C·WORLD

SIMULATION WORLD

METAVERSE

WHITE PAPER

WELCOME TO

C·W★RLD

C·World is an exciting project that bridges the real world with the virtual, creating a space where users can interact with real-world assets in the form of NFTs (Non-Fungible Tokens). We are launching two main products, namely the Web3 NFT marketplace and the Metaverse Mobile App.
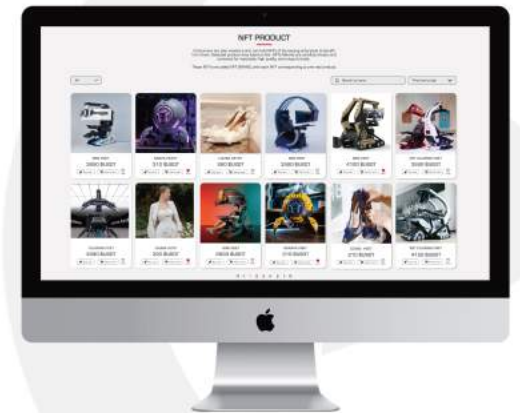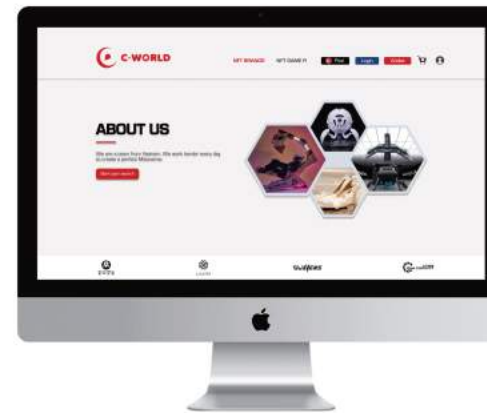
WEB3 NFT
MARKETPLACE

METAVERSE
MOBILE APP

01. WEB3 NFT MARKET
SIMULATION WORLD METAVERSE

The Web3 NFT Marketplace feature allows users to buy, sell, and exchange NFTs in a secure and transparent manner. These NFTs can represent a variety of real-world assets, and we focus on technology products: high-end computer chairs, Audio systems, VR glasses, AI robots, & high fashion.

01.

WEB3 NFT MARKET
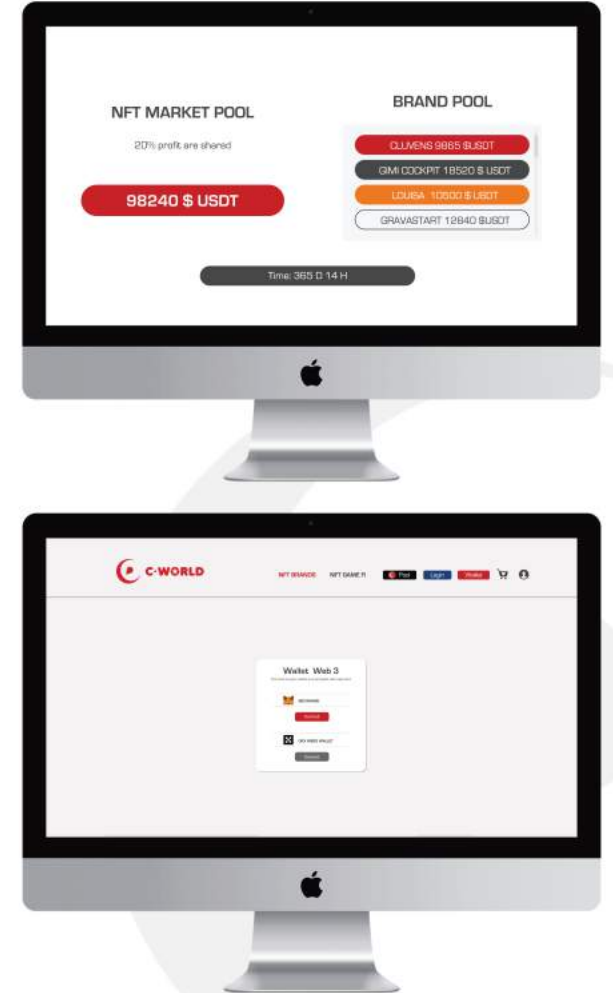### SIMULATION WORLD METAVERSE

TECHNOLOGY

- Utilizes blockchain technology to ensure the security, transparency, and immutability of each transaction. We integrate a smart AI chatbot to assist users in using the marketplace, product consultation, and customer service.

BENEFITS

- Users can easily access a global market, expanding investment opportunities and collecting unique assets. Besides owning high-quality, well-priced brand products, owners also receive annual Airdrops from the Marketplace and the brands.
- You can become their partner in your local area. Our platform will ensure safety and quality for you when trading at the NFT e-commerce marketplace and collecting brand NFTs to receive annual airdrops from both the marketplace and the brands.

BONUS FUND

- A mutual fund is established. The marketplace dedicates 20% of its profits to share with the NFT-owning community of the year. Each brand will have its share of profits for each item. The larger the brand's fund, the more users it attracts to purchase the brand's NFTs. Each NFT comes with a corresponding real product.
- Users can collect NFTs to receive annual airdrops and also utilize the brand's products.

METAVERSE MOBILE APP
## SIMULATION WORLD METAVERSE

The Metaverse Mobile App consists of two components: **3rd Generation GameFi** and **Square.**

FEATURES

- C·World Metaverse mobile app creates a simulated virtual space where users can explore, interact, and earn rewards by creating valuable videos, live streaming, and representing brands.

BENEFITS

- It offers users the opportunity to interact and connect with others worldwide, as well as participate in events, games, and money-making activities to generate income.

02. 1.
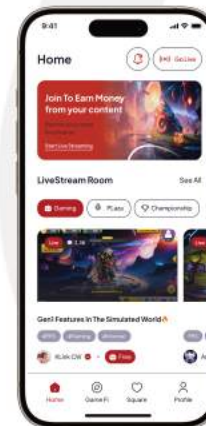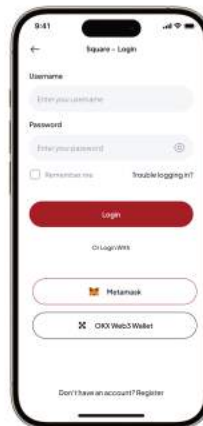
SQUARE
METAVERSE MOBILE APP

- Focuses on live streaming and creating valuable video content, social activities about the financial market, and brands. Our standout feature. When users transact at C·World partner merchants or NFT marketplaces, reaching a certain quantity will earn them power points. These can be used to give favorite or negative points to KOLs. Additionally, points can be directly gifted in Livestream Rooms.

> - Honor Points Leaderboard = Favorite Points Leaderboard – Negative Points Leaderboard

- The higher your achievements, the higher your rewards. Each user review, whether positive or negative, will consume 1$CW token. Therefore, to be liked, your content must truly have value.Favorite points can be directly received in your wallet. This is the users acknowledging your achievement. Similarly, negative points will also consume 1 $CW and will be added to a cumulative pool. This pool serves as a reward for users in the leader board. Users voting for the winning KOL in the leaderboard will also share the $CW from the pool based on the proportion of votes for the KOL..

- Our motto is: "The value of your negative points is the leverage for others to rise."

- The rewards you will receive for actively participating in Square include: Favorite points from users, platform rewards, rewards from the fund, from sponsoring brands and projects, as well as a percentage of sales revenue from affiliated brands.
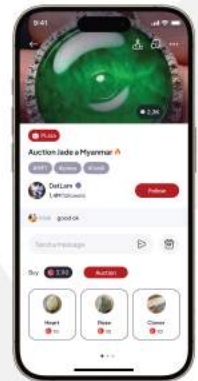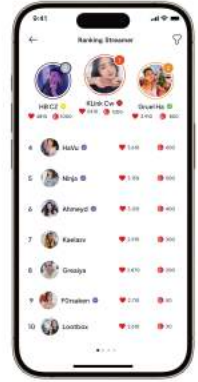
02. 2.

3RD GENERATION GAMEFI

METAVERSE MOBILE APP

OVERALL

- 3rd-generation GameFi represents a simulated world that replicates all the rules from the real world, formed and combined from 10 different worlds.

- We utilize AI in enhancing graphics and developing game narratives that align with community preferences at any given time.

- Additionally, users can participate in building narratives, graphics, and improving the worlds. In the CW game, you are entirely in control of the play. We establish the foundation of the first world. Subsequent worlds will be developed based on community feedback, assessments, and trends of the era, all gathered and analyzed by AI.

- Anyone can participate in CW GAME
- The entry fee starts from 1 $CW
- Mini-game system:
- The mini-game system consists of small games, available for all players.
- Purchase CTIC or play at SYSTEM STORE, each CTIC costs 1$CW

BACK

MINI-GAMES

Cricket Derby

Mistery Cricket Eggs

NFT GEN 1

DISTRIBUTION CHART

—

TOTAL 9999 NFTS — GEN 1
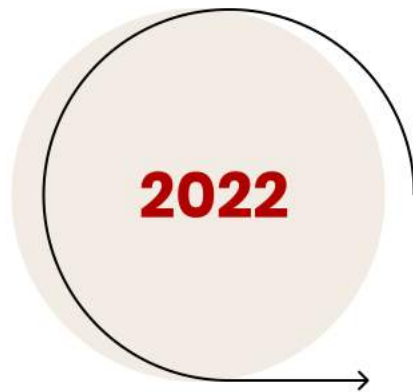
2022

2024

2025

2026

Airdrop Event
Test Game 1000 NFTs
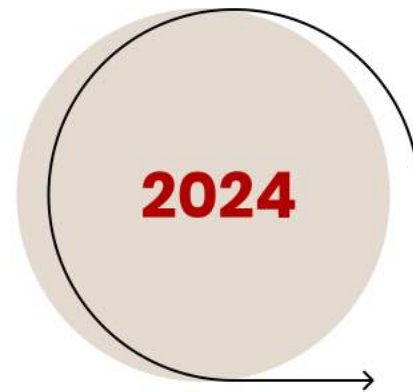
Open sales
of 2500 NFTs
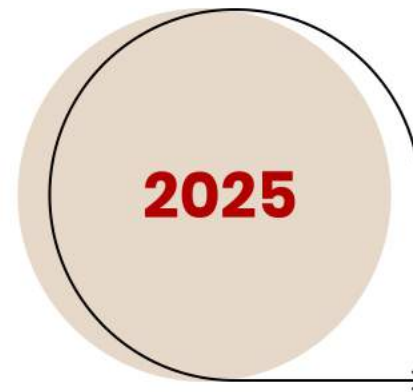
3000 NFTs'll be earned
from game and Event
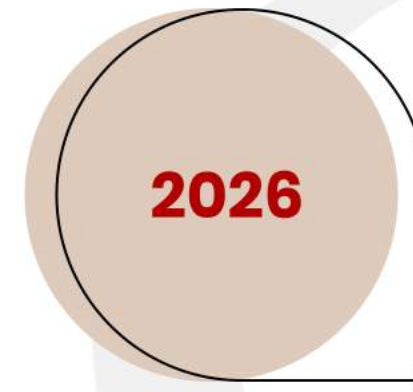
3499 NFTs will be
earned from the game

NFT GEN-1

NFTs Gen-1 have a limited number of 9999 NFTs. The rarer the NFT, the more $CW tokens are mined. NFT Gen1 characters will exist indefinitely. Gen1 characters require the consumption of 3 Secret Grasses daily to replenish 10 energy for participating in 10 adventure battles.

NFT Rare: 1000 NFTs

NFT Epic: 290 NFTs

NFT Legendary: 10 NFTs

NFT Common: 6199 NFTs

NFT Uncommon: 2500 NFTs

NFT GEN-2

- Gen-2 is the second generation born within the game through collecting egg pieces and the egg smash mini-game. Players can sell these at the Shop. Gen-2 characters have a random lifespan, with a maximum of 24 months, and require eating 1 Secret Grass daily to replenish 5 energy.

WORLD RULES

- At 00h OTC daily, the system will reset.

CHARACTER INDEX

- Characters have 3 stats: STRENGTH – DEFENSE – DODGE. Stats are randomly allocated at birth. After reaching level 45, characters unlock 8 skill book slots and are eligible to participate in the arena. Daily, characters can partake in adventures to fight monsters and earn treasure chest keys. Treasure chests may contain items such as:Secret Grass, Gold Stone, Blue Stone, Red Stone, Money Bag, Egg Pieces, Eggs, Skill Book, Seeds....

EPIDEMIC:

- Epidemics occur when there is bad weather worldwide. GEN1 - GEN2 characters infected by the epidemic will stop token mining and PVE activities, and their HP will decrease to 0, leading to permanent death. Therefore, timely treatment is necessary. There's a 20% chance that infected mythical creatures will die. Agricultural products, minerals, seeds, and mythical creatures are all stored in the inventory and can be sold to other players in the shop.

SKILL BOOK:

- Skill books are obtained from the land, treasure chests, and mini-games.
- Skill books are divided into 5 attributes:
- METAL - WOOD - WATER - FIRE - EARTH
- They have mutually generating and overcoming characteristics

CRAFTING:

- Players can participate in crafting medicines for healing, poisons, and potions to increase vitality.
- Any player can engage in crafting.
- Even without owning characters or land, one can still participate in crafting and sell their skills to other players. It's possible to combine skill books of different or the same attributes to obtain new attributes.
- Evolution stones and $CW are needed for crafting. There's a success rate and a failure rate.
- If failed, a fee is incurred, and re-crafting is necessary, with each failure increasing the luck by 10% for the next crafting attempt.

02. 2. B.
LAND AND CLIMATE
3RD GENERATION GAMEFI

- To own Land in the world, you need to possess LAND NFTs. A total of 500 LANDs are issued in different periods. Land is divided into 4 seasons: Land productivity increases by 30% during its respective season in real-time.

- January, February, March: SPRING

- April, May, June: SUMMER

- July, August, September: AUTUMN

- October, November, December: WINTER

- During the growth phase, plants need care. If water shortage or pests and diseases appear, fertilizer must be added timely; otherwise, growth will halt. At Level 1, there are 12 plots of land. Each plot can grow one seed, and after 12 hours of growth, the yield is 3 Secret Grasses, each providing +10 EXP points.

- Medicinal plant seeds require 24 hours to grow, producing 3 plants and granting 20 EXP points each.

- To upgrade after accumulating sufficient levels, players need gold stones and $CW, with each level up allowing for an additional seed to be planted. Seeds can be bought and sold at the SYSTEM Store.

- The yield is influenced by the climate: bad weather decreases yield by 30%, normal weather gives the standard yield, and good weather boosts yield by 30%.

- Upon reaching 5000 EXP points, leveling up requires gold stones and a portion of $CW. A failed upgrade attempt grants a +10% luck bonus for the next try.

- During the harvesting process, each plot of land will have a chance to yield minerals: Gold Stone, Blue Stone, Red Stone, World Seed, and Secret Grass Seed. The World Seed will hatch into a World Beast after 7 days. Once hatched, the World Beast will possess various shapes and attributes, such as:

- Increasing strength, defense, and evasion stats.

- Guarding the house; Producing $CW.

- Boosting productivity. The World Beast will consume minerals to sustain its life. It will evolve with the player across different worlds and will not die naturally, except in the case of disease outbreaks.

- The game features 12 arenas, each corresponding to one of the 12 zodiac animals: RAT, OX, TIGER, RABBIT, DRAGON, SNAKE, HORSE, GOAT, MONKEY, ROOSTER, DOG, PIG.

- Ownership of an arena requires possessing an ARENA NFT, through which the owner earns a portion of tax revenue from matches in both the Championship and Daily Battlefield events.

- The CHAMPIONSHIP allows Arena NFT owners to organize finals for individual and clan championships, corresponding to the actual year. These championships are held periodically and involve player registration and competition in four groups (A-B-C-D) through a qualifying round format.

- Other players can use CTIC to participate in betting on the matches. The prize pool and odds will be distributed according to the ratio of bets placed.

- Example: Match 01. KLINK – BARON Forecast pool for KLINK win: 140 CTIC Forecast pool for BARON win: 200 CTIC If KLINK wins: bettors will receive (200 - 10%) / 140 = x1.285

- ARENA FEES 10% = 4% goes to the winner + 3% is added to the overall tournament pool + 3% goes to the arena owner.

- The championship pool = Fixed tournament pool + Accumulated pool from matches.

INDIVIDUAL REWARDS

- TOP 1: 45% of the TOTAL POOL + 1000 honor points for the Clan + ITEM

- TOP 2: 30% of the TOTAL POOL + 500 honor points for the Clan + ITEM

- TOP 3: 15% of the TOTAL POOL + 300 honor points for the Clan + ITEM

- TOP 4: 10% of the TOTAL POOL + 200 honor points for the Clan + ITEM

- TOP 5: 5% of the TOTAL POOL + 100 honor points for the Clan + ITEM

- Top 6 – 20: 5% of the TOTAL POOL + 50 honor points for the Clan + ITEM

- Following the individual tournament, the clan tournament takes place. Each clan can participate with a maximum of 10 teams, each comprising 3 characters, in a draw and knockout format.

CLAN REWARDS

- TOP 1: 45% of the TOTAL POOL + 3000 honor points for the Clan + ITEM

- TOP 2: 30% of the TOTAL POOL + 2000 honor points for the Clan + ITEM

- TOP 3: 15% of the TOTAL POOL + 1000 honor points for the Clan + ITEM

- TOP 4: 10% of the TOTAL POOL + 500 honor points for the Clan + ITEM

- TOP 5: 5% of the TOTAL POOL + 300 honor points for the Clan + ITEM

- Top 6 – 10: 5% of the TOTAL POOL + 200 honor points for the Clan + ITEM

- Top 11 – 20: + 200 honor points for the Clan + ITEM

- Performance in the championship directly affects the individual and clan rankings. Clan rankings are based on the number of honor badges earned by members and the Clan in the championship and daily battles

3RD GENERATION GAMEFI
METAVERSE MOBILE APP

DAILY BATTLEFIELD

- The daily number of battles in the arena is determined by its level, with characters requiring 10 hours to replenish stamina at a rate of 10% per hour. Stamina recovery accelerates with higher arena levels.

- At Level 1, up to 50 battles are allowed each day, with each battle providing 10 EXP points. Accumulating 5,000 EXP points enables the arena to level up using gold stones and $CW, a failed attempt grants a +10% luck boost for the next try. Each level up increases the daily battle limit by 100 and reduces character recovery time by 1 hour.

- Arena Fees: * The arena fee is 10%.= 6% is distributed to the NFT owners + 2% goes to the system fund + 2% winning character Other players can participate by following and predicting the winning character using CTIC

02. 2. D.

CLAN RANKING
3RD GENERATION GAMEFI

- Players have the ability to create their own clans and recruit members, with a requirement of at least 50 members for the clan to be considered active. A newly formed clan enjoys a 30-day protection period, after which it will be disbanded if the membership drops below 50.

- Clan Ranking System: Clan rankings are determined by honor points, gained through member achievements and victories in battles, with each win adding +1 honor point. Achievements in championships also boost the clan's honor points.

- Monthly Ranking and Rewards: The clan's monthly ranking, based on its honor points, affects its salary and the items that are added to the clan's fund. The clan leader is responsible for distributing these funds among members.

CHAT SYSTEM

- The game includes various chat channels to facilitate communication among players:

- World Chat: This channel allows players to converse with each other on a global scale, where they can share experiences, information, or simply socialize.

- Clan Chat: This channel is reserved for members of the same Clan, making it easier for them to coordinate, plan, and discuss Clan activities.

- AI Chat: This support channel provides guidance and answers questions for players through artificial intelligence, helping newcomers get acquainted with the game quickly.

- Private Chat: Allows players to maintain personal communication with friends within the game, facilitating the exchange of private information or discussion of game plans.

- Arenat Chat: Each arena's private chat channel.

SYSTEM STORE

- This is the system's official store, where special items are released.

SHOP

- This is a marketplace for player-to-player exchanges, where they can buy, sell, or trade items with each other. This shop allows players to utilize items they no longer need in exchange for those they do, or to profit from selling valuable items. The transaction fee for sellers is 5%, helping maintain and develop the game's trading system.

02. 2. G.

TOKEN NOMIC
3RD GENERATION GAMEFI

The C·World platform operates using the $CW token, which has a circulating supply of 500,000,000 $CW. Tokens will be burned periodically twice a year

DETAIL	%	TOKEN QUANTITY	TGE (%) VESTING	TOKEN VESTING	FULL LOCK PERIOD (MONTHS)	VESTING PERIOD (MONTH)
CORE TEAM	16%	80.000.000	0%	-	24	36
LAUNCH PAD	5%	25.000.000	100%	25.000.000	-	-
STRATEGIC SALE	11%	55.000.000	10%	5.500.000	12	18
METAVERSE APP	35%	175.000.000	0%	-	-	60
MARKETING	10%	50.000.000	20%	10.000.000	12	48
STAKING/TREASURY	8%	40.000.000	0%	-	2	48
LIQUIDITY	10%	50.000.000	0%	-	-	48
OPERATIONAL EXPENSES	5%	25.000.000	50%	12.500.000	12	48
TOTAL SUPPLY	100%	500.000.000	-	53.000.000	-	-

NOTE:

The token issuance system for our STRATEGIC SALE rounds is set up according to different payment rounds. To avoid token dumping at the same time, we split the list by rounds, and the token receipt date is sorted by the system. The $CW token is burned twice a year on a regular basis.
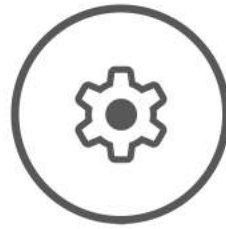
ROAD MAP
3RD GENERATION GAMEFI

2021
IDEA

The script idea for C·World is developed. Building the game program and establishing the development team.

2022
DEVELOPMENT COMMUNITY

Designing & programming games. Establishing infrastructure & testing game mechanisms. Modifying &improving game policies.

2023
TRIAL RUN

Establishing important partnerships: OKX, Cluvens, Gimi Cockpit, Gravastar, and Louisa.

2024
COMMUNITY

Moving forward to Metaverse, launching the 3rd generation GameFi and integrated NFT e-commerce.

2025
METAVERSE

Developing & perfecting the METAVERSE.

FOUNDER AND CORETEAM

MS. KLINK
FOUNDER

Film director, a content creator for Binance Square. An affiliate partner of Binance and OKX. With 15 years of experience in the online gaming and cryptocurrency indust.

MR.GEDEON
COMMUNITY LEAD GLOBAL

05 years experience in Community Builder and moderation. Web3 Master at Founderz.Content Creator and Translator.

COMMUNITY TEAM

MS. TAM NGUYEN | COMMUNITY MANAGER
14 years of experience in corporate human resource management & 3 years in Financial investment and real estate.

MR. HIEU NGUYEN | MARKETING MANAGER
8 years of experience in trading, import and export of goods.

MR. DAT | ADMIN CW FUTURES
3 years of experience in investing in the cryptocurrency market.

MR. BARON | ADMIN CW FUTURES
4 years of experience in investing in the cryptocurrency market.

MR. TRINH | STREAMER
4 years of experience in live streaming video games.

DEVELOPMENT TEAM

- **TUAN VU** | SYSTEM ENGINEER M.TECH
21 years of experience in the technology field: Expertise in core banking systems, mobile app development and blockchain.

- **MR. HAO** | TECHNICAL MANAGE
Full-stack developer with 12 years of experience

- **HUY VU** | TECHNOLOGY ADVISOR PhD
11 years of research and development in Blockchain technology. Graduated from the National University of Ukraine. Lecturer at the National University of Vietnam

FOUNDER AND CORETEAM

DEVELOPMENT TEAM

- **MR. TUNG NGUYEN** | SENIOR SOFTWARE ENGINEER
  - 14 Years of backend programming experience
  - FULL STACK(Unity, API)
  - Write, maintainable code in accordance with coding standards.
  - Conduct code reviews to ensure code quality and adherence to best practices.

- **MR. TUNG DAO** | SENIOR SOFTWARE ENGINEER
  - 15 Years of backend programming experience
  - FRONTEND PROGRAMMER(Unity)
  - Write, maintainable code in accordance with coding standards.

- **MR. CUONG TRAN** | SENIOR SOFTWARE ENGINEER
  - 6 Years of backend programming experience
  - BACKEND PROGRAMMER(API)
  - Write, maintainable code in accordance with coding standards.

- **MR. DAT NGUYEN** | JUNIOR SOFTWARE ENGINEER
  - 3 Years of backend programming experience
  - FRONTEND PROGRAMMER (Unity, Angular)
  - Write documentation

- **MR. CHUNG NGUYEN** | JUNIOR SOFTWARE ENGINEER
  - 2 Years of backend programming experience
  - BACKEND PROGRAMMER (CMS Admin)
  - Write documentation

- **MS. DIEP DO** | IT INTERN
  - Execute manual and automated tests to identify defects and ensure product quality.
  - Collaborate with developers to resolve issues and improve software reliability.
  - Write documentation

- **MR. QUYNH** | DESIGNER
  - Define quality standards and metrics to measure project performance

- **MR. LIEM NGUYEN** | SENIOR SOFTWARE ENGINEER
  - 12 Years of backend programming experience
  - BACKEND PROGRAMMER(API, CMS ADMIN)
  - Write, maintainable code in accordance with coding standards.

C·W★RLD

IS BACKED BY

SMARTCONTRACT SOLUTIONS

OKX

BNB CHAIN

Immutable

GravaStar 重|力|星|球

GIMI COCKPIT 吉米智能

CLUVENS

LOUISA Signature