

ARABLE

Blockchain-based Arable Metaverse Platform

whitepaper V1.0



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1. Introduction

1.1 Overview of the Metaverse

The era of the metaverse is coming. The word metaverse, first used in Stevenson's novels in the 90s, is a compound word made of “meta” meaning 'transcendence and beyond' and “universe” meaning 'world or universe', and usually refers to a virtual world that transcends reality. Recently, metaverse technology is introducing its own economic system while harmonizing with existing technologies such as AR, VR, MR, and XR. Furthermore, it is now dreaming of a leap into mainstream services by introducing the proof stage through the blockchain technology, which has been gaining huge popularity.

In line with the new trend of meta verse, companies are concentrating on the development of contactless virtual platforms. It is expected that the 'metaverse' will have become part of our lives within the next 5 to 10 years.

1.2 Ecosystem Features of the Metaverse

The characteristics that the metaverse ecosystem should have are summarized below.

SEAMLESSNESS	One world where everything can be done in one space
PRESENCE	Sence of presence through devices such as AR, VR, MR and XR
INTEROPERABILITY	Interoperability among platforms : free exchange and movement of items, currencies, etc.
CONCURRENCE	Simultaneous activities of many users
ECONOMY	Activation of a self-sufficient economy system

1.3 What Metaverses Have in Common

They have the structure of an open world, a world where people can do anything freely outside the constraints of reality

They have the structure of an asset edit platform, a system where users can freely create everything

There, creator economies, where people can share and sell various contents, are formed

You have your own avatar you can express your individual personality with

1.4 Implications

Based on interoperability within games and communities, the metaverse can not only terraform a digital space anew, but it is also expected to also create and distribute it by itself, opening the era of a more evolved digital Homo Deus (the humankind who has become God).

A new digital continent called the metaverse is approaching. Whether we like it or not, we all must face with a new type of digital world.

If there are older generations who still view the metaverse as an extension of a simple game, the time has come to change their preconceived notions about games. This is because this is the era the number of people who play games is overtaking the number of people who don't. Games are rapidly borrowing the features of the metaverse and opening up new values within them.

In the future, various technologies and communities that we have only encountered in movies will become a reality and will become an intrinsic part our daily lives. It must be recognized that the 'metaverse' is positioned as an indispensable paradigm of the era that encompasses everyday life and imagination beyond entertainment such as games. Indeed, the era of digital human second character has arrived.

Now is the time more than ever to understand and learn about new paradigms and platforms.

2. Arable Project

2.1 Goals of the Arable Project

Decades ago, children used alleyways or school yards as play areas. However, the alpha generation beyond the MZ generation will do what they used to play offline in the digital world in the future. There are some concerns about this series of predictable technological growth roadmaps, but people are hoping that the new continent called the metaverse will be wholesomely positioned as a digital territory to further expand the life of the humanity.

Recently, PFP (Picture for Profile) projects such as CryptoPunk are emerging one after another on the wings of non-fungible tokens (NFTs). The scalability of NFTs is still in its infancy, and upcoming PFP projects are concerned about expanding the universe.

This is because the metaverse is currently being consumed only as a digital profile and in the form of being bought and sold in the market. We want to allow most PFP projects to participate in the new metaverse space while ensuring their uniqueness. We believe that this will greatly contribute to expanding the worldview of PFP projects and increasing the rarity. When PFP projects come together in one space, our Arable metaverse space will become a repository of diversity, and we predict that it will grow into a value-seeking community with the synergy among projects.

The ultimate goal is to implement WEB 3.0 based on this by building a community metaverse by expanding the participation of general users as well as the already formed PFP community. For the implementation phase, we plan to open the community, game, and video-based categories sequentially.

First, we plan to build an ecosystem of 'LIFE TO EARN' through a strategic alliance with 'Dive Flash'. By including Diveflash's own philosophy on the sea and the environment into the flow of the Arable system and allowing people to experience it indirectly, we want to inform users around the world of our interest in the environment and climate.

Arable plans to donate a portion of the fee generated from all purchasing processes such as 'GAME' and 'LIFE TO EARN' ecosystem items to marine and water conservation environmental groups. This is a structure that contributes to the real world just by using the virtual space.

In this way, we want to take advantage of the metaverse form, but at the same time act as a window to draw people's attention out to the world again.

2.2 Detailed Goals of the Arable Project

1. Social contribution and achievement

We are focusing on the part where we can contribute to society in our action beyond entertainment and exchange through the community. In order to prevent the harmful consequences of immersion in avatars, it is important to increase the contact with valuable, rewarding, and meaningful things in real life, and to this end, a portion of the transaction fee in Arable is transferred to a separate environmental donation pool. We have a basic goal of allowing users to experience social achievement through a change in awareness of global environmental protection.

Arable is built with real earth data based on mirror world.

- **The values of the surrounding environment in Arable Land has connectivity with user play.**
- **Values such as water quality, climate, and air are changed by quantifying the influence on users' play.**

- **Marine environmental issues occurring in specific regions of the world in the real world affect the entire Arable ecosystem at a certain rate.**
- **Events that allow you to feel more indirectly about environmental problems will be provided continuously.**

20% of the fee that users generate when users are using the Arable ecosystem is transferred to the public wallet of major environmental organizations in the form of the coin; they are transparently disclosed and the users' names are listed on the donation list.

2. LIFE TO EARN

We are working to introduce the concept of 'LIFE TO EARN'. 'LIFE TO EARN' is literally a method that allows you to create additional revenue by connecting your daily life, job, or hobbies to the metaverse offline. In other words, you will be able to obtain new added benefits not only through the 'PLAY TO EARN' method obtained through the game unique to the platform, but also by continuing your life as it is offline.

The first community chosen for this purpose is the global scuba-diving community. Scuba divers who are exploring with a challenge and pioneering spirit in the ocean, which accounts for 70% of the planet, have recently been struggling with COVID-19. Interest in the ocean, one of the unknown worlds, continues to grow, and the scuba-diving population continued to increase by 1 million people worldwide every year before COVID-19. We view this as an optimal community to introduce 'LIFE TO EARN' while stimulating curiosity about the beautiful sea. By connecting the scuba-diving and metaverse platforms, in which we are not able to find an interface so easily between them, with the filter application of Diveflash, we hope that they will be able to experience and actively utilize the new community environment.

Even if human labor is replaced by machines someday, labor is an important part of human life, and we would like to present an alternative to this shortage of jobs as a space for creation of new jobs and communication in the online world. 'LIFE TO EARN' will be built and expanded within the metaverse of WEB 3.0 in various ways by each field.

3. Creating jobs

Types of new professions in the Arable metaverse	
Game Developer	Creating games in the metaverse
Space Creator	Space building and production for events and events as a metaverse builder
Avatar/Clothing Item Designer	Most asset content creators
Life To Earn	All daily life of activists, creators in the arts (You can work as an activist through all existing jobs, such as individual company brand history, production process introduction and indirect experience producers, dances that require skill, crafts that allow you to)

We plan to open not only games created with the participation of creators, but also Arable's own games in Game Land, and we are in the middle of playing a space game where we go back and forth between the galaxy and the star cluster. This game introduces the concept of a multiverse and allows users to explore the mysterious universe through 'VR'.

In addition, this game will allow us to shift our gaze to the macro world, Earth, and the amazing space, through the microscopic world metaverse by applying the laws of physics grafted with various cosmic theories. It is expected that more jobs will be created for creators and general designers through such an attempt.

4. PFP (Picture for Profile) project universe expansion

What is NFT?

This is a type of NFT that proves uniqueness and ownership by uploading scarce content, including works of art, celebrity goods, and commemorative content, on the blockchain network. NFT is a mix of art and technology, a unique single-issue token that certifies that a piece of digital media is unique and cannot be reproduced. The authenticity of a unique serial number assigned to a digital file or media can be guaranteed as part of a collection or unique work.



Fig 1. CryptoPunk/courtesy of Larva Labs

What is a Picture for Profile (PFP) project?

This is a project that guarantees ownership and copyright on the block chain by turning a profile picture into an NFT, and depending on the PFP you have, you can express your values, asset size, professional knowledge, social status, etc., since you can get a sense of belonging, a lot of PFP projects are being created recently .

A typical example of collectible NFTs are PFP (Picture for Profile) projects such as CryptoPunk. However, there are many hurdles to overcome in order to maintain sustainable values beyond simple speculative values. A simple NFT item alone has a clear limit.

In the future collectible NFTs, only high-loyalty communities, IPs with strong fandom, brands, and valuable NFTs that can be used in society will be able to draw sustainable interest. This will lead to guarantee of PFP value and facilitation of transactions.

We want to allow famous projects that have not yet completed their ecosystem be active on the Arable Multiverse platform while ensuring the uniqueness of each PFP (Picture for Profile) project, a new form of digital IP, while going beyond the existing IPs and brands. The Arable platform can be compared to a world of worlds, or the solar system containing various planets.

In order to enter the initial platform, general users must also have a PFP avatar. This restriction will not only contribute to the expansion of the universe of PFP projects, but also increase the rarity of each project. The Arable platform has a complimentary, rather than a competing relationship between existing platforms.

2.3 Keywords and Building Plan of the Arable Metaverse Platform

2.3.1 Main keywords

Play to Join (meet friends)

Play for Fun (enjoy a game together)

Play to Earn (earn profits through the game)

Play to Donate (donate just by playing)

Plan for Achievement (gain a social achievement from it)

**Play to Experience (develop into interests and actions
on reality based on such experiences)**

**Life to Earn (gaining profits within the metaverse through real-life contents
such as jobs, hobbies, etc. even while not playing)**

2.3.2 Step-by-step building plan of the Arable Universe

Stage 0 is collaboration with PFP (Picture for Profile) projects. This is the 3D avatar conversion function support and compatibility support stage where communities around the world who believe in the value of NFT can enter the metaverse space Arable. Through this, they can be active by going beyond their 2D universe and enter the 3D metaverse world where PFP (Picture for Profile) projects can be active.

Stage 1 is the Land Sale stage, where each PFP (Picture for Profile) project can be regarded as a single brand or IP, and land can be supplied, bought and sold.

Stage 2 is to facilitate the entry of more diverse creators by adding the voxel edit function so that they can build buildings in the land they purchased.

Stage 3 is to apply the partially transformed concept of the mirror world to the universe. Problems such as global warming, sea level rise, marine debris, and coral reef bleaching are applied to the virtual space. This includes items and lands they own, and through the metaverse, everyone can directly or indirectly gain insight into global environmental issues and recognize them as 'my problem' and 'today's problem'.

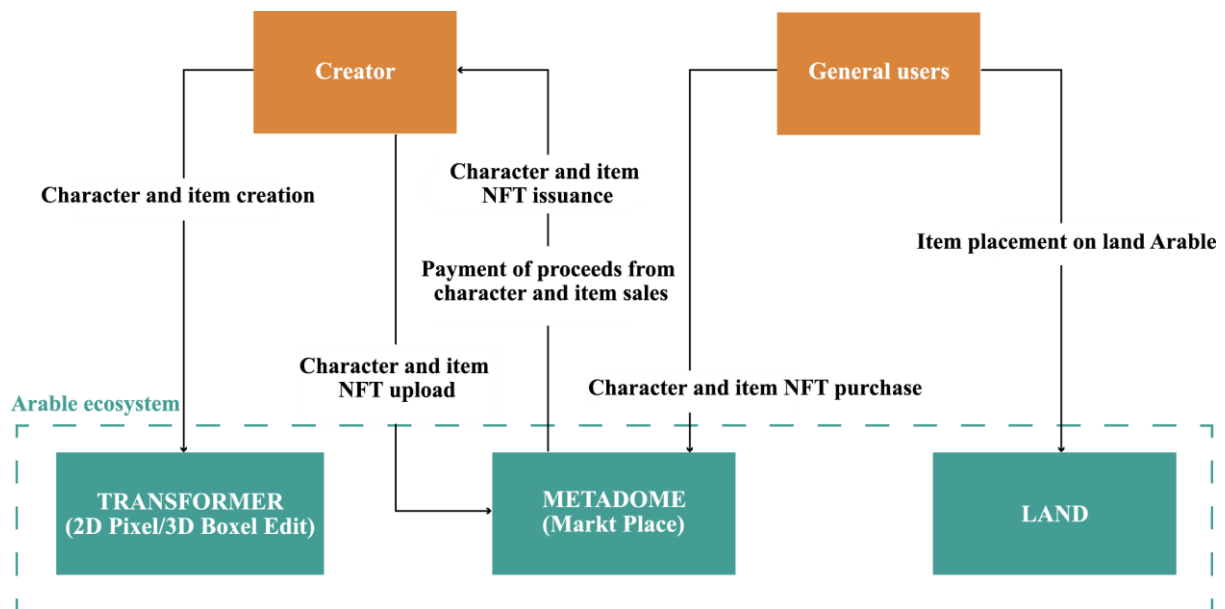
Stage 4 is to expand the scope of the game land, which was limited to Earth, to space and allow various game makers to enter. You will be able to access a variety of space games from simple 2D games by general creators to big-name game makers. Arable is also getting ready to launch its own space exploration and a space war game.

** The building schedule can be highly variable depending on the situation and can be changed simultaneously or individually depending on the development progress.

3. Arable Configuration

3.1 Community users

In Arable, participants in ecosystem can act as users and creators. The diagram below explains the flow.



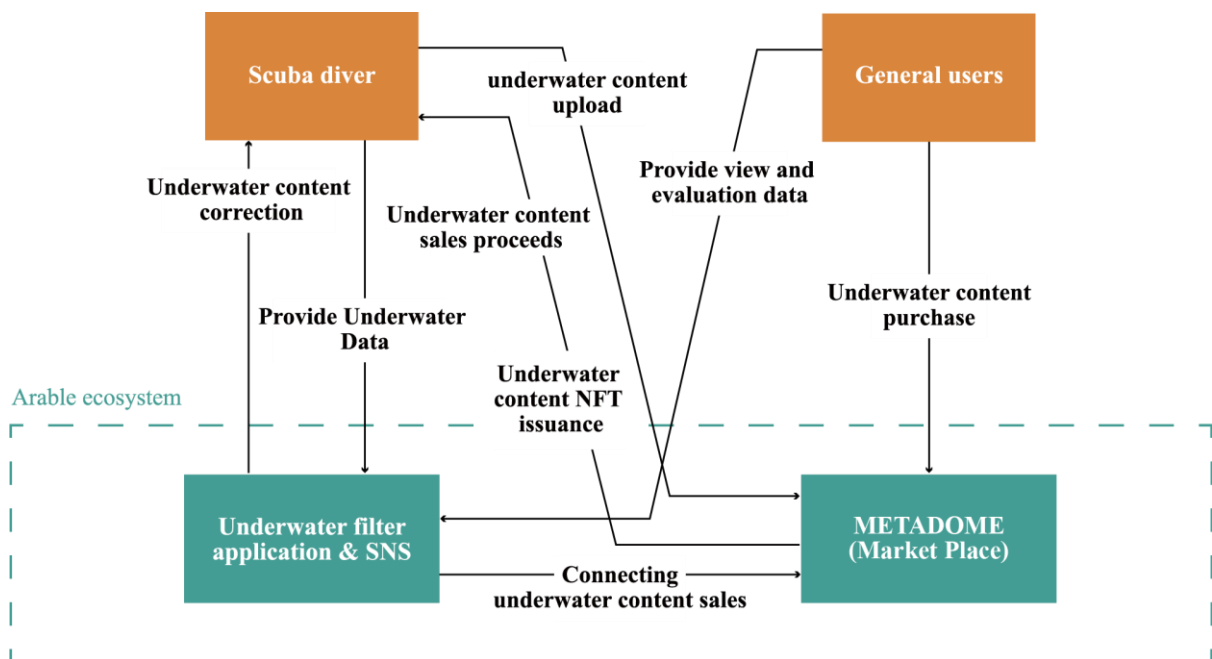
1. General player users

General users are content buyers and content consumers at the same time. They can also create their own items through the editor function, or borrow or purchase items from other players. Their willingness to move through space is free, but there is a fee to visit a land, and technically they can travel anywhere. The initial player users will start based on the users of the PFP (Picture for Profile) community, and the participation of general users will gradually increase.

2. Creators

Not only general users but also professional creators will emerge, and they will be able to create and sell all necessary items in the ecosystem, as well as creating spaces and studios for events.

Creators go beyond simple graphic design and game makers, and can engage in all fields such as dancing that requires skill, crafts that allow you to see the production process in detail, and music production where mutual communication is important, and most of the creative editors that are being done offline fall into this category. Creators are the main users who will expand the field of 'LIFE TO EARN', and they will contribute to the platform based on their infinite imagination within the Arable platform.

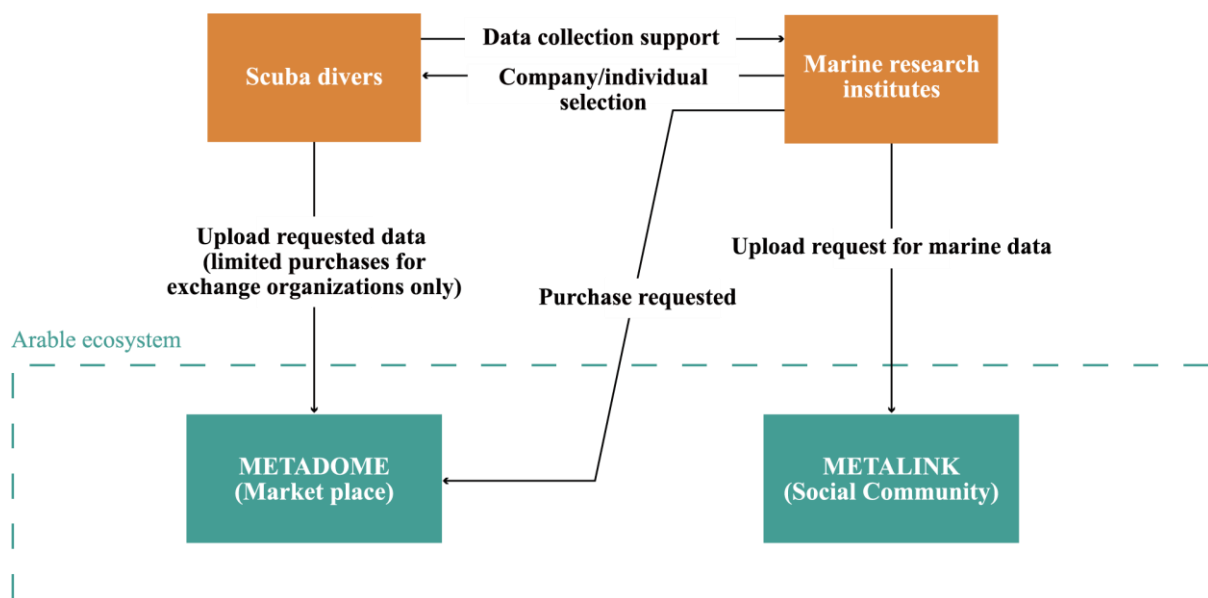


3. Scuba divers

Scuba divers take on the role of underwater content providers. They can provide underwater photos or video content taken directly to the Metadome (marketplace) to be built within the metaverse. They can generate revenue through rewards as metadata providers and sales of their own content in the Metadome (marketplace). In addition, through the filter market of 'DiverFlash', diver shops and diver users can create their own underwater filters through the filter editor, expose their photos in their account, and sell their filters to other users. They can secure new revenue streams without guests on behalf of the reduced number of tourists due to COVID-19, and they can also promote their local area within the land. In addition, the community enables connections with universities and research institutes around the world. Requests for marine data within a specific region are connected to each other through P2P through the Metadome (marketplace), and high-quality content can be provided. By granting badges and leveling through uploading of photos and videos, scuba divers can increase the reliability of their data. It is also possible to make NFTize their data on changes in the ecosystem, such as changes in coral reef communities, changes in water temperature, abnormalities in marine animals, and rise in sea level, and sell them through the marketplace. At this time, they can receive the profits from secondary sales as royalties. Conversely, in order to obtain necessary information, they may be provided with individualized data by requesting data in the form desired by research institutes. All contracts according to the transaction are NFTized through the Arable Marketplace and stored in the chain. Scuba divers are the first community to adopt 'LIFE To Earn'.

4. DiveFlash marine photo filter application (social media) users

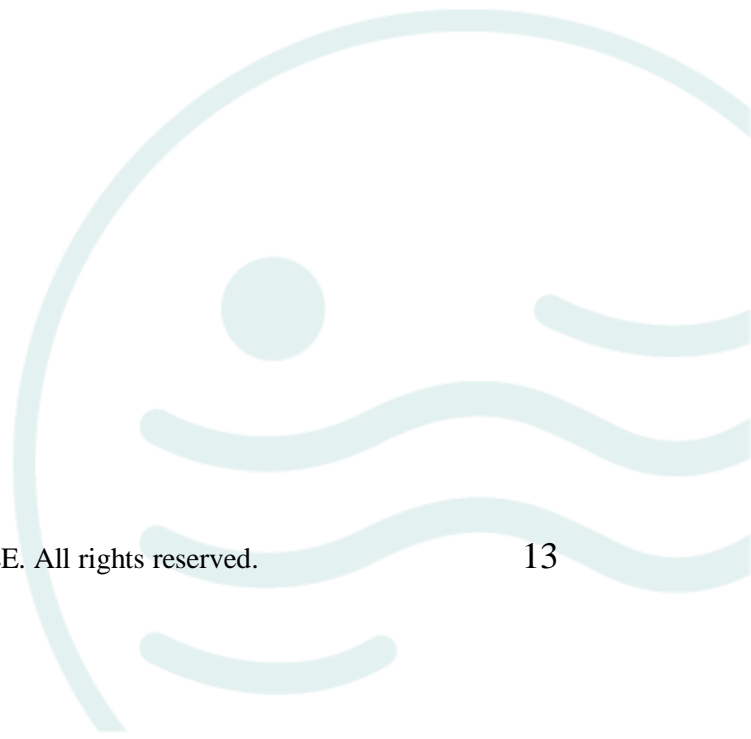
Scuba divers and marine activists will create and supply marine content to be supplied within the Arable platform. At this time, they can use DiveFlash's marine photo color correction application. In deep waters where visible light is difficult to reach, scuba divers will be able to take beautiful photos of the sea with their mobile phone through the Dive Flash app (release of the automatic color correction filter according to the depth is in preparation). Through collaboration with Arable, 'DiveFlash' will grow into an innovative application that leads digitalization and simplification equipment in the underwater diving world. Users around the world who experience the beautiful sea can interact with various scuba divers around the world through the 'Dive Flash' exclusive social media app and share their diving photos. However, the sale of content is only possible through the Arable Metadome (Marketplace).



5. Universities and research institutes

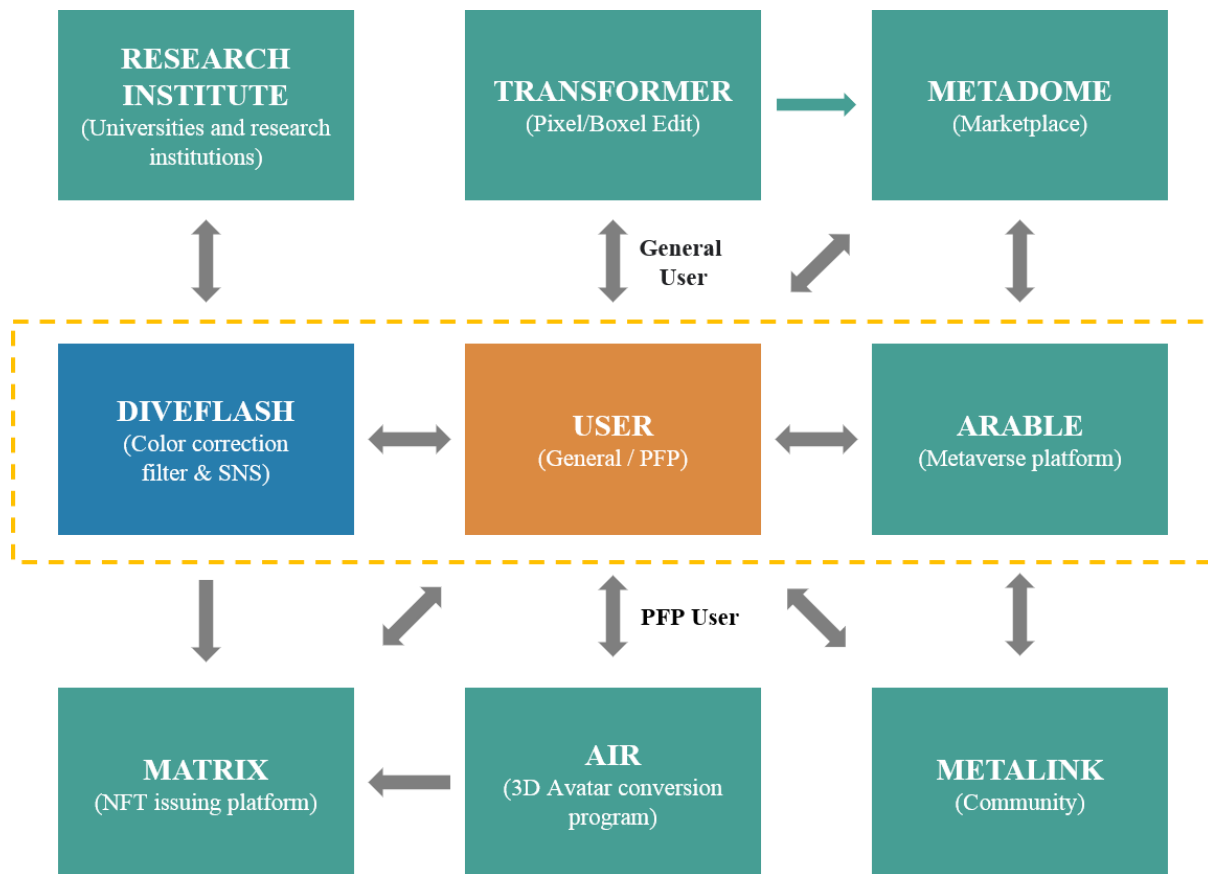
Universities and marine research institutions can use the data distributed through Arable as research data, and can directly access the Metadome (marketplace) and request the necessary data to local divers and organizations. Currently, the global marine ecosystem is rapidly changing due to the effects of global warming. The ocean is the largest reservoir of carbon dioxide on Earth, and its capacity has already been saturated. This is accelerating global warming and is threatening humanity by generating more tsunamis, typhoons and hurricanes. In addition, the rapidly disappearing glaciers in the South and the North Pole are leading to global sea level rise, causing enormous damage to coastal cities. If this continues as it is, the sea level is expected to rise by more than 80 cm by the end of this century.

The sea level that has risen by humankind since industrialization is 20 cm, so this is more than four times, and it is approaching us not as a threat but a matter of survival to us. Through the data provided by various professional scuba divers evenly distributed around the world, the most up-to-date global sea environment data can be quickly collected, and this in turn improves the reliability of research. In the future, it will open a real-time data market for divers on the sea within the metaverse and exert its influence as a platform that provides more high-quality marine data.

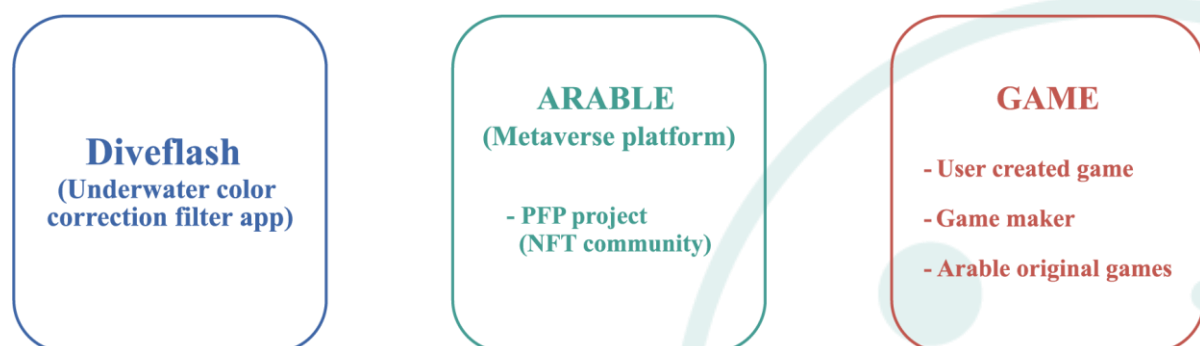


3.2 Ecosystem

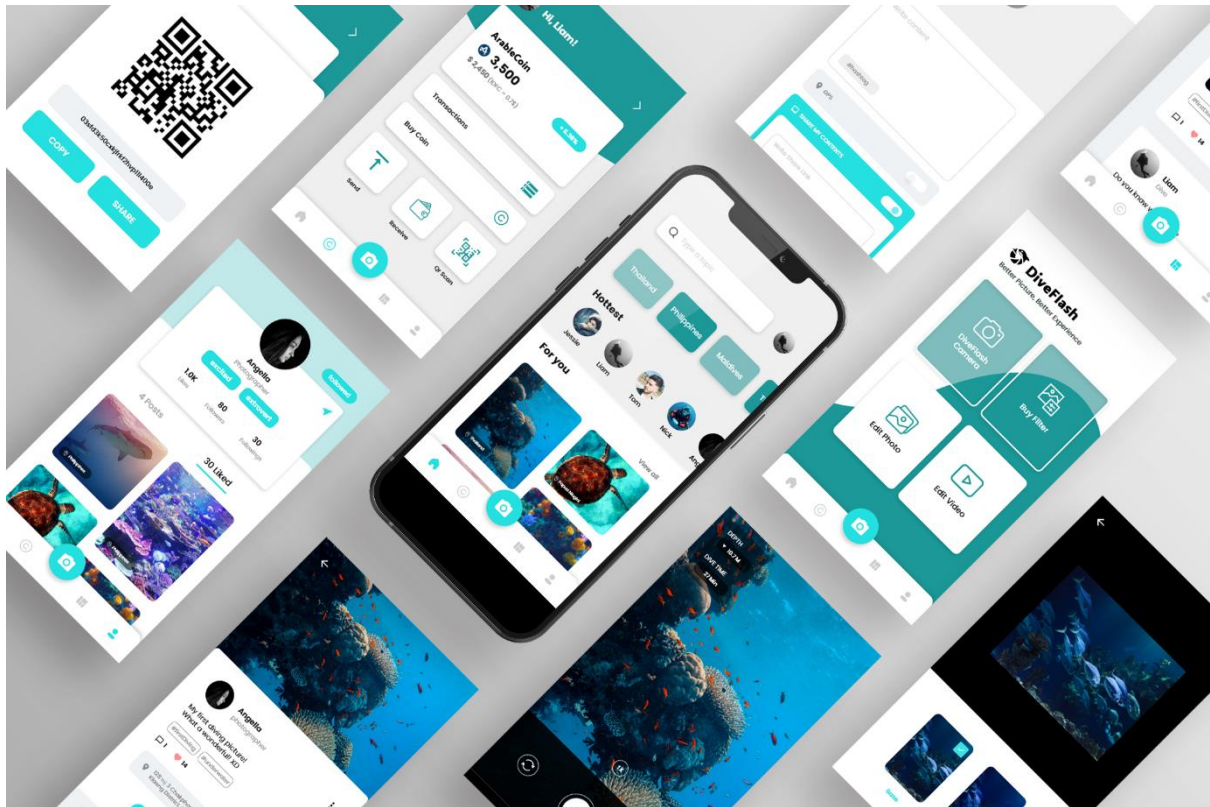
Components of the Arable ecosystem



We designed a suitable model to encourage different activities in the ecosystem within Arable. Below is a flow chart between the major platforms made for the ecosystem cycle.



1. DiveFlash underwater filter application & social medial



The ultimate goal of DiveFlash's application is to develop a filter that can revive the natural color through a filter depending on the depth of the water.

Currently, scuba divers can use the ability to post-correct the images or videos they have taken. After diving, they can select various filters and easily obtain the image or video of the color they want through the application, thus innovating the photo correction process, which has been difficult.

Underwater photography gradually loses color depending on the depth of the water, so a separate correction is absolutely necessary. This underwater mobile filter application allows anyone to easily take high-quality underwater images and videos through the automatic correction function. In addition, through the diver-only social media, divers can record happy diving times, share them with their friends, form friendships with famous divers, and check their new diving points and videos through the feed.

In addition, they will share the location of underwater images or video by GPS and connect with partners. This will play a role as a platform that deals with dive planning and travel information as a whole, and verification of uploading a specific area will increase the content reliability by adding location information through GPS.

Certified divers can upload photos and videos as well as the basic source of VR content to the Arab Marketplace. They can use the NFT issuance platform, MATRIX, to NFTize the content and then sell it.

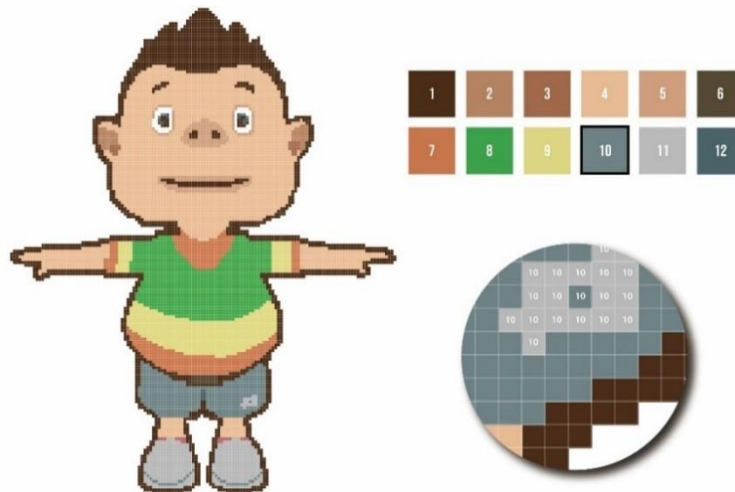
The DiveFlash application will be provided free of charge to instructors in cooperation with divers' associations around the world, leading to rapid ecosystem expansion.

2. PFP(Picture for Profile) project

- Launching own PFP project
- Create a community full of diversity by letting domestic and foreign PFP project communities into Arable

3. Arable (metaverse platform)

ARAPIX (Issue Experience for Pixel Art Game/pixel NFT)



- Compensation based on game in which people draw by following along pixel art works/ ranking by period
- Facilitating NFT issuance through hand-made pixel art

MATRIX (Blockchain NFT Publish platform/NFT issuance platform)

- Ethereum-based NFT issuance platform
- In addition to the item assets in the metaverse, photos and videos produced through the Diveflash app can also be published as NFTs and sold on the Metadome (marketplace).

AIR (3D Transform Edit/3D avatar conversion program)



- This is a 3D conversion program that makes 2D PFP project avatars three-dimensional by giving life to them.
- The 2D avatars of the PFP (Picture for Profile) community are automatically converted into 3D forms so that they can be active in the Arable metaverse, enabling activities in the new metaverse space. This is a conversion program designed to provide a forum for communication between the PFP (Picture for Profile) communities (global conference) to ensure each private universe and uniqueness, and to contribute to the expansion of the worldview by increasing rarity. The conversion program fee is paid with BTC, ETH, and Ara token, and you can get a discount on the fee and use charge if you pay with Ara token.

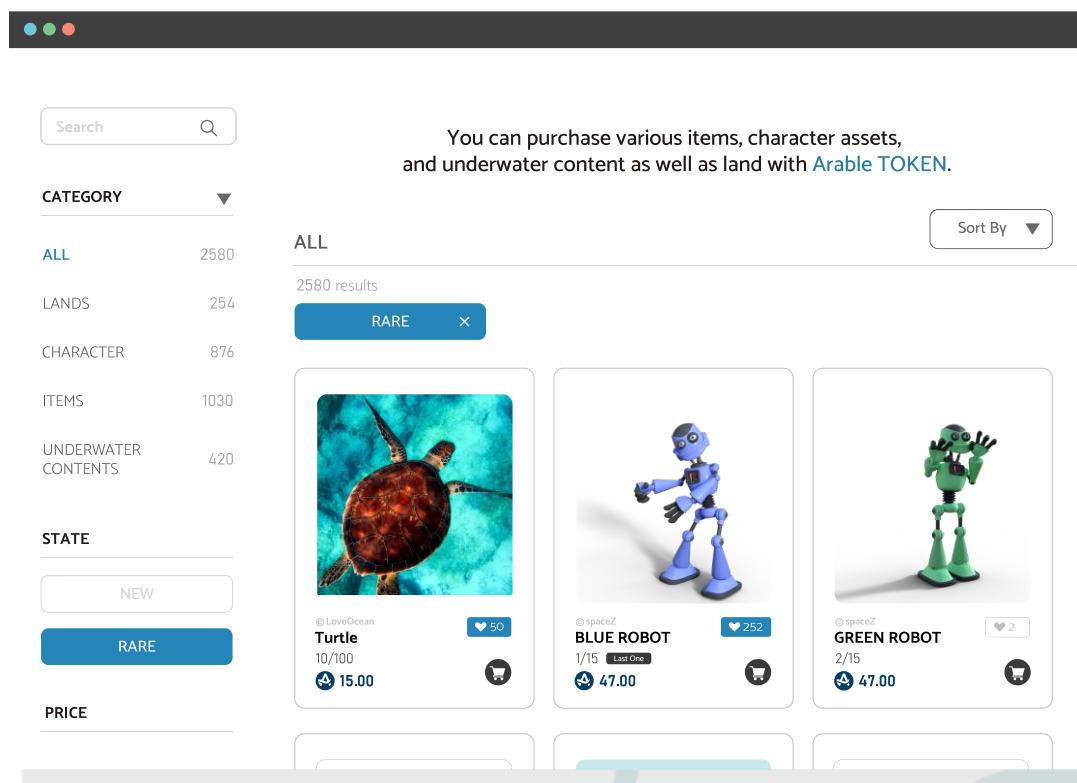
TRANSFORMER (2D Pixel/3D Voxel Edit)

- The term voxel is a hybrid word combining volume and pixel.
- A program that allows users to directly create avatars and all items used in the ecosystem
- TRANSFORMER is a 2D/3D editor for creators. In this program, various functions are supported so that you can directly produce and sell all necessary items in the metaverse space. In addition, by providing various basic templates to increase editor accessibility, any user can create items without difficulty in decorating their space.

METALINK (Social Hub/ Custom Item Request (Neutral Zone))

Metalink not only serves as a basic community function, but also performs the role of connecting creators and clients who want customization. Through Metalink, you will be able to make gift items, request your own custom items, and request marine data. Metalink is a community that connects creators' creative abilities with the requests of clients to make it possible to issue the one and only true NFT in the world.

METADOME (MARKET PLACE/ sales market)



- This is a market for selling/purchasing asset items/space items & underwater content & land (NFT).
- In Metadome, you can sell land, avatars, other items, and underwater content. All transactions are registered and recorded on the blockchain.
- Through Metalink, universities and research institutes that are working hard on ocean researches around the world can request various ocean research joint projects from the users in Atlantis, which is a dive land, and the related contracts are NFTized in Metadome and the contracts are processed.

LAND



- This is the land in the metaverse, and we plan to sell the land to general users and land sale partnerships such as brand and IP partnerships, fandoms, and famous communities in various categories.
- After purchasing the land, companies can brand the land to promote community cohesion and marketing.
- Owners can receive fees when other users fish in the land or sea they own or use VR content. As such, it is possible to generate various additional revenues with their own unique land and sea.

- The difficulty of access varies according to the non-owned sea area and route, so the more difficult the unknown sea, the higher the rarity. Approaching the area itself is an exploration, and we plan to make the ocean currents and winds as realistic as possible as challenge zones.

3.3 User Rewards

1. General users

Carbon footprint mission

Arable applies a mirror world to the platform. As a result, actual global disasters, disasters, climate change, and sea level rise are collectively applied within Arable Land. In addition, daily penalty missions are imposed for all consumption and creative activities within the metaverse space. Users must purify the space by using items for play when garbage collection and greening events occur to restore the land and sea environment, and Ara coin (ARA) is paid to them as a reward. They can monetize it to generate basic revenue and use it in Arable.

Content consumption

Based on the data generated when viewing all videos and photos in Metalink (community/neutral zone) and the viewers in the land (screens), mileage coins scheduled to be issued at a later date are paid to the viewing users, and items can be purchased with those coins. Viewing content affects the learning of popular content and recommendation algorithms. The data generated from content evaluation activities exposed in Metalink and the viewer (screen) in the land helps to facilitate high-quality content and contributes to the advancement of the recommendation content engine, thus helping the growth of the Arable ecosystem.

** Mileage coins can be collected and used both online and offline.

Pixel challenge game

ARAPIX, a pixel art game, is an experiential game where you draw by following pixel art, and you get a free NFT issue every time you complete it. People will focus on simple pixel games to heal their minds and increase their NFT creative experience to increase platform accessibility. In addition, this game ranks for a specific period and rewards users with certain coins and rare item airdrops. This will be introduced first in Gameland, and later, by adding game makers, it will grow into a blockchain game platform.

2. PFP project users

Users of selected teams from the PFP (Picture for Profile) project can be introduced to Arable according to the consultation procedure. Arable grants priority to Arable subscription rights and the right to participate in land sale on a first-come, first-served basis to only 30% of the PFP (Picture for Profile) holders, and through this process, the rarity of PFP becomes higher and the value of the platform increases.

3. Creators

Items and avatars produced by creators are issued as NFTs and can be sold on the Metadome (marketplace), and sales proceeds are paid according to sales methods such as P2P transaction/auction/reverse auction. In addition, by recognizing sub-copyrights, a 3.5% royalty is returned to the original author every time a sale occurs, and although there is no limit to the number of royalty payments, but the maximum payment period is 10 years.

4. Scuba divers

Rewards for uploads

Uploading underwater photos and videos Just by uploading underwater content to the Arab viewer (screen), they can be selectively rewarded with coins and items, and other users' viewing rewards (separate from sales) are also added. The exposure algorithm is determined by the number of followers, content likes, and other internal regulations of divers, thus creating a virtuous cycle in which divers upload more quality data.

Official local scuba diver certification

Arable grants local official scuba qualifications to businesses and individuals determined by internal policy. When the users and groups are promoted to official local divers and groups in each region, a certain amount of compensation is paid once. The official badge is also worn on the avatar in Arable. In addition, official divers can receive random airdrops of rare marine animals whenever they upload high-quality content more than a certain number of times.

VR contents

We will provide 3D VR filming equipment to official divers, and they will be given the right to upload content to the Arable metaverse viewer (screen). Excellent content is processed by Arable and supplied as content to other VR device companies. Divers are paid 40% of VR content sales.

4. Token Economy

4.1 Uses of the ARABLE(ARA) COIN

- ✓ Used for payment of various paid filters created by users of 'Dive Flash'.
- ✓ Used (discounted) for payment for underwater drones affiliated with 'DiveFlash' and waterproof housing products.
- ✓ Used to reward divers for uploading photos, videos, and VR content.
- ✓ Used to book and pay for all travel, including flights and lodging around the world, in Atlantis, the land of Arable scuba divers.
- ✓ Used when converting avatars to AIR, an avatar 3D conversion tool for PFP (Picture for Profile) community users.
- ✓ Used to purchase creative assets (items) of creators and Arable.
- ✓ Used to purchase Arable land.
- ✓ When any transaction occurs on the platform, a certain portion of the fee is credited to the donation pool through the smart contract and used as the main currency at this time (a 5% discount on transaction fees applies when paying transaction fees in Arable, not Ethereum).
- ✓ Used to purchase rare item enhancement and fusion (NFT) cards issued by Arable and as tickets to participate in roulette.
- ✓ Used as the standard coin for the snapshot when mileage coin airdrops to be issued in the future.
- ✓ It becomes the standard for paying mileage coins when using offline marine companies located in Arable land and is used to verify use history for payment.
- ✓ Used as the payment coin when using all games in Gameland.

4.2 Value proposition

- ✓ A portion of the fee generated in the process of enjoying games and community activities is automatically credited to the wallet for marine environmental groups such as Greenpeace. You can contribute to the development of the real world just by playing games, decorating the land, and engaging in community activities.

- ✓ By opening their own online shop in the land, divers can inform Arab users of underwater videos and photos and promote the store. They are uploaded directly to the viewer (screen) in the Arable metaverse linked through the Diveflash underwater filter app, and they will be rewarded according to the number of views. This will create a new additional revenue structure for divers and help them grow as creators.
- ✓ Local divers will receive rare avatars and items at a certain rate just by uploading rare photos and high-viewed photos and videos, and they will be able to cash them out.
- ✓ We will provide online and offline support for VR content production to official badge divers. We realize 'LIFE TO EARN' by co-producing and distributing processed contents to various VR device companies, and paying 40% of the profits to divers. In other words, people will be able to earn additional income without major changes in reality, not in their activities on the metaverse. By sharing that experience without directly consuming the sea, it ultimately raises an understanding and interest in the sea, which seemed far away, thus creating a virtuous cycle of sympathizing with our campaign of environmental protection and working together in the community.
- ✓ The DiveFlash Filter app is equipped with an online and offline payment function, and you can combine local areas such as scuba shops, airlines, accommodations, and restaurants around the world for discounts and payments through the app. The travel payment information is provided to display information necessary for actual travel by general users in the land. Divers will have the opportunity to participate in the new platform, and regular users will have the opportunity to interact with reality rather than stay in the metaverse space.
- ✓ By linking local divers with necessary images, seabed, and underwater environment data from major universities and research institutes around the world, research institutes will be able to receive more information in real time at a lower cost. By providing faster communication and access, people will be able to speed up research and get quality content transmitted in real time from various maritime countries and regions. We expect that this will naturally have the effect of creating jobs related to data excavation not only for divers but also for residents in the marine and land areas.
- ✓ In addition to mining items directly through other users' sea fishing, users will be able to obtain additional items with high rarity when paying for the offline scuba service provided by the diver land Atlantis. This will facilitate actual travel, and travelers will be given a random box where they can receive rare items after diving in the desired area after completing GPS

authentication. In other words, it will become a trigger that can actively lead users who stayed in the virtual world to obtain an item to a real activity.

- ✓ Arable can reduce unnecessary excessive consumption in the real world by promoting mutual consumption of items while encompassing various communities within the metaverse. People will be able to satisfy their desires for consumption that are not fulfilled in the real world on a surrogate basis at a lower price. Fast fashion companies will have an opportunity to naturally reduce the trend that encourages overproduction by nurturing their own creators and supplying them with items on the platform. We anticipate since people will be able to open up new opportunities to generate revenue online, this will replace the culture of excessive consumption. This ultimately contributes to the protection of the global environment in that it reduces the total amount of resource consumption.
- ✓ You can experience the mystical view of the universe through VR through Arable's own space exploration game within Arable. This can be expanded as an educational content for youth that can nurture an enterprising spirit of challenge and dreams in the coming space age. Not only that, it can be used as research data for a new way of human behavior fitting for the space age by accepting the space life naturally and breaking away from existing physical laws and social concepts.

5. Business Model

The business models of Arable are as follows.

1. Land sales proceeds/service fee

With the proceeds from the sale of Arable Land, NFT projects can buy land and build their own world. Land sales include exclusive land sales through partnerships with PFP projects, famous IPs, and brands. In addition, rare items are paid to sea owners every certain period, and it is possible to secure rare items by fishing in the seas owned by other users, and the use fee for the sea is paid with Arable coins.

2. Item sales proceeds

Arable plans to sell basic and rare items necessary for the ecosystem as NFTs. This is set as Arable's revenue, and the buyer receives an additional 3.5% of the sales amount for each resale as a general creator just like the original creator.

3. Fees for using the avatar conversion tool in the PFP project

Arable provides AIR, a conversion program for PFP project avatars, and people pay the use fee with Arable coins.

4. Metadome (marketplace) transaction fee

Items created by users through the basic template can be sold on Metadome, the Arable Marketplace. The sales commission of the user is 5% of the total sales revenue of the creator, and is settled as a commission in Arable through the smart contract (the fee does not include the creator's own use after he/she has created it with Voxel Edit)

5. Fee for using the underwater filter application 'DiveFlash'

The underwater filters of DiveFlash can be used free of charge when purchased through Arable Metaverse, and you have to pay an application fee only for the paid filter function of some photos and videos. The payment method is not a subscription system, but a pay-as-you-go system, and only the amount used can be paid in the 'Dive Flash' app. At this time, when paying with coins, the payment is made at the price with an additional discount (20%) applied.

6. Fees for photo, video, VR copyright and publication right

Through the app of our affiliate DiveFlash, beautiful photos and videos in the sea, 'My own filter' sales in the filter market, and commissions for copyrights for VR content production sources will be generated. In particular, VR content-processed productions will be supplied to VR device makers as marine content, and 40% of the copyright and copyright sales fee will be paid to divers with Arable coins. The rest is converted to Arable's revenue.

7. Profits from item sales in Gameland

All game entities in Gameland are divided into general creators, game makers, and Arable's own games, and all payments are made with Aracoin. Through the space war game Stargate, which is under way by Arable, you will enjoy the universe in the expanded metaverse using NFT in black holes, interplanetary travels, and multiverse.



Stargate, an Arable original game (preview image cut)

6. Token Information

6.1 Coin summary



[ARABLE COIN LOCO]

Category	Content
Name	ARABLE COIN
Symbol	ARA
Total Supply	5,000,000,000 ARA
Decimals	18
Initial Price	0.01 USD
Type	ERC-20
Contact Address	0x7b39f7f3F463482B9ff4153d93 a7aFC6fcA6d0a3

Arable ecosystem tokens are Ethereum-based, issued according to the ERC-20/ERC-71/ERC-1155 format of Ethereum, and Ara token is used as a utility token in the Arable platform.

6.2 Token types and functions

Three tokens are used in the Arable ecosystem.

1. **Arable token**

The Arable token is a governance token in the Arable ecosystem and a utility token that functions as a payment function in all platforms. It (ARA Token) is used for the purchase of land and various item assets, all transactions in Metadome (marketplace), NFT issuance fees using edit, and POA-type user rewards. LAND holders and Arable holders can use Arable tokens to vote for governance when major issues requiring decisions occur in the Arable ecosystem.

2. **LAND token**

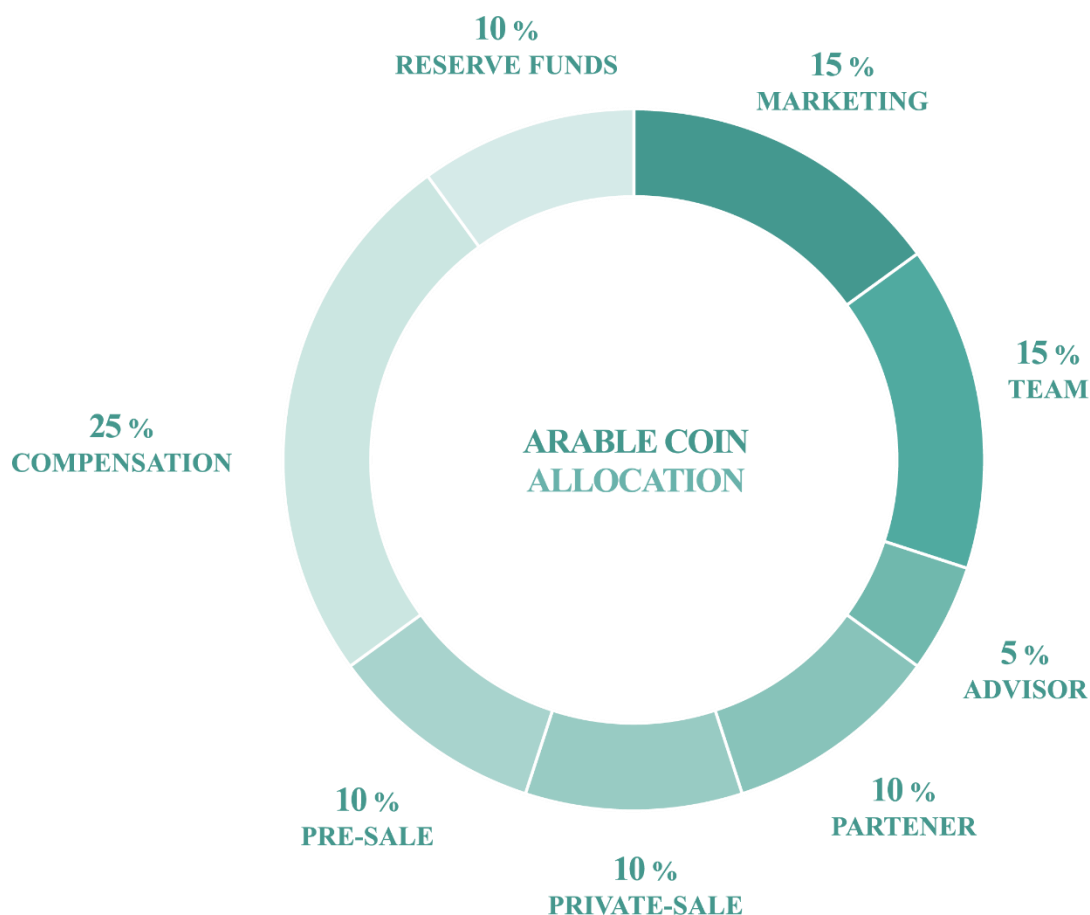
LAND is a limited virtual digital land in the Arable ecosystem. It is automatically converted and issued in the form of ERC-721. Users can decorate their own LAND by placing their creations or items purchased through the marketplace on the LAND. No same LANDs can exist in Arable, and each LAND has uniqueness due to the nature of the NFT token. LAND will be sold sequentially through collaboration with brands, communities, and IPs.

3. **SALT token**

SALT tokens collectively refer to *NFT assets. Initial item assets are produced and distributed through collaboration with artists, and users can purchase items (SALT) through Metadome (Marketplace). At the same time, creations of general users in Transformers (voxel edit) can also be published as NFTs. In addition, various artworks and NFTs such as photos, videos, and VR of the 'Life to Earn' method such as scuba divers can be issued by the user's choice in both ERC-721 smart contract and ERC-1155 methods. All NFTized creations are protected within the platform and the Ethereum chain, so creators are guaranteed finiteness, immutability, and traceability of their creations. In addition, avatars of PFP (Picture for Profile) projects are also applied to the same method when converted to 3D.

6.3 Token distribution

6.3.1 Distribution of the tokens



According to the chart above, the distribution of Arable tokens is 15% for marketing, 15% for team volume, 5% for advisors, 10% for partners, 10% for private-sale, 10% for pre-sale, and 25% for ecosystem compensation and 10% for reserve funds.

6.3.2 Token Lock-up

Team volume is locked-up for 3 years and reserve funds are locked-up for 1 year from the time of issuance. Volume for advisors and partners will be locked-up for one year from the time of issuance, and thereafter, 10% of each will be distributed according to the unlock schedule. The private-sale volume is set for a lock-up period of 6 months from the first exchange listing date. Pre-sale volume is set for 6 months of lock-up.

6.3.3 Privacy & GDPR

We comply with national privacy policies and will strive to meet EU GDPR guidelines.

6.4 Funding plan

6.4.1 Attracting seed investment

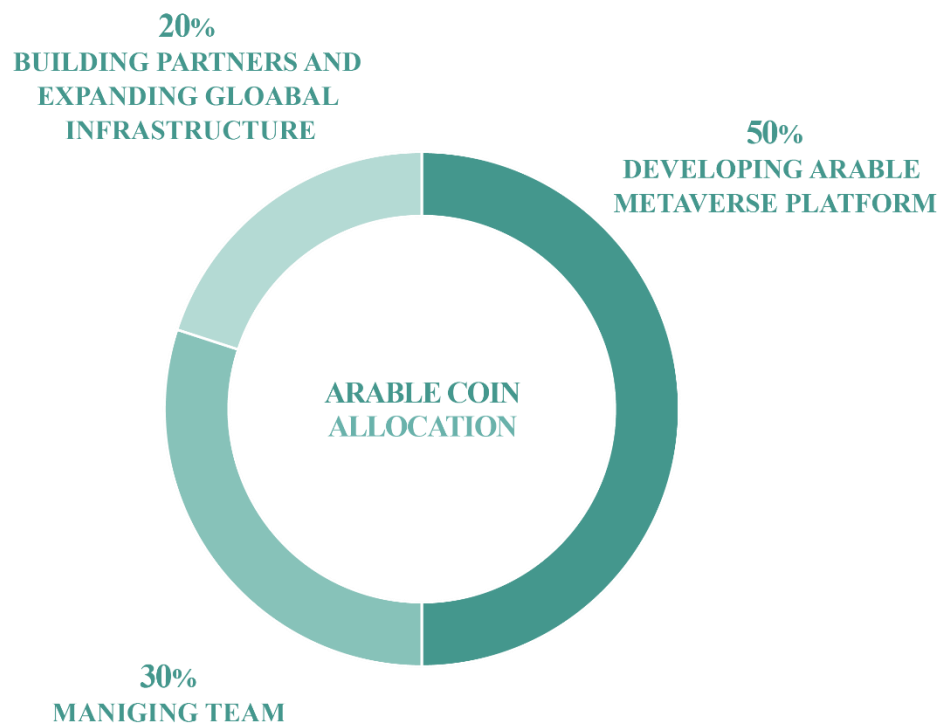
Private-Sale

Pre-Sale

6.4.2 IP/Brand land sale

IP/brand and general land pre-sale

6.5 Fund use plan



6.5.1 Arable metaverse platform development (50%)

- ✓ Templates and transformer (Voxel Edit)
- ✓ AIR (Pixel 3D transformation service)
- ✓ MATRIX (NFT issuance platform: ETH based)
- ✓ METADOME (Marketplace)
- ✓ GAME (SPACE WAR : STAR GATE)

6.5.2 Team operation (30%)

Labor cost and operating cost of development, planning, marketing, etc. according to development demand

6.5.3 Partnership building and global infrastructure expansion (20%)

- ✓ Ecosystem linkage and partnership with Korean and foreign PFP projects
- ✓ Development and marketing partnerships

7. Roadmap

2021

- Q1** ARABLE TEAM ESTABLISHED
- Q2** DIVEFLASH / ARABLE MOU SIGNED
- Q3** ARABLE METAVERSE WHITE PAPER RELEASED
ARA(ARABLE) TOKEN PUBLISH
- Q4** DIVEFLASH FILTER APPLICATION LAUNCHED
DIVEFLASH APPLICATION FILTER MARKET/ SNS LAUNCHED

2022

- Q1** DIVEFLASH/ARABLE/ SCUBA ASSOCIATION PARTNERSHIPS
ARABLE METAVERSE MARKETPLACE LAUNCHED
- Q2** 1ST LAND SALE
NFT PUBLISH PLATFORM(MATRIX) LAUNCHED
- Q3** LAUNCHED VOXEL EDIT(TRANSFORMERS)
PARTNERSHIP WITH ENVIRONMENTAL GROUPS
- Q4** MULTIPLE PFP PROJECT PARTNERSHIPS
PIXEL 3D CONVERSION TOOL(AIR) LAUNCHED

2023

- Q1** START SELLING VR EDITING/REPROCESSING INTERLOCKING VR DEVICES
EXCLUSIVE SUPPLY OF UNDERWATER VR CONTENTS
START COLLECTING AND RESEARCHING MULTIVERSE DATA
- Q2** FURTHER EXPANSION OF THE LIFE TO EARN FIELD
- Q3** MULTIVERSE GAME(WORMHOLE) BETA VERSION LAUNCHED
- Q4** MULTIVERSE GAME(WORMHOLE) GRAND OPENING
LAUNCHED INDOOR UNDERWATER VR EXPERIENCE HALL

8. Legal Disclaimers

We have written this white paper to provide information on the new business model that the Arable project intends to pursue, its current status, and our team. This white paper is not intended to encourage investment in our platform and has nothing to do with it. In addition, the Arable team has prepared and provided this white paper as of the time of writing, and does not guarantee that any content in this white paper, including conclusions, will be accurate until a future point in time.

The Arable team does not represent or guarantee the accuracy of any matters to you with respect to this white paper, and does not assume any legal responsibility therefor. For example, the Arable team does not guarantee whether i) the white paper is based on legitimate rights and does not infringe the rights of third parties, ii) whether the white paper is commercially valuable or useful, iii) the white paper achieves the specific purpose you have, or, iv) whether the content of the white paper is error-free. Of course, the scope of the disclaimer is not limited to the preceding examples.

If you use this white paper (including, but not limited to, referring to or based on the white paper) in your own decision-making, etc., the results are entirely according to your decision, regardless of profit or loss. In other words, please note that the Arable team will not be liable for any damages, losses, debts or other damages caused to you by using this white paper.

Warning Statement on Forward-looking Statements:

(a) Certain expressions specified in this white paper contain forward-looking statements regarding the future of the project, future events, prospects, etc. These statements are not statements based on historical facts and are identified by word-like expressions such as 'anticipate,' 'estimate,' 'believe,' 'expect,' 'prospect,' and 'anticipate'. In addition to this white paper, other public materials such as presentations, interviews, and videos may contain such forward-looking statements. Forward-looking statements contained in this white paper include, but are not limited to, future results, performance and achievements of Arable and its affiliates.

(b) Forward-looking statements involve various risks and uncertainties. These statements are not guarantees of future performance and should not be relied on unduly. If risks and uncertainties materialize, the actual performance and development of Arable and its affiliates may differ from expectations set forth in the forward-looking statements. Even if these circumstances change in the future, Arable and its affiliates undertake no obligation to provide updates on forward-looking statements. If you act on the basis of forward-looking statements contained in this white paper, Arable

and its affiliated websites and other materials, you are solely responsible for the non-realization of the forward-looking statements.

(c) As of the date of this writing, the Arable platform is not complete or fully operational. Although the description is made on the premise that the Arable platform will be completed and fully operational in the future, this should not be construed as a guarantee or promise as to the completion and full operation of the platform.

Anti-Money Laundering Act (AML): Buyers must agree not to engage in money laundering, illegal currency trading and other restricted activities in any form through the Arable team's Arable Coin (ARA) and other related derivatives (if any). Each participant must be aware that Arable Coins and other related derivatives may not be sold, exchanged or disposed of directly or indirectly for money laundering purposes.

Due to frequent changes in policies, laws and regulations related to important issues, technological, economic and other factors, the information provided in this white paper may be inaccurate, unreliable or not final, and may be subject to multiple changes. This material is provided for informational purposes only. Our team is not responsible for the accuracy and legitimacy of the information provided. Anyone wishing to participate should not rely solely on the information in this white paper. We encourage participants to do their own research prior to sponsoring. Essentially, this white paper is a business proposal or business promotion document, and is not legally binding under any circumstances. The information set out in this document is for informational purposes only, and token purchasers should take additional precautions themselves.

Interpretation of Languages: This document is available in Korean and English. In case of dispute, we will resolve the problem based on the Korean version. For a more accurate interpretation of this white paper, please refer to the Korean version.