balance Liquidity Support Proposal is a proposal that distributes tokens according to any liquidity changes in each token due to the launch of new games and new inflows.

- **Convert Pool Support Proposal**

    In the C2X platform, the Convert Pool is a system that enables an exchange between in-game assets and Game Tokens. The Convert Pool Support Proposal is a proposal that supplies Game Tokens to the Convert Pool in order to stabilize the conversion ratio without interfering with the market value between in-game assets and Game Tokens.

- **Token Burning Proposal**

  This proposal is a burning proposal for XPLA Token held by the Treasury to control the liquidity of XPLA Token circulation.

3.10   Wallet Service
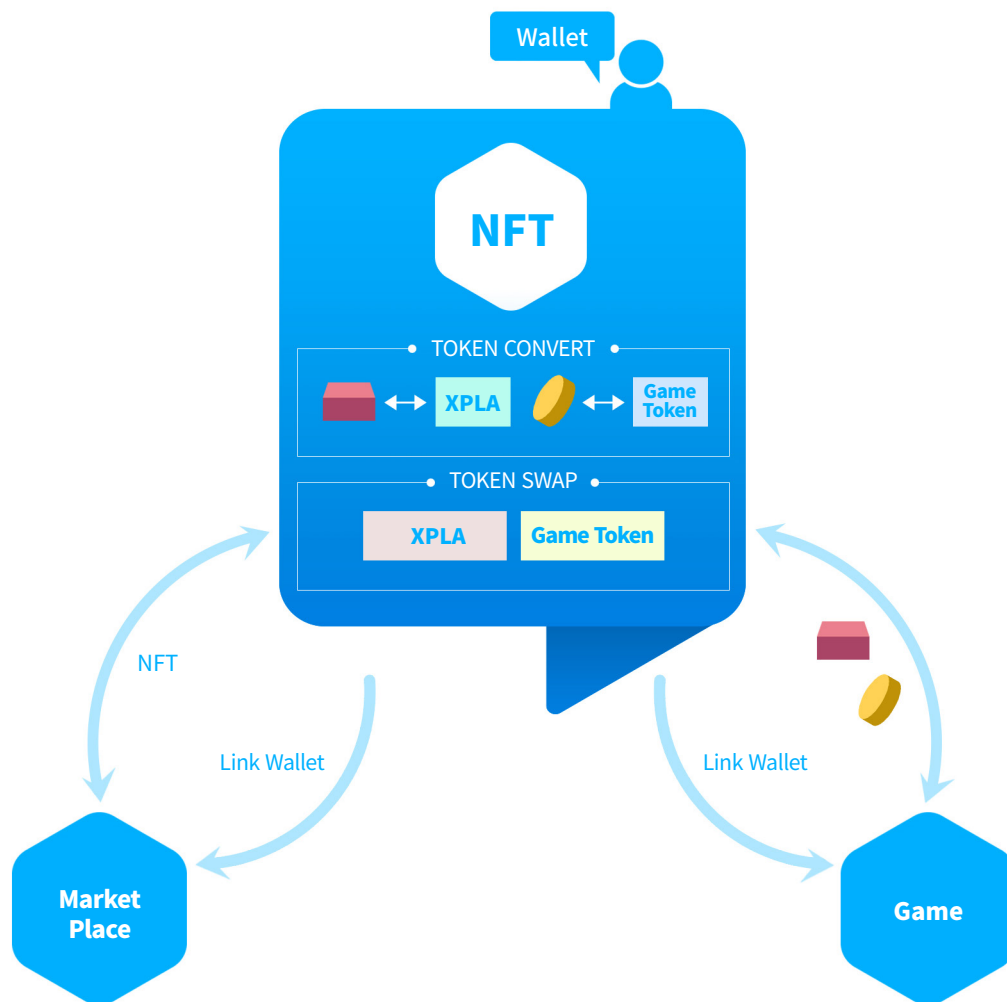
Xpla Mainnet is designed to be an independent and complete open source blockchain-based Wallet, as well as a link that connects DApps together, providing diverse functions including managing, sending and swapping blockchain assets using the Xpla Wallet within the Xpla ecosystem.

Users can store and manage all digital assets acquired through the DApps or games within the Xpla ecosystem. Xpla Wallet will enable Token Swaps between XPLA and sub-Tokens as mentioned above, transferring of NFT issued on the chain, and also preserve the value of diverse assets, items and resources acquired within the DApps.

Finally, Xpla Wallet will play a central role in the Xpla ecosystem by supporting exchanges between different sub-Tokens, providing a more tightly knit link between games.

3.11   C2X Platform Construction

The Xpla ecosystem will be expanded starting with the C2X platform to ensure stable growth without flaws.

Initial content providers will service and publish early games of the blockchain gaming platform, C2X, to structure the initial ecosystem properly and to secure the stability of the open Software Development Kit (the "SDK").

All participants of game projects, as XPLA holders and game players, will become the basis of the ecosystem's establishment.

Once the establishment of the C2X blockchain gaming platform is stabilized and completed, all participants of the Xpla Governance will determine the expansion of game content through the entry of new Game Providers, further improving the transparency and fairness of the Xpla ecosystem.

As the number of titles increases, participants will be educated and will be able to quickly determine the potential value of new titles and the value of their assets over time.

Once the C2X blockchain gaming platform stabilizes itself, Xpla Mainnet will aim to grow into a digital cultural space that houses digital assets from all cultures and content sectors.
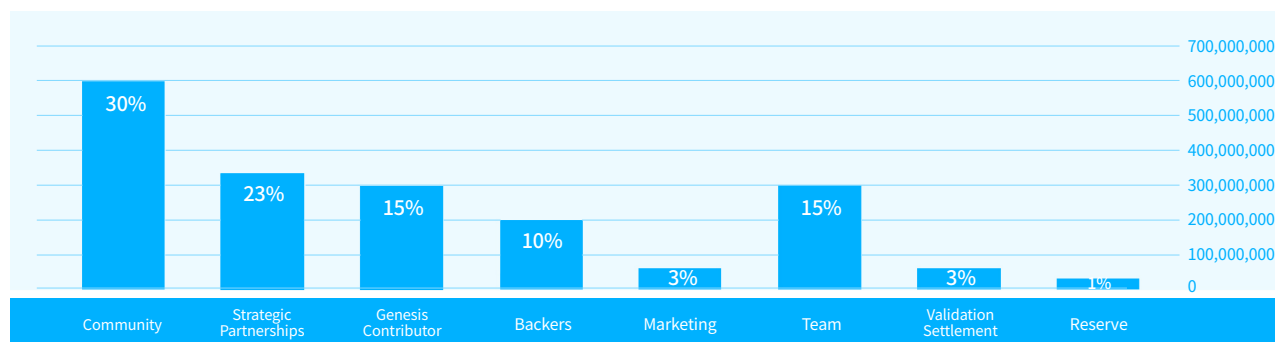
4 Token Economy

4.1 Token Allocation

The maximum supply of XPLA Tokens to be issued will be 2,000,000,000.

Columbus-5-based C2X Tokens, which have currently been issued and distributed into the market, will be liquidated after the launch of Xpla and XPLA, the Governance Token will be newly minted for the migration of the tokens. The rest of the tokens will also be liquidated and migrated into XPLA Tokens. Tokens will be circulated gradually based on the token's usage and distribution plan.

The issuance and distribution plan for each use of XPLA Tokens as well as allocations based on each category are as follows:

Item	Quantity	Ratio	Remarks
Community	600,000,000	30%	Supplied to the community contributing to the ecosystem
Strategic Partnerships	460,000,000	23%	Supplied to exchanges, main content providers, or strategic partners
Genesis Contributor	300,000,000	15%	Initial partners contributing to the ecosystem
Backers	200,000,000	10%	Supplied to investment partners
Marketing	60,000,000	3%	Supplied to marketing for the growth of the platform
Team	300,000,000	15%	Provided to contributors of the ecosystem platform's development
Validation Settlement	60,000,000	3%	Provided to stabilize the validators participating in the operation of the mainnet node
Reserve	20,000,000	1%	Reserve for emergencies or risks
Total Offering	**2,000,000,000**	**100%**	**Total supply**

							700,000,000
							600,000,000
30%							500,000,000
							400,000,000
	23%	15%			15%		300,000,000
			10%				200,000,000
							100,000,000
				3%		3% 1%	0
Community	Strategic Partnerships	Genesis Contributor	Backers	Marketing	Team	Validation Settlement	Reserve

4.2   Use of Funds

- **Community (30%)**

  This supply will be distributed for the purpose of revitalizing communities and creating market autonomy, which are the main components of the mainnet ecosystem. The supply will be used to link and construct ecosystems organically. Funds will also be issued and provided naturally based on ecosystem design logic. In addition, if funds are to be used for certain projects, votes by Xpla Governance should be passed through the On-Chain Governance proposal.

- **Strategic Partnerships (23%)**

  This supply for strategic partnerships will be distributed for alliance establishment within the ecosystem and tighter integration between various types of existing within. It will be distributed for the purpose of signing strategic partnerships with participating content providers and exchanges that contribute to the expansion of the ecosystem.

- **Genesis Contributor (15%)**

  This supply for Genesis Contributor will be distributed to the partners that contributed in the initial creation of Xpla, and such Genesis Contributor will be operating as content providers in order to contribute to the establishment of the Xpla ecosystem.

- **Backers (10%)**

  This supply for Backers will be distributed for the purpose of ecosystem construction at the initial stage of the platform and will be provided to initial investment partners to form and stabilize the initial ecosystem.

- **Marketing (3%)**

  This supply for Marketing will be used for marketing activities for the initial growth of the platform. It will be used for marketing such as user acquisition and branding to initially build the platform and will be the basis to continuously promote the platform's expansion and advancement.

- **Team (15%)**

  This supply for the Team will be distributed to developers from diverse fields as required for the initial development of the platform, developers who participated in the development and operation of the market economy, and other parties who have participated directly or indirectly in establishing the platform.

- **Validation Settlement (3%)**

  This supply for Validation Settlement will be provided to stabilize the validators who participate in the operation of Xpla mainnet node.

- **Reserve (1%)**

  This supply for Reserve is set to prepare for urgent or risky circumstances during the operation of the ecosystem.
  It will be used based on the situation if the Xpla Council deems it as urgent through Xpla Governance. Operation will be flexible according to the details of market construction by the foundation, its operating entity, and the alliance, but it will be operated based on the prevention/exclusion of a sudden fluctuation in the market.

5   Roadmap

5.1   Vision & Goal

Build a Digital Media Content Center
in the Web 3.0 Era that Preserves Cultural and Artistic Values

The market is endlessly changing and growing even at this moment. We are realizing unimaginable possibilities in the existing markets and experiencing explosive growth with unlimited potential.

Xpla Mainnet will respond in the most active manner to such changes and is ready to be the most optimal ecosystem.

Users around the world will be able to experience completely different environments through their activities in a brand-new blockchain digital content medium.

Xpla will become a basis for continuous advancement towards the future for both users and creators, as it will provide the best experience to users and the most stable development environment for creators.

Q2 2022

NFT Marketplace for C2X platform Launch

Game-Fi Service for C2X platform Launch

Additional Game Launch for C2X platform

* Kritika Online (PC)

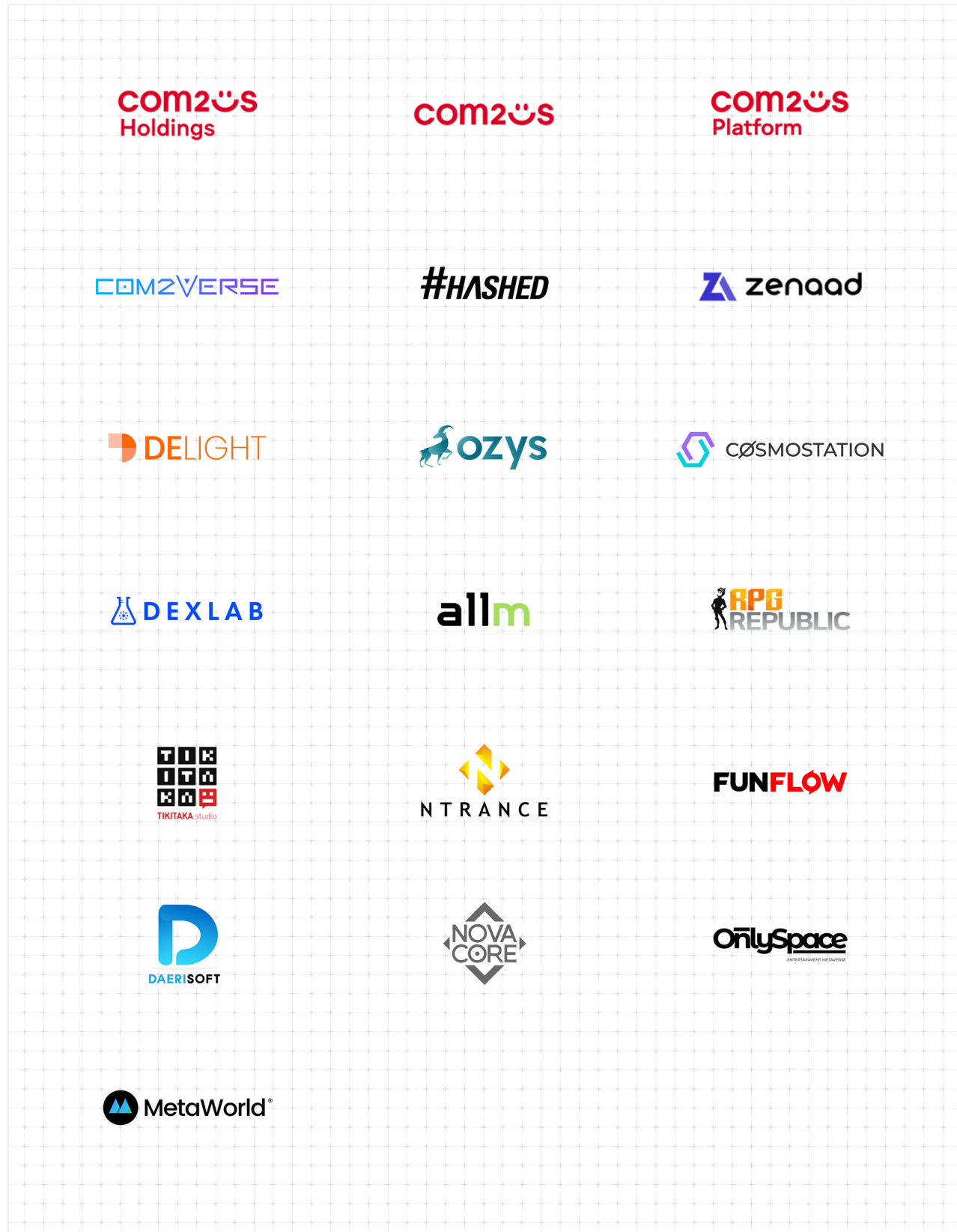* Baseball Superstars 2022

Q4 2022

DApps Migration

New Partners and DApps On-boarding

Q1 2022

Q2 2022

Q3 2022

Q4 2022

To Be Announced..

Q1 2022

C2X Blockchain Gaming Platform Launch

C2X.world Official Launch

C2X Whitepaper Launch

C2X Station Launch

Game Launch for C2X platform

* Summoners War: Lost Centuria

* Chromatic Souls: AFK Raid

Q3 2022

Additional Game Launch for C2X platform

* IDLE LUCA

* Dear, Ella

Xpla reveals

Cube Testnet Launch

Xpla Mainnet Launch

Xpla Mainnet Migration

To Be Announced..

EVM Support

Xpla Ecosystem expansion

6 Partners

com2us Holdings

com2us

com2us Platform

COM2VERSE

#HASHED

zenaad

DELIGHT

ozys

COSMOSTATION

DEXLAB

allm

RPG REPUBLIC

TIKITAKA studio

NTRANCE

FUNFLOW

DAERISOFT

NOVA CORE

OnlySpace
ENTERTAINMENT METAVERSE

MetaWorld®

7   Appendix

7.1   Disclaimers and Risk Factors for Investment

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This whitepaper shall not form any basis of investment decision or decision to enter into any contract, and shall not be relied on in any case. All agreements between the issuer and you in any case of sale, exchange or acquisition of Tokens shall be governed by a separate document (the "Sale Document"). In case of any inconsistency between this whitepaper and the Sale Document, the Sale Document shall prevail.

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No act, regulation or regime with respect to virtual assets, blockchain games and relevant applications have been introduced or implemented in numerous jurisdictions around the world. If any regulatory authority or government entity introduces any laws or regulations to regulate such virtual assets, blockchain games and relevant applications, or makes changes to existing laws, regulations and/or rules, it may have a material adverse effect to any individuals or entities in relation to this whitepaper or the Tokens, and it may disable the implementation or operation of plans as referred to in this whitepaper, and/or impair the ability of any relevant entity referred to in this whitepaper to function or operate as intended, or at all.

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Any relevant blockchain system or tokens may become no longer commercially viable or operable where there may be changes in political, societal, economic, or stock or virtual asset market conditions, or where the market value of, or the demand for, virtual assets or the relevant blockchain systems may go down or become trivial.

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Even with their best efforts, the Writer Parties may not be able to implement or maintain the objectives, business strategies and plans as specified in this whitepaper. The roadmap specified in this whitepaper has been prepared on the basis of the current technical infrastructure and know-hows, but there may be potential business or technical barriers in the future which might impair or disable their actual operation.

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- Virtual assets, including the Tokens, have no limit to their upper/lower limit price, and have demonstrated extreme volatility in their values in accordance with various factors such as speculative demands or changes in domestic or international regulatory conditions, having unique characteristics related to the market conditions of a 24/7/365 worldwide transaction service.

- It is at your own risk and responsibility with respect to any investment decisions in virtual assets, and any and all possible losses and damages will be borne solely by you.

- No warranties whatsoever with respect to the Tokens or their values are made or secured by any government, the Writer Parties or any third party.

- The Tokens are not to constitute capital market products such as securities or derivatives of any form, and they are not issued or registered under any Security Act or other similar laws of any specific country or jurisdiction in which any potential holder of the Tokens is located.

- You shall not, are not eligible to, sell or use the Token in and from any jurisdiction in which any sale or use of certain digital currencies, digital assets, virtual assets or cryptocurrencies is prohibited, and any person in violation of such shall be solely responsible for such violation, and Xpla and its relevant parties shall not be responsible for any such cases.

7.2   Reference

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2) TechNavio, Global Blockchain Market, 2020
3) MarketsandMarkets, Blockchain Market with COVID-19 Impact Analysis, by Component, Provider, Type, Organization Size, Application Area and Region - Global Forecast to 2026, 2021
4) DappRadar, Dapp Industry Overview: August 2021, 2021.08
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7.3   Glossary

- NFT: Non-Fungible Token
- DApp: Decentralized Application
- Collectible: A project or asset whose primary function is to be collected
- Wallet: An electronic wallet enabled to store and manage cryptographic assets, by which technology they are stored on a blockchain
- EVM: Ethereum Virtual Machine
- Governance: Sovereignty to present opinions through votes within the platform
- Validation: Verification of the integrity of new blocks created in the blockchain
- Delegation: A proof algorithm to delegate the authority of Proof of Staking
- Smart Contract: A system intended to facilitate the performance of a contract automatically when the conditions of the contract are completely fulfilled where the terms and conditions of such contract are programmed and stored in an electronic contract document in advance
- Xpla Council: Consultative group of validators who can present the Governance Proposal within the platform
- Mainnet: The network where a blockchain is operated
- TPS: Transactions Per Second
- Marketplace: NFT Exchange
- Node: A single server unit, composing a network
- Pending: Pending state as a result of causes such as incomplete transactions while creating an NFT
- CEX: Centralized Exchange
- DEX: Decentralized Exchange
- Swap Pool: Blockchain technology that supports exchanging tokens to other tokens
- Game-Fi: A blockchain with a gaming system by which virtual assets can be earned
- PoS: Proof of Stake
- PoW: Proof of Work
- In-Game Asset: A term used to mean assets, items, resources, and opportunities to play within a game, and the like, which are used by users to access certain content within the game
- Minting: An act of minting tokens
- Game Token: A virtual asset used in games within the platform
- Token Swap: An act of exchanging one token for another in a Swap Pool
- Treasury: A device for funds used for the purpose of operating an ecosystem