



**BLOCK
WORLD**

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01.00 Summary

In the existing society, 'game' started as a small meaning in which players gather together and engage in various activities through cooperation. Games play a role of relieving stress while cooperating and having fun, and have only acted as an incidental leisure activity in modern society.

Recently, the game industry has begun to establish itself as one of the new economic industries, not just entertainment.

While the game industry has grown in economic size, it has also been subdivided into various fields. The segmented game industry has gradually expanded its position in the market, and has now developed into one of the largest industries in modern society.

Additionally, the current game industry technology is pioneering the market into another field by grafting block chain technology from the existing one-sided game technology.

Metaverse, NFT, and P2E elements are the topics that are naturally the hottest topic in the current game market.

01.00 | Summary

NFT (Non-Fungible Token) is a blockchain-based token that has uniqueness and rarity because it cannot be exchanged or duplicated. . P2E, in the sense of making money by playing games in the current market, is no longer an overlooked topic and is one of the means to expand globally. These P2E functions create jobs in some areas, and create new themes of guilds in others.



A block world game is a block chain game that combines these elements of NFT and P2E, and tries to advance into the market with users. Using various P2E and NFT elements to play cooperatively through a new guild system, we are aiming for a project that allows users to continuously explore through open world games. At the same time, we started with the goal of gradually developing the game ecosystem through blockchain technology while satisfying the essence of games that relieve stress through a P2E system that allows users to earn various profits while playing games at the same time.

In line with the development of the overall game industry, Blockworld also intends to solve the problem of transparency, one of the problems of the existing game industry, by using the technology of decentralized blockchain. Through the transparency of the smart contract, users who play the game can check at any time how, how, and when the block world token, the in-game currency, was transferred. In addition, by introducing the governance function of the blockchain, the final goal is to complete a DAO-type game platform created together with users.



02.00 Introduction

02.01 P2E market and Metaverse market trend

Metaverse NFT and P2E are markets that are emerging as key keywords for blockchain games.

Currently, experts predict that the growth of the NFT market, the metaverse, and the P2E market will continue in the future, and various large corporations are also entering the P2E and metaverse game industry.

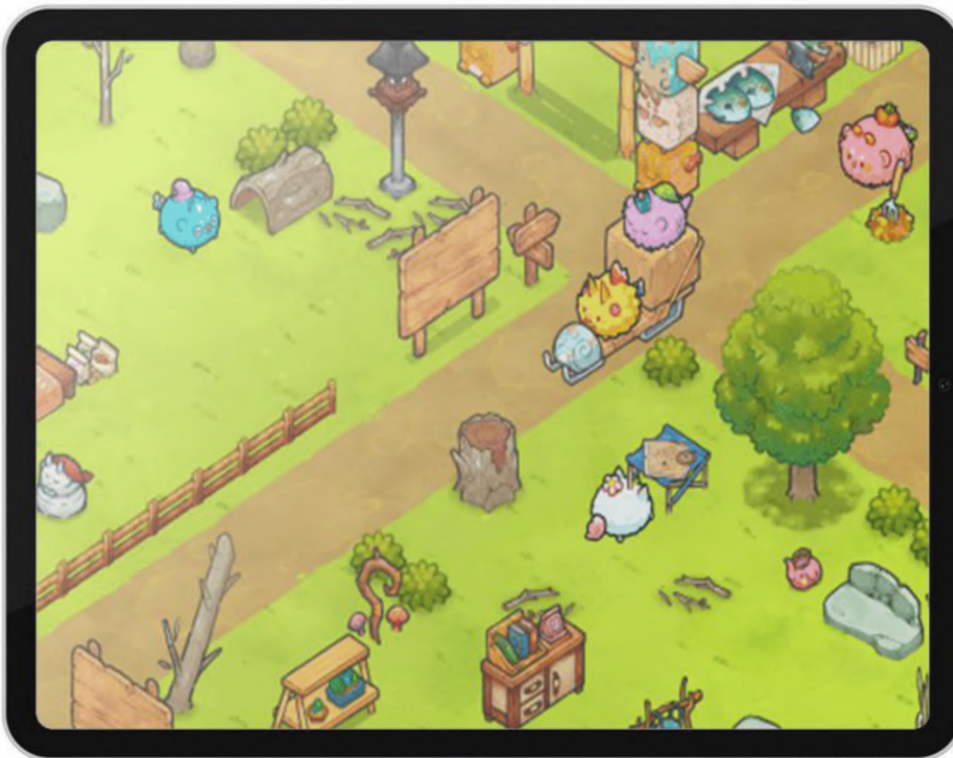
One of the reasons why P2E and metaverse are attracting attention in the modern industry is that the economy element that incorporates blockchain technology is the main reason for the balance of the economic system in the game. Unlike the existing closed game industry, when a certain percentage exceeds a certain percentage, the balance of the new P2E economic system in the form of passing to the user and the block chain element, unlike the economy of existing games that were closed, are combined, so that anyone can Visible open source and open economy factors are appealing to the market as attractive factors.

02.00 | Introduction

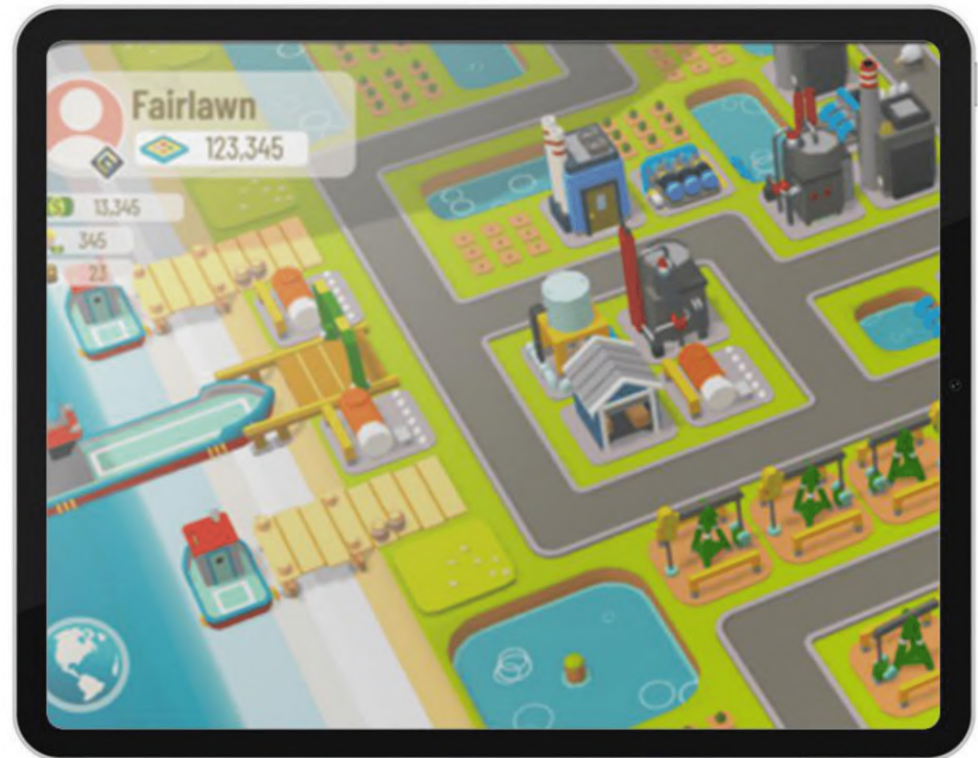
02.01 P2E market and Metaverse market trend

Axie Infinity, Gala games, SandBox, etc. are representative examples of projects that have established themselves as blockchain gaming projects. In addition, large companies are currently exploring the market, and Com2us' C2X, Neowiz's NEOPin, and Netmarble's MARBLEX are also awaiting release. In view of this market development speed, we decided that the blockchain game field is no longer a market to ignore and has great potential for development.

< Axie Infinity in-game play >



< TownStar in-game play >



If you look at the revenue structure of the Axie Infinity project in a big way, it is a project in which the company acquires NFT, which is essential for the game, and then cashes in the SLP token, which is obtained as a profit through its own game, to obtain profits. Axie Infinity was a box-office success due to the fact that the game's revenues could outweigh its salaries in low-wage countries. As more and more new users flowed in with income higher than wages due to the creation of revenue through SLP, the value of NFT, essential for the game, continued to rise, and the AXS token required within the ecosystem also began to rise significantly.

Gala games were also excluded from the market when they were first released, but now their market capitalization is about 1.7 billion dollars and has grown to 2 trillion won in KRW. Currently, TownStar exists as a P2E game in Gala games, and it is a P2E project that realizes profits through your own farming village. Gala games will continue to release P2E games in the future, and MIRANDUS games are in the process of being released.

As above, game projects and P2E elements that are rising in the current market have become an indispensable relationship. The Block World Project also aims to allow users to enjoy the game while having fun exploring the in-game world and generating revenue through various P2E elements.

02.00 | Introduction

02.02 Vision and Mission of Block World Project

Like the above block chain gaming projects, block world games started with the vision of a P2E game where users can coexist.

Through P2E and NFT elements, we aim for a way that anyone can enjoy playing the game at any time, including the economic element that can be a fun side job for anyone, and the game's philosophy of relieving existing stress.

In addition, the block world project is also oriented towards transparency. In order to overcome the inequity and opacity that have always been a problem in the game industry, the on-chain bulletin board in the game allows you to always track and understand the in-game token holder ranking and on-chain activity.

Finally, Block World aims to be a cooperative game. If you look at the game, there are various cooperative party play elements that cannot be achieved alone, such as village contests and boss raids. The ultimate goal is for users to achieve pleasure through cooperative play, and to increase the cooperative spirit between users through various NFT marketplace transactions.



03.00 About Block World

03.01 3D Pixel Sandbox RPG, Block World

Block World Project is a 3D pixel sandbox RPG game. We plan to support the Metaverse P2E ecosystem, where users can enjoy various events and pursue profits by exploring the RPG-type block world through NFT characters created by their own PFP method. In addition, through its own NFT marketplace, users can directly trade items or character NFTs acquired through the game with each other, and additional profits can be obtained through NFT staking and token staking.

Blockworld's own token, BLOCK WORLD TOKEN (BWT), is used as the key currency in the game, and you can purchase items, NFTs, and token staking through the token. Users can acquire BWT tokens as they gradually enjoy the game, and they can also acquire BWT tokens through content such as in-game farming, fishing, and monster hunting.

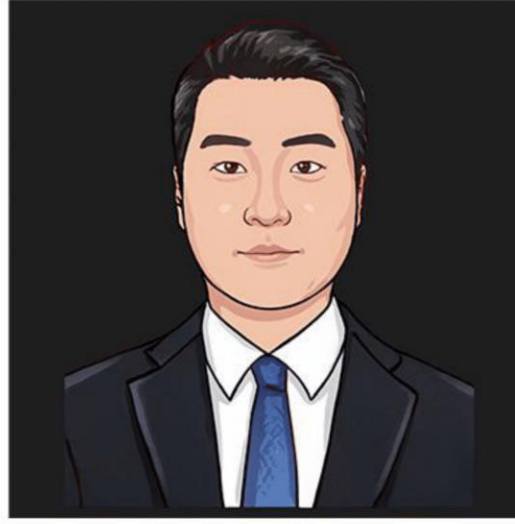
03.00 | About BlockWorld

03.02 Team



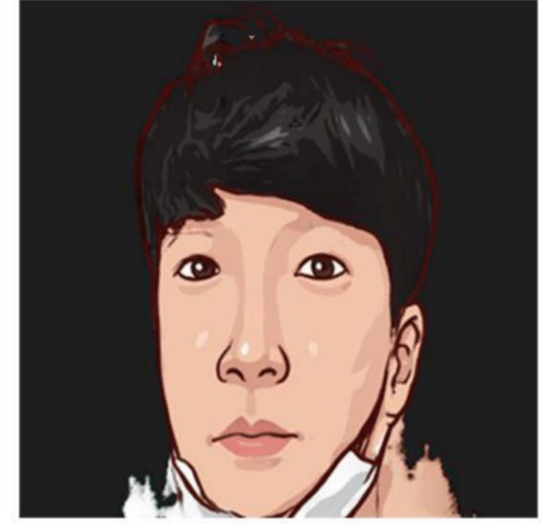
Brad Ryu
3D Graphic Developer

- Netmarble Blue (Dungeon of King, Magumagu dev) Character Modeling Wrapping
- Super Cat character modeling wrap
- Special Force dev “Dragonfly” character part manager concept art and TF team leader
- Development of martial arts MMORPG “NineDragons”. character modeling concept design



Edwin Ha
Art Director

- Wemade IO (Icarus development) Art manager
- Wemade (developed by Icarus) ‘Icarus Online’, ‘Touch Fighter’ concept design
- Netmarble (Ys Online, Prius Online development) game concept designer



Karson Park
Server Developer

- Developed teapot studio
- VR game development



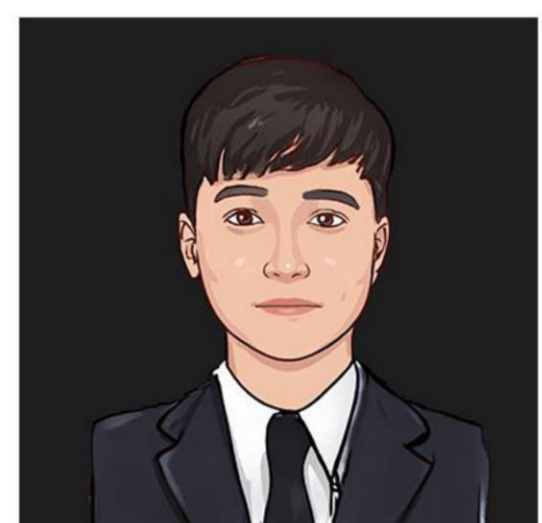
Nash Lee
Game Designer

- Nicea Games game planning



Randy HWang
Client Developer

- Horse Soft Development room client
- Intisoft Development room client



Taylor Han
Game Illustrator

- Sky People background Art work
- With Games background Art work

03.00

 | About BlockWorld

03.02 Team



Teo Jo
Game Client Developer

- Supernova11
New game development
- Full Bloom Games
New game development

03.00

| About BlockWorld

03.03 In-game Content



Meta
\$ 1,000

As his hobby is fishing, he specializes in fishing content, and his attack power is on the weak side.

ATT : 100 DEX : 100 LUK : 50 INT : 200 APT : 100



Roboto
\$ 3,000

It has a high affinity, so it increases the stats of party members when playing in a party, and it does not get tired easily based on its high stamina.

ATT : 150 DEX : 200 LUK : 100 INT : 150 APT : 200



Dino
\$ 5,000

It has a strong attack power, so it shows synergy in hunting content. The rest of the figures are above average.

ATT : 500 DEX : 500 LUK : 300 INT : 200 APT : 100



Sunny
\$ 10,000

Luck and magic are specialized to make items. Sunny has an extraordinary talent.

ATT : 500 DEX : 300 LUK : 900 INT : 900 APT : 200



Tommy
\$ 20,000

The strongest NFT, activates synergy in all contents. invincible

ATT : 900 DEX : 500 LUK : 300 INT : 300 APT : 500

ATT :
When doing in-game hunting content standard ability

DEX :
Stats related to how long in-game content can last

LUK :
Probability of acquiring goods over a certain multiple

INT :
A standard for in-game fishing content

APT :
Ability to base synergy efficiency calculations on

03.00

 | About BlockWorld

03.03 In-game content

< Mining mining and fishing play >



In the block world game, users can acquire various revenue sources while exploring the block world world through their own NFT characters as above. The source of income that can be obtained through exploration is largely composed of ore mining, fishing, and hunting, and mining can acquire gems by mining randomly distributed mines or ore in the world. Fishing contents can be conducted near the water using a fishing rod, and fish goods are obtained randomly. Gems and fish food obtained in this way are essential elements in the game and can be traded in the NFT Marketplace through their own currency.

03.00 | About BlockWorld

03.03 In-game content

< View of town building play >



You can decorate your own village with your own BWT tokens obtained through the mining and fish goods trade, and there is a ranking system according to the growth of the village, and you can grow your own weapons and food. The speed of recovery of character's fatigue and farming contents in the future is determined by the existence of a village, and the existence of a village is one of the almost essential elements for players to enjoy the game.

In addition, users can regularly post their villages through Block World Festival contents, and rankings are determined according to the number of votes other users vote and rewards are given accordingly.

03.00 | About BlockWorld

03.03 In-game content

< View of boss content play >



A boss raid system exists as content for players who have developed characters.

Through party play consisting of 4 people as above, users can hunt bosses that appear randomly on the field and acquire goods. As the boss difficulty level is high, it provides a lot of goods and you can additionally acquire boss NFTs at random. Boss NFT allows users to create their own weapons.

03.03 NFT Elements

NFT elements in block world games are largely divided into two categories: character and world.

Characters can be skinned in PFP NFT format. In order to create a character, you need a total of 4 cubes: the character soul cube, the head cube, the top cube, and the bottom cube.

Each element can be purchased between users in its own market or obtained from random cubes sold at the beginning.

Block World Cube NFT plans to sell 5,000 cube boxes through random cube boxes in the early stages of game development, which can be purchased with its own BWT tokens. There are a total of 10 cubes in the random cube box, and the cube grades are divided into Legendary, Unique, Rare, Uncommon, and Common grades. According to the method of combining cubes in this way, the score for the user's own character is determined, and the future combat power is determined according to this score. Individual cubes obtained in this way will be tradable on their own NFT marketplace.

03.00 | About BlockWorld

03.04 NFT Elements

The second NFT element is a World NFT, which will be airdropped one by one to every user who owns a character. The grade of the land is divided into Wonderland, Moon, and Earth grades, and the higher the grade, the higher the probability of boss monster appearance. In addition, Rand NFTs can be staked and BWT tokens can be obtained.

03.05 NFT Marketplace

An NFT marketplace is required for users to enjoy P2E elements through the realization of revenue through games. In order to reduce the fatigue accumulated while playing the game, fish goods through fishing are required, and for later boss raids and various hunting, high-grade cubes are required for progressively higher attack power.

Various materials such as fish goods, high-grade cubes and construction materials can be supplied through user-to-user transactions in its own NFT marketplace. In the future, NFT Marketplace plans to draw users' accessibility through various events such as user-only events or merchant benefit events, boss raid item auctions, etc. In addition, users can acquire a certain portion of the fees in the NFT Marketplace as a reward according to the amount of BWT staking.

03.06 Governance Elements

As you play, you may come up with suggestions for in-game improvements and various game ecosystems. In line with this situation, the BWT token is included to enable governance.

Users are given the right to vote directly on what they want through voting.

Users can acquire veBWT tokens according to the lockup quantity and period through BWT token staking.

The number of votes available for voting is determined by the quantity of these veBWT tokens.

Also included in in-game NFT airdrops and various events for veBWT holders.

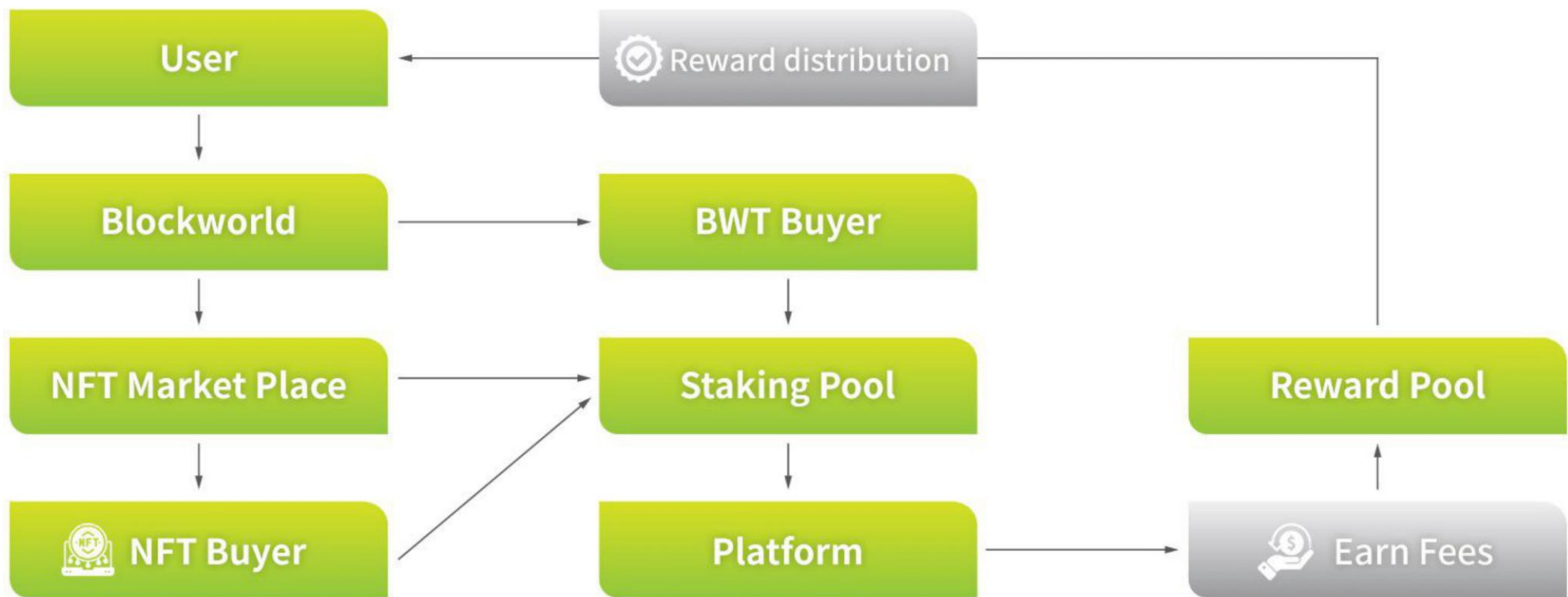
The agenda selected through veBWT is finally delivered to the team members in the game, and if it is determined through a meeting that it does not harm the in-game ecosystem, it is applied through a patch.



04.00 Ecosystem

The ecosystem within block world games is basically a user-based system. Users can largely realize profits through goods or BWT tokens obtained by directly playing the game, or they can acquire profits and various rewards from the NFT Marketplace through staking without directly playing the game. These two types of users become the driving force behind the in-game ecosystem. In the process of this operation, the Block World team supports the Block World ecosystem by using its own incineration pool to manage the overall token inflation and various situations.

04.00 | Ecosystem



04.01 Detailed Ecosystem

The main element of Blockworld's ecosystem is that revenue goes back to users through the NFT marketplace and various staking.

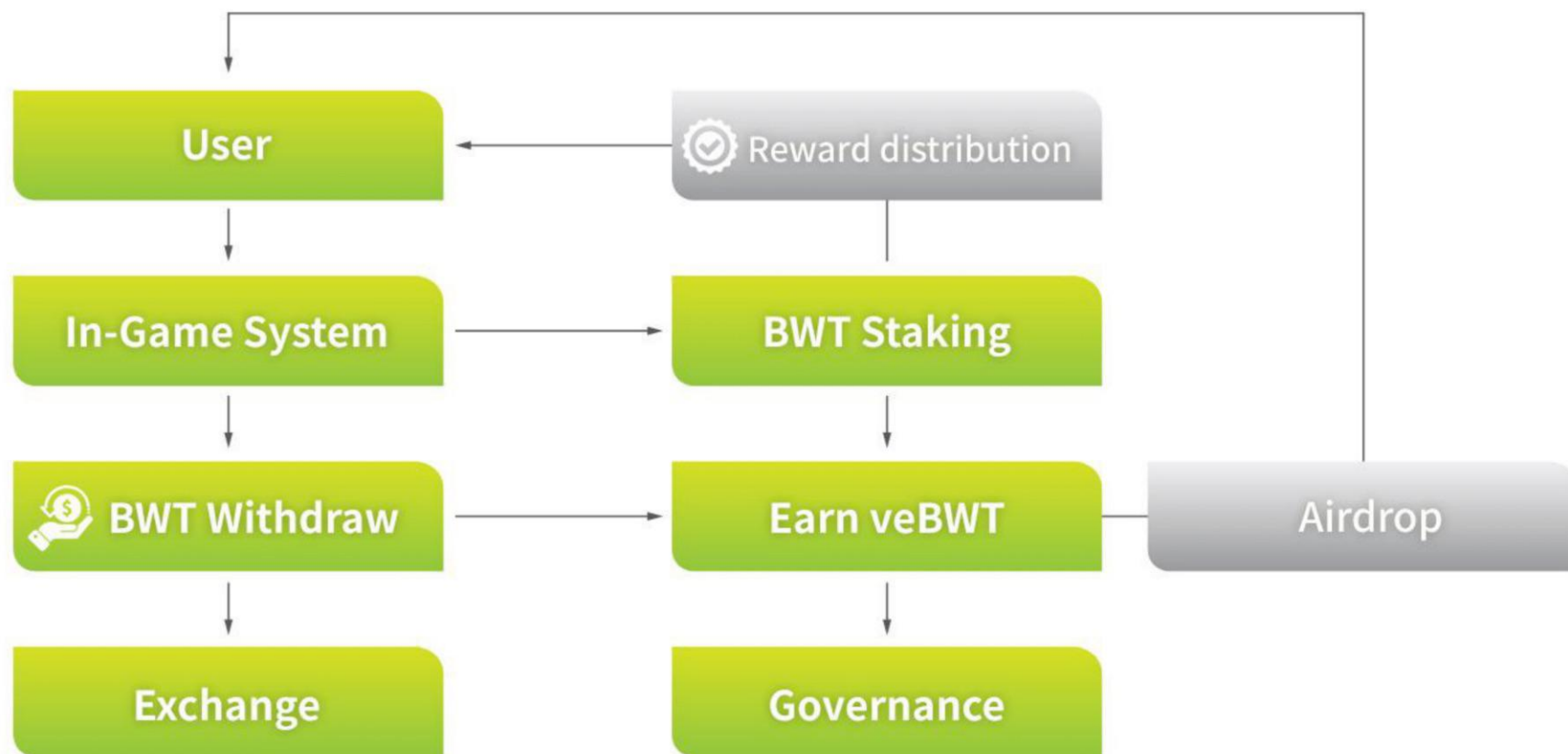
When users purchase NFTs from each other through the NFT marketplace while enjoying a block world game, the purchased NFT or BWT tokens can be staked.

These staked tokens and NFTs are managed by the platform and interest is accumulated in the reward pool. In addition to the reward pool, revenue from the platform and commission from the NFT marketplace are also accumulated.

The various profits accumulated in the reward pool start to be distributed in proportion to the user's staking lockup.

The interest income that starts to be distributed as rewards can be swapped at any time, and deposits and withdrawals are also free.

04.00 | Ecosystem



04.02 Block World Token (BWT)

The purpose of the BWT token is to support the block world ecosystem. The three main objectives are:

A. Used as an in-game key currency.

BWT tokens are used as the reserve currency within the block world game. BWT tokens can be used for all goods and NFT marketplaces, and game payments will also be possible with BWT tokens.

B. Governance

veBWT is possible to vote for governance elements in the game, and it will be paid in proportion to the lockup period when BWT tokens are staked. The veBWT tokens obtained in this way will be the basis for various airdrop events depending on the benefits held in addition to governance. In addition to veBWT, you can earn BWT accumulated in the reward pool as a reward.



05.00 Token Economy

05.01 Token Distribution

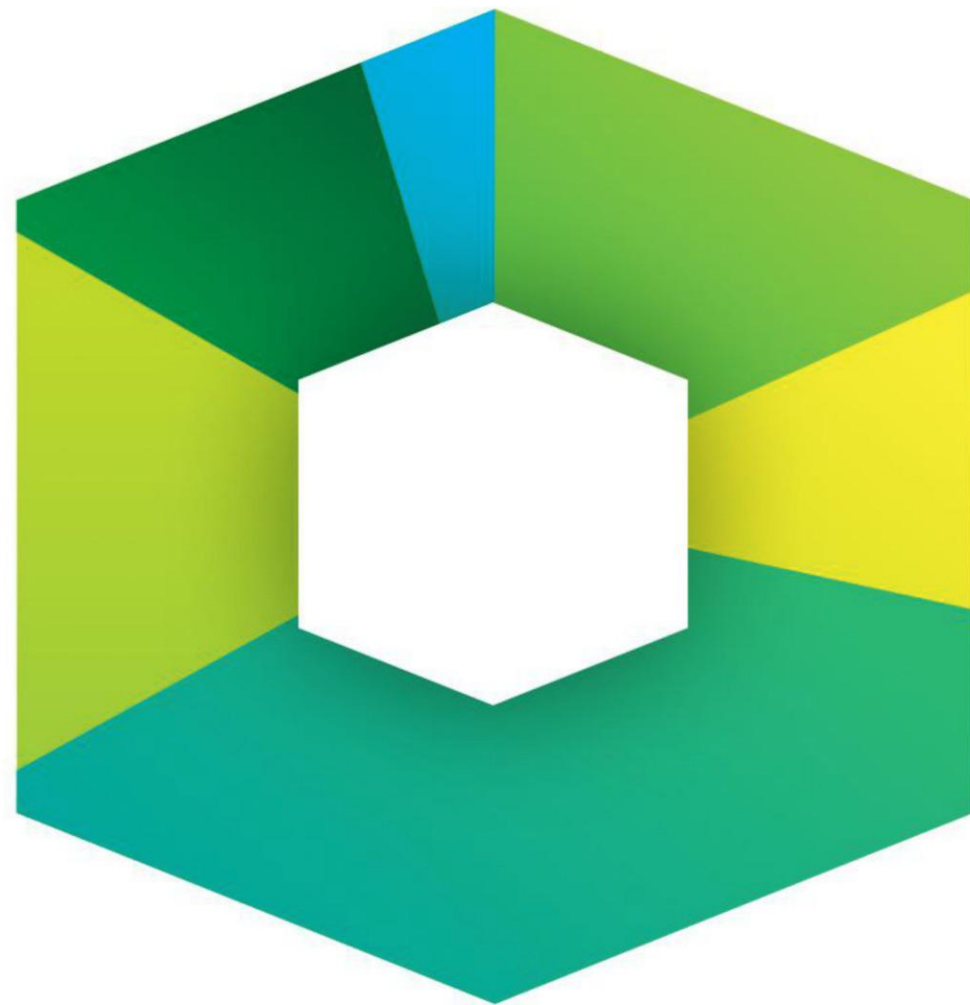
Block World Tokens are issued to support the entire ecosystem and ecosystem. Investors' pre-investment volume and overall distribution plan will be updated prior to token issuance.

The total number of issued tokens is expected to be 300,000,000 BWT, 10% for investor sale, 20% for development team, and 15% for partnerships and advisors to support the project.

In addition, the quantity of the ecosystem, which is the most important quantity for a virtuous cycle of the overall ecosystem, is 40% is expected.

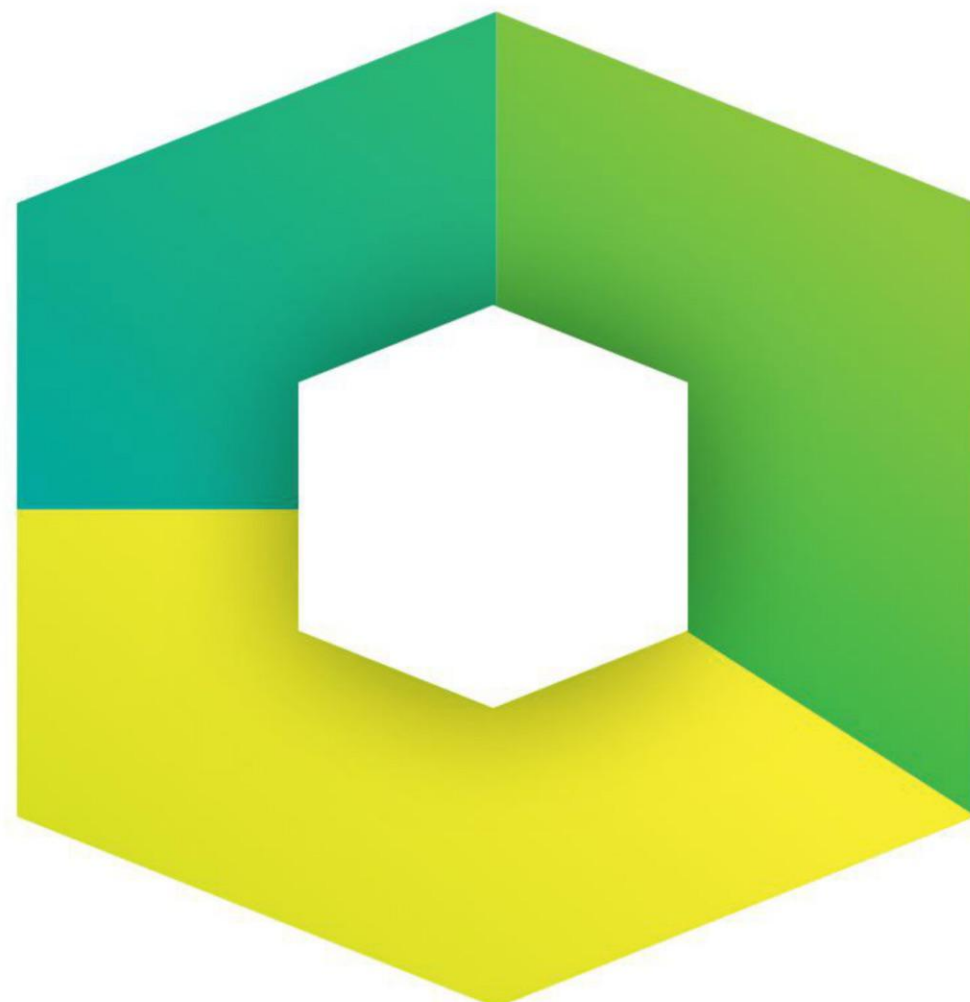
The remaining amount will be distributed as 5% of the volume for marketing purposes and 10% of the reserve volume.

05.00 | Token Economy

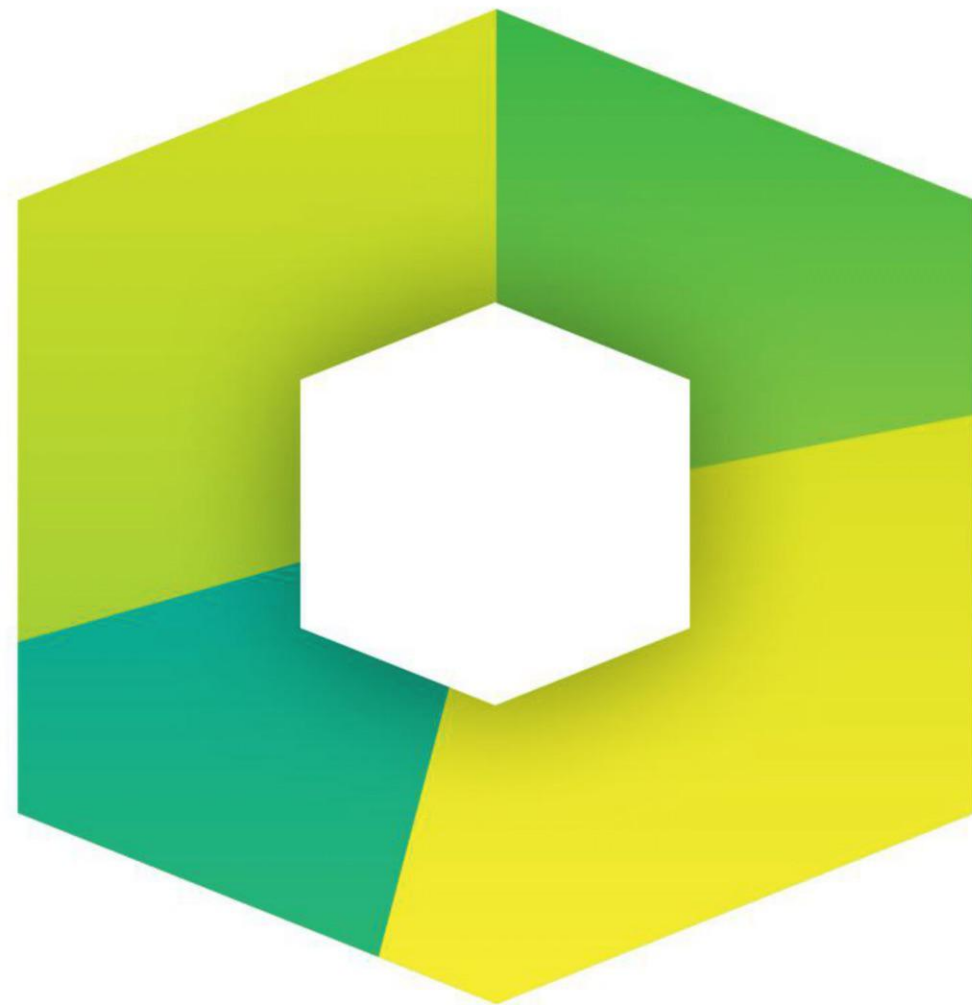


05.01 Token Distribution

If we look at the ecosystem volume among the token distributions above in detail, out of 40% of the total ecosystem volume, the game mining volume that users can acquire in the game is 15%, and the amount that can be acquired through token and NFT staking The staking amount is 15%, and the reserve amount to support the entire ecosystem is distributed at 10%.



05.00 | Token Economy



05.02 Purpose of use of funds

The funds collected through token issuance will be used to develop the block world ecosystem. 35% of the total funds will be used for the core development of Blockworld, 25% for business purposes essential for the ecosystem to be established on the game platform, 15% for overall marketing expenses, and the remaining 25% for reserve expenses. .



06.00 Roadmap

06.01 Roadmap

Block World is an overall concept planning to introduce a block chain system from the fourth quarter of last year.

Consider whether to overcome the problems of the one-time P2E NFT market in the existing market. In the first quarter of this year, we succeeded in establishing the overall concept, detailed ecosystem, and foundation platform. Now, the goal of the next quarter is to develop a game platform to materialize the overall game planned in the first quarter, and to attract investment and enter into partnerships. After that, you can check the detailed roadmap to see what kind of goal Blockworld will advance from 2022 to 2023 through the roadmap table that follows.

- **2024.02**
 - Game concept art drawing
 - Establishment of detailed game concept and ecosystem
 - Discussion of the underlying platform

- **2024.08**
 - Overall game platform development
 - Investment attraction and partnership agreement

- **2024.11**
 - Block world token issuance
 - Token staking and reward system development
 - Token membership service development

- **2024.12**
 - In-game NFT system development
 - P2E element development

- **2025.01**
 - Attract additional partnerships
 - BWT token CEX listing promotion

- **2025.02**
 - Blockworld blockchain game beta release
 - NFT Marketplace Beta Release





07.00 Disclaimer

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In particular, the “roadmap” specified in the text of white paper i is as follows:



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