

itemVerse

Offer GameFi that ensures your interest and continuously high profitability combined cryptotoken with considerable experience of SIEGEANDUNITE in Blockchain and ANDROMEDA GAMES which has most successful title in this field.

White Paper
Version 1.2

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ITEMVERSE'S Background

Troubleshooting The Current Digital Content Market

The problems facing the digital content industry are as follows.



The above issues are not the ones that have emerged recently. Although these problems have been accumulated since the digital content market was formed, they have not yet found a suitable solution. ItemVerse is a project started to solve these problems.

Past Problem Solving Attempts

Using Blockchain to Embrace New Technologies

In the gaming sector, game developers have made new attempts to introduce Blockchain to solve problems in the gaming market, but have not achieved a breakthrough. The precedents such as "CryptoKitties" and "My Crypto Heroes," which once accounted for more than 15% of the global Ethereum transaction ratio, are recorded as relatively successful examples.

However,

- Technology with high barriers to entry
- High initial cost of deployment

Due to reasons such as this, it is evaluated as a technology that game developers cannot easily introduce.

Andromeda Games' 'Success Title and Attractive New Game' combined with Crypto Tokens along with Litmus Alliance's rich blockchain experience to deliver GameFi that keeps users entertained and profitable



Development of NFT Market
to Trade NFT Content

Goal of maintaining game ecosystem by continuously updating games for 2 years

- Various mixes of RPGs, sports, etc.
- Separate coins for each game, Various NFT item updates continue to provide users with profit-seeking opportunities in addition to the fun of the game

Two reverse games



The God of Billiards Reverse(Sports Casual)



The Karma of the Three Kingdoms Reverse(RPG)

Add games through DAO proposals and votes in the future

SDK provided

Provides SDK for ITEM (ITEMVERSE Platform Token) and / KARMA (Three Kingdoms Karma Reverse In-game Token) / CHALK (God of Billiards Reverse In-game Token) to allow external game interworking through DAO.

Two Track Token Economy

- ITEM: Main token, for direct investment in GameFi, NFT purchases and transaction uses, up to 5 billion to be issued
- KARMA/CHALK: In-game P2E token is an unlimited number of issues that can be acquired and used in the game, and can be directly NFTed or NFTed through production, synthesis, etc., and exchanged to ITEM

Delivering its own trading platform and Wallet for easy use

- Provides its own platform for NFT transactions
- Integrate ITEM, KARMA/CHALK, NFT, game accounts, and more to provide an individual wallet that can be easily managed

Game Fi

This is the era of blockchain games. Since Atari, a video game company, launched its first game, "Pong," the game industry, which has generated more than 158.3 billion dollars a year, has created a revenue model through constant innovation and is now at the stage of allowing users to take ownership and make their own money.

If you look at the development of these game revenue models, you can see why blockchain games are innovative and what you can gain from them.

| P2E Games in Game Development History |

The evolution of the game's revenue model can be divided into the following steps:

- Step 1** Arcade game. It is a stand-alone game that used to play with coins in the arcade, and now devices have evolved into essential forms such as claw machine and VR/AR games.
- Step 2** Video & PC games. The core of the game is to improve the quality of the game itself, such as better graphics and sound, by enabling games in the arcade to be played on video games or PCs and making profits by selling rompacks or CDs.
- Step 3** Flat-rate online games. Ultima, Lineage, etc. are ways to provide game services online and enjoy games at a fixed price every month. Since then, transactions have occurred on game items and have evolved to focus on social immersion by providing parties and guild contents that users can gather and enjoy.
- Step 4** Partially Paid Online Games. Gameplay provided online is basically free, but it is a form of game design that allows users to sell various items that can be used in the game for a fee and purchase them to have an advantage over those who do not. It is called Free2Play or Freemium, and it was initially sold mainly for items that did not affect gameability, such as decorating rather than ability, but now it has evolved into the Pay2Win model, a model that increases ability and makes it easier to gain an edge over others. These games introduce 'probability-type items' to maximize profits by allowing top-class items to be selected with low probability. In particular, the higher the utility of game items, the more active the transactions between users tend to become.

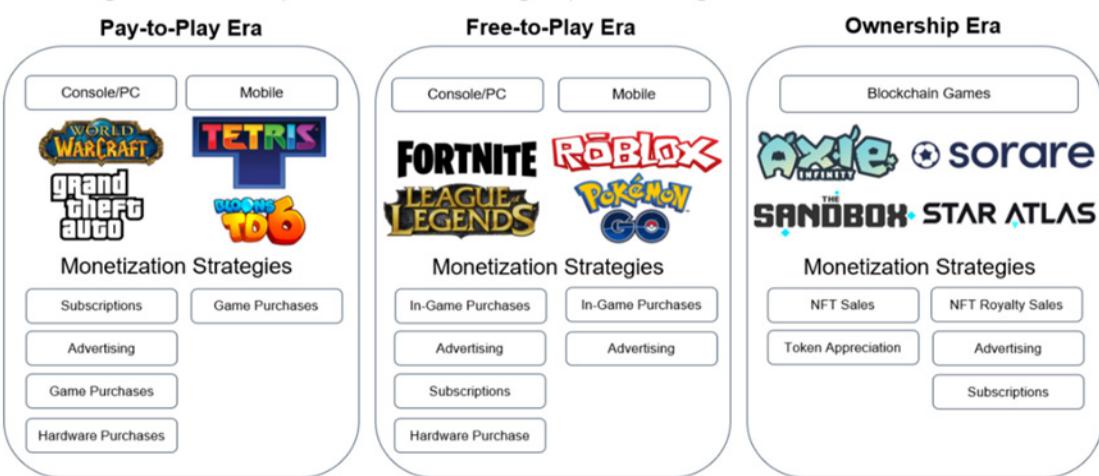
Step 5

Blockchain game to earn and make money. There were games in which existing games owned CDs or rompacks, such as video games, but as the paradigm shifted to online games, assets such as characters and items owned by gamers belonged to game operators, not users. With the introduction of transparent blockchain, methods have been devised to give these assets to users, and a typical example is the non-fungible token (NFT) of the ERC721 standard. This is a revolutionary move that shakes existing practices in the game industry, allowing users who were previously treated as illegal to cash their assets by selling their items in a legitimate way without asking permission from developers.

This led to the creation of a new model, Play To Earn. Users have become able to make money with fun while playing blockchain games, and recently, it is a game model that grows explosively around Southeast Asia. Blockchain-based coins and tokens can be traded, so users can sell coin-type tokens, coins, and item-type NFTs obtained through games through exchanges and cash them, so it has been recognized as a game that can make money while playing games. This model did not receive much attention in the early stages, but the introduction of NFT into Ethereum, and the game Axie INFINITY, which was used, became a big topic as low-income people who could make a living through games, then the huge P2E game ecosystem began to roll.


M E S S A R I
The Evolution of Gaming Monetization

Each era of game has its own unique source of revenue — from game purchases to in-game add-ons to NFT sales



| DAO (Decentralized Autonomous Organization) |

Throughout these five phases, the game's worldview, system planning, the style and production of game art, and the direction of actual game updates were all decided through internal discussions by game developers, which sometimes moved in ways that consumers couldn't understand, creating an extreme standoff. The key to this confrontation can be attributed to a decision-making system in which game operators decide everything.

Blockchain ecosystems are experimenting with decentralized autonomous organization (DAO), which introduces and experiments in various forms to maximize the philosophy of decentralization, the largest and most fundamental philosophy of blockchain, to return exclusive decisions to consumers. Decision-making through DAO is also introduced one after another in online games, raising major issues such as the life and death of the game and the direction of update to the community and voting. For example, in the case of Axie Infinity recently, it was a major agenda vote to renew the contract between the foundation and the Vietnamese development studio Sky Mavis, whose game development/operation contract expired, to continue game development.

In fact, DAO is an organization that can exercise votes according to the number of shares, such as a stock company composed of shareholders, and DAO in the blockchain ecosystem assumes that all participants with coins exercise their voting rights according to their shares. This DAO should operate through a self-operated program without the help of coin project organizers, and should be able to participate in voting with autonomous will for the development of the community, not just investment by coin holders. Both conditions must be met.

Since blockchain can support these automatic voting functions with smart contracts, secondly, organizers who will work for the community as autonomous doctors are needed. To this end, we will have a system to lock our own tokens and run our organization for community development, and as a reward, we will share the benefits that arise from the community.



| Two P2E models |

P2E is a way to provide a way to make money by applying blockchain to games, and there are two ways so far. This is a Play To Earn method that focuses on the coin community, and the Play and Earn method that focuses on the fun of the game demanded by the game community.

P2E vs PnE

The first is the initial Play to Earn method, and the main goal of the game is to make money, which is a game targeting the blockchain community. Therefore, these games are centered on ways to make better money, and users must pay a lot from the beginning for game play. Axie Infinity is typically this type of game, and the game requires three Axies to be played, and the Axie must be pioneered as an NFT. Due to the recent surge in AXS prices, the game had to cost about 1 to 2 million won to play. Players have to pay more than they think to start the game. For this reason, Axie Infinity also offers NFT rental services.

The second is a way to make money naturally by playing games in the Play and Earn method, targeting users who have traded items through trading sites such as ItemBay in the traditional game community. A recent representative example is WeMade's Mir4 Online, which provides a way to cash tokens called "iron ore" obtained through game play in exchange for main coin WeMix. In other words, it is a form in which P2E is combined with a partially paid model. In another form, the game Muhan Dolpa Samgukji was sensational by adding a token called "Mudol" to the previously popular partially paid game, providing a "Mudol" that can be traded according to game play, and providing a way to cash through a DEX called Klayton.

The way it is implemented varies depending on the community it is appealing to, but both methods remain the same that gamers take ownership of the main items of the game.

Our team wants to build a GameFi ecosystem with production staff who have been making games for more than 20 years and coin experts who have created communities since the beginning of the blockchain, and we will provide games, markets, and services that will make big profits by discovering game models that can make profits through tokens and NFTs.



ITEM (ITEMVERSE Platform Token)

Purpose GameFi Direct Investment, NFT Item Purchase and Transaction

Chain Binance Smart Chain (BSC)

In-game use Used to purchase, trade, evolve, synthesize NFT items

Governance DAO proposes and votes on platform development, direction, and direction of the DAO

GameFi Revenue Factors

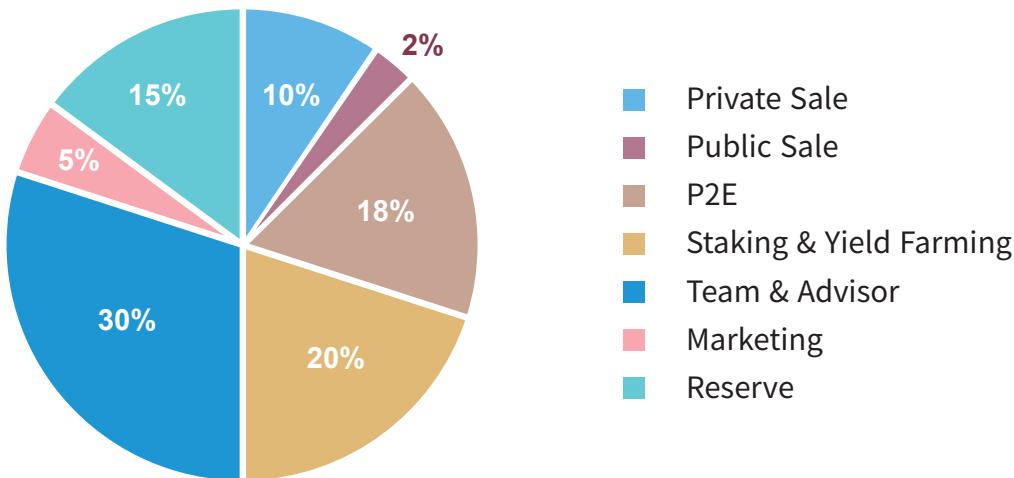
- 1. Staking :** Users deposit tokens, earn interest, and provide pools for different periods of time
- 2. Yield Farming :** Provide collateral for LP token pools and NFT pools and earn interest



Issue Volume and Ratio

The expected issuance and proportion of ITEM Tokens are as follows.

Item	Ratio	Quantity
Private Sale	10%	500,000,000
Public Sale	2%	100,000,000
P2E	18%	900,000,000
Staking & Yield Farming	20%	1,000,000,000
Team & Advisor	30%	1,500,000,000
Marketing	5%	250,000,000
Reserve	15%	750,000,000
Total		5,000,000,000





Itemized Content and Unlock Schedule

Private sale	The first 10% will be unlocked immediately and vested linearly for a year (see schedule below)
Public Sale	The first 10% will be unlocked immediately and vested linearly for a year (see schedule below)
P2E	Game launch and Itemverse miner V1 sales will be linearly unlocked.
Staking/Yield Farming	Unlock monthly linearly for 3 years after the first game launch.
Team & Advisory	It will be unlocked linearly from one year to three years.
Marketing	Used according to marketing enforcement.
Reserves	Foundation holds for further activities in the future, including communities, development, and marketing.



Tokens issued in the game

Each game added to the platform has a separate in-game goods, acquired through game play, and can be swapped with tokens from ITEM or other games through DEX.

Since these tokens are frequently issued and burned and must be used in the game, a large fee burden is incurred when issuing them as BSC tokens with high gas costs. It will be issued on the L2 chain such as Polygon and Optimism, and will be issued as a token with an unlimited amount.

| KARMA & CHALK |

KARMA : For the Three Kingdoms of Karma Reverse, CHALK: God of Billiards Reverse

Purpose

- Basic Coin for Play2Earn with In-Game Tokens Earned Every Day in Game
- Stage/Dungeon Clear, Level Up, Daily Mission, Tournament, Competition, etc

Chain

- Polygon

Containment of inflation through various uses and incineration

- Supplementary goods for new NFT creation, such as NFT fabrication/jin/synthesis
- Reinforcement of NFT and Maintenance of Level Up
- Various incinerators such as participation in tournaments, participation in lads, etc
- Reclaimed tokens are incinerated in accordance with the pricing algorithm

Transaction

- Direct transactions between users
- Create NFT and exchange for another token

Total amount of issue not determined

Game on the Itemverse

A variety of games will be added, starting with the remake of "The God of Billiards," a battle sports game based on billiards, and "The Three Kingdoms Karma," an RPG based on the eternal romance of Asians, into games that capture both fun and profits to satisfy the coin community.

the god of billiards

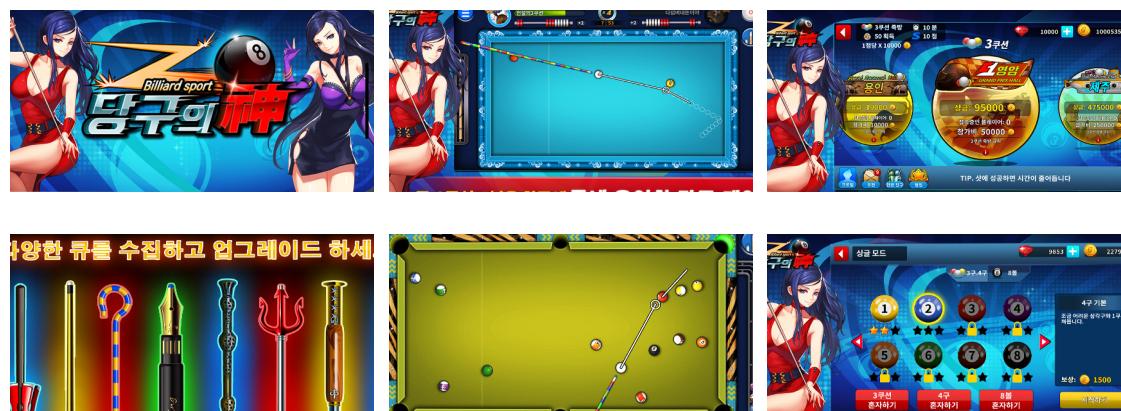
The reverse of the number 1 billiard game that more than 3 million people enjoy in Korea

(It was selected as a thrilling game that shone this year on Google Play in 2016, the first year of its release, and is recognized for its gameability and box office success) Pocket ball (8 and 9 balls) and Carom mode (3 balls, 4 balls, bamboo broadcasts) are available

Equipped with various features for e-Sports: tournaments, watching, betting, etc

NFT : Create new NFTs with billiard cue, characters, tournament winning shot replay, and queue synthesis

Billiards God Demo Video : http://downloadglobal.andromedagames.net/androweb/amg/amg_pool.mp4



The Karma of the Three Kingdoms

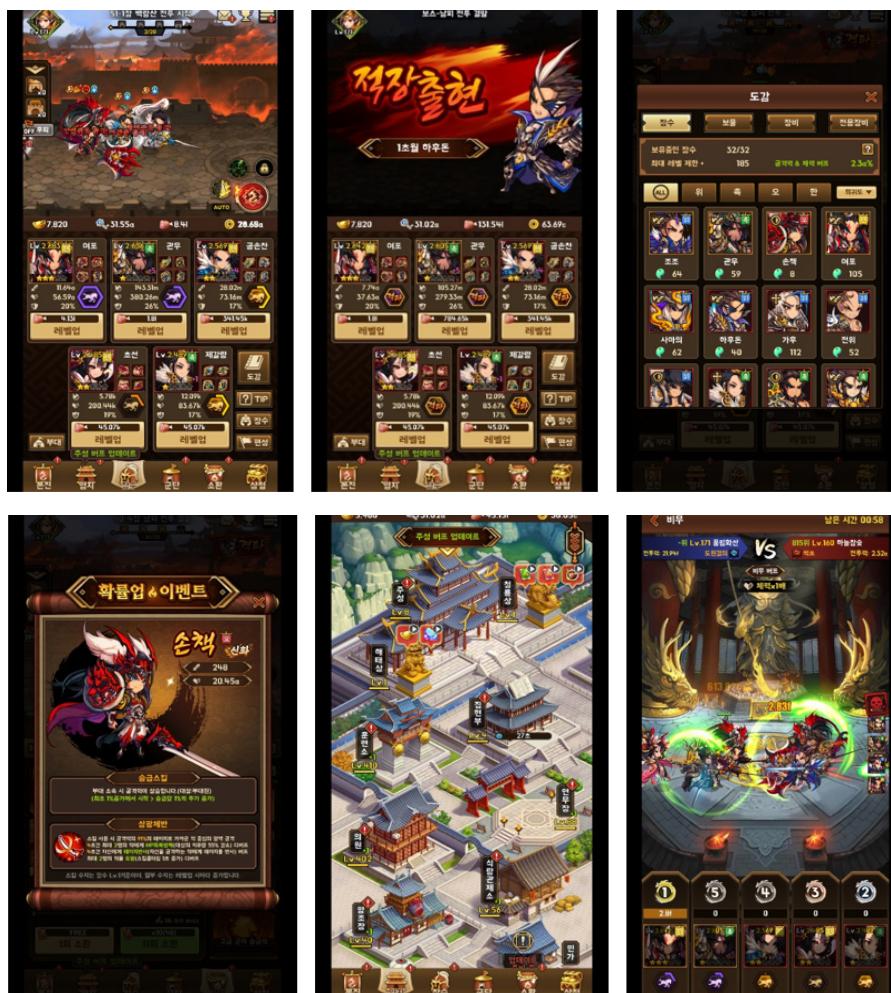
Top class graphics and high completeness as a neglected RPG for the IP of the Three Kingdoms

It has a variety of content and game elements such as single play, PVP, raid, etc

Rich in fostering/farming elements for P2E, including longevity and power, weapons and armor, and collecting/strengthening war horses and territories

NFT : Create new NFTs with pet (Gunma), equipment (weapons and armor), and synthesis

The Three Kingdoms Karma Demo Video : <http://downloadglobal.andromedagames.net/amg/karma.mp4>



NFT

Various items in the game, such as characters, equipment (weapons, armor, billiard cue), pets (gunma), and major scene replay, are turned into NFTs and handed over ownership to the user

Polygon will be adopted by considering the L2 chain, which is fast with the blockchain and has a small transaction fee

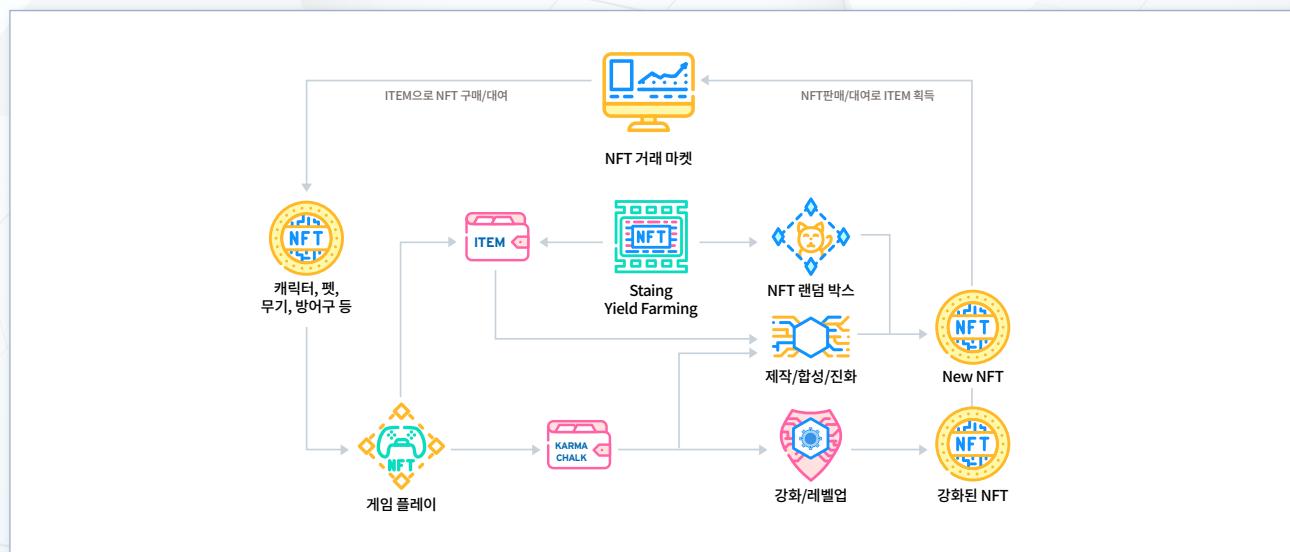
| Use of ITEM and KARMA/CHALK for NFT items |

- ITEM enables you to purchase and trade
- Produced, synthesized, and evolved using ITEM + KARMA/CHALK
- Strengthen and level up using KARMA/CHALK

| NFT Ecosystem Policy |

- FTs for each game and NFTs for all games exist
- NFT Gacha Box : Random box to get NFT for all games, available via Staking/Yield Farming
- NFT generator: a tool that allows users to create their own NFTs for the design
- NFT Marketplace: NFT Exchange Integrated with Wallet

| Correlation between NFT and FT |



NFT Market

| ItemVerse NFT Market |

The ItemVerse NFT Market serves as a system for ItemVerse's NFT asset trading and has the following functions.

- Creating and Managing NFTs, Authorizing
- Pre-sales banner management
- Market transaction item management
- Block data and transaction data management and inquiry

Block data and transaction data are used as information for statistics. Due to the transparent nature of Blockchain, it is possible to know which game transactions are active and who has which NFT items.

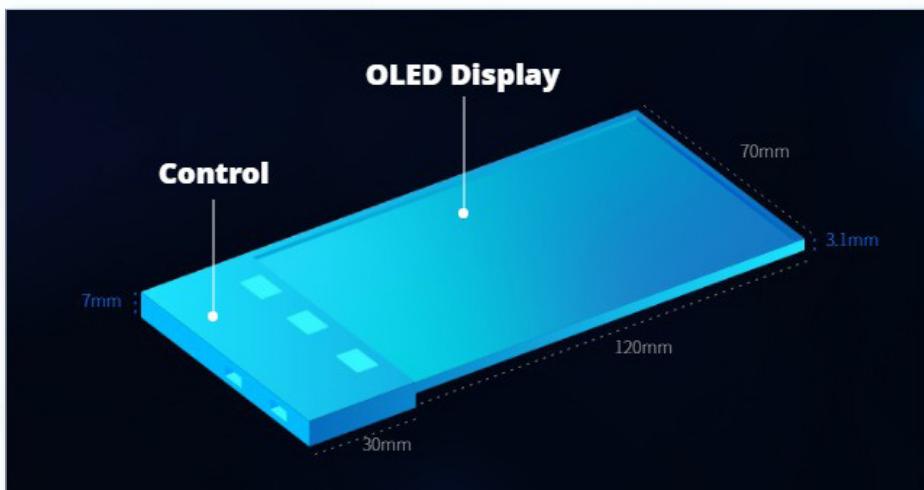
Based on this, ItemVerse can deliver meaningful information to game developers or operators.

The screenshot shows the ItemVerse NFT Market interface. At the top, there is a search bar and a user profile for 'Marcus'. On the left, a sidebar lists various sections: 검색 (Search), 활동 (Activities), 랭킹 (Ranking), 블로그 (Blog), 커뮤니티 (Community), 만들기 (Create), and 마켓 (Market). The Market section is expanded, showing categories like 신작 (New), 아트 (Art), 도메인 이름 (Domain Name), 가상세계 (Virtual World), 트레이딩카드 (Trading Cards), 수집아이템 (Collection Items), 스포츠 (Sports), and 유털리티 (Utility). Below the sidebar, the main content area displays a detailed view of an NFT item named 'Sara Dancing 1'. It includes a preview image, current price (10,700 KRW), and a history chart showing price fluctuations from May to March. A table below the chart provides transaction details: 판매 대가 수량 (Sales Volume), 거래가(최대) KRW (Highest Price), and 구매 대가 수량 (Purchase Volume). The highest sales volume was 139 at 11,400 KRW. The purchase volume table shows 10,700 KRW as the current value. To the right, there is a sidebar for managing purchases, showing a list of items and their prices, and a summary of the current purchase amount.



Portable miner (NFT, item, coin, etc.)

- Patent Application: Portable NFT Hard Wallet Player Viewer (November 2021)
- Name: Game item mining device (composed of hardware and software)
- Hardware development: Display development (5.4-inch OLED display + docking bar)
- Android OS Development
- Firmware development
- Keywords THIN (Thin Display Viewer)
- Portable ITEM Mining System Mounted



[SPEC 1] OLED Display 4.97"

- 1280 X 720 Real R.G.B
- 16.7M Color
- Touch panel
- 120 X 70 X 3.1mm

[SPEC 2] OMain Control

- Video and photo playback capabilities
- Fingerprint recognition
- Encrypted chipvv
- Wifi 2.4Ghz, 5Ghz and Bluetooth 4.2
- USB 2.0
- Built-in battery

※ The above design and specifications may vary depending on the development situation.

itemVerse Game

- Portable miner hardware includes software wallet development and services
- Sink and link between portable miner hardware and software

Software Wallet

The Software Wallet section displays several screenshots of the itemVerse GameFi Project Wallet app:

- Top Left:** Home screen of the wallet.
- Top Middle:** Account history screen showing transactions on Binance Chain (Testnet) with a total balance of 0.0 and 5,000,000,000 ITEM.
- Top Right:** Another account history screen showing a higher balance of 0.0 and 5,000,000,000 ITEM.
- Bottom Left:** A screen for generating a new account, showing a list of words for seed recovery.
- Bottom Middle:** An NFT collection screen for "THE DEATH" card, showing its details and a preview image.
- Bottom Right:** A screen for managing ITEM asset history, showing a list of transactions involving ITEM tokens.

Foundation

**Daniel Sung Ug Kim**

Chairman

- Graduated from New York University with Business Administration and International Business Administration
- Director-General of the Seoul Ilbo's Office
- Presidential Job Committee Win-Win Regional Job Advisory Committee
- Advisory Committee member of the Democratic Party of Korea's Blockchain Revitalization Project
- 2018 Korea Press Association Award for Best Contribution to Social Development
- 2020 Ministry of Public Administration and Security, Social Security Prevention Middle School Children's Association, the Best Person in Korea, Social Contribution Grand Prize

**JANG MIN**

CIO

- Postech Industry-Academic Cooperation Association Professor (current)
- Chief Executive Officer (current) of POSTECH Blockchain
- He has served as an advisor for many blockchain projects, including ICON and SOMESING
- LG Electronics Central Research Institute, Shinji Soft, Hancom Group Planning and Coordination Office, Duzon IT Group, etc

**Wouter van der Schagt**

CEO

- He is the founder of Infrastructure and United Bitcoin, a blockchain solution provider with 20 years of expertise in computer development, architecture and entrepreneurial experience.
- A world-renowned blockchain expert and businessman with a very strong IT background.

**Maarten Sweemer**

CTO

- Infrastructure Solutions CTO
- Development of Coin Pro Electronic Wallet
- United Bitcoin Developers
- Plannerscape CTO

**Marco Ferreira**

CMO

- 19 years of financial industry experience from Germany
- South Africa and Hong Kong Fund Management Company Established
- ex) United Bitcoin CMO
- Current) Tri-Insta CMO



Development Team



Seo Yang Min

CEO Business Lead

- Ph.D. in Computer Engineering/Electrical Engineering at Seoul National University (Major in Operating Systems and Embedded Systems)
- Game Industry 30-year experience expert who founded four game companies from 1992 onwards
- More than 100 games of MMORPG and various platforms are produced



Jo Eum Sang

CTO/COO

- Ph.D. in Electrical Engineering at Seoul National University (Major in Artificial Intelligence and 3D Engine)
- Game Industry 25 years of experience
- Token and NFT design, NFT market and platform creation



Lee Sung Yong

CMO

- Department of Social Welfare, Seoul National University, Specialized in Business and Economic Model Design
- 15 years of gaming experience
- Token and NFT Economy Numerical Calculation and Detailed Planning



Jang Hyeong Seok

CPO

- Department of Statistics, Gangneung University, Game Design and Logic Implementation
- 25 years of experience in game production
- PC/Mobile client specialization, token/NFT game directing and production



Kwon Geun Hong

Member

- Department of Public Administration, Kyung Hee University
- Game planning
- Token and NFT game planning



Yoo Jeong Hoon

Member

- Chungkang College of Culture and Cartoon Creation
- Specialized in animation and 3D
- Game animation and graphics production



Im Sung Jin

Member

- Kookmin University, Department of Computer Engineering
- Game server and DB specialization
- Game Server and DB Implementation



Lee Hyun Yong

Member

- Department of Environmental Engineering at Inha Technical College
- Game graphics Artist
- Creating game characters and item graphic concepts



Advisor

**Park Young Mok**

Representative Advisor

- Microsoft, NCsoft Managing Director, Blizzard Entertainment Managing Director, NHN Director and Orange Crew CEO, and is currently the CEO of PTW Korea

**Hong Seong Ju**

Representative Advisor

- He served as CEO of OnNet, CEO of Daum Game, and is currently CEO of Team O2 that developed 'Pearl Abyss' Audit and Mobility Platform 'Camoia'

**Kim In Sook**

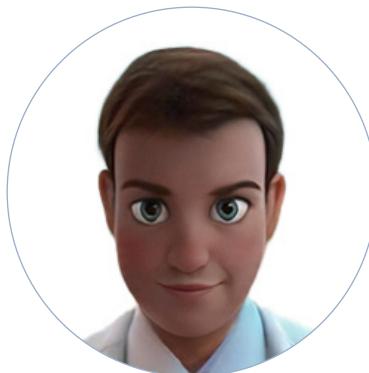
Representative Advisor

- Starting with KAIST Business School, he worked as a marketer at NHN Co., Ltd. and managing director of EA Korea Marketing/Publishing, and is currently serving as CEO of 'Unity Korea', the largest game engine developer

**Lee Judy**

Representative Advisor

- CEO of Crypto Judy
- Litmus CMO
- Contribute as SSX, Sandbox, and Bifrost Supporter

**Hiury Gutemberg**

Advisor

- He is an American businessman from Brazil who majored in law and business administration and runs a company in mainland China. It is helping businesses in the United States.

**Joung Ju Pil**

Advisor

- Current) Blockchain Today magazine publisher
- Current) NFTnara.io CEO
- Current) Korea Fintech Association Director
- Former) Samsung Electronics management innovation team

한승용대표(베리아스포츠), 이대희대표(플라이셔), 박정주대표(도비게임즈), 최삼하교수(충실태학교), 허성영대표(슈퍼나드), 최인호대표(디캐릭), 김홍남대표(루노소프트), 정사고(디앤씨미디어), 김용선대표(놀웍스), 배효성대표(터치터치), 김주일대표(코어사이트), 최명일대표(엔브로), 송원영대표(모비소프트), 구창식대표(CFK), 서현철대표(오비투유), 정동진, 박종현, 나수홍대표(지앤아이), 최강배대표(라이크코퍼레이션), 이일수대표(DENA 코리아), 이태환대표(그레고리글로벌), 안성민대표(잉카엔터웍스), 윤혁제대표(제나애드), 조인숙대표(오늘의선물), 허성식(제이큐브컴퍼니), 박형택상무(스마트스터디벤처스), 전시범, 강지훈대표(팝조이), 정종률(아워게임즈), 양선우대표, 김병수대표, 신재섭대표, 김도균대표, 정현대표(칵테일미디어), 박종현대표, 최진영대표, 유태연대표(유니풀러스), 박종범대표, 함의현대표

Partner

