



WEI COIN
BRINGING GAMING INTO THE REAL WORLD

Ωχιτεραρεν 1.0

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1. Abstract

Entertainment appeals to everyone irrespective of age, class, race and so on. This makes playing a significant niche because people from all over the world actively participate in these games, whether offline or online. However, there has always been a serious problem of trust in the online gaming industry. It does concerns not only the trust of players in each other but also the trust of players on the game platforms. Trust is a major factor in the online gaming industry as Players cannot verify the authenticity of a game, and they cannot be sure of the honesty of the organizers.

With the development of blockchain technology, the online gaming industry will be positively disrupted and revolutionized.

The idea of combining blockchain and online gaming lies at the heart of our platform.

WEI FANTASY ONLINE is an online MMORPG game developed with the use of the blockchain technology and tokenomics. Our combined technology with the blockchain and tokenomics feature the following:

1. Use of "WEI COIN" as in-game currency with set operational rules governed by the blockchain technology.
2. Token trading in-game with other players
3. Use of ethereum smart contracts to implement the gameplay process.
4. Sell and exchange tokens and in-game items outside the platform.

We have carefully surveyed and studied the problems faced by the MMORPG gaming niche and have further proffered solutions based on ETH blockchain.

The WEI FANTASY ONLINE project idea combines a favourite gaming genre - MMORPG with blockchain solutions.



1.1. Goal



We aim to develop a Virtual Game Platform that will provide the users and gamers with a seamless gaming experience while using the blockchain technology and cryptocurrency to implement solutions such as having and using an in-game currency – “WEI COIN”, tokenized in-game items, use of smart contracts in gameplay to foster transparency and trust within the WEI FANTASY ONLINE gaming ecosystem.

1.2. Mission

To provide MMORPG gamers a well-seasoned gaming platform and an easy to use cryptocurrency – WEI COIN, void of the current problems faced by the MMORPG gaming niche.



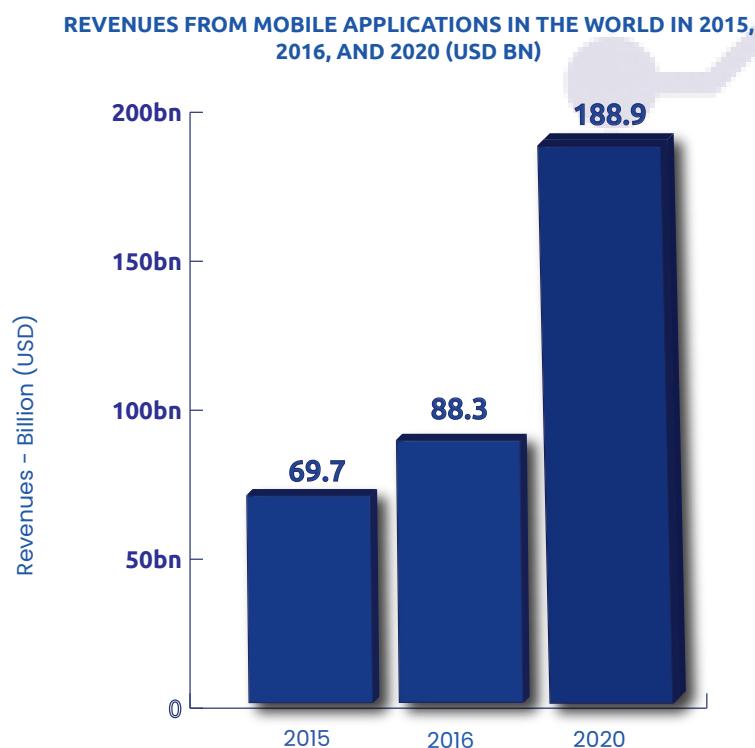
2. Market Overview & Analysis

2.1. Global online game market

According to the forecasts of J'son and Partners Consulting, the global gaming market will surpass \$ 130 billion by 2021, which represents an annual growth rate of 5.4% for the 2016–2021 period. In 2013, a considerable market share (about 40%) was occupied by the PC market and the gaming consoles – 37%, this made mobile games the largest segment in 2016 generating \$36.9 billion revenue which sums up to 76% of the online gaming market share.

With the transition of gaming experience to the mobile platform, we can see the explosive growth of the mobile application market as a whole. Market trends suggest that shortly, this area will continue to generate more and more revenue.

According to Statista forecasts, by 2020, gross annual revenues will exceed \$ 189 billion. Despite the difference between the data from several surveys, the main conclusion is that the market is far from being overloaded. The forecast of Annie's applications has been confirmed in Forrester reports that by the end of 2016, only 46% of the world's population had a smartphone. This is a sign that the mobile revolution is just beginning.



2.2. The MMORPG Market

The genre of RPG games has become popular in desktop computers and consoles since the year 2000, which has led to the emergence of multiple RPG gaming solutions for mobile devices. Currently, it is a gigantic market that is growing more in the Asian region.

Most players in China use Android to play MMORPGs. However, the biggest gains can be seen among iOS users.

Thus, Honor of Kings, a favourite role-playing game (RPG), became the leader of AppStore China last May, becoming the first game of its kind to do so.

In the analysis of the most popular MMORPGs, we find that most games of this type are paying, while those that can be downloaded for free have a large amount of paid content in the game, necessary for the proper functioning of the missions.

To evaluate the popularity of this genre, the following stats shows that the following games have amassed about (10–50) Million downloads;

- Final fantasy
- Dungeon Hunter
- Avabel Online
- Eternium
- World of Warcraft and a host of others.

To show how thrilling MMORPG games are, let's take a quick look at Final Fantasy – An MMORPG with HD graphics for mobile devices.

Gamers/players and fans have described final Fantasy as the new era of MMORPGs as it is full of characters, various professions and players can control and manage the fate of any hero of their choice. It is characterized by lots of thrilling and exciting hero battles which are pleasant to observe through the use of stunning special effects.



2.3. RPG in Asian Market

Quick Facts:

- 47% of the world gaming market (\$51.2 billion) accounts for Asia-Pacific Region where the growth totalled 9.2% last year;
- The RPG genre leads by popularity among other genres in such countries as Korea, China, and Japan.

The Japanese market is considered, with good reason, the largest game market as one of the top games is worth more than \$2.5 million per day (the best positions for Android and iOS are \$1.5Million and \$1 million). Also, the Android market reach has not improved significantly compared to iOS, because it is important to cover both markets, unlike Korea.

The Chinese market shows a similar image by gender. Role plays are again leaders (28%), followed by group (26%) and arcade strategies (14% each).

However, unlike Japan and Korea, the iPad segment does not look bad, where a great game generates almost \$ 70,000 per day. China has the widest audience where the most popular daily application has 350,000 downloads

The Korean market records extreme popularity with this game genre having their players claim 36% of the titles from top 25-applications for Android and iOS.

On top of that, the scope of the Android market in Korea is almost ten times higher than iOS. Thus, it would be more efficient to either implement a universal project (RPG which market share is high on both platforms) or focus only on Android users preferences.

2.4. Explosive games industry of MMORPG

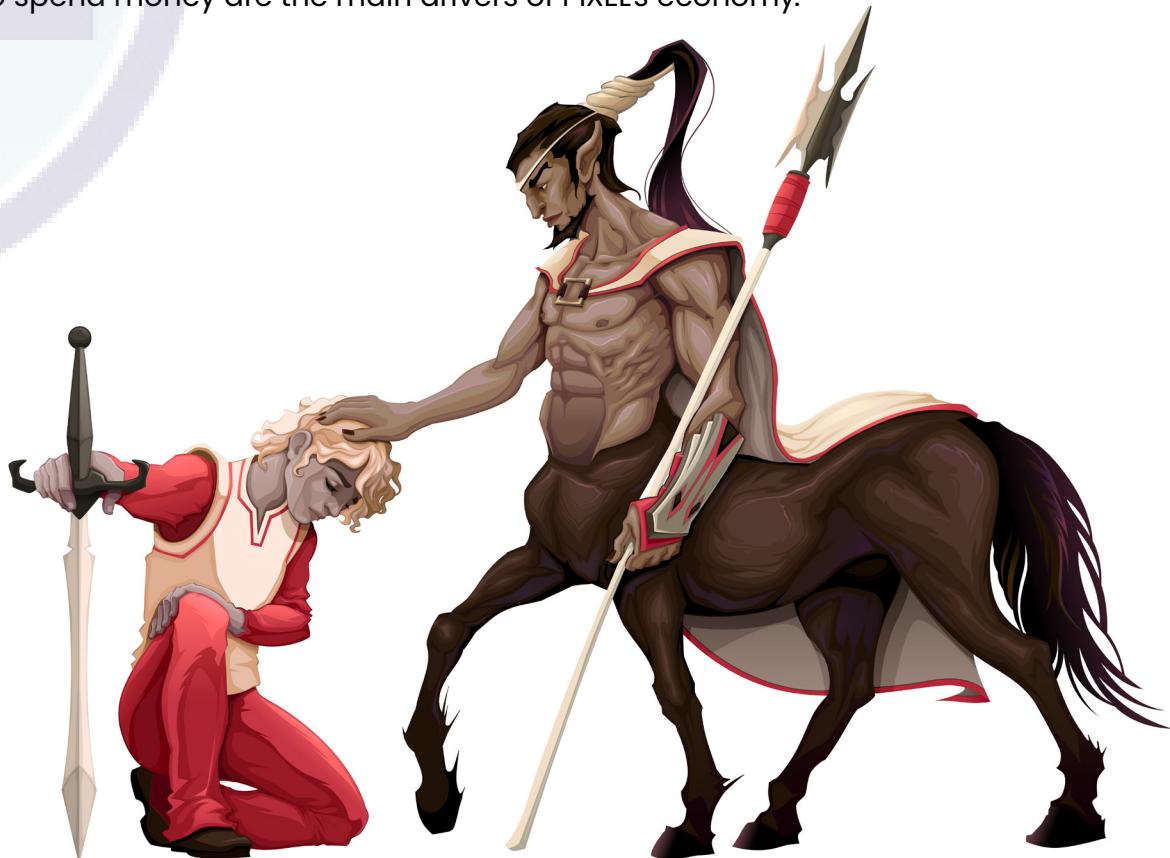
The recent growth rate of the video game industry is unprecedented. In 2010, global gaming revenues were \$ 62.7 billion and seven years later; they had almost doubled to \$ 116 billion. Massively multiplayer online role-playing games (MMORPG) are some of the most successful gambling games. They are some of the most important and include titles such as Aion, World of Warcraft and others. They both generate hundreds of millions of dollars in annual revenue for developers. These games have huge worlds with millions of players, many of whom spend hundreds and thousands



of hours improving their characters and abilities, completing their missions and increasing their influence in communities around the world.

Surprisingly, most of the growth of the video game industry has led to substantial online multiplayer games (of which MMORPG is a subgenre). From 2015 to 2018, the MMO genre increased from \$ 25.7 billion to \$ 34.3 billion, surpassing the total revenue of the console and virtual reality games. We can attribute this growth to MMO players who see these games not only as entertainment but also as a legitimate business. For these players, playing the MMORPG is more than just free time, it is a lifestyle. These players are part of something bigger, attracted by the feeling of communion, prestige and affinity, factors much more powerful than the true visual movement offered by the experience of a video game from the past. This level of commitment leads many actors to significant financial commitments; In-game purchases, micro-transactions and premium account subscriptions are on the rise.

To understand the true nature of the player's fanatic, consider that the favourite Fortnite game earns \$ 300 million a month from players who purchase cosmetic items such as skin and emotions in the game. All this even though the players do not own anything, and the game experience dictated mainly by the developers. In ΦΣΙ ΦΑΙΤΙΛΑΣΨ ΩΠΛΙΠΣ, these enormous savings in the game and the willingness of players to spend money are the main drivers of PIXEL's economy.



3. Market Overview & Analysis

3.1. Brief history of attempts on blockchain games

Despite the fact, existing MMORPGs have managed to create attractive universes, few games have been able to give real control and ownership of the digital elements and reach the players. However, blockchain is ready to respond to most of these problems, and much has been done to change the gaming industry forever.

These projects are part of what has triggered the growth in the number of decentralized applications in the blockchain Ethereum (dApps), which has grown by only 500% in the last two years. However, most development applications are not related to the gaming industry, despite the apparent interest of the players. In fact, from January 24, 2016, to February 22, 2018, decentralized games were the most sought after for this type of application, which shows a clear demand for decentralized games such as Wei Fantasy Online.

The first blockchain games, such as the "Spells of Genesis" card collection, have already paved the way for the use of blockchain technology and cryptocurrency in games to provide players with higher value.

3.2. Online gaming market problems & Solutions

3.2.1. Problems:

Transparency:

Transparency is a major issue faced by online gaming platforms and this further degrades the players confidence in the integrity of the platform managers. In some appalling cases, players do not have access to the number of people participating in a particular game, the winners, losers, and amount of money won and lost.

Security:

A lot of online resources are prone to piracy attacks. Regardless of the protection measures taken by the owner, there is always a risk of piracy. In the case of traditional online casinos, when your site is compromised, the attacker can completely manage the draw and access the Jackpot.



Distrust – Casino Management:

Player's mistrust in the casino manager.

In most cases, with an online casino, the player has no opportunity to verify the probabilities of determining the winner.

The generation of random numbers is not transparent, and even in the case of certified algorithms, a player cannot be 100% sure of the reliability of the party supervising the game.

3.2.2. Solutions:

Transparency:

Our platform is a completely transparent system: all transactions are stored in the blockchain.

The system cannot be tampered with as anyone can check and see the progress of all our drawings on a separate platform or on their computer where the appropriate blockchain environment is implemented.

Security:

ΦΣΙ ΦΛΠΤΛΣΨ ΩΠΛΠΣ is a decentralized application (DAPP). In the case of a hack attempt on our site, the attacker will not be able to influence the lottery process or access the Jackpot. Our website is simply the interface of the infrastructure that we create in a blockchain environment. The plans, storage and distribution of Jackpot are managed through a smart contract implemented in a decentralized environment.



3.3. Modern MMORPG problems & Solutions

3.3.1. Problems

Despite countless hours and billions of dollars spent, players rarely have any control or influence over a game world itself. Nor do they truly own any digital in-game items they acquire. MMORPGS where players have no control over the game world are often described as “theme park experiences”, since the players can engage with the world but cannot change, evolve or own it. The alternative to the theme park experience is the “sandbox” experience, which is seen in popular instanced multiplayer games such as Minecraft. Here, the players are in full control of the world, but at the expense of a vast universe and appealing MMORPG gameplay experience.

The lack of control in MMORPGs leads to player frustration as decision making authority is held by the centralized game development company. This dynamic contributes to players quitting and shifting game loyalties. Meanwhile, when players do eventually stop playing or shift where they play, they have no legal means to sell any of the digital items they've acquired as this is against the Terms and Conditions of virtually all online games.

Game developers disallow trading of in-game items for fiat money for the following reasons:

- The technical difficulty associated with assigning and tracking item ownership without creating a security risk due to the single-point-of-failure centralized servers.
- Persistent issues with credit card fraud

But by deciding to exchange elements of the game against the Terms of Use, players have no way to use their time and investment. What has emerged are the black markets where there are “illegal” operations in the game, which are estimated at \$2 billion a year. These markets are full of fraud, which makes them very uncertain for the players. Game makers also lose the ability to capitalize on sales in the secondary market, as they do not have the technological means to support this type of trade. And most importantly, illegitimate markets create an unfair advantage in the game for rich players. They buy the benefits that destroy the gaming experience for everyone.

The modern MMORPG dilemma requires a solution proposed by ΦΣΙ ΦΛΠΤΙΑΣΨ ΩΠΛΙΠΣ: MMORPG that allows players to control where rare and valuable digital objects can be exchanged, where developers and players have mutually beneficial incentives to



increase participation and where the gaming experience is always fair.

3.3.2. Solutions

ΦΣΙ ΦΛΠΤΛΣΨ ΩΠΛΙΠΣ brings control over the digital game world back to the players and ensures that players can freely trade the most valuable digital items without negatively impacting the gameplay experience of others. This is done through introducing our digital assets in the game which are tradable to our in-game NPC while a reward of these items is the WEI COIN token.

Users can even gain more experience points as one token = 1230 exp and attain higher levels and gears in the games using the WEI COIN token.

At ΦΣΙ ΦΛΠΤΛΣΨ ΩΠΛΙΠΣ, we will create a digital world and a fair experience for all players, ensuring that players control the game world, legal owners of their digital items and can exchange them without damaging the game experience.

In most modern MMO games, digital items with digital prices in the game are sold for money in illegal black markets, but ΦΣΙ ΦΛΠΤΛΣΨ ΩΠΛΙΠΣ solves this problem by dividing all the digital items in the game into two categories; The standard elements of the game that only exist in the game and are not part of the blockchain, as well as other objects that can be found in the blockchain and can be exchanged using WEI COIN.



4. Why Choose Φει Φαντασγ Ωηλιη?



ABSOLUTE INTEGRITY

This is ensured by the use of decentralized blockchain technology. This technology allows users to easily verify game results at any time . The immutability of the blockchain technology ensures complete transparency.



FAIR WINNING DISTRIBUTION

Winnings, payments and transactions are solely executed by Smart Contracts and as such there is no room for manipulation.



FULLY INTEGRATED PLATFORM

Our system has been developed to allow quick implementation of any games on smart contracts and concrete payment systems via Cryptocurrency.

4.1. For token buyers

- The absolute transparency and independence are the basic components of our technology and blockchain solutions. The results of each game are valid on an open blockchain ledger and cannot be manipulated.
- During ICO, if the WC token crowdsale fails to achieve the soft cap, all investors will be refunded.
- Φει Φαντασγ Ωηλιη is one of the first smart contract based MMORPG project ever coming on token crowdsale via ICO, which is expected to gain the attention of the professional gaming community
- We are considering an opportunity to engage in strategic partnerships with other coins allowing them to add their coin to our game. This we believe will add more value to our native coin and furthermore populate the ΦΣΙ ΦΛΠΙΛΑΣΨ ΟΠΙΛΙΠΣ.

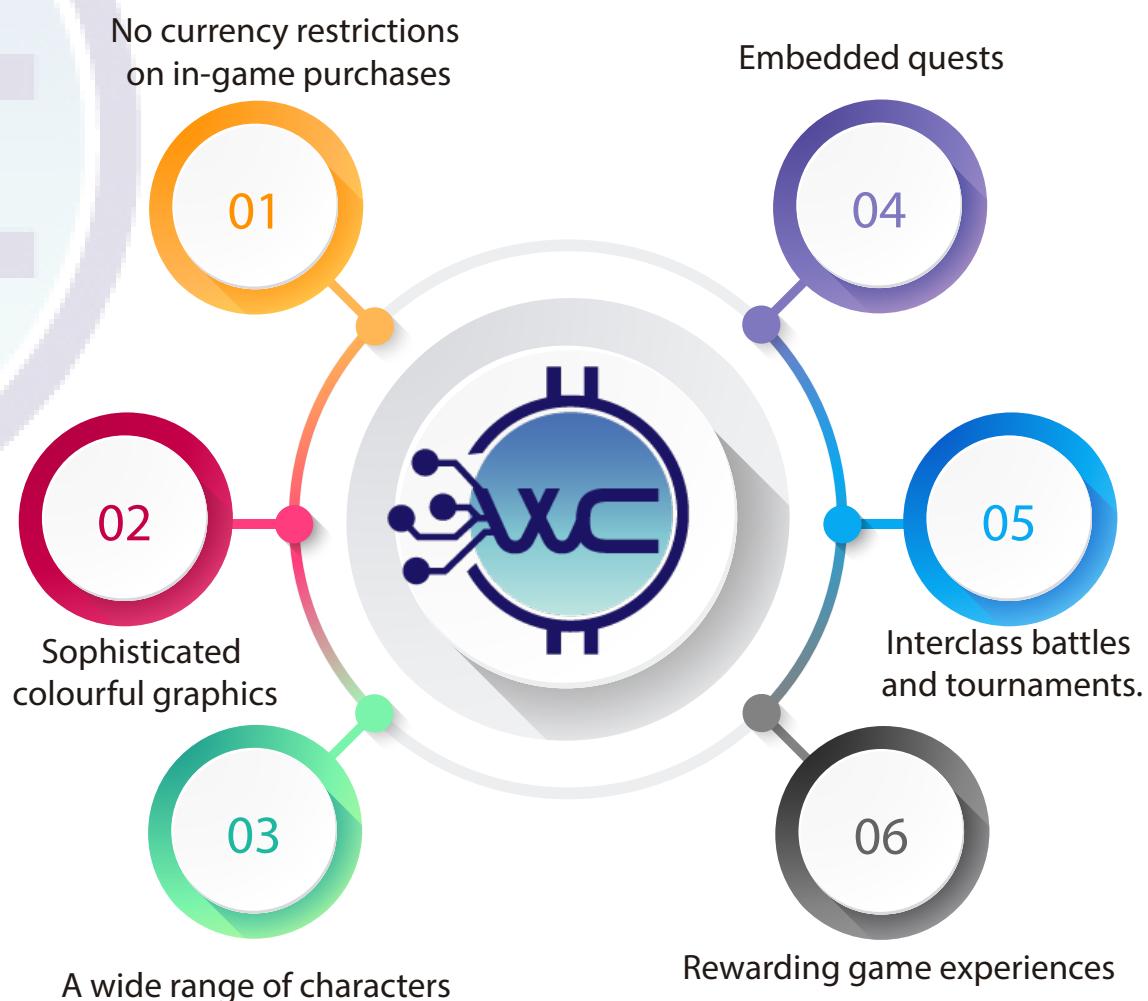


- The WC token will be the only means of payment to conduct in-game purchases in Φει Φαντασγ Ωηλιη, gear upgrades and experience points. The growth of the WC token value will be stipulated by its demand rise from our gaming audience.
- The WC token may be purchased at the lowest price at the stage of our initial coin offering.

4.2. For gamers

Φει Φαντασγ Ωηλιη is a mobile multiplayer online RPG. The tendencies of the world gaming market show the popularity of this gaming genre - MMORPG and the presence of significant gaming audience interested in similar games.

Φει Φαντασγ Ωηλιη will be interesting for gamers since they will get::



5. Business Model – Blockchain Tokenomics & Economics

What is gaming economics?

Gaming economics in this context refers to integrating the real economic model into RPGs – Roleplaying Games characterized by the use of smart contracts which are self-executing digital agreements.

The gaming economics is considered an essential part of the gaming ecosystem as it is used to implement interaction satisfying the following strategic points:

Longevity:

The virtual resources exist continuously and independently from the character being in the game.

Interrelationship:

The resources may affect other players and other objects or may be affected by them. The value of the resource depends on the character's ability to use it to create or acquire some effect.

Competition:

Available in-game resources may be owned by a limited amount of players or even a single player which breeds competitiveness.

External market:

The vital virtual resources may be created, exchanged, sold, and purchased.

Additional Value:

The users may increase the value of virtual resources by customizing and upgrading their levels using our utility token. The primary uniqueness of the gaming economics lies in the fact that it doesn't interfere or coincide with real economics despite the fact it is being inspired by real economics



5.1. Wei Coin

In comparison to the traditional economic system of the world, the transaction base of any economy is its internal currency. At Φει Φαντασγ Ωηνηε, our gaming economic system adopts its native cryptocurrency, ERC-20 WC utility token.

The WC token has the following functions:

- A means of payment for in-game purchases including tokenized in-game items
- Remuneration for developing partners.
- Character Experience points
- Skill Points Merit (End Game feature)
- To raise the level of items. For instance if you have a level 1 Wizard Necklace, you can raise it to level 2 by spending our token.

In the future, there will be a fork of the WEI Coin to produce a Wei Coin V2 which will be used for the following;

- Accessory Experience points
- Accessory Enchantment (End Game feature)

To incentivize players to be engaged in Wei Fantasy Online actively, there will be the following WC token rewards for performing specific functions while players can earn more WC tokens by defeating monsters during gameplay.

Our coins can be ‘farmed’ by defeating monsters to get items and have those items turned into an NPC which rewards you with our coin.

The rewards are also available for some achievements:

- Quest completion,
- New level acquiring,
- Defeating monsters

The acquired tokens may be used by players both in gaming process (to boost their characters or even upgrade certain gears, buy in-game items, enhance levels) and transfer to the player’s wallet to be sold on external digital currency exchanges.



5.2. Tokenized in-game items

For the articles of the virtual store in the game, Φει Φαντασγ Ωηληε is based on blockchain ideas (see 5.0).

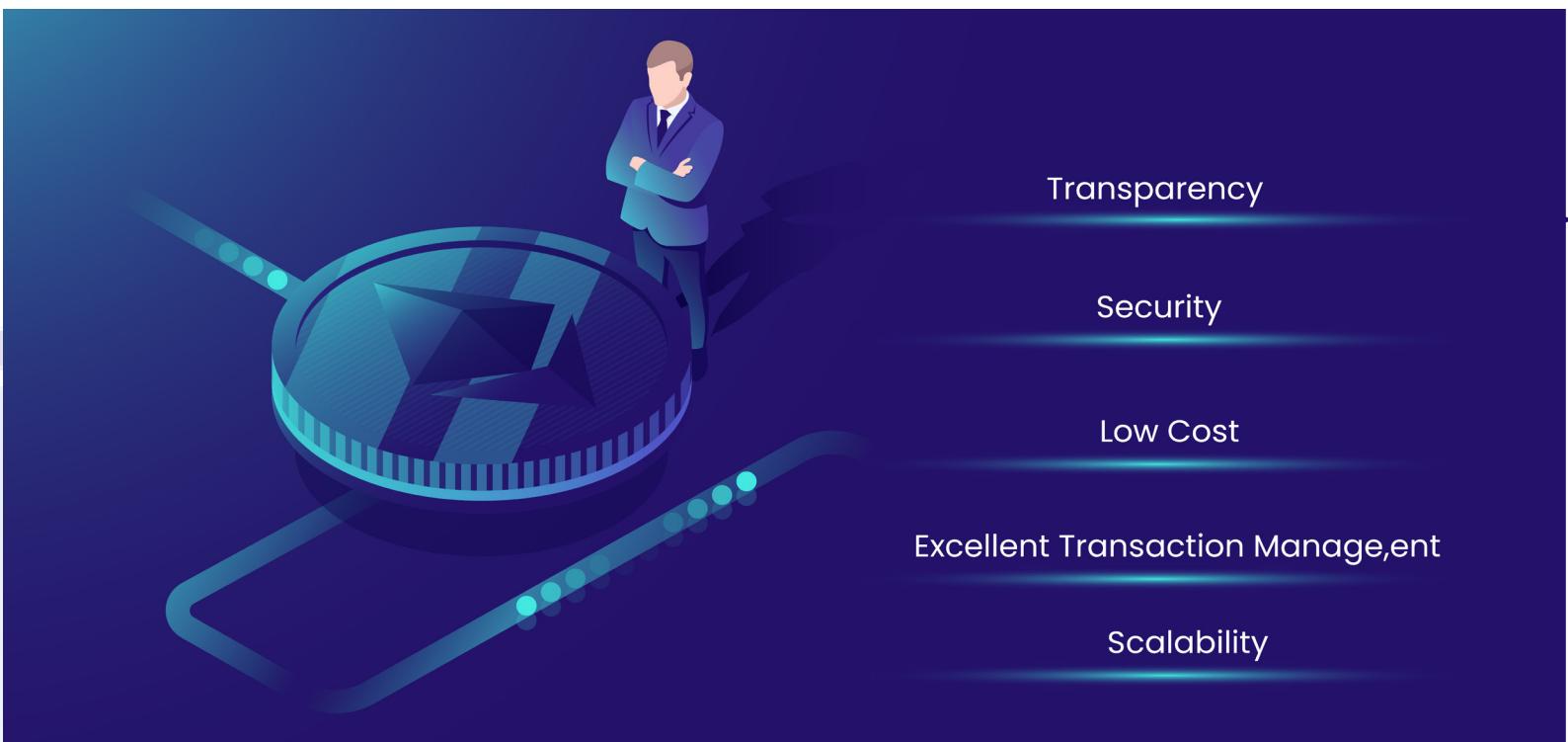
Blockchain tokenization allows the "digitization" of real-world elements in the form of tokens that are conventional digital units. The value of these units will be determined by what the creator has linked. This can be the balance between the digital invoice, the right to own an article of the real world, the power to decide and participate in the benefit of a project.

The blockchain allows the possession and exchange of tokens without the participation of third parties or agents through a decentralized network where the participants do not have to trust each other. The method of storage of distributed data in the blockchain guarantees the security and stability of the data in the characteristics of the token and its owners.

The virtual elements of the Φει Φαντασγ Ωηληε game will be marked, that is, they will be created, stored and sold in the blockchain.



5.3. Why use the ETH Blockchain?



5.4. Experience points from tokens

The WC token is major part of our blockchain economics and tokenization and as such, has certain rewards and benefits associated with it.

For every token spent in-game, players gain experience points for characters.

NB: (1 WC token = 1230 experience points)

The WC token can be traded in game with other players, or it can be traded online with other cryptocurrency traders. As highlighted above, each token when spent rewards 1230 experience points to the user, but, user must maintains a balance equal to amount of tokens spent in order to level up.

For example,

Tod currently on LEVEL 1 has 10 tokens, and he wants to use them to level up.

To progress to LEVEL 2, Tod needs 1230 exp (experience points), Tod spends 1 token and attains LEVEL 2; Tod's token balance is still 10 however he only has 9 available for use, as 1 is tied up with his experience points. If Tod wants access to that previously spent token, he has to sacrifice his experience points gained to access tokens spent on experience points.



6. Token Sale – ICO

Initial Coin Offering:

This is a non-regulatory means of raising funds for a new company of cryptographic value. Start-up companies use the initial coin offering (ICO) to bypass a rigorous and regulated capital increase process required by venture capitalists or banks.

At ΦΣΙ ΦΛΠΤΛΑΨ ΩΠΛΙΠΣ, we aim to offer a percentage of the WC tokens to our very first sponsors of this project in exchange for fiat currencies and other cryptocurrencies.

The ΦΣΙ ΦΛΠΤΛΑΨ ΩΠΛΙΠΣ's ICO- Initial Coin Offering, presents ERC-20 WC tokens on Ethereum platform will be available for purchase.

6.1. Overview

Token sale info	Φει Φανταζγ Ωηληε official website (TBD)
Background	ΦΣΙ ΦΛΠΤΛΑΨ ΩΠΛΙΠΣ is an online MMORPG game developed with the use of the blockchain technology and tokenomics.
Offer	ICO
Token Name	Wei Coin
Token Symbol	WC
Total Token	300,000,000
Soft Cap	2.3 Million
Hard Cap	6 Million
Price per sale	Pre-Sale: \$0.03
MainSale	\$0.1
Accepted Currencies	ETH



6.2. Token distribution

Network security – 50%

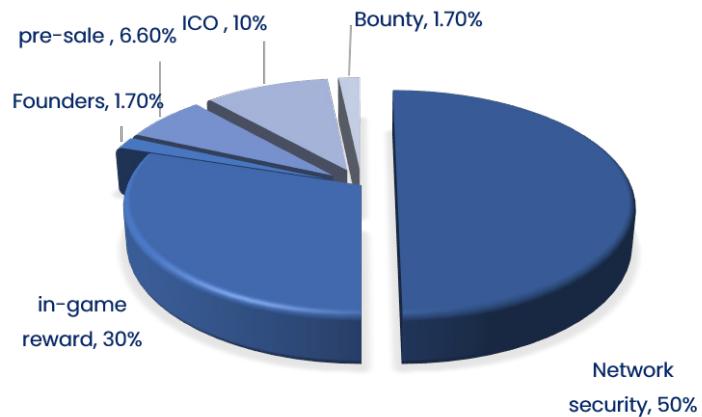
in-game reward – 30%

Founders – 1.7%

pre-sale – 6.6%

ICO – 10%

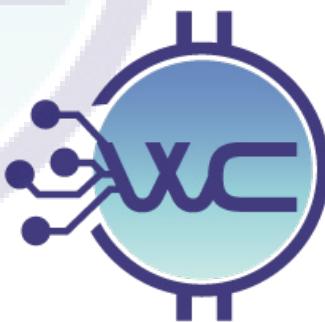
Bounty – 1.7%



6.3. Funds Allocation

The following allocation describes how the funds realized from the ICO will be spent.

We have set the Hardcap and Softcap for the Ψει Φαντασγ Ωηληε ICO as follows;



HardCap: 6 Million USD – This is the maximum amount expected to be realized from our Crowd Sale to further develop the Ψει Φαντασγ Ωηληε platform. It means that once this amount is achieved from the Crowd Sale, the token sale will automatically end.

SoftCap: 2.3 Million USD – This is the minimum amount expected to be realized from our Crowd Sale. In the event of us not achieving this amount, there will be

two possible scenarios;

- i. The Crowd sale will be extended to meet Soft Cap or more.
- ii. Refunds will be made to investors.

We have strategically devised a distribution to properly utilize the funds realized from the CrowdSale for proper achievement of our set goals for the Wei Fantasy Online project.

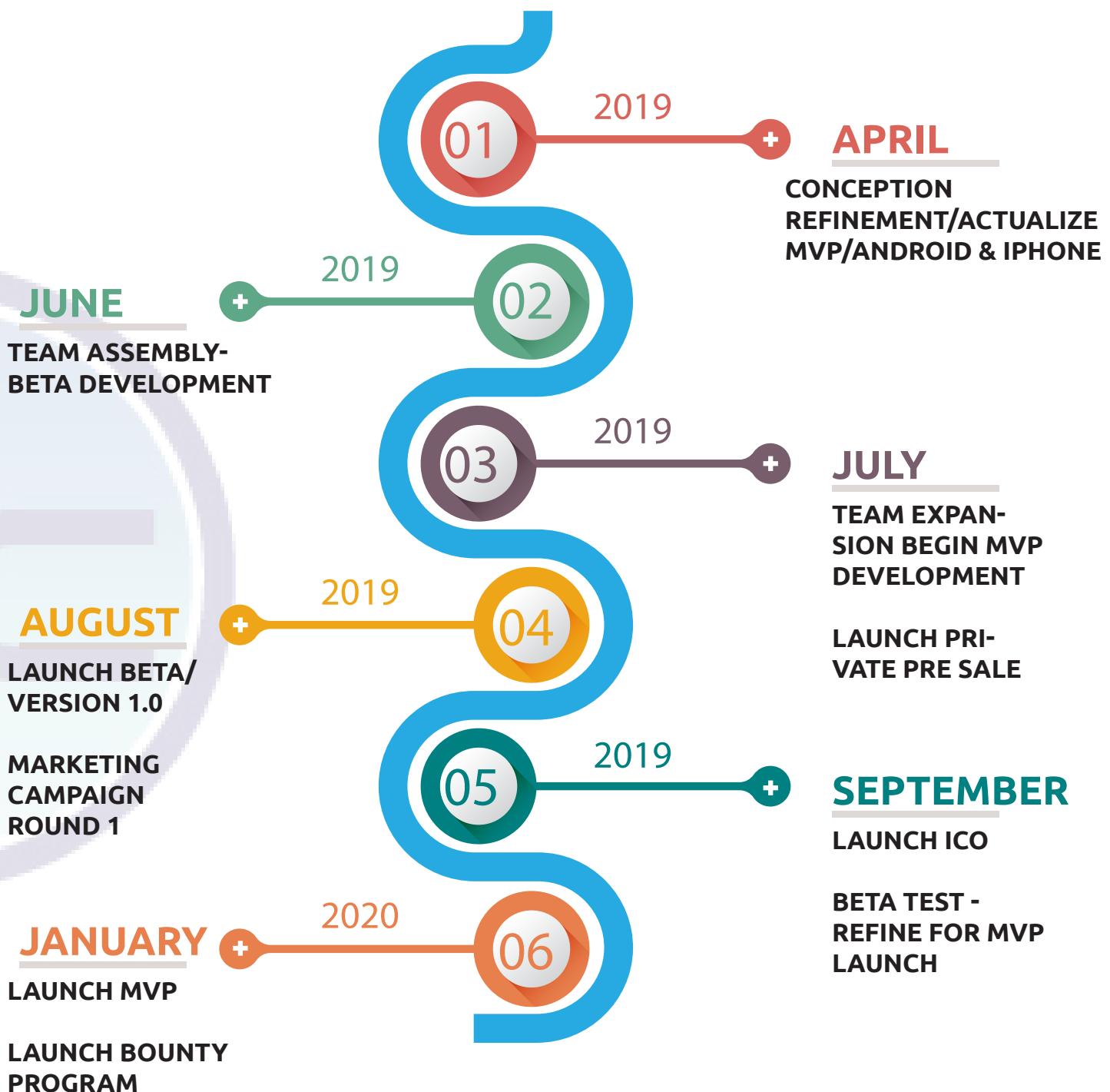


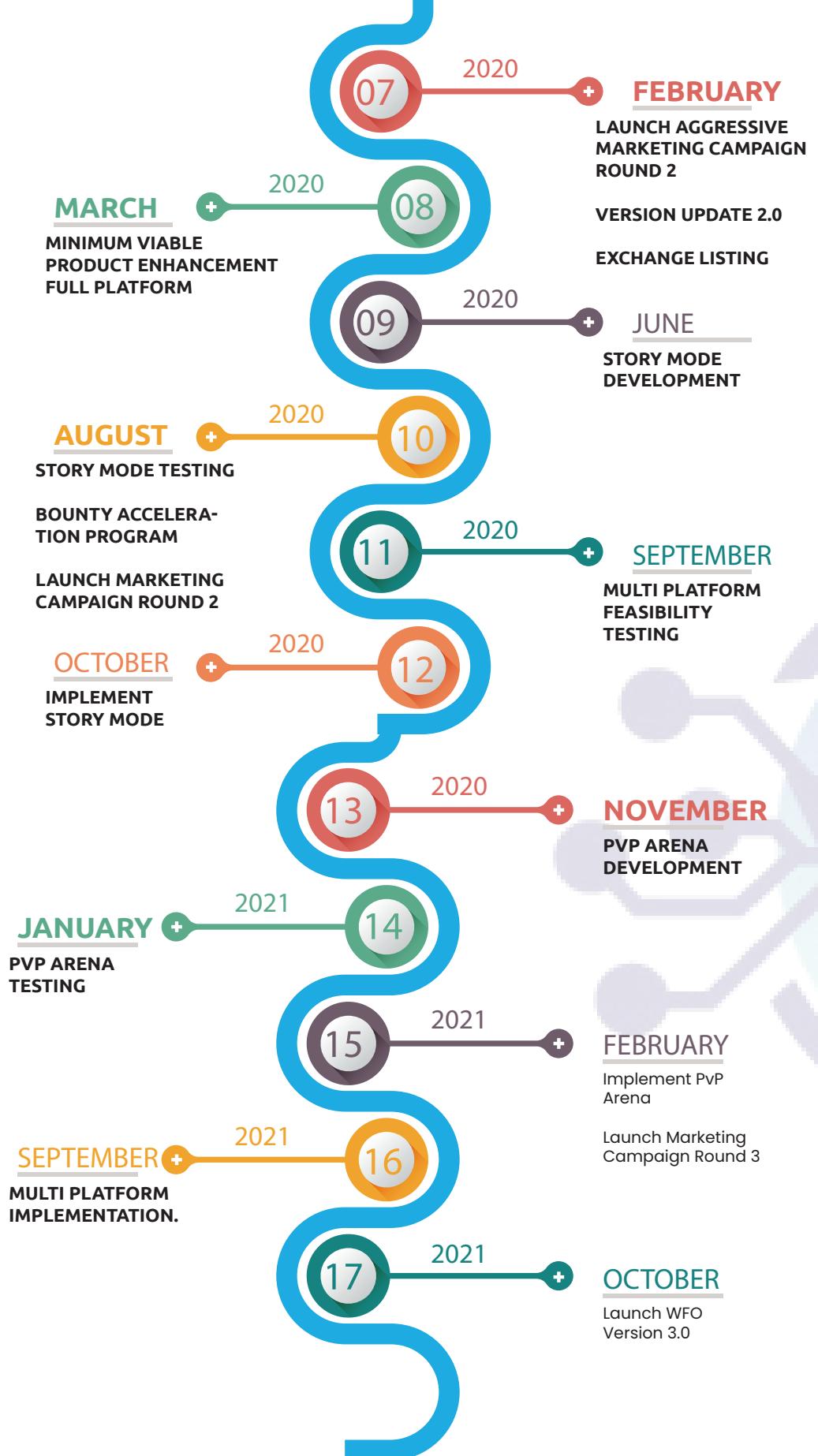
This distribution is properly analysed below;

- 65% PR brand development marketing
- 20% game/ blockchain enhancement & security development
- 5% founding team
- 5% reserve contingency
- 3% strategic partners
- 2% advisors



7. Roadmap





8. Disclaimer

PLEASE READ THIS DISCLAIMER SECTION CAREFULLY. IF YOU ARE IN ANY DOUBT AS TO THE ACTION YOU SHOULD TAKE, YOU SHOULD CONSULT YOUR LEGAL, FINANCIAL, TAX, OR OTHER PROFESSIONAL ADVISOR(S).

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Please read the following notice carefully before proceeding to read this document prepared by the Company (the "Whitepaper"). This notice applies to all persons who read this document. Please note this notice may be altered or updated. The White Paper has been prepared solely in respect of the Company's sale of the WC Tokens ("WEI COIN") to be known as "WC Tokens". No shares or other securities of the Company are being offered for subscription or sale in any jurisdiction under the White Paper. The White Paper is being made publicly available for information purposes only and does not require any action to be taken by the general public or shareholders of the Company. The White Paper does not constitute an offer or invitation to any person to subscribe for or registration shares or any other securities in the Company. The shares of the Company are not presently offered to be, registered under the Securities Act of any country, or any securities laws of any state. No person is bound to enter into any contract or binding legal commitment about the sale and purchase of WC Tokens, and no cryptocurrency or another form of payment is to be accepted by this White Paper.



ELIGIBILITY:

You are not eligible, and you are not to purchase any WC Tokens if you are a citizen or resident of a geographic area in which access to or ownership of the WC Token is prohibited by applicable law, decree, regulation, treaty, or administrative act.

FORWARD-LOOKING STATEMENTS

Some of the statements in the White Paper include forward-looking statements which reflect the Company's and the Management current views concerning product development, execution roadmap, financial performance, business strategy and plans, both concerning the Company and the sectors and industries in which the Company operates. Statements which include the words "expects", "intends", "plans", "believes", "projects", "anticipates", "will", "targets", "aims", "may", "would", "could", "continue" and similar statements are of a future or forward-looking nature. All forward-looking statements address matters that involve risks and uncertainties. Accordingly, there are or will be important factors that could cause the actual results to differ materially from those indicated in these statements. These factors include but are not limited to those described in the part of the White Paper entitled "Risk Factors", which should be read in conjunction with the other cautionary statements that are included in the White Paper. Any forward-looking statements in the White Paper reflect the current views concerning future events and are subject to these and other risks, uncertainties and assumptions relating to the operations, results of operations and growth strategy. These forward-looking statements speak only as of the date of the White Paper. Subject to industry adequate disclosure and transparency rules and common practices, the Company undertakes no obligation publicly to update or review any forward-looking statement, whether as a result of new information, future developments or otherwise. All subsequent written and oral forward-looking statements attributable to the Company or individuals acting on behalf of the Company are expressly qualified in their entirety by this paragraph. Prospective buyers of the WC Token should specifically consider the factors identified in the White Paper, which could cause actual results to differ before making a purchase decision. No statement in the White Paper is intended as a profit forecast, and no statement in the White Paper should be interpreted to mean that the earnings of the Company for the current or future years would be as may be implied in this White Paper. By purchasing the WC Token, I at this moment acknowledge that I have read and understood the notices and disclaimers set out above.



ANTI MONEY LAUNDERING

Being an active international market player ΦΣΙ ΦΛΠΤΑΣΨ ΩΠΛΙΠΣ pays attention to comply with international Anti-Money Laundering and Combating the financing of terrorism (AML & CFT) standards. There will be a certain Policy covering AML & CFT requirements in ΦΣΙ ΦΛΠΤΑΣΨ ΩΠΛΙΠΣ upgraded on a regular basis to ensure its best fit and compliance with the constantly changing environment of AML & CFT regulations and best market practices. Besides, ΦΣΙ ΦΛΠΤΑΣΨ ΩΠΛΙΠΣ will set up a set of regular AML & CFT training for its employees and officers. We welcome any legitimate person interested in our project and supporting it by purchasing the IPS Tokens. We do not discriminate by race, color, gender, religion, sexual orientation or to any other class protected by law. We are building a sustainable, transparent and safe ecosystem. That's why it is important for us to know our clients and provide them with legally solid solutions. We will implement efficient and high-quality Know Your Client (KYC) procedures, ensure compliance with AML & CFT requirements and best market practices.

