BISKIT biskit.global

Hyper-Casual Games Based on **Web3.0** Publishing Platform

NFT + GameFi + DAO

White Paper (KR) V 1.2

Abstract

Until now, games have been enjoyed by gamers within the boundaries of the game industry. However, as it became difficult to have offline contact due to the COVID-19 pandemic, people began to move its radius of behavior online.

According to the survey conducted by Newzoo, a Game and E-sports Market Research Company, the global game market in 2021 was the size of $180.3 billion. It grew 1.4 percent compared to 2020.

However, there were problems with the game platform in the existing game business industry such as high commission fees, unsatisfactory user experience, and inefficient ownership of game items.

As games were combined with blockchain, NFT, and De-Fi, blockchain games attracted attention and grew rapidly. Axie Infinity, which introduced the Block Chain Game genre that enabled uses to make money while playing games, has gained worldwide attention with a sensational popularity in Southeast Asia, including the Philippines.

Early blockchain Block Chain Game games were developed mainly by indie game developers and small-sized developers, but as large and medium-sized companies that need new growth engines participate in the market, there is now a lack of room for new participants.

The BISKIT protocol has become interested in the difficulties of small and medium-sized game developers in securing blockchain game developers, community operation, and marketing.

The BISKIT protocol aims to solve these problems by providing a solution that allows small and medium-sized game developers participating in the ecosystem of the BISKIT protocol to develop games more easily and comfortably. Through this, game developers will lower the entry barrier for game users to play Block Chain Game games and provide games with enhanced game elements to gamers.

By building DAO through its own Block Chain Game games and game publishing platform, it will complete the ecosystem of the BISKIT protocol, and build a global ecosystem by publishing and onboarding new games.
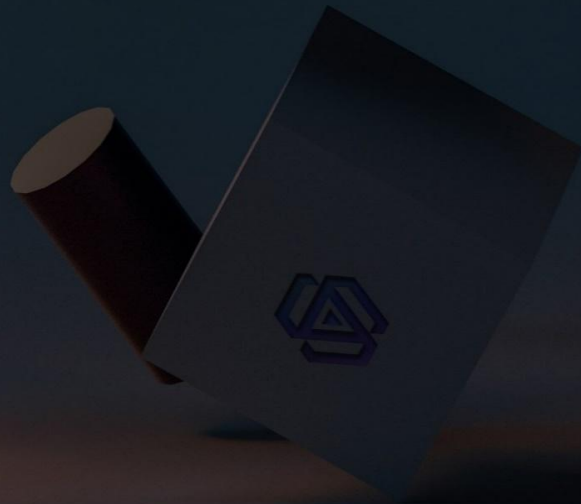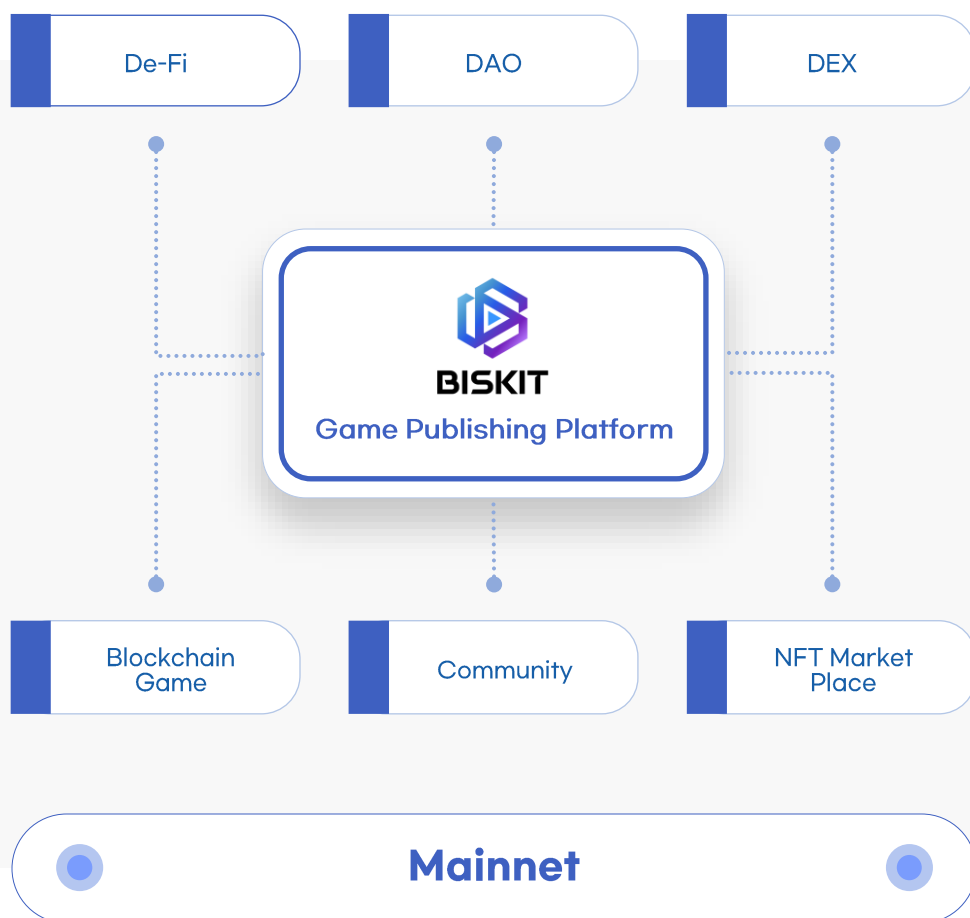
Agenda

01
VISION

Hyper-Casual Games Based on Web3.0 Publishing Platform

Vision

Hyper-Casual Games Based on Web3.0 Publishing Platform

02
Market

2-1. Growth of Blockchain Game
2-2. NFT Market Status

Market

2.1. Growth of Block Chain Game

When the iPhone was released in 2007, mobile games exclusively for smartphones appeared in the game market, which was initially divided into online and console games. At the same time, as smartphones equipped with Google Android operating system appeared, the global mobile market for smartphones began to grow rapidly.

Mobile games for smartphones have the advantage of being able to enjoy games anywhere while carrying them. However, compared to PC online games, mobile games have limitations that make it difficult for users to sell in-game items or characters to one another.

In 2018, games combining blockchain that solved these problems began to appear. Axie Infinity is a representative one.

Axie Infinity, which introduced the Block Chain Game genre, was sensational in Southeast Asia, including the Philippines. Cryptocurrency Axie recorded a market capitalization of 15 trillion won in early November last year.

With the success of Axie Infinity, global game companies have begun to introduce Block Chain Game genre games. Currently, thousands of Block Chain Game games were introduced, which provides Block Chain Game game rankings, is providing a list of 1,000 games to game users.

[Changes in the Game Industry with Application of NFT]

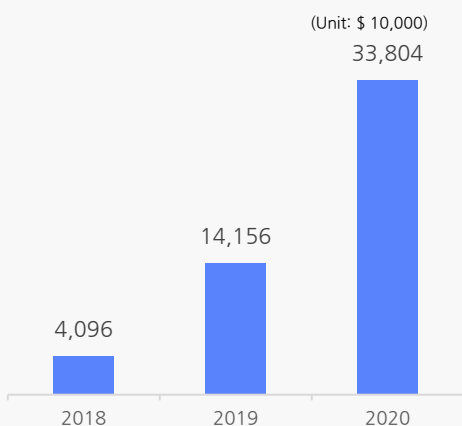(Source : Etoday, Changes in the Game Industry with NFT)

02

Market

2.2. NFT Market Status

The NFT market has grown explosively last year. Reuters reported on the 10th (local time) that NFT sales rose 262 times from the previous year to $24.9 billion (about 29.7729 trillion won).
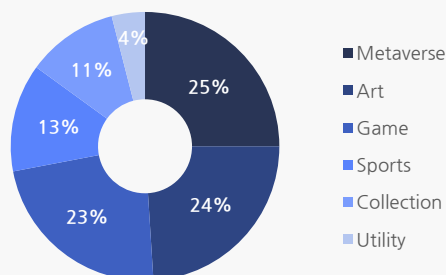
NFT (non-fungible token) attracted market attention when it was traded at high prices one after another in early 2021. NFT, a video clip created by digital artist Beeple (Michael Winkelman) in March last year, recently sold for $6.6 million (about 7.45 billion won). The original sales price was 67,000 dollars.

There is only one digital work in the world to which NFT technology is applied. The NFT sector, which initially expanded around digital art and games, expanded its industry size further last year as it jumped onto world's top brands, including Coca-Cola and Gucci.

According to Dab Radar, a cryptocurrency analysis platform, NFT sales were only $94.9 million in 2020. However, it gained explosive popularity reaching a total of $24.9 billion in 2021.

[Growth of NFT-Applied Asset]

(Unit: $ 10,000)

- 2018: 4,096
- 2019: 14,156
- 2020: 33,804

[Share of NFT Contents]

- Metaverse: 25%
- Art: 24%
- Game: 23%
- Sports: 13%
- Collection: 11%
- Utility: 4%

(Source : Non-Fungible.com)

03

Background

Background

3-1. Increase in Game amid COVID-19

COVID-19, which has swept the world, is leading a boom in the game market. In a survey in the United States, it was confirmed that the games, which were only a leisure culture, increased along with the time spent at home during COVID-19.

According to the recently published "2021 French Video Game Industry Information", the size of the French game market reached 5.3 billion euros last year. This is an increase of 11.3% compared to 2019. This is due to the increase in demand for games due to the spread of COVID-19, which began early last year. In terms of sales by platform, console games had the highest share of 51%, followed by mobile games (27%), and PC games (22%).

According to a survey conducted by Newzoo, a Game and E-sports Market Research Company, the global game market in 2021 totaled about $180.3 billion. It grew 1.4 percent compared to 2020. Among them, mobile games alone are likely to generate about $116.4 billion (KRW 134 trillion).
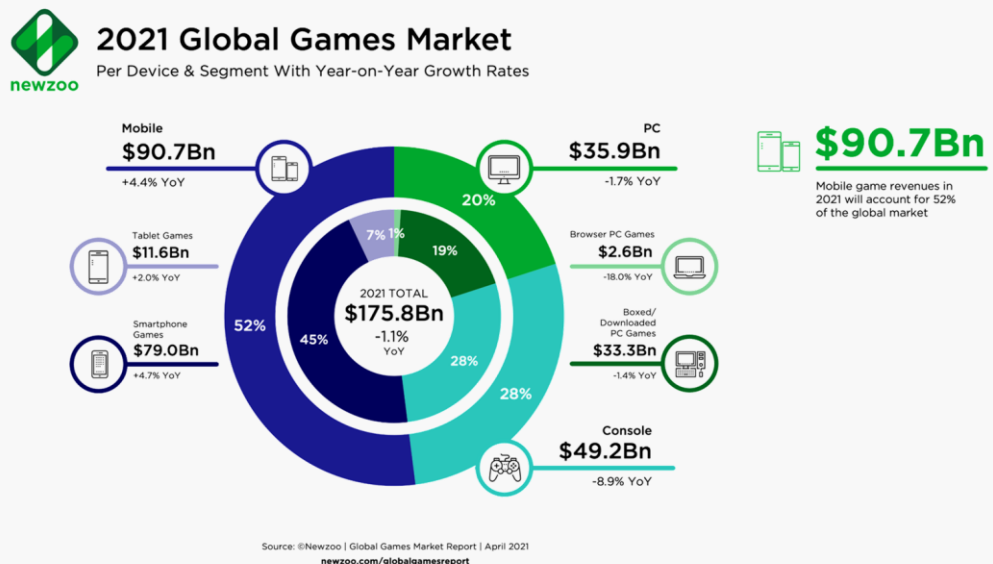
(Source : newzoo.com, Global Games Market to Generate $175.8 Billion in 2021; Despite a Slight Decline, the Market Is on Track to Surpass $200 Billion in 2023)
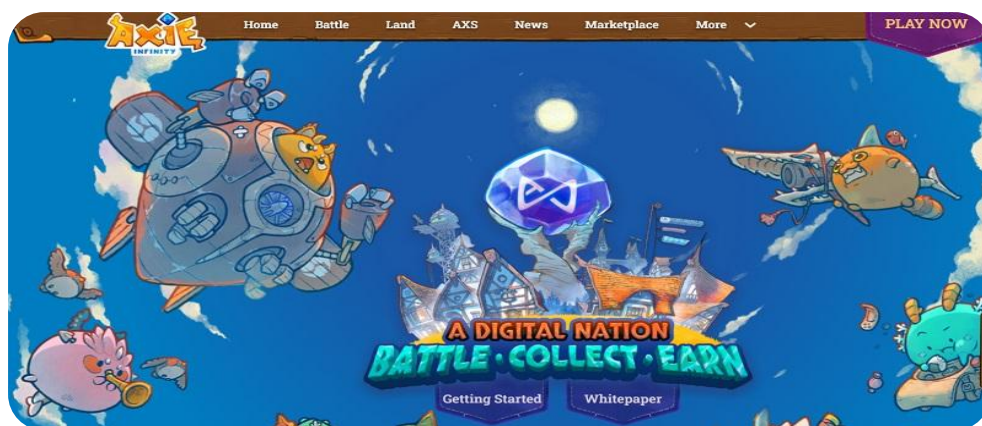
Background

3-2. Block Chain Game and Game Pie

Axie Infinity is a blockchain-based trading and combat game that drew attention last year. It is the beginning of the so-called "Block Chain Game game, which makes money while playing, and it has been particularly popular in countries that have been hit economically by COVID-19, such as the Philippines, Brazil, and Venezuela.

The rise of Axie Infinity is interpreted as the starting point of a new trend rather than simply a success of a game. With the advancement of blockchain games, virtual currency and NFT have proved that they can become new types of income sources away from the perception that they are simply cashable assets, and many gamers are jumping into blockchain games that can earn them more.

As gamers from all over the world rapidly enter blockchain games that have gone viral, attention to the Block Chain Game platform and the GameFi industry is also increasing day by day. In addition to the aforementioned Block Chain Game platform Axie Infinity, representative players include 3D RPG game Iluvium, which attracted a lot of attention by jumping into blockchain games due to the development of 3D blockchain game technology, My Neighbor Alice in the social simulation genre, and MOBOX, which built a Block Chain Game ecosystem by combining Yield Farming.

According to a report by Bitpinas, CryptoBlade surpassed the number of users in Axie Infinity, an Ethereum-based game pie project, with more than 621,000 users registered in August. During the month of August, GamePie dominated the charts in the DeFi field, and the number of active wallets in the chain has also increased.

(Image : Axie Infinity Website)

03

Background

3-3. Barriers of Entry for Small and Medium-sized Developers

It is inevitable for mid-sized and small-sized game companies that have faced stagnant growth to develop Block Chain Game games for growth. Some companies are building their own blockchain platforms, but most small and medium-sized game developers are preparing to launch NFT (Non-Functional Token) games by joining the blockchain ecosystem such as Wemade and Com2us.

WEMADE aims to launch 100 Block Chain Game games on its WeMix platform by next year. Since then, WeMade has acquired Sunday Toz, a developer of "Anipang," from Smilegate, while signing MOUs with various companies, including Dalksoft, Rock Square, Softton, Supercat, Action Square, A.N. Games, JoyCity, and Clover Games. C2X (tentative name) ecosystem has been introduced as a counterpart to WeMix. Com2us is developing several games in the group as Block Chain Game games with the aim of officially launching the platform in the first half of next year, and is "blazingly chasing" WEMADE by accepting Daerisoft, Alfiz Republic, and Tikitaka Studio as C2X platform partners.

An industry official said, "The number of developers continues to soar, and among them, it is more difficult to recruit blockchain developers, and it will not be easy for small and medium-sized game companies to attract manpower."

It is time to introduce a solution that increases operational convenience and relieves the burden on game developers who are having difficulty introducing blockchain technology.

[NFT Business Announcement of Major Game Companies]

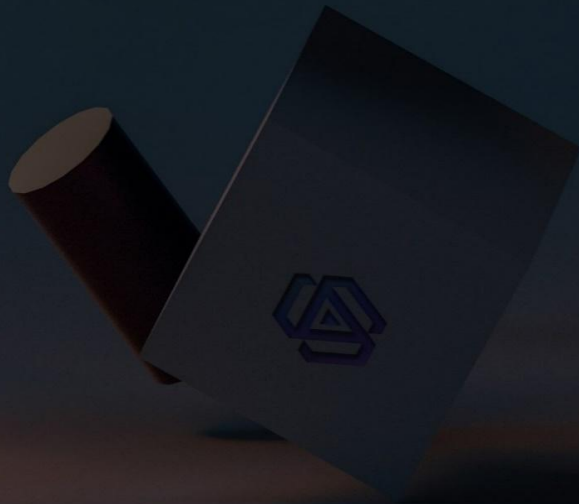| Company	Detail
Wemade	'Mir4 Global' Service with NFT
Pearl Abyss	Invest project Define Blockchain game development and service under consideration
Netmarble	Development of service linking blockchain and NFT to games
NCsoft	Blockchain game plan including NFT
Gamevil (Comtus Holdings)	Investing in Coinone through its subsidiary Game Plus NFT Exchange Development and Blockchain Game Launch Plan
Kakao Games	Acquisition of subsidiary Friends Games and cryptocurrency issuer Way2Bit Ground X's clay will be used for NFT trading in clayton-based games
Comtus	Invest in NFT companies such as Animoka Brands and Candy Digital NFT-based Metabus Platform 'Com2bus' Construction Plan
Krafton	Metabus and NFT Study in Interactive Virtual World Extension

(Source : KPMG Economic Research Center)

04

Game Platform

Game Platform

4-1. Platform Introduction

The game publishing platform of the BISKI protocol provides essential functions for game operations and services to affiliated developers in the form of SDK (software development kits). Developers can maximize efficiency by utilizing the platform to minimize development requirements for game operation and services and focus only on game development.

[Game Publishing Service Composition]

● De-Fi

● DAO

● DEX

BISKIT
Game Publishing Platform

● Blockchain Game

● Community

● NFT Market Place
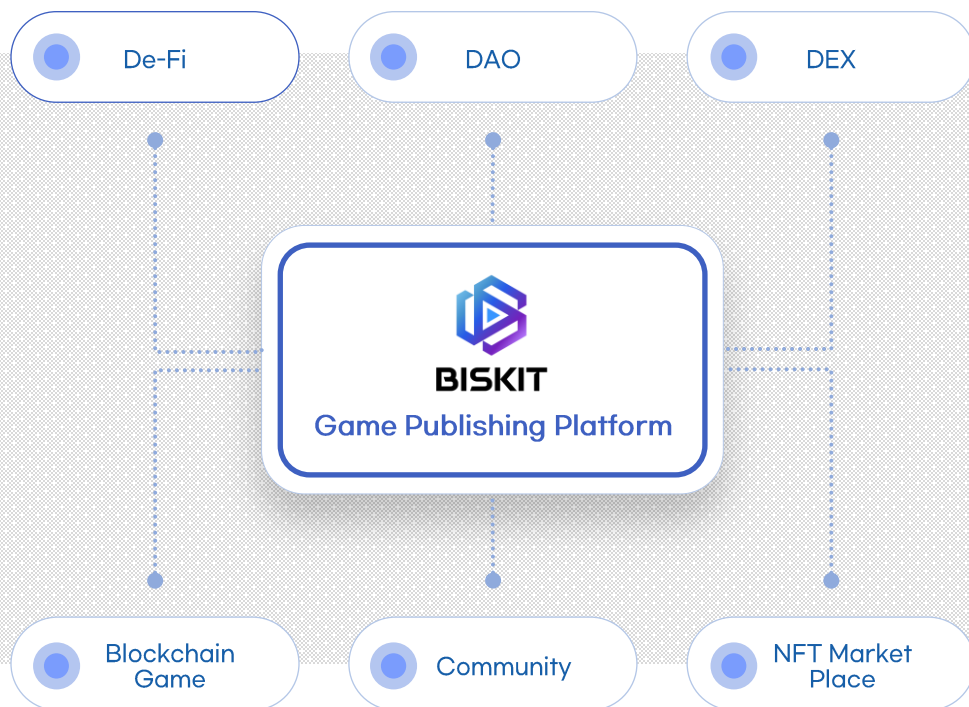
※ Pivoting strategy can be practiced depending on the project progress.

Game Platform

4-2. 서비스 내용

The game publishing platform of the BISKIT protocol is designed based on the Avalanche blockchain network and aims to be a user-participating "open platform" that grows together with ecosystem participants. Based on high stability, fairness, and transparency, the core is a virtuous cycle ecosystem in which all participants, not a few officials, become the main players and share profits.

[Service Detail]

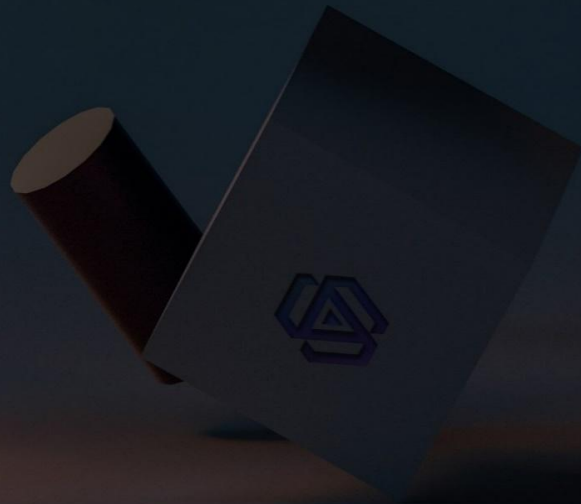|	
Service Operation	• Multilingual support • Notice management • Check game server • CRM(Customer Relationship Management)
Verification	• DID(Decentralized Identifier)-based Integrated Certification • Membership verification
PUSH	• Push alarm • SMS Push
Promotion	• Cross promotion, Event management • Free charging station
Payment	• Virtual asset and simple payment • Event coupon management
Statistics / Analysis	• User metrics management • Log analysis

05

Development

Development

5-1. NFT Market Place

BISKIT protocol's NFT Marketplace plans to build a Block Chain Game game-specialized service platform similar to Steam based on Avalanche and provide one-stop services from issuance to sales of NFT based on technology linkage with Metamask.

Partner game developers can easily store metadata and publish it to NFT through API. In addition, the gas cost consumed is significantly cheaper than the gas cost required for issuing and transmitting existing Ethereum-based NFTs.
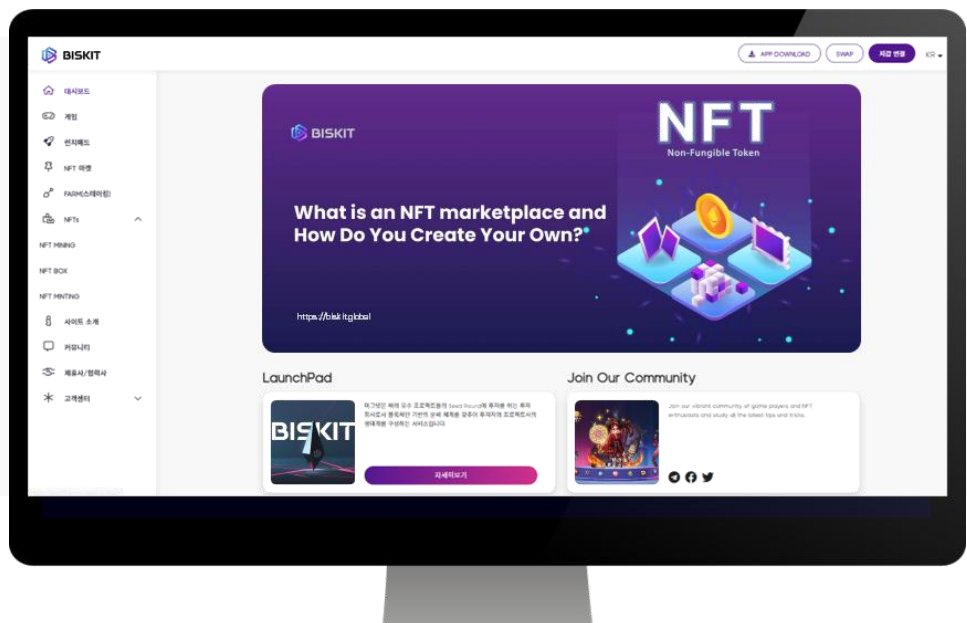
Development

5-2. GameFi

Game pie can be defined as 'Game + DeFi + NFT' in a word. Based on the game, a profit model was created by gaming financial products, and the items in the game were designed to be NFTed so that future users could benefit from economic benefits.

In combination with NFT (Non-Functional Token) decentralized financial services (Defi DeFi: Decentralized Finance), users can stock cryptographic assets in exchange for visible profits in a short period of time through Defi interest farming.

The game pie of the BISKIT protocol can provide high throughput, low cost, and ease of use by using the Avalanche network. It is expected that blockchain optimized for Web 3 (Web 3.0) can be created.

NFT Lending is a service that allows you to borrow virtual assets such as Bitcoin (BTC) and Ethereum (ETH) with NFT as collateral, and in the case of NFT deposits, you can receive NFT as deposit income as virtual assets.
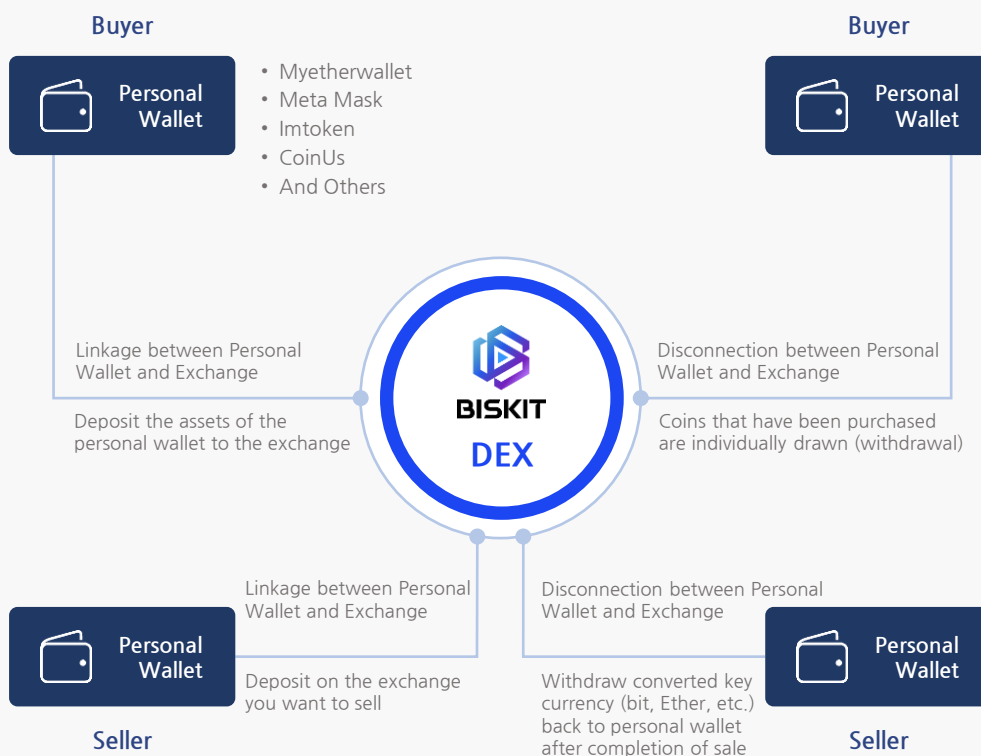
Development

5-3. DEX

We would like to configure DEX like Uniswap, which is completely different from the existing DEX project. There is no orderbook like Uniswap, and it is intended to be developed to automatically conclude users' transactions based on the AMM algorithm through Automated Market Maker (AMM).

By introducing AMM, anyone can freely supply liquidity in Uniswap, and users can trade at any time at the price determined by the algorithm based on this liquidity.

[Basic Structure of Decentralized Exchange]

Buyer

Personal Wallet

- Myetherwallet
- Meta Mask
- Imtoken
- CoinUs
- And Others

Buyer

Personal Wallet

BISKIT
DEX

Linkage between Personal Wallet and Exchange

Disconnection between Personal Wallet and Exchange

Deposit the assets of the personal wallet to the exchange

Coins that have been purchased are individually drawn (withdrawal)

Linkage between Personal Wallet and Exchange

Disconnection between Personal Wallet and Exchange

Personal Wallet

Deposit on the exchange you want to sell

Withdraw converted key currency (bit, Ether, etc.) back to personal wallet after completion of sale

Personal Wallet

Seller

Seller

Development

5-4. Gaming DAO

Communities get a stake by owning governance tokens. Owning these tokens can allow you to vote and offer exclusive benefits such as airdrops, access to special groups, etc.

Gaming DAO combines Web3 technologies such as Defi and blockchain in the game space, enabling players to acquire in-game tokens and NFTs on cryptocurrency exchanges or external NFT markets. This leads to the flow of players who purchase and play the game managing the game. Gamers' DAOs can play as important a role as game developers because game users lead the development of games, such as owning game items and affecting marketing, rather than just objects that enjoy games.
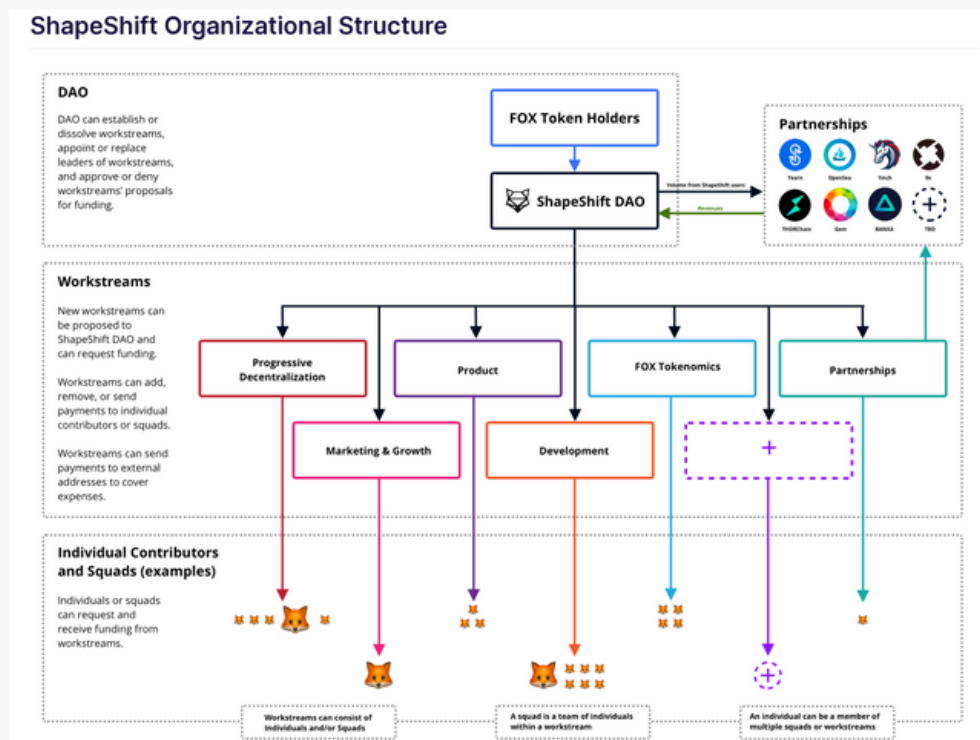
(Source : baobao, Design Conditions for Successful Decentralized Autonomous Organization (DAO)

06

Development Plan

Development

6-1. Puzzle Fantasy

Puzzle Fantasy is a Block Chain Game game in the genre of puzzle RPG, in which when three or more pieces of puzzle pieces are rearranged and popped, the accumulated score is replaced with damage, and when the puzzle combo is completed, the enemy is defeated through a strong attack.
Characters can evolve up to seven stages through games, and the difficulty of token mining varies depending on the evolution stage.

Game Characteristics

I.   Delivering a variety of puzzle battles for continuous joy

II. High-quality puzzle RPG through 2D Graphic

III. Building your own team with a variety of characters

IV. Stimulating collection desire through pyramid structure

Development

6-1. Puzzle Fantasy

RPG battle meets dynamic and active Puzzle Battle

① Combining the characters you have to form your own best team
② As if you're drawing blocks of the same color by hand, you're free to match the puzzle
③ The number of puzzles and combos will determine the hero's attack
④ Depending on the result of the puzzle, the character makes certain attacks

Development

6-1. Puzzle Fantasy

Website	https://puzzlefantasy.io
Twitter	https://twitter.com/Puzzle_Fantasy

Virtual Human EDAM	https://www.instagram.com/edam_streamer
OpenSea NFT Market	https://opensea.io/collection/puzzlefantasy
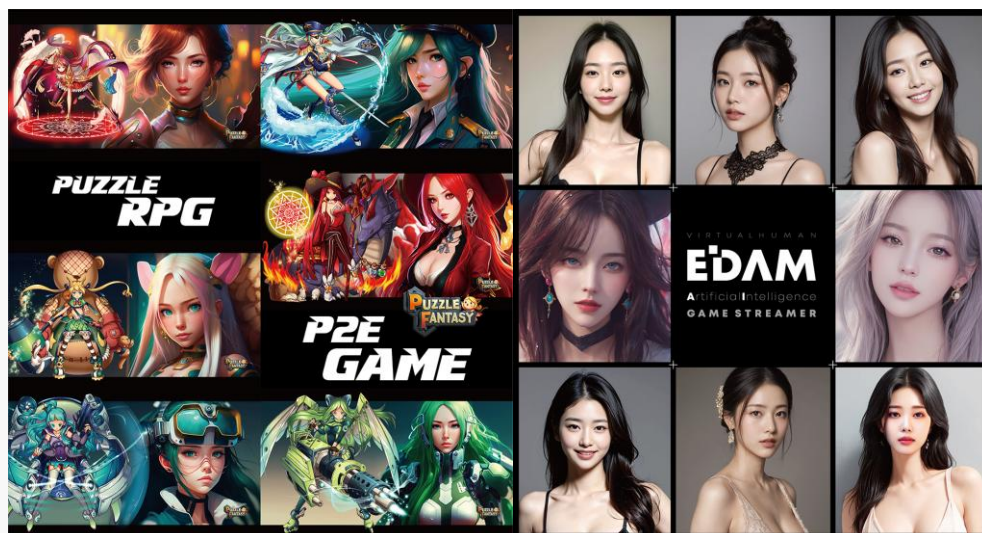
Development

6-2. HTML5 Game Development Plan

Hyper-Casual Game

Hyper-Casual Game Development and Service Based on
HTML5 160 games
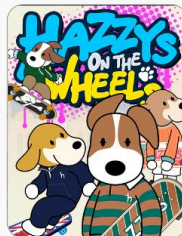
https://zempie.com | FROMtheRED Co., Ltd

Development

6-3. Metaverse-based Social Game City

Metaverse is rapidly spreading along with the COVID-19 pandemic. People who have nowhere to go are building their own world in metaverse, which has moved up the metaverse era where all social and economic activities take place at home.

Gartner, a U.S. market research firm, predicts that by 2026, 25% of the world's population will spend at least an hour a day on metaverse for work, shopping, education, socialization and entertainment. According to market research firm Strategy Analytics, the global metaverse market is expected to reach $42 billion (about 50 trillion won) by 2026.

We intend to implement the 'Open World' Metaverse Game City with infinite degrees of freedom.

07

Business Plan

Business Plan

7-1. NFT Exchange BM

The NFT holder sells to the buyer and makes a profit.
The NFT platform will receive a commission for the transaction. In the case of Open, up to 10% of the sales amount is used as a transaction fee, of which 2.5% is Open's profit.
The copyright holder will be able to automatically receive a portion of the total transaction fee.

[NFT Exchange Flow]
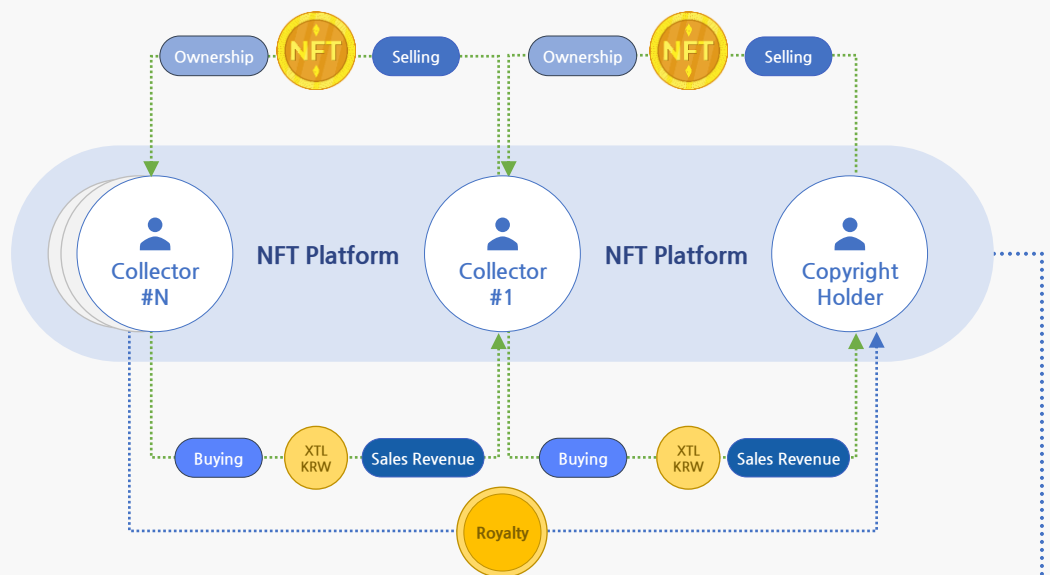
**Automatically send to NFT issuer when owner changes based on set loyalty ratio
(*NFT publisher: original author, exclusive content seller)**

1. Contents Upload	Image, Audio, Video, 3D Models
2. Enter Information	Name & description of work, select royalty rate, enter file size
3. Select a Sales Method	Fixed-price transactions, real-time auctions (minimum bid setting)
4. NFT Issuance & Usage	-

(Source : Galaxiamoneytree, HI INVESTMENT & SECURITIE CO., LTD.)

07

Business Plan

7-2. Blockchain Game's BM

You can collect and nurture game characters, dig up items and exchange them for coins, or cash coins you received as rewards for winning battles while playing games. The key is to make NFT characters that you raised yourself or to make soft items into NFTs and trade them.

You can also exchange items obtained through repetitive activities such as 'mining' certain items in the game. Mined items can be exchanged for in-game stable tokens, and if they are exchanged and exchanged on a virtual asset exchange, they can be cashed.

Stable tokens will be paid as compensation for game play. It is a method of obtaining a rare character or paying a token as a reward for winning a battle.

[Block Chain Game Model Structure]
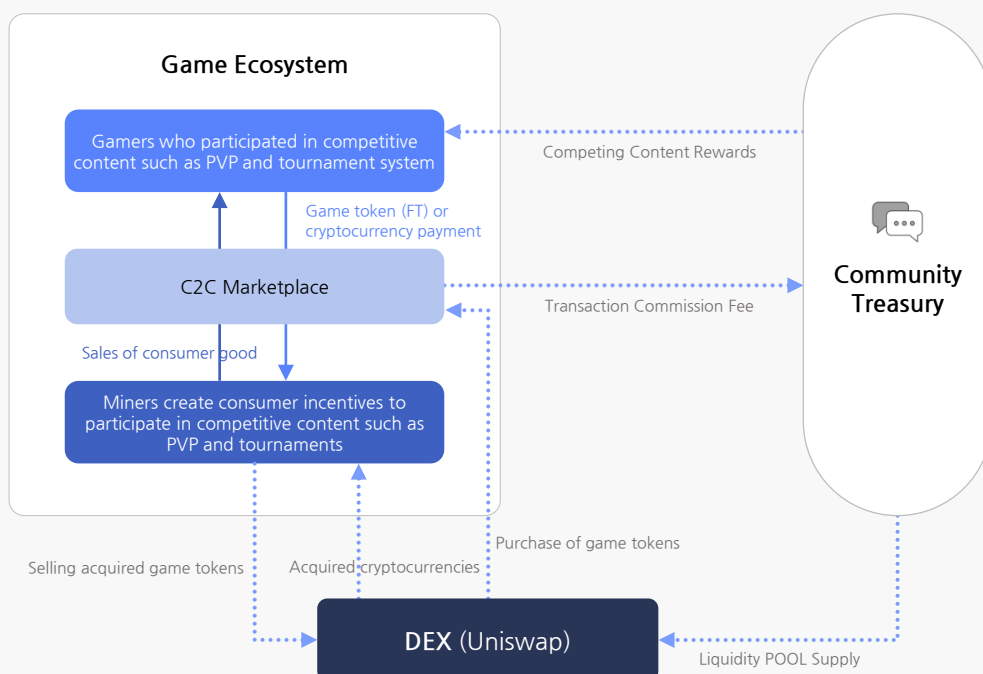
(Source : HI INVESTMENT & SECURITIE CO., LTD.)

Business Plan

7-3. Main Achievements

7-3-1. Investment

NFT-based Block Chain Game game puzzle fantasy attracted project Investment from BitForex, a global virtual asset exchange, in February.

7-3-2. INO

Initial NFT Offering (INO) was conducted on March 7 through Bitforex NFT Market.

Business Plan

7-3. Main Achievements

7-3-3. Larva NFT

Character collaboration with Lava NFTs.

7-3-4. Virtual Human Model

Selected as Embersard of Thai Cosmetics Company - Virtual Human 'EDAM''

08
Market

08

Market Outlook

8-1. Block Chain Game Market Outlook

Vietnamese NFT game, 2 million users a day... 2 trillion won in NFT transaction
Major game companies such as Netmarble and NC are also expected to release NFT games
Sales of games with NFT in the second half of 2021... $2.32 billion
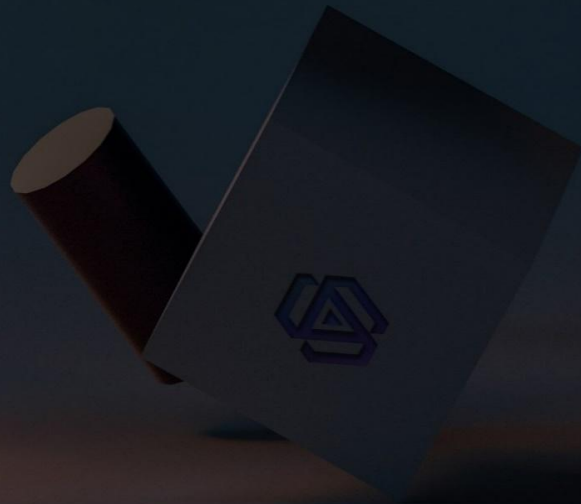
The Block Chain Game game market is currently in its infancy and has high growth potential in the future. According to an annual report by the Blockchain Game Alliance (BGA), the sales of games with NFT technology during the second half of last year totaled $2.32 billion (about 2.8 trillion won).

According to a report by Dapp Radar, a global DApp information service platform, the number of UAW (Unique Active Wallets), which means the total number of wallets used for virtual asset transactions, increased 592% year-on-year to more than 2.7 million in 2021. Among them, more than 1.4 million UAWs are connected to blockchain games. In other words, more than half of users with wallets interacting with blockchain enjoy games that combine blockchain technology.

[2021 Unique Active Wallet Growth Trend]

UAW by Category During 2021
7 days Trailing Average, M
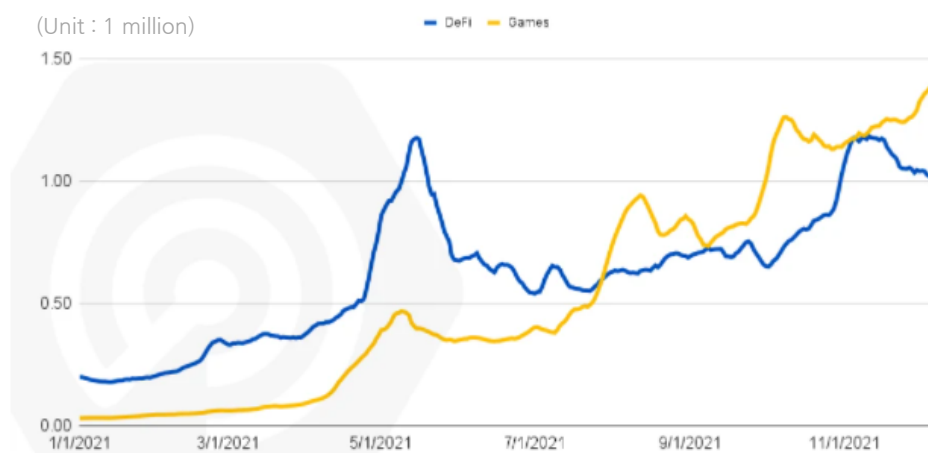
Market Outlook

8-1. Block Chain Game Market Outlook

Block Chain Game games were found to be enjoyed especially in emerging economies such as the Philippines and Venezuela, and the craze for Block Chain Game games led to investments in blockchain games and infrastructure. Venture investment companies invested more than $4 billion in 2021, an increase of about 5,000% from $80 million a year earlier.

According to Statista, a data research company, Block Chain Game games, which had many users worldwide from October to November 2021, are as follows.

[Popular Blockchain Games]

Game Image	Details
	• Game Name : Alien Worlds (Metaverse) • Developer : Dacoco Gmbh(Swiss) • User ('21.10.11) : 759,600 • Blockchain : WAX(Currency : TLM)
	• Game Name : Axie Infinity (Battle) • Developer : Sky Mavis(Vietnam) • User ('21.10.11) : 602,210 • Blockchain : Ethereum, Ronin(Currency : AXS)
	• Game Name : Splinterlands (Battle) • Developer : Splinterlands (USA) • User ('21.10.11) : 597,980 • Blockchain : Hive(Currency : SPS)
	• Game Name : Arc8 (Mobile Gaming) • Developer : GAMEE(USA) • User ('21.10.11) : 379,630 • Blockchain : Polygon(Currency : GMEE)
	• Game Name : MOBOX NFT Farmer(Metaverse) • Developer : MOBOX Digital Co.,ltd.(USA) • User ('21.10.11) : 187,490 • Blockchain : BSC(Currency : MBOX)
	• Game Name : Galaxy Blocks (Block Mobile) • User ('21.10.11) : 143,540 • Blockchain : Thundercore(Currency : TT)

08

Market Outlook

8-2. NFT Market Outlook

Global Market Size of 96 trillion won in 2025
Krafton, Invested a Total of 8 Billion Shares

South Korea's information technology (IT) industries such as portals, mobile communications, and games are rushing to enter the NFT market. Competition for preoccupation in the market is heating up as related businesses are being materialized one after another, such as developing an NFT trading platform or issuing and distributing contents such as games and webtoons. According to Statista and Jefferies Investment Bank analysis, the global NFT market is expected to grow rapidly from 2.4 million dollars in 2019 to 35 billion dollars (42 trillion won) this year and 80 billion dollars (96 trillion won) in 2025.

Channelsys emphasized that there is no virtual asset platform that encompasses customers and suppliers. For this reason, many companies predicted that competition to build a platform that integrates D-Fi and NFT will be fierce this year around Coinbase.

[Global NFT Market Growth Trend]

(Unit: $ 10,000)

Year	Value
2019	240
2020	668
2021	14,000
2022	35,000
2025	80,000
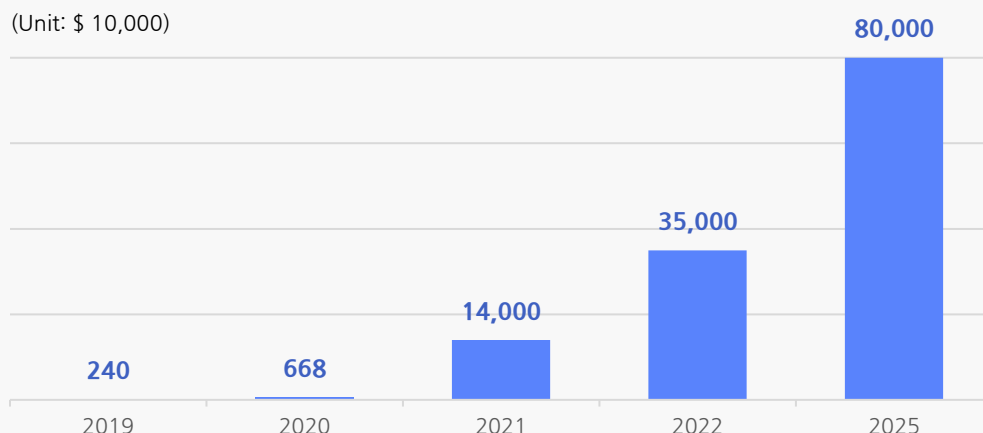
(※2022, 2025 are predictions / Sources: Statista, Jefferies Investment Bank)

Market Outlook

8-2. NFT Market Outlook

According to the NFT market research site Non-Functional.com, metaverse (US$14.02 million) accounted for the largest amount of transactions as of last year.

NFT plays a role in proving private property by taking advantage of the characteristics that cannot be forged, altered and replaced in the metaverse world.

In addition, the art industry is expected to coincide with the growth of NFT. Analysts say that it is difficult to forge and falsify, and that the NFT characteristics and the art industry, which serve as certified documents, fit well. In the NFT market last year, the volume of art transactions was $12.95 million, the second largest in total.

The game industry is also expected to gain momentum. In the NFT market last year, the number of transactions in the game market was 629,553, which was the highest at 47% of the total.
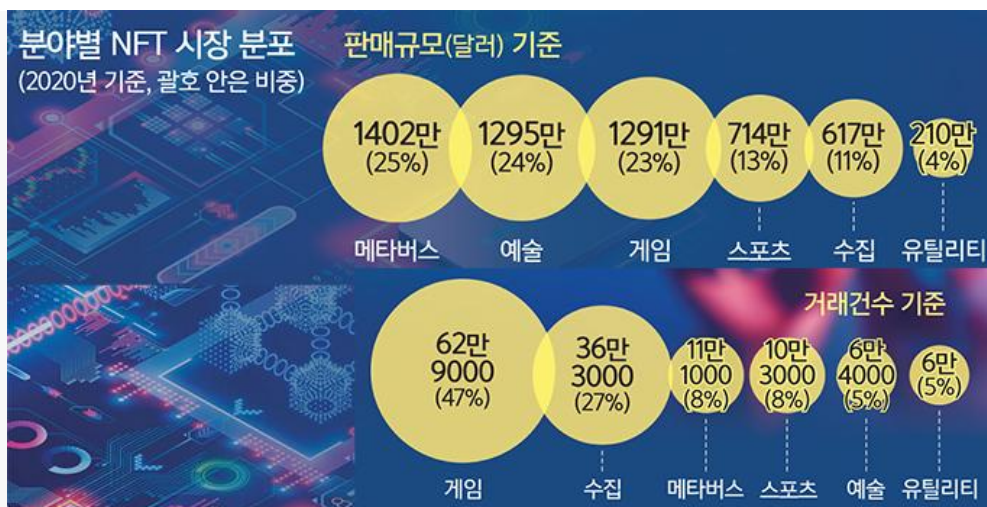
(Source: Nate News, Metaverse 'rushing'···art and game industries are also 'resilient')

09

Tokenomics

09

# Tokenomics

9-1. Token Ecosystem

09

Tokenomics

9-2. Token Economy

The BISKIT blockchain game platform aims to provide an environment that allows users to focus only on game production by offering lower entry fees than the existing platform.
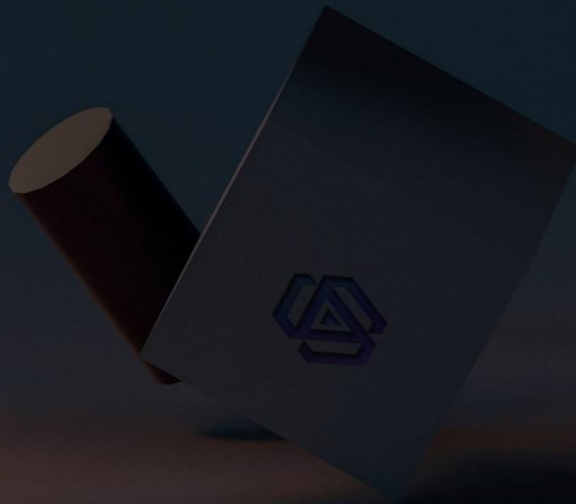Various token rewards will be made to game developers, users, and influencers participating in the ecosystem.

10
Company Profile

10
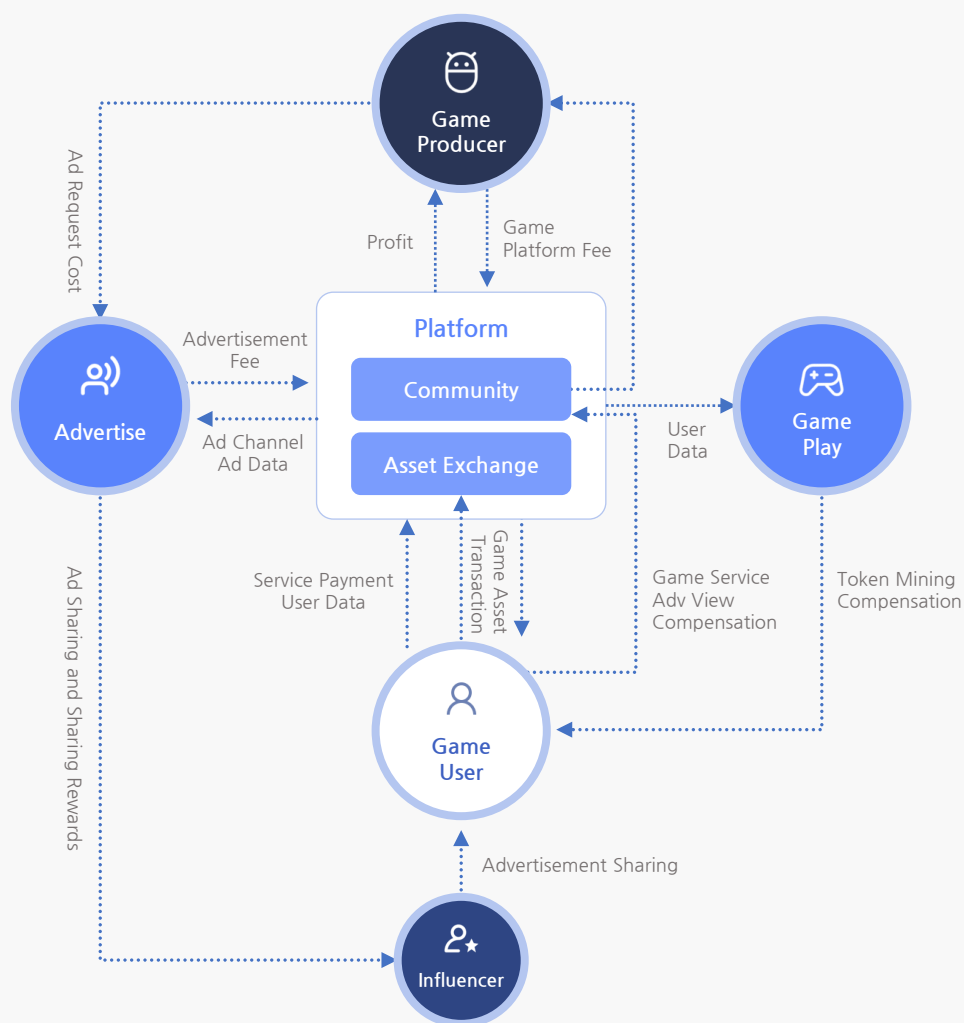
Company Profile

10-1. About Us

KCNET

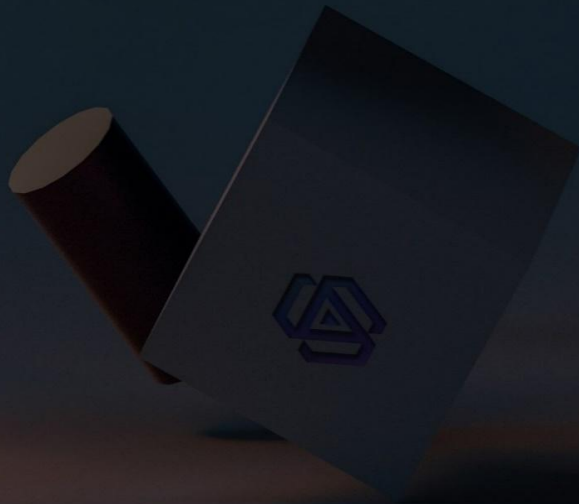| Name	KCNET CO.,LTD.
Location	Vistra Corporate Services Centre, Wickhams Cay II, Road Town, Tortola, VG1110, British Virgin Islands
CEO	Park Sejin
Website	https://kcnet.io

Web3.0 Game

Blockchain

AI Human

Metaverse

10

Company Profile

10-2. Project Team Composition

KCNET Co.,Ltd.

| Research & Development | Publishing Team | Marketing Team | Strategic Planning Team |

NINE BLOCK CREATIVE

BISKIT GLOBAL

FROMtheRED

AI Content Development

Game Development

Platform Development Game Development

11
Contact Us

11
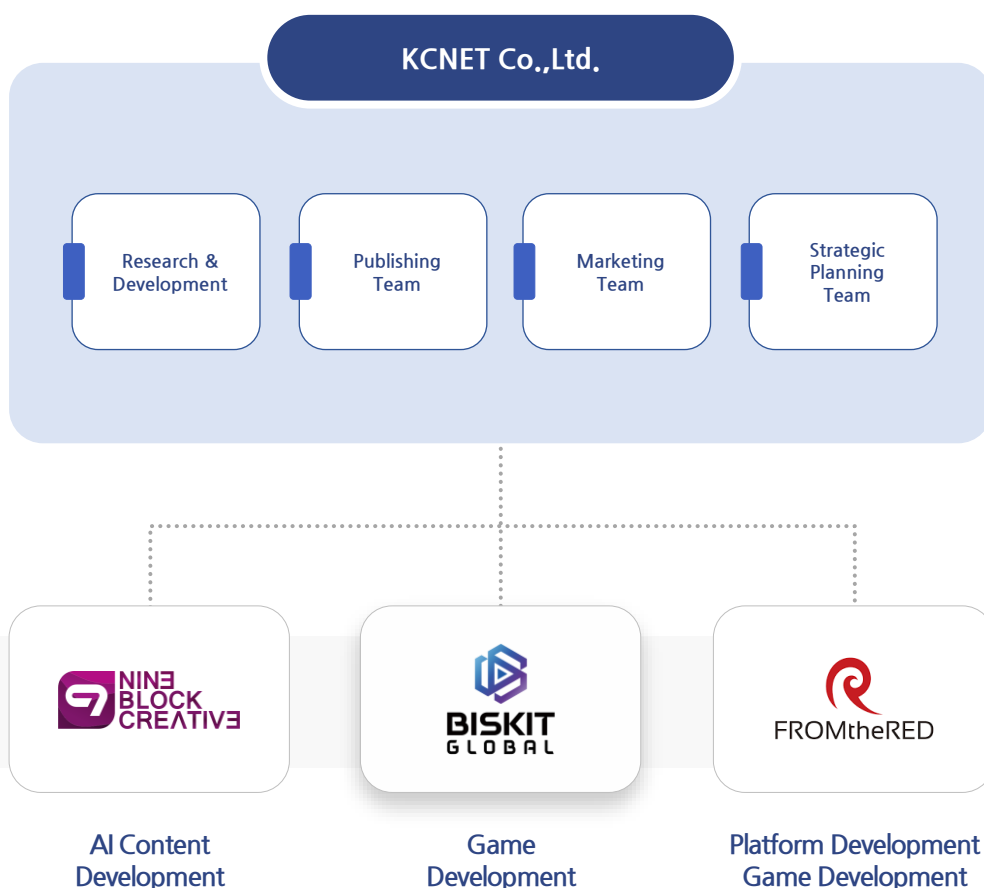
Contact Us

Website	https://biskit.global
ZEMPIE	https://zempie.com/ko
E-mail	info@biskit.global
Medium	https://medium.com/@BISKIT
Twitter	https://twitter.com/BISKIT_TOKEN
Telegram	https://t.me/biskitglobal
Facebook	https://www.facebook.com/biskittoken

12
Partners

12

Partners
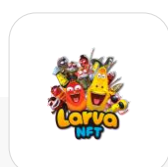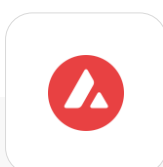
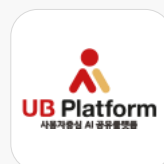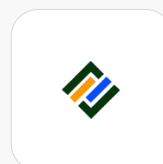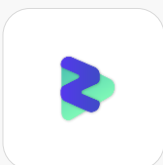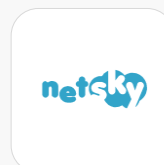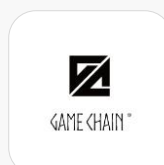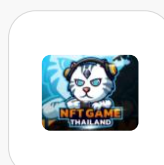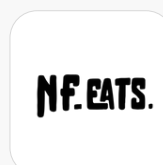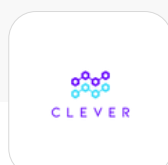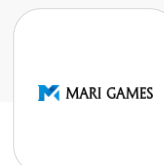|				
ANIVERSE NFT	AVALANCHE	LBANK	BURRITO WALLET	BLOCKCHAIN TODAY
FROMtheRED	D&W GROUP	MONICA	Harex InfoTech	BON SYSTEM
LK CONVERGENCE	ZIKTALK	ONION GAMES	NETSKY INC.	STUDIO RO
YOUCANSTAR	FINGER EYES	GAMECHAIN	NFT GAME THAILAND	BANGSIG, INC.
CLEVERPARTNERS	WIDBLACK	MECCAPLUS	MARI GAMES	JSTORY GAMES
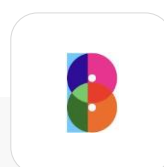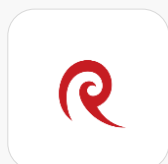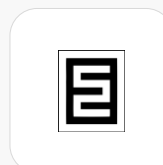
13
Roadmap

13

Roadmap

2025

1Q
Expanding the Global Community

2Q
Hyper-Casual Gaming Platform
- Beta Services

3Q
Hyper Casual Gaming Platform
- Official Services

4Q
Hyper-Casual Gaming Platform Update

4Q
Development of Hyper-Casual Games Based on Web3.0

3Q
Hyper-Casual Gaming Platform Starts Development

2024
Hyper-Casual Gaming Platform Design

Hyper-Casual Gaming Platform Starts Development

1Q

2Q

2023

Modified and developed "Puzzle Fantasy" based on multi-chain

"Puzzle Fantasy" Close Beta 3nd round

"Puzzle Fantasy" Close Beta 2nd round

"Puzzle Fantasy" Close Beta 1nd round

4Q

3Q

2Q

1Q

2022
Block Chain Game "Puzzle Fantasy" Development Starts

"Puzzle Fantasy" Alpha Test

BISKIT Wallet Services

NFT Market Place
- Alpha Test

1Q

2Q

3Q

4Q

14

Token Plan

14

Token Plan

15-1. Token Plan

Platform	Avalanche
Type	C - Chain
Symbol	BISKIT
Total	3,000,000,000 BISKIT

https://snowtrace.io/token/0x5eb941f679d5097c59469b2b3822e33eaa0eb1bd

15-2. Token Distribution Budget
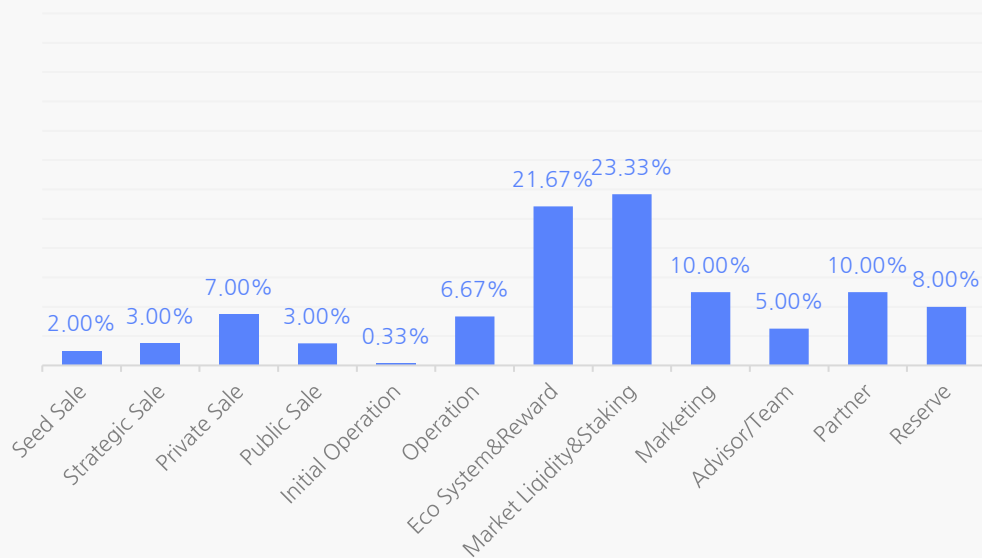
15
Disclaimer

Disclaimer

This white paper was written to provide information on the blockchain-based integrated cryptocurrency management platform and new business models, status, and teams that the "BISKIT PROTOCOL" project seeks to promote. This white paper is not intended to encourage investment in our platform and has nothing to do with it. In addition, our "BISKIT PROTOCOL" team will provide this white paper based on the time it was written and provided, and we do not guarantee that anything on the white paper, including the conclusion, is accurate to the future.
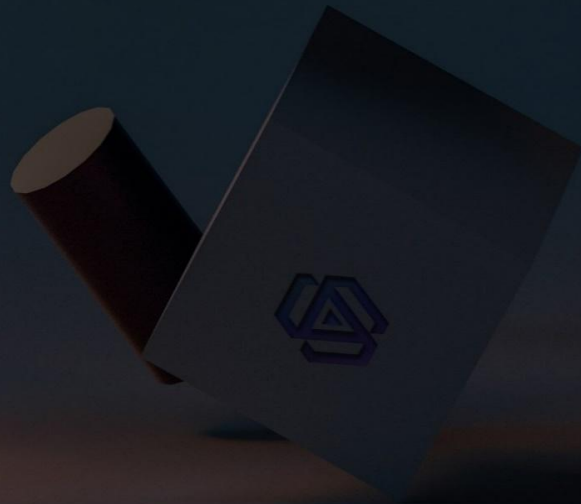
The "BISKIT PROTOCOL" team will not state or guarantee you the accuracy of anything related to this white paper and will not be liable for it. For example, the "BISKIT PROTOCOL" team does not guarantee that i) the white paper is written on the basis of legitimate rights, ii) the white paper is commercially valuable or useful, iii) the white paper is suitable for the achievement of a particular purpose you have, iv) there is no error in the white paper. Of course, the scope of liability exemption is not limited to the preceding examples.

If you use this white paper (including but not limited to cases referred to or based on the white paper) in your decision-making, the other consequences are entirely at your discretion, whether profit or loss. In other words, please note that the "BISKIT PROTOCOL" team will not be liable for any damages, losses, debts or other damages caused by using this white paper.

Warning statement for forward-looking statements:

Specific expressions specified in this white paper contain predictive statements about the future, future events, prospects, etc. of the project. These are not statements based on historical facts and are identified by expressions similar to words such as 'scheduled', 'estimated', 'belief', 'expectation', 'expectation', etc. In addition to this white paper, other publications, such as presentations, interviews, videos, etc., may also include these forward-looking statements. The forward-looking statements contained in this white paper include, but are not limited to, "BISKIT PROTOCOL" and its affiliates' future results, performance, and achievements.

Forward-looking statements contain a variety of risks and uncertainties. These statements do not guarantee future performance and should not be overly dependent. When risks and uncertainties materialize into reality, the actual performance and development of "BISKIT PROTOCOL" and its affiliates may differ from the expectations set by the forward-looking statements. In the event of future changes in this situation, "BISKIT PROTOCOL" and its affiliates are not obligated to provide updates on forward-looking statements. You are solely responsible for the failure of the forward-looking statements to materialize if you act on the basis of forward-looking statements contained in this white paper, "BISKIT PROTOCOL" and its affiliates' websites and other materials.

15

Disclaimer

c.   The "BISKIT PROTOCOL" platform has not been completed or fully operational as of the date this white paper was created. An explanation has been made on the premise that the "BISKIT PROTOCOL" platform will be completed and fully operational in the future, but this should not be construed as a guarantee or commitment to the completion and full operation of the platform.

Anti-Money Laundering (AML)

Buyer agrees not to engage in any form of money laundering, illegal currency trading or other restricted activities through the "BISKIT PROTOCOL" team's blockchain-based digital asset social trading platform and other related derivatives, if any. Each participant should be aware that "BISKIT PROTOCOL" tokens and other related derivatives may not be sold, exchanged, or disposed of directly or indirectly for fund laundering purposes.

Matter at Importance

Due to frequent changes in relevant policies, laws and regulations, technology, economy, and other factors, the information provided in this paper may be inaccurate, unreliable, or final, and may change several times. This material is for reference only. Our team is not responsible for the accuracy and justification of the information provided. Anyone wishing to participate should not rely solely on the information in this white paper. We encourage participants to do their own research prior to sponsorship. Essentially, this white paper is a business proposal or business promotion document and is not legally binding in any case. The content stated in this document is for reference only, and the token buyer must pay additional attention to himself.

Interpretation in Language

This document is available in Korean, English, and Chinese. In the event of a dispute, we will solve the problem based on the English version. For a more accurate interpretation of this paper, please refer to the English version.

BISKIT biskit.global

Thank You

Hyper-Casual Games Based on **Web3.0** Publishing Platform

NFT + GameFi + DAO

White Paper (KR) V 1.2