



CHRONOFI

WHITEPAPER V.1

CONTENTS

Overview	5
MARKET ANALYSIS	6
1.1 PAIN POINTS OF GAME INDUSTRY	6
1.2 BLOCKCHAIN GAME ADVANTAGES	8
1.3 PAIN POINTS OF BLOCKCHAIN GAME	10
INTRODUCTION	10
1.1 OVERVIEW	10
1.2 USER PROFILE	11
FEATURES OF CHRONO PRODUCTS	11
1.1 PRODUCT	11
1.2 GAME PLAY	12
1.3 TRADITIONAL GAME ASSETS	13
CHRONO TOKENOMICS	13
1.1 CFC ISSUANCE PLAN	14
ROADMAP	15
TEAM	16
DISCLAIMER	

NOTICE

PLEASE READ THE ENTIRETY OF THIS “NOTICE” SECTION CAREFULLY. NOTHING HEREIN CONSTITUTES LEGAL, FINANCIAL, BUSINESS OR TAX ADVICE AND YOU SHOULD CONSULT YOUR OWN LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S) BEFORE ENGAGING IN ANY ACTIVITY IN CONNECTION HEREWITH. NEITHER CHRONO FOUNDATION LTD. (THE FOUNDATION), ANY OF THE PROJECT TEAM MEMBERS (THE CHRONO TEAM) WHO HAVE WORKED ON CHRONO (AS DEFINED HEREIN) OR PROJECT TO DEVELOP Chrono IN ANY WAY WHATSOEVER, ANY DISTRIBUTOR/VENDOR OF CFC TOKENS (THE DISTRIBUTOR), NOR ANY SERVICE PROVIDER SHALL BE LIABLE FOR ANY KIND OF DIRECT OR INDIRECT DAMAGE OR LOSS WHATSOEVER WHICH YOU MAY SUFFER IN CONNECTION WITH ACCESSING THIS WHITEPAPER, THE WEBSITE AT <https://ChronoFi.io> / (THE WEBSITE) OR ANY OTHER WEBSITES OR MATERIALS PUBLISHED BY THE FOUNDATION.

The whitepaper and the website are intended for general informational purposes only and does not constitute a prospectus, an offer document, an offer of securities, a solicitation for investment, or any offer to sell any product, item or asset (whether digital or otherwise). The information herein may not be exhaustive and does not imply any element of a contractual relationship. There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking is or purported to be provided as to the accuracy or completeness of such information.

Where the whitepaper or the website includes information that has been obtained from third party sources, the foundation, the distributor, and/or the chrono team have not independently verified the accuracy or completion of such information. Further, you acknowledge that circumstances may change and that the whitepaper or the website may become outdated as a result; and neither the foundation nor the distributor is under any obligation to update or correct this document in connection therewith. Nothing in the whitepaper or the website constitutes any offer by the foundation,

the distributor or the chrono team to sell any CFC (as defined herein) nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision. Nothing contained in the whitepaper or the website is or may be relied upon as a promise, representation or undertaking as to the future performance of chrono. The agreement between the distributor and you, in relation to any sale and purchase of CFC, is to be governed by

only the separate terms and conditions of such agreement.

By accessing the whitepaper or the website (or any part thereof), you represent and warrant to the foundation, the distributor, its affiliates, and the Chrono team as follows:

(A) in any decision to purchase any CFC, you have not relied on any statement set out in the whitepaper or the website;

(B) you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);

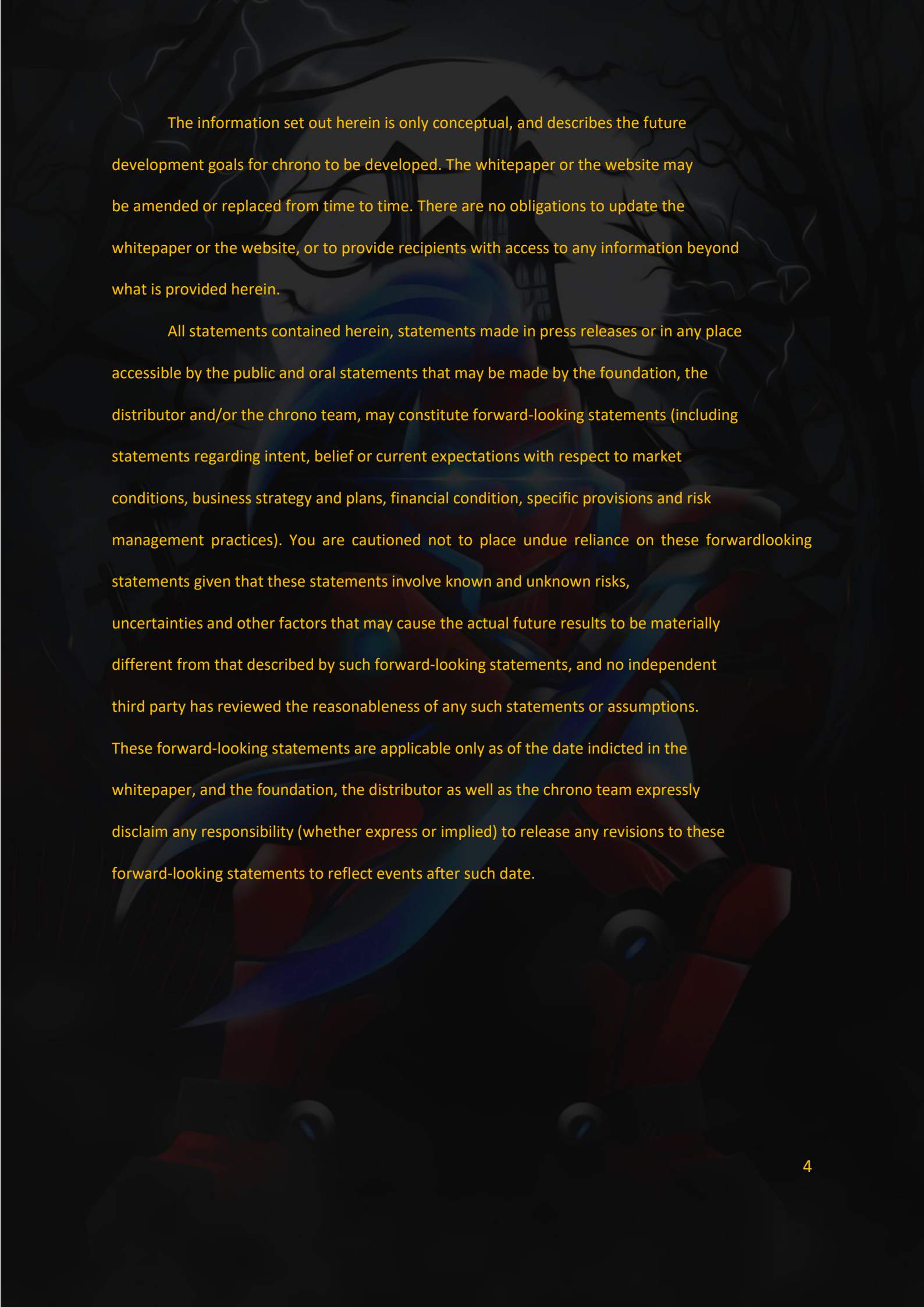
(C) you acknowledge, understand and agree that CFC may have no value, there is no guarantee or representation of value or liquidity for CFC, and CFC is not for speculative investment;

(D) none of the foundation, the distributor, its affiliates, and/or the CHRONO team members shall be responsible for or liable for the value of CFC, the transferability and/or liquidity of CFC and/or the availability of any market for CFC through third parties or otherwise

All contributions will be applied towards the advancing, promoting the research, design and development of, and advocacy for a blockchain gaming ecosystem which would reduce the barrier to entry faced by traditional developers and players, providing a comprehensive solution for creating blockchain-based games. The foundation, the distributor and their various affiliates would develop, manage and operate chrono.

The information set out in the whitepaper and the website is for community discussion only and is not legally binding. No person is bound to enter into any contract or binding legal commitment in relation to the acquisition of CFC, and no virtual currency or other form of payment is to be accepted on the basis of the whitepaper or the website. The agreement for sale and purchase of CFC and/or continued holding of CFC shall be governed by a separate set of terms and conditions or token purchase agreement (as the case may be) setting out the terms of such purchase and/or continued holding of CFC (the terms and conditions), which shall be separately provided to you or made available on The website. In the event of any inconsistencies between the terms and conditions and the whitepaper or the website, the terms and conditions shall prevail.

No regulatory authority has examined or approved of any of the information set out in the whitepaper or the website. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of the whitepaper or the website does not imply that the applicable laws, regulatory requirements or rules have been complied with.



The information set out herein is only conceptual, and describes the future development goals for chrono to be developed. The whitepaper or the website may be amended or replaced from time to time. There are no obligations to update the whitepaper or the website, or to provide recipients with access to any information beyond what is provided herein.

All statements contained herein, statements made in press releases or in any place accessible by the public and oral statements that may be made by the foundation, the distributor and/or the chrono team, may constitute forward-looking statements (including statements regarding intent, belief or current expectations with respect to market conditions, business strategy and plans, financial condition, specific provisions and risk management practices). You are cautioned not to place undue reliance on these forward-looking statements given that these statements involve known and unknown risks, uncertainties and other factors that may cause the actual future results to be materially different from that described by such forward-looking statements, and no independent third party has reviewed the reasonableness of any such statements or assumptions. These forward-looking statements are applicable only as of the date indicated in the whitepaper, and the foundation, the distributor as well as the chrono team expressly disclaim any responsibility (whether express or implied) to release any revisions to these forward-looking statements to reflect events after such date.

OVERVIEW

The online game industry is a fast-growing market with more than a billion users. Blockchain games are considered to be the next growth point in the blockchain application field. Globally, the number of blockchain wallet users has reached 70 million . Gaming is absolutely a highly suitable scenario to implement blockchain. With the potential of reforming existing gaming modes, blockchain games are superior to traditional games in credibility, fairness, democracy and ownership of virtual assets. However, they are currently trapped in a vicious cycle of high entry barrier, low playability and ineffective marketing.

Chrono aims to bring digital gaming to a blockchain gaming ecosystem. It will reduce barriers to entry faced by traditional developers and players, Chrono team can provide a comprehensive solution to create blockchain-based games, and quickly get traditional and existing game players blockchain users through its unique distribution

MARKET ANALYSIS

1.1 PAIN POINTS OF GAME INDUSTRY

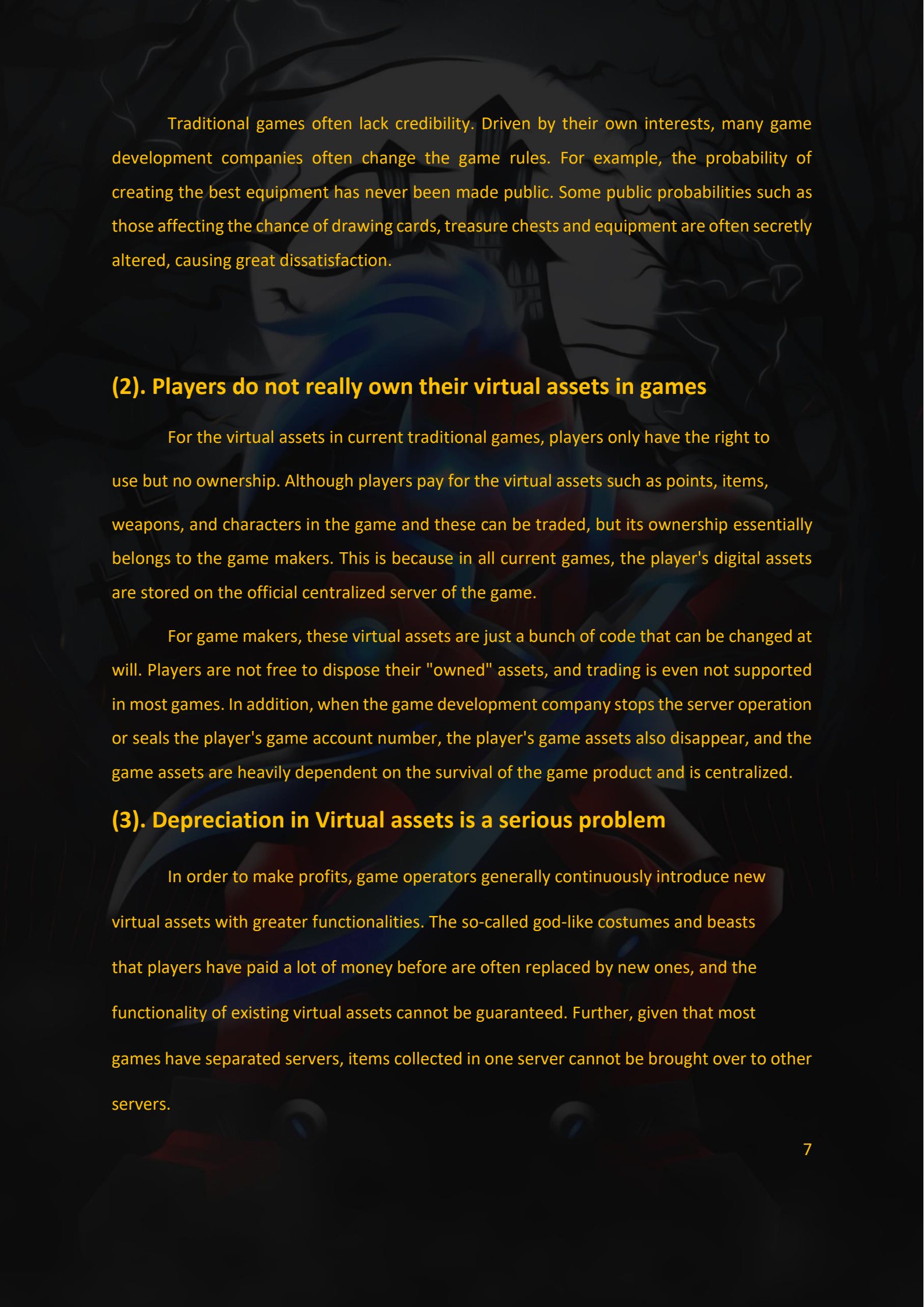
Traditional game market has been experiencing explosive growth since 2007. According to Newzoo's data, the global game market has reached \$175.8 billion dollars by 2021 and it is expected to reach \$210 billion dollars by 2025 with a compounded annual growth rate of 10.3%.

Although the game industry has been developing at a high speed in the past 20 years, it has faced various problems since its development. The most prominent problems are mainly concentrated among players and game developers.

A Problems Facing Gamers

(1). Developers lack credibility and game mechanics and data are not transparent

In the past, games often did not disclose the mechanism of in-game digital assets, and players could not verify the authenticity of the rules used by game development companies, which harms player's rights and interests. Especially for games such as chess and gambling, the probability of winning or losing is described in plain text, but the player still cannot verify its authenticity. There may be situations in which the game development company seeks improper financial gains and damages the fairness of the game.



Traditional games often lack credibility. Driven by their own interests, many game development companies often change the game rules. For example, the probability of creating the best equipment has never been made public. Some public probabilities such as those affecting the chance of drawing cards, treasure chests and equipment are often secretly altered, causing great dissatisfaction.

(2). Players do not really own their virtual assets in games

For the virtual assets in current traditional games, players only have the right to use but no ownership. Although players pay for the virtual assets such as points, items, weapons, and characters in the game and these can be traded, but its ownership essentially belongs to the game makers. This is because in all current games, the player's digital assets are stored on the official centralized server of the game.

For game makers, these virtual assets are just a bunch of code that can be changed at will. Players are not free to dispose their "owned" assets, and trading is even not supported in most games. In addition, when the game development company stops the server operation or seals the player's game account number, the player's game assets also disappear, and the game assets are heavily dependent on the survival of the game product and is centralized.

(3). Depreciation in Virtual assets is a serious problem

In order to make profits, game operators generally continuously introduce new virtual assets with greater functionalities. The so-called god-like costumes and beasts that players have paid a lot of money before are often replaced by new ones, and the functionality of existing virtual assets cannot be guaranteed. Further, given that most games have separated servers, items collected in one server cannot be brought over to other servers.

(4). Game assets cannot be traded across games

Most game economies are a closed system, which makes it impossible for game assets to trade across games. For example, it is difficult for players to sell Warcraft items in exchange for skins in Honour of Kings. For those who have committed large amounts of fiat money, there is almost no other way to recover the sunken cost once they stop playing the game, except for selling their account at a large discount.


1.2 BLOCKCHAIN GAME ADVANTAGES

A. Developer's credibility is guaranteed by transparent smart contracts

Blockchain games can expose rules and are executed by smart contracts. Users don't need to trust developers, just trust the code. The rules of how game assets are generated, obtain probabilities, quantities, etc., are ensured by mandatory and open source nature of smart contracts. Typical applications are probabilistic guessing, chess and card games. Moreover, based on the characteristics of smart contract enforcement and open source, new teams without trusted endorsements can quickly gain users' trust in their products, which helps the growth of small and medium-sized innovated teams

B. The players Truly own in-game assets

The virtual assets in blockchain games are divided into standard tokens and nonstandard (Non-fungible Token) tokens, which are divided into ERC-20 and ERC-721 of the Ethereum protocol.



The tokens of both protocols are stored in the user's own wallet, and the user has complete ownership of these assets and is free to trade and use. Developers can't make arbitrary changes to the user's assets. Even if developers decide to stop operating games in the future, these assets will still exist on the blockchain, which can still be traded freely and may be used in other applications. At the same time, through the traceable and non-tamperable characteristics of the blockchain, the occurrence of each transaction and the flow of assets are recorded, and prevented from being tampered with, and any fraud in the game is eliminated to a certain extent.

C. Scarcity of virtual assets

As long as other participants recognize the value of transferrable virtual assets at player's blockchain address, the assets will always maintain their value and will not be changed easily by any game development company. The release of virtual assets is achieved through smart contracts. By nature, all types of tokens are limited in amount.

D. Fairer market for opportunities

Blockchain game developers are now facing new high-value market opportunities: a premium user base + a global marketplace + a low barrier to entry. Blockchain has a globally distributed user base with a high willingness to pay, providing more room for growing ARPU. The blockchain industry is still in the early stages of development. Despite the emergence of ETH, BSC, FANTOM, EOS and other top projects, the final ecology is far from stable, and it is a fairer market for new entrants.

1.3 PAIN POINT OF BLOCKCHAIN GAME

According to Dappradar, the number of average daily active users of DAPP has increased from 76,741 in April 2021 to 909,595 in August 2021, as a result of increasing number of games and closer attention from more players. Currently, 47 of the top 100 Ethereum Dapps are game applications. According to incomplete statistics, there are currently nearly 500 blockchain games on the market. Unlike traditional games, most players of blockchain games are seeking speculation or novelty, that is, they do not play just for fun.

INTRODUCTION

1.1 OVERVIEW

Chrono aims to build a blockchain gaming ecosystem. Unlike other games or content distribution projects, Chrono believes that a wide variety of games the blockchain gaming ecosystem must include players (both native blockchain users and traditional game migrant players), content developer, production and distribution and community. Only with the concerted efforts of these necessary elements, the whole the ecosystem enters a virtuous cycle and develops quickly and healthily.

1.2 USER PROFILE

In most blockchain games, users need to complete public chain registration, wallet generation, record mnemonics, exchange registration and currency trading before they can play the game, which could be quite complicated and result in loss of users. Chrono allows users to register easily with their Telegram account, and then automatically generates player's wallet address to store the user's playtoearn income. When the user needs to withdraw or transfer the assets to wallet addresses, just connect a Metamask wallet and it does not affect the player's gaming experience. A smoother gaming experience would attract players who are used to traditional games.

Charles Huang, investor in Silicon Valley and the founder of "guitar hero", says, "The real blockchain is the key for gaming industry to escape from sequel dependence. It enables game developers, investors and players to achieve profits." Success of a game depends on the participation of various users.

FEATURES OF CHRONO PRODUCTS

1.1 PRODUCT

The products on ChronoFi are NFTs or Digital token creatures called CFC.Chrono are digital collectible creatures built on the Binance Smart Chain. They can be bought and sold using CFC which is the official digital cryptocurrency token on ChronoFi. CFC have exciting traits, tribes, and are of varying levels. They can grow and be trained to fight robot monsters

1.2 GAMEPLAY

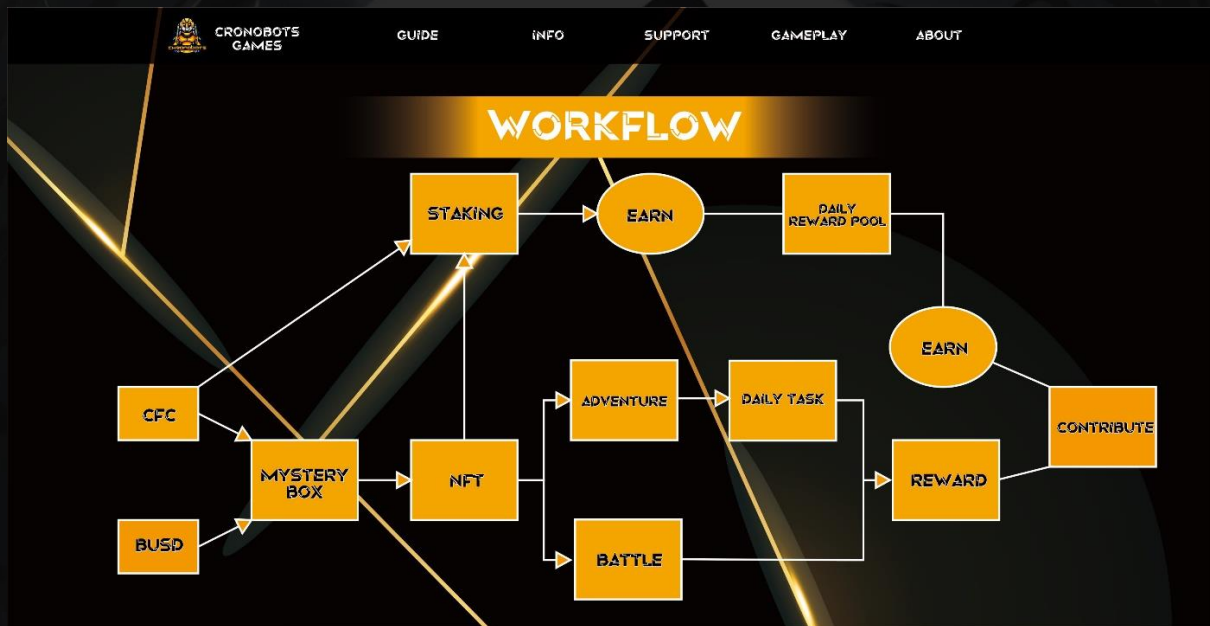
The basic game mechanics in ChronoFi are cryptocurrency -related actions and smart contracts. As a result, previously esoteric subjects will become more mainstream, and people will have a basic understanding of this technology. Because the blockchain is a revolutionary innovation, there are more obstacles to overcome in terms of user adoption. Users must have a wallet to purchase Chrono Robot tokens.

As a time going on, we may need to develop alternative shortcuts that make conversions easier traditional currency to CFC tokens easily. The whole concept encourages average inclusion and sensitivity

Players need to use some Chrono tokens to buy robots in the Marketplace/Mystery Box, in MysteryBox there are several different Robots there are Duke Robots, Aster, O2, Jet Crusher, Iron Lynx, Gloryta and Mirai.

If players already get the NFT Chrono Robot you can fight against monsters in the Galaxy arena, The difference in ChronoFi is that players not only fight with monsters, but can have adventures. Players who play adventure mode will get an additional item as reward finish the adventure to upgrade the robot's abilities.

Chrono can automatically collect an adjustable percentage of all staking revenue generated by Chrono. This will allow Chrono to attract businesses to be formed to further strengthen the ecosystem.



1.3 TRADITIONAL GAME ASSETS

In addition to the tokenization of the existing economic system, the traditional game can also use the ERC721 protocol to tokenize the player's rare items to ensure the transferability and transparency of the assets. Developers can also take advantage of the natural tradability of assets to enrich the gameplay.

CHRONO TOKENOMICS

1.1 CFC ISSUANCE PLAN

a. Allocation

- 8% of the CFC will be reserved for SEED SALE
- 5% of the CFC will be reserved for PUBLIC SALE
- 15% of the CFC will be reserved for PRIVATE SALE
- 10% of the CFC will be reserved for LIQUIDITY
- 2% of the CFC will be reserved for AIRDROP
- 10% of the CFC will be reserved for GENERAL RESERVES
- 10% of the CFC will be reserved for MARKETING
- 10% of the CFC will be reserved for the TEAM
- 30% of the CFC will be reserved for ECOSYSTEM

b. Lock-Up Plan

- Team release schedule
1.25% unlocked monthly for year 1, then 25% quarterly from year 2
- Seed Sale
5% Unlocked TGE, then 8% Monthly over 12 months
- Private Sale release schedule
10% Release unlocked TGE, then 10% monthly over 9 months
- Public Sale
15% unlocked TGE, then 17% monthly over 5 months
- Liquidity
Locked 1 years at TGE
- Marketing release schedule
10% unlocked before listing, then 6,8% monthly over 13 months
- General Reserves
5% unlocked before listing then 16% monthly over 6 months
- Airdrop
Locked 1 week TGE
- Ecosystem
20% Unlocked after month 1, then 10% monthly over 8 months

c. Sustainable Liquidity

We implemented RFI mechanics so that investors won't need to worry about liquidity provisions on exchanges. A Tax is implemented in every sell and is used for providing liquidity

ROADMAP



TEAM



AXTON RALLEY As a PROJECT LEADER

Axton has over 4 years of experience in the IT industry, 2 years as a manager in some of the largest IT companies in Indonesian



ANDREW VAN As a PROJECT MANAGER

Andrew is an experienced developer working in crypto project development, design and system administration with a passion for automation and efficiency.



ALFANI F As a PROJECT MANAGER

Alfani is an experienced developer working in project development, 1+ years as start-up founder. cryptocurrency advocate and research professional with keen interest in DeFi and NFT projects. 2+ years in blockchain development and crypto investment



TAUFIK KURNIA As a 2D/3D DESIGN

Taufik has studied in Japan for 1 year as a research student and got a JASSO scholarship. Now, he studies in Kanazawa university as a master student. In Japan, taufik also studied about design of 2D and 3D. Now, he improves creating the design of 2D and 3D what he learns from Japan.



FIKRI ARDIAN As a 2D/3D DESIGN

Fikri Ardian is a Graphic Designer and Animator from Indonesia, who is quite experienced. starting from handling Branding, Photo/video Editing, illustration, Visual effects, and Animation. several times involved in a design and animation project



JAMES As a COMMUNITY

James Have 2 years dive into cryptocurrency universe and get lesson to manage community.Has managed several community projects last year, one of which was RFI and have a skill to bring positive impact to community.



MAX As a BLOCKCHAIN DEVELOPER

Max is a Full-Stack Dev, With 3 years of web development and extensive knowledge about the decentralization protocols, scalability and security, Max is a driven, creative problem solver, and software engineer. His specialty is smart contracts and web development.



COMBY As a UNITY DEVELOPER

Comby is an Unity Developer with 4 years of experience in the game developing industry for both mobile and PC Unity games. With experiences working on some projects



JODHI FATRIA As a UI/UX

Jodhi is an expert in UI/UX design with 4 years of experience. He has implemented many projects in diverse industries such as education, entertainment, advertising.

DISCLAIMER

This statement does not involve the risk of securities tendering and the risks associated with the operation of the CFC. It does not involve any regulated products under judicial control: this document is a conceptual document [white paper] for project description, not for sale or solicitation of tenders and Shares, securities or other regulated products of Planetary Products and its related companies.

This document cannot be used as a prospectus or any other form of standardized contract document, nor is it an investment advice that constitutes advice or solicitation of securities or any other regulated product in any jurisdiction. This document cannot be used to sell, subscribe or invite others to purchase and subscribe to any securities, and to form a link, contract or commitment based on this.

This white paper has not been reviewed by judicial authorities in any country or region.

Recommendations not to participate in the investment: Any information or analysis presented in this document does not constitute any recommendation to participate in the token investment decision and will not make any specific recommendations that are biased. You must listen to all the professional advice you need, such as tax and accounting.

No representations or warranties are made: this document is used to describe our launch of the Chrono Games and CFC, but we makes it clear that:

- 1) no representations or warranties are given as to the accuracy or completeness of any of the content described in this document, or otherwise related to the project;
- 2) In the absence of any preconditions, no representations or warranties shall be given to any forward-looking, conceptual representation of the achievements or reasonableness of the content;
- 3) Nothing in this document shall be the basis for any promise or statement of the future;
- 4) Do not assume any loss caused by the relevant personnel or other aspects of the White Paper;
- 5) Within the scope of legal liability that cannot be waived, it is limited to the maximum allowed by applicable law. Not everyone can participate in the project: Chrono is not accessible to anyone, and participants may need to complete a series of steps, including providing information and documents indicating their identity



CONTACT US

HELLO@CHRONOFI.IO

OFFICIAL WEBSITE : [HTTPS://CHRONOFI.IO/](https://chronofi.io/)

OFFICIAL TELEGRAM :
[HTTPS://T.ME/CHRONOFI](https://t.me/chronofi)