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# FUTURE WORLD COIN



White Paper v1.0

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As Untact has been standing out after the spread of COVID-19 in year 2020, the unfaced service-related demand such as **VR (Virtual Reality)** and **AR (Augmented Reality)** devices linked video conferences are explosively increasing. These services have both high marketability and growth potential by 4th industrial revolution and 5G ICT (Information & Communication Technology).

Compared to the development of DL (Deep Learning) and AI (Artificial Intelligence) technologies, such as the lack of killer contents and the lack of standardization of related technologies, it is now seen as a time for many companies to think about the possibilities.

**The FWC project** finds out the present condition of the religious world that experiences the difficulties in facing activities in this market conditions. Also, it is developing the **VR bible contents** which has its object for Christians all over the world on leading safe and borderless religious activities. The FWC project grafts the **data management system** with **blockchain technology** to connect the worlds into one.

The pilgrimage and sanctification gallery conducted by 3D images and **VR contents** were made using the latest technologies such as 3D dedicated digital camera and drones by the project team visiting the historical places. It is based on the Star Tree source which granted its solution patent and the software contents. The contents will be processed based on the actual running services such as Social Online Games, own shipping mall and the sanctification gallery (2D, 3D images) as well as the Web Visual Contents management service such as Star Tree Bible contents: New and Old Testaments, and the personal connection management and the latest VR technology applied VR pilgrimage.

Additionally, the **FWC token** is issued based on ERC-20 and works as a **position of the key currency** in the FWC ecosystem. Giving the tokens as Rewards for users' and service providers' participation, the participants of FWC platform could gain rewards for establishing more effective FWC virtual reality (VR) networks.

The FWC project will be freed from any restrictions of reality which will exceed and limitation. It will lead to a new innovation in the Virtual Asset and Blockchain market.

“ Virtual reality was once a science fiction dream.  
But the Internet, computers, smartphones were all dreams at one time.  
The future is coming. ”

– Facebook CEO, Mark Zuckerberg –

FWC project team were proceeding the projects based on the trustworthiness about the growth potential and scalability of the VR market. VR/AR would change the daily life of human if various types of technologies such as BigData, IoT (Internet of Things), AI (Artificial Intelligence), Cloud and Edge Computing are integrated. This is because, the VR/AR equipment are working as an interface for deploying the games and communications as well as the smart home, smart office and smart factory. In other words, it works as an in and output device for deploying these interfaces. VR/AR is not an applied technology but also a general-purpose technology which can be applied into daily lives with all other devices.

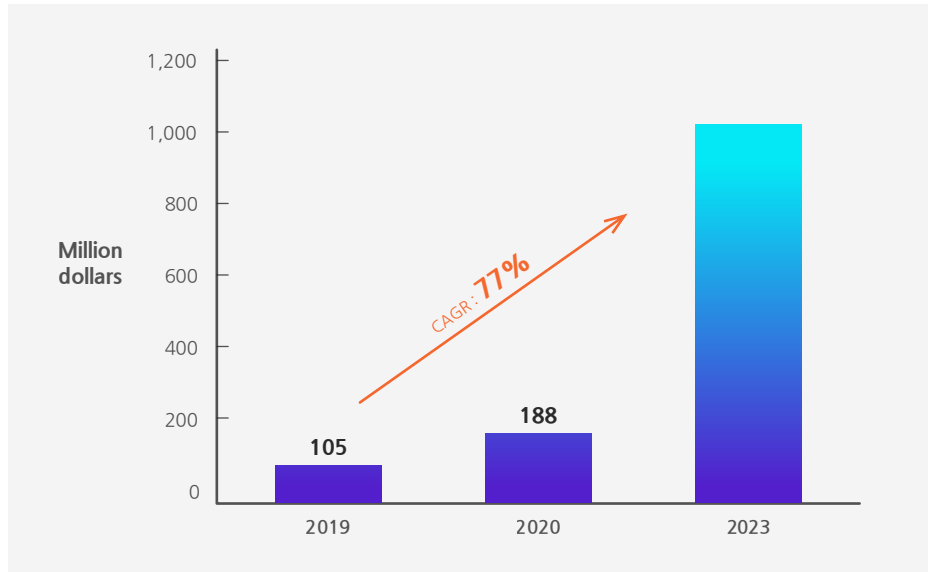
By destroying the border between digital and reality world, people can change their relationship through work and communication with the world. Therefore, the spread of VR/AR is expected to give rise to disruptive innovation in every aspect of our society. VR/AR are not only simple digital wearable devices but will be transitioned into next generation computing platform.

It is therefore, the FWC project team able to propose the answer for project feasibility and why blockchain technology need to be grafted by analyzing the present global VR market conditions, implication and problems.

### 2.1. VR (Virtual Reality Market Conditions)

Recently, the confluence between contents and new technologies are dispersed when 4th industrial revolution technology application market such as VR (Virtual Reality), AR (Augmented Reality), AI (Artificial Intelligence), Cloud, Hologram and Five senses as well as Interactions became activated. In recent years, interest in VR and AR has soared, and with the addition of MR (Mixed Reality), expectations have grown for the service and device markets that provide users with immersive experiences.

VR (Virtual Reality) technology has attempted to apply on a digital contents production through continuous variety of study from 1960s, however, there was a limit on popularization due to high development cost and the limitation of technology. But, VR technology is creating new industry that provides new experiences integrated with different industry types by creating an environment that can produce a 'sense of immersion' and 'interaction' when the hardware costs went down and technologies such as high resolution display, powerful computing power, 3D sensing, ultrahigh speed networks were rapidly developing.

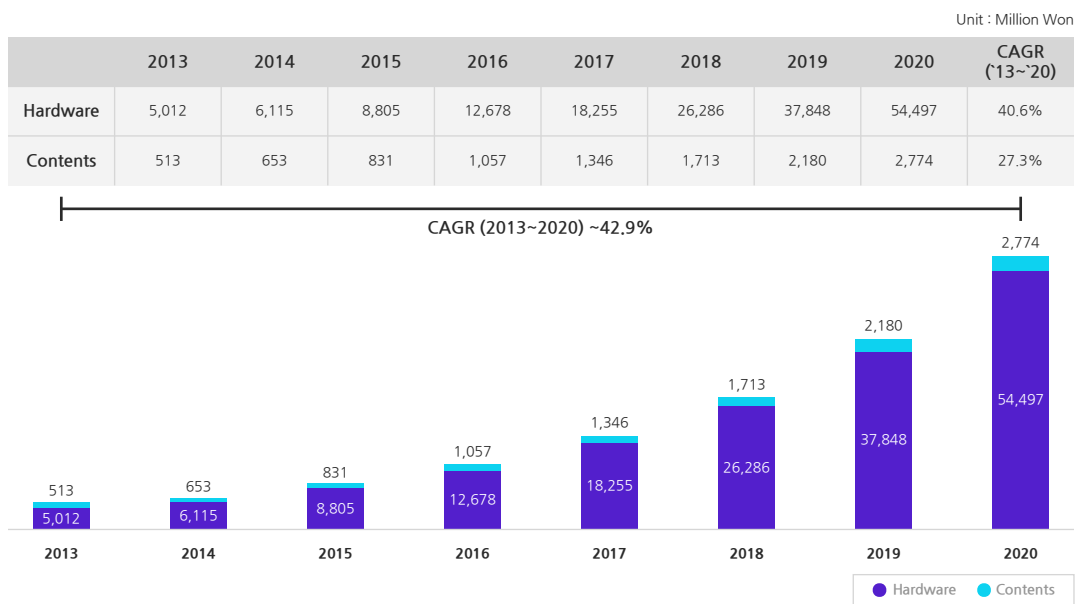


Data : International Data Corporation, 2019

[Picture 1] Market Demand of VR · AR in Global Markets

As global companies began to compete for VR/AR-related service ecosystem in domestic industries, it is important to establish a platform and secure contents to provide diverse contents and services in an integrated manner.

Domestic VR/AR markets show an annual average growth ratio of 42.9% from 1.3735 trillion won in 2016 and it is expected to reach 4,494 billion won in 2022. Today, the VR/AR industries are developing, focusing on the hardware such as HMD, however, the software market like media, contents and platforms will be expected to take a big part after supply of related equipment.



Data : Korea VR Industry Association Establishment Preparatory Committee, 2019

[Picture 2] Domestic VR/AR Industry Condition and Prospect

For the digital contents industry, it is not an essential service, regardless of economic fluctuations, however, the supply of personalized information services can be provided. Additionally, it is an added value industry that is related to the convenience of living with the increased utilization of information. The cost reduction on distribution, manufacturing, warehousing; manpower efficiency; the increase on productivity and the efficiency on industry market production will be expected through the virtualization simulation and the visualization of information.

The change on the global VR/AR markets are suggesting a new breakthrough based on the startup ecosystem. The global IT companies such as Facebook and Google are actively participating in VR/AR markets through the platform development, and investment and takeover of startups. These caused a sudden change and the companies are supporting the world in policy-level to preoccupy and lead the VR/AR technologies.

### 2.2. The Problems and Implications of FWC Focused Virtual Reality Market

The VR/AR technologies are typical mentioning industry in the 4th industry along with the development of the 5G Information and Communication Technology. However, the expectation of early phase are changing into the realistic direction and problems below.

#### **[Heavy, Expensive Device and Unsecured Performance]**

The average weight of a VR headset is 500~600g which is too much for wearing for a long time. The battery only lasts up to 2~3 hours and there is a usage space limitation for PC/game linkage types. Even for the performance, problems rise such as a failure in reality and immersion of images which may cause nausea. The realization and immersion depend on how similar this is when human sees the real space. This is because of the Screen Door Effect that occurs when there is a difference in the sight angle (100°) of VR headset and the sight angle (120°) of human eyes that allows to experience the spaceship and object recognition. It is an essential to improve the performance, portability and convenience to position as the next generation computing devices.

#### **[Price of The Device]**

The price of VR/AR devices were also applied as a big obstacle on the demand expansion. The general consumer targeted VR devices that expands the markets are on level of smartphones, PCs, and consoles. The purchase hesitation may occur when the prices are more than smartphones. The average sales price of VR headset is continuously increasing for past 3~4 years. This is because of the inexpensive detached type smartphones below 100 USD has gone down, and the interlock type of PC/game has changed into independent type which

has increased on the high-performance products.

### **[Absence of Various Contents and Technology Standardization]**

The criticizing part along with the hardware problems is the content limitation when there is no contents that are worth enough for consumers. Although the magnificent devices are out, when the contents are not worth enough, consumers would not be going to purchase it. For VR/AR, the hardware has been distributed to IT early adapters and company consumers. It is essential for the killer contents to be introduced for popularizing the VR/AR devices in general consumer markets and for this, the platform should be standardized. It is difficult to see the accessible contents since the engineers need to prepare contents in different versions when current situation reflects the device manufacturer to maintain different development platform and distribution platform.

### **[Social Issues on Privacy, Information Security and Rules]**

Watching others with the VR/AR headset may be the result of collecting private information without the agreement. This is true that VR/AR devices are unacceptable to people who are tired of private information exposure such as smartphone photos and CCTVs. There is a big challenge for VR/AR supply expansion when there are problems such as personal information protection, issue of securing publicity, information security-related regulations and strict medical laws. Our country has a strong standard compared to USA, EU and Japan in terms of private information and IT related regulations. From now on, full arguments, standard, and society must form in order to expand the VR/AR into various types in society.

# 3. The Goal of FWC Project

As we have noticed, present VR/AR market is the existence status of continuous development and the nested problems. The virtual reality technology has been developed and able to graft on the variety of industrial fields. For the VR industry to be grow continuously, the development of hardware(device) and software(contents) should be parallel.

The FWC project is focusing on the market condition and has developed own device as well as contents. Also, providing the best service was goal of the project. Especially, the decision on making the blockchain and cryptocurrency technology is the most efficient and economical to manage the community of internal ecosystem and the worldwide dissemination of VR contents based on the powerful global networks. Based on this philosophy, the FWC project introduces below solutions.

- **Specialized VR and Visual Contents**

Based on a strong global religious network, it is easy to expand the global ecosystem with VR & Visual content based on specialized users rather than unspecified users. Especially, it provides a sense of realism by taking images of overseas global sacred places to pilgrims, who cannot visit due to present covid-19 pandemic.

- **FWC Global Total Platform**

The service usage and payments are allowed in one platform by integrating all services in the FWC ecosystem. The business service which will be added to FWC ecosystem will be applied onto platform as dAPP form. Additionally, the healthy ecosystem formation is contributed by reward system from the smart contract which induces the participation willingness of users.

- **FWC Blockchain**

The development is proceeded by the public chain, Ethereum based dApp format by considering the stability and expandability of the system. After that, it allows to get reward that is corresponding to own activity without complex process by FWC networks participants using the smart contract and eliminating the dangerous factors by data falsification.

- **FWC Tokens**

FWC tokens are issued based on ERC-20. It has a function of global payment for rental fee and service payment in FWC ecosystem. Additionally, the token has a utility function for rewarding about the users' activity in the ecosystem. The FWC token is the key currency that allows to do clear transactions as well as supplementing the existing finance system problems by providing the fast and safe payment system with its own developed payment system and wallet for global users.



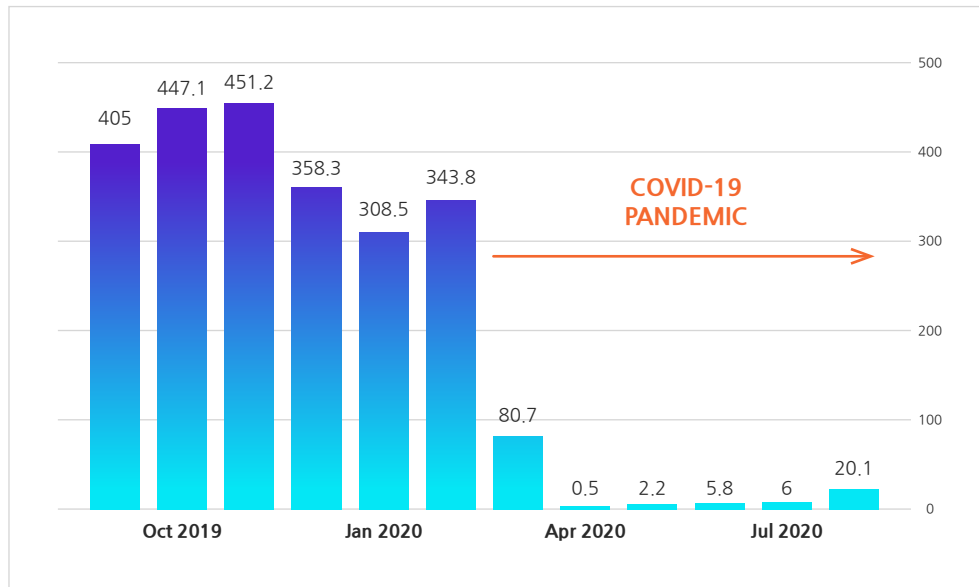
### 3. The Goal of FWC Project

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Like this, users are allowed to use various VR contents by overcoming the limitation of time and places as well as the limitation of real world through VR blockchain platform of FWC. It also allows the users to use the VR contents freely in the FWC integrated platform. The FWC ecosystem will continuously expanded with various industries, cultures, games, education and e-commerce based on religions. Additionally, it will grow as a global project that leads into clear and healthy cryptocurrency market by grafting with blockchain technology.

## 4.1. VR 3D Pilgrim

It is recorded on 2019 Israel Ministry of Tourism that 45200 people of Korean tourists among 4120000 tourists visited Israel. This is an increased number by 14% year-on-year and is the most active country of religious tourism (pilgrim) in the world.



Data : TRADINGECONOMICS, 2020

[Picture 3] Number of Israel Tourists

Israel is the most important place when understanding the root of Christian and bibles, and also considered as the Holy Land when it comes to religions like Catholicism, Judaism and Islam. However, the Covid-19 pandemic has led to the lock down of Israel and all pilgrims are not allowed to visit the place for now.

The FWC project team have granted massive of media data by dispatching the VR 3D and drone filming team to the Israel for past years. Based on this data, the VR pilgrim program is provided that does not need actual visit but experiencing the pilgrim safely which follows the Untact era. Additionally, it allows to check the Jerusalem structure by walking the sacred places in first person view, especially the 3D images that has taken by drones allows to experience the historical places in the sky view by the users.

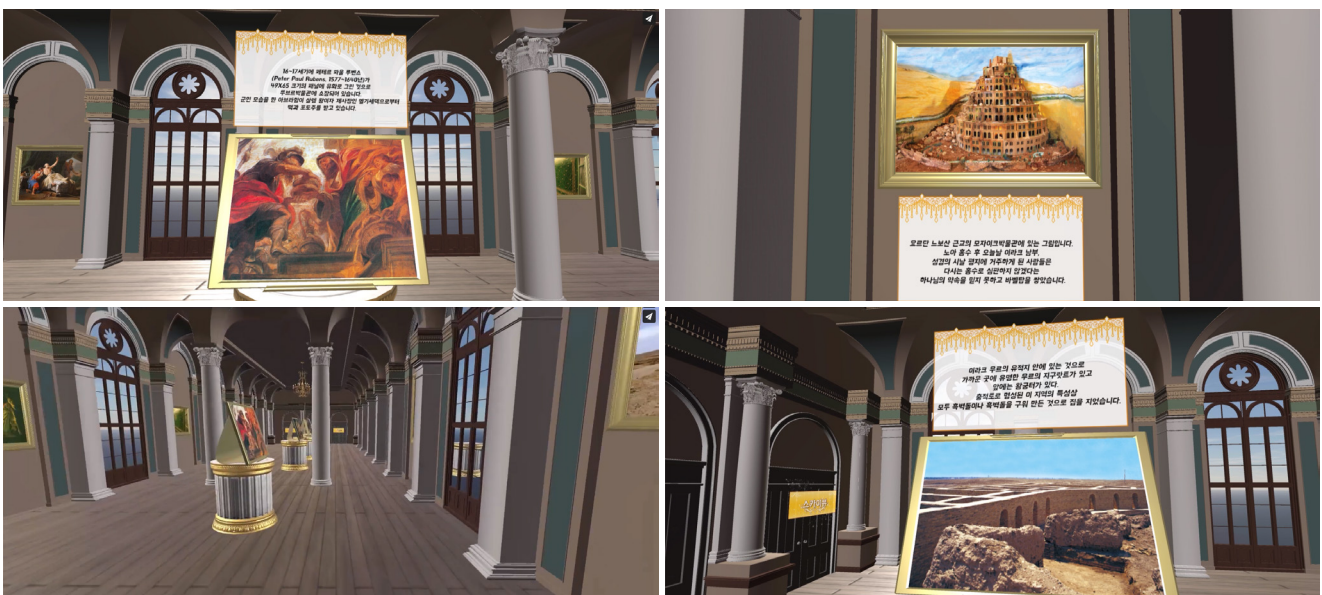


DEMO : <https://player.vimeo.com/video/413435933?autoplay=1&loop=1&byline=0&portrait=0>

[Picture 4] VR 3D Pilgrim

## 4.2. VR 3D Sacred Gallery

The VR 3D sacred gallery has grafted the VR technology with the sacred (pictures) such as the contents of Paul's evangelical tours, Jesus Christ traces and the Old Testament chronicles. The narration of a professional voice actor provides an audio-visual experience where a curator speaks about famous paintings from the side. Especially, the sacred will be ready to be exhibited as an artwork of famous national sacred artists.

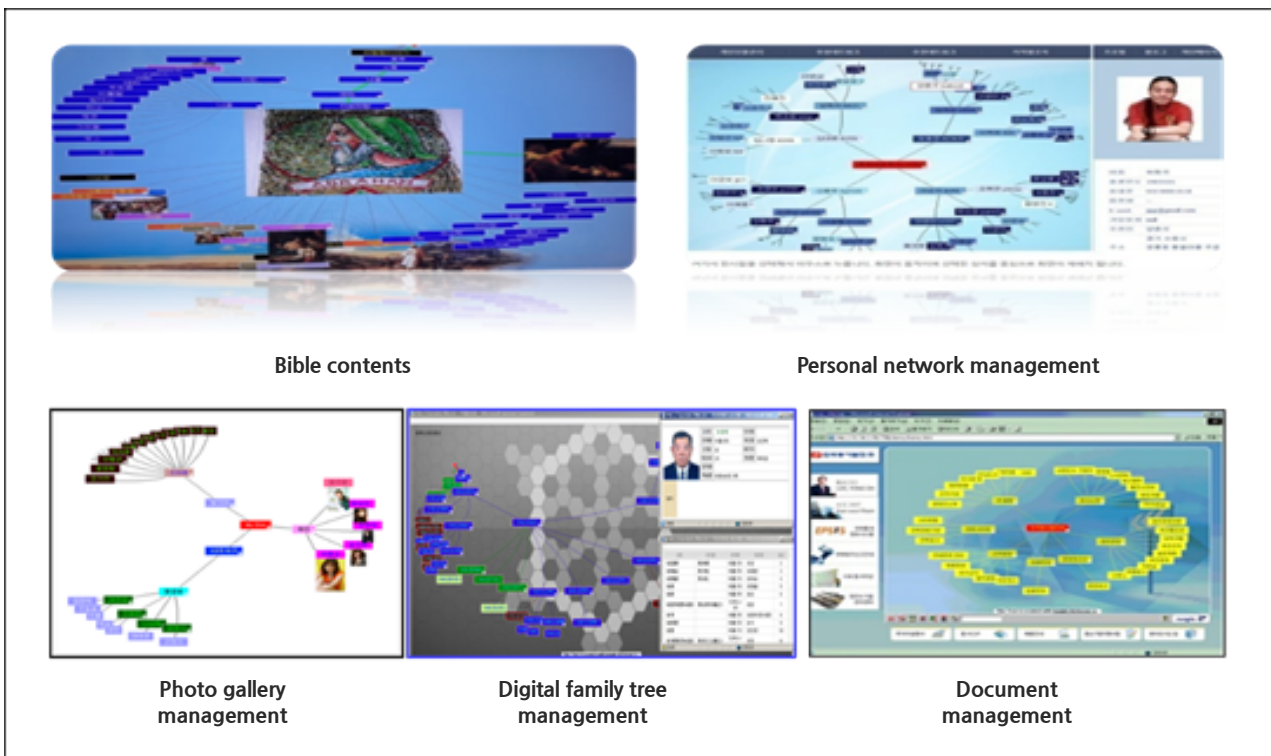


DEMO: <https://player.vimeo.com/video/413431218?autoplay=1&loop=1&byline=0&portrait=0>

[Picture 5] VR 3D Sacred Gallery

## 4.3. Visual Data Management

The visual data management system of FWC project is based on StarTree source is a portal website for servicing the data management system to provide the desired data visually on one screen through the DB establishment that is needed by the users. Based on the hyper StarTree program, it is established to find the linking relationship with the users by visualizing all relationship. Int the FWC project, services such as the bible contents, personal network management, photo gallery management, digital family tree management, document management are provided. Additionally, with blogging, messenger, clouds, and sharing information about users, the purpose is to provide regular services such as information retrieval services and community services to those related to 'me'.

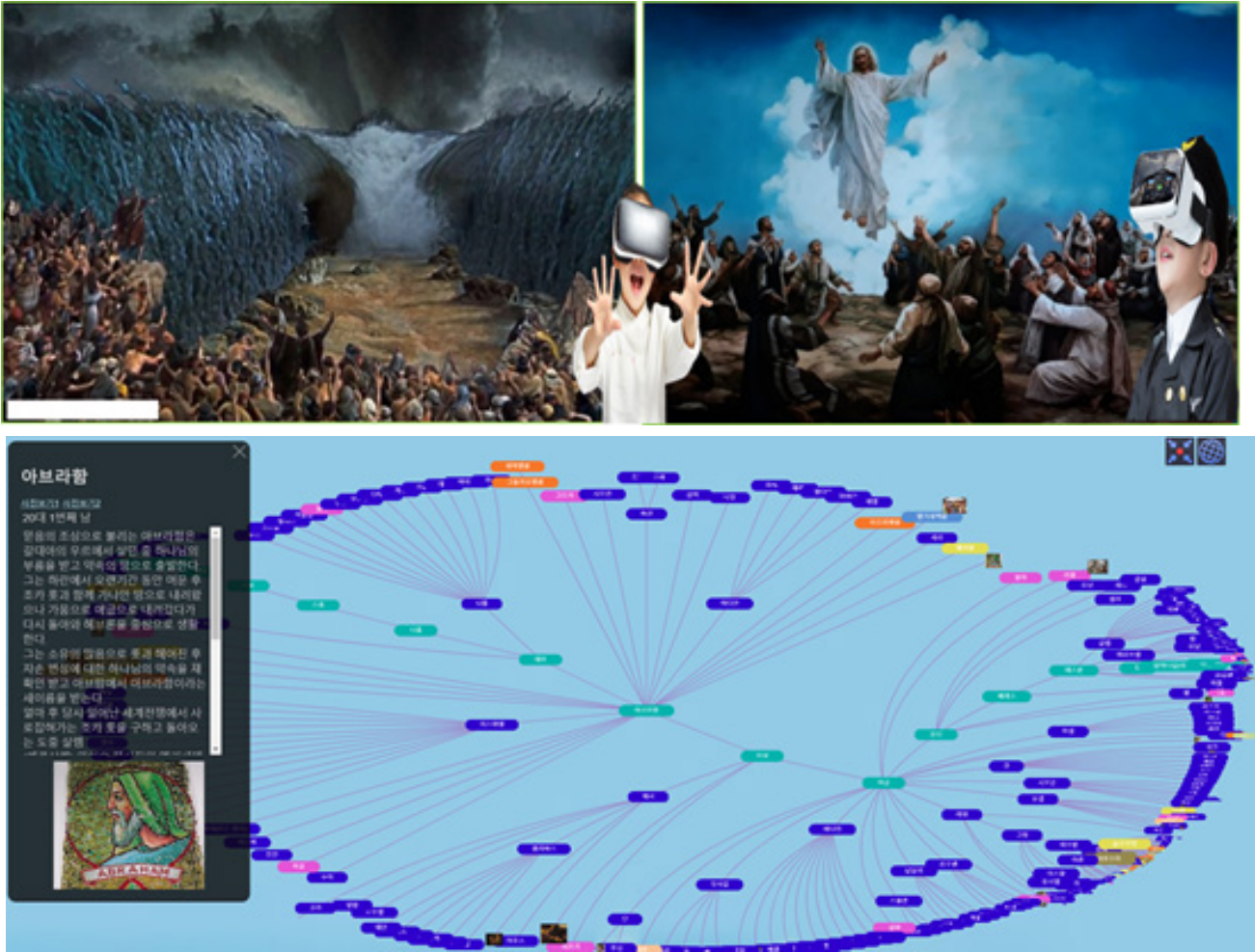


DEMO: <http://www.bible-vr.net/>

[Picture 6] Visual Data Management System

### 4.3.1. Bible Contents

The pilgrim, sacred gallery 2D images, contents of New and Old Testaments using StarTree are provided in the USB device (16~64G) in the FWC project. The existing contents are filmed by individuals who visit the sacred place, or broadcast videos are being used for transmission, and in the case of sacred contents, it is a simple image slide video that lacks the sense of appeasement and immersion of the sacred paintings.

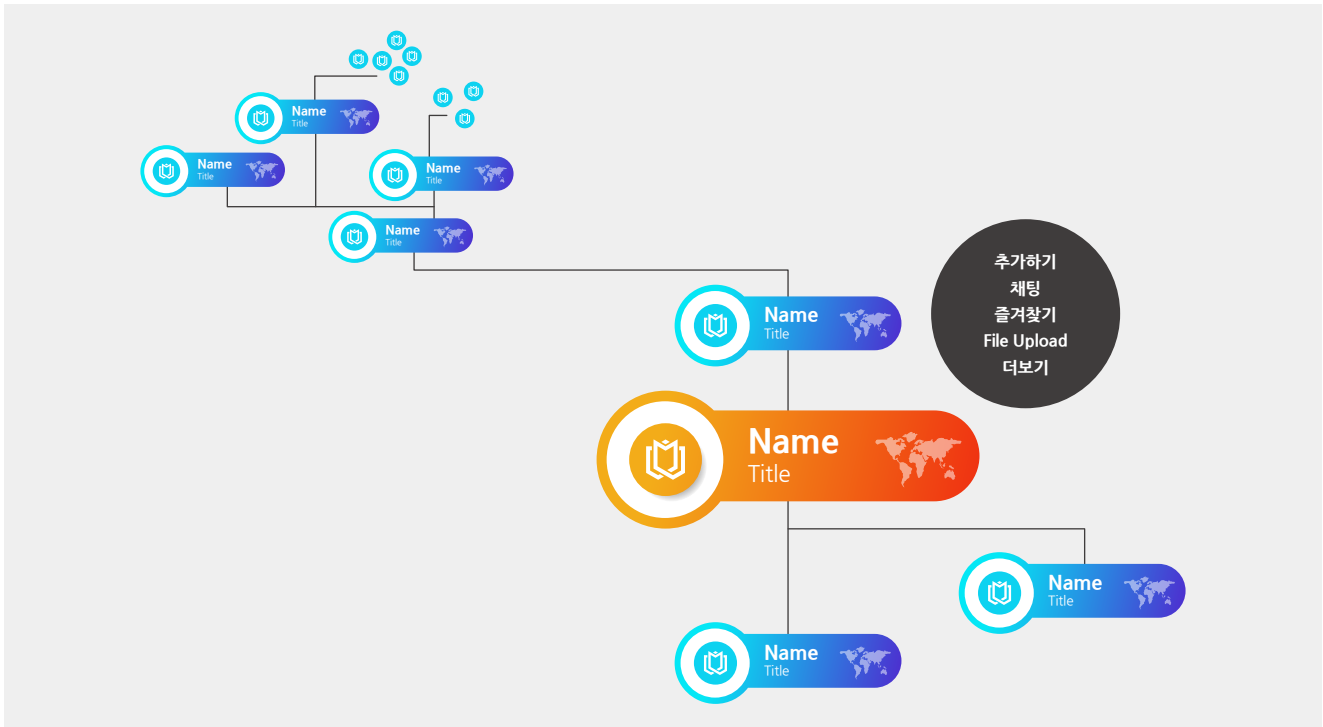


[Picture 7] Bible Contents

### 4.3.2. StarTree Management System

The StarTree data management system of the FWC project allows to store personal, photos, videos and share files such as personal network management through its own development. It also creates blogs based on the network tree to expand files and provides inexperienced network tree to use the data management system that is visually readily available.

This system is applied to bible (new, old testaments) contents, digital family tree, various club member management and also allows to chat through messenger services with the registered users.



[Picture 8] FWC Network Management System

## 4.4. Bible Land

The Bible Land in the FWC project is based on bible theme which provides the own bible contents (Old and New Testaments) to Christians and Roman Catholic Church around the world.

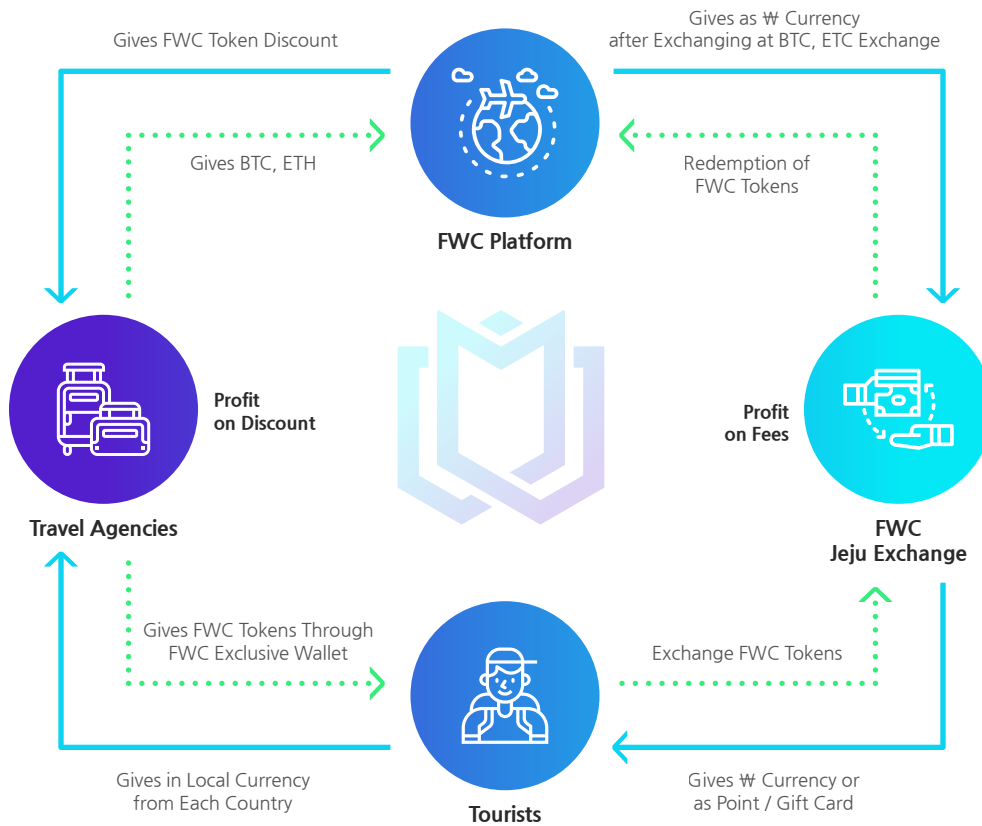
The VR 3D images (pilgrim, course, sacred gallery, etc.) will be provided with biblical content to various themed exhibition halls, education, conventions, in the Americas and Europe.

## 4.5. FWC Exchange Service System

The Jesu Special Self-Governing Province was hit by a rapid decrease on overseas tourists due to the Covid-19. However, since domestic tourists has been increased, it is preparing for post-corona tourism industry. It has been recovering slowly since April 2020, and some industries have covered to their pre-corona levels, although they vary from one industry to another in Jeju Island. Especially, according to foreign tourist statistics, the number of foreign tourists were 1720000 and among them, the Chinese tourists were aggregated to 1080000 before Covid-19 in 2019. The exchange service is must needed for foreign tourists.

The current currency exchange in Jeju Island provides exchange services for FWC tokens and other cryptocurrencies.

# 4. FWC Project Network

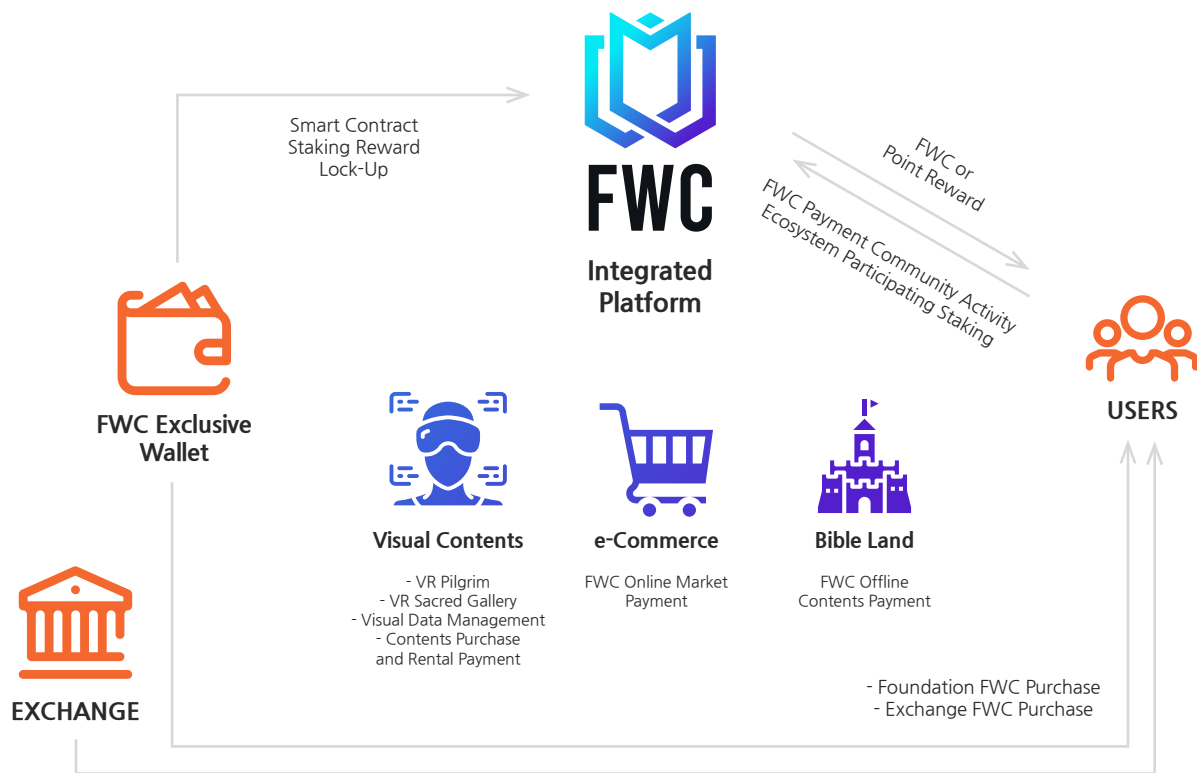


[Picture 9] FWC Exchange Service System Conceptual Diagram

The FWC project offers a currency exchange service for FWC tokens to foreign tourists visiting Jeju Island. It also provides the payment and reward environment to the tourists and partnered travel agencies to expand the ecosystem of the FWC tokens. Additionally, the rewards earned by currency exchange are provided as FWC points or Giftcard types which gives easy payment method when using the tourism service. The partner travel agencies may implement new global marketing through these rewards, and able to use reservation and payment systems through FWC integrated platforms. The FWC exchange service lowers the fees on exchange or brokerage and increases the efficiency which increases the utilization of FWC tokens.

# 5. FWC Business Ecosystem

The business of FWC project is structured as below :



[Picture 10] FWC Business Flowchart

The FWC project allows payment and use of all services in one platform by integrating all services in the FWC ecosystem by developing the integrate platform. The business service which will be added onto FWC ecosystem will be applied to the platform as a dApp format. Additionally, by applying the reward system by smart contract, it contributes to the formation of a healthy ecosystem by inducing the voluntary participation of users.

In addition, the global blockchain payment system is applied to overcome the shortcomings such as changes in exchange rates between key currencies and slow transmission speeds and fees. Companies and partners who will join the FWC network in the future will all participate in the token ecosystem built on one blockchain network for reducing payment procedures and enabling fast transmission.

The FWC project establishes such blockchain business ecosystem for lowering the entry barrier to allow the users to experience the virtual reality by grafting on and offline business with its own VR contents and is designed to protect the interests of the participants. The FWC integrated platform can be accessed in PC and Mobile



## 6.1. FWC Token

The FWC token issuing in the FWC project is a digital asset that works as a key currency in the ecosystem and is issued based on the ERC-20. Basically, it has the nature of Payments and Utilities and is used for the following purposes :

- **Purchase and Subscription Payment of Contents**

The payment can be made about the purchase and subscription on VR contents provided by the FWC project. All contents are classified as basic and premium types and are able to purchase or subscribe in the FWC integrated platform. In addition, the FWC tokens can be used to purchase on and offline shopping, education, online social games. Own platform payment system is processed with the FWC tokens and is developed for global payment in real-time.

- **VR Hardware Purchase / Wearing**

The users may purchase or rent the VR hardware with the FWC tokens. The users may use VR contents with the purchased or rented VR hardware.

- **Reward**

The users are able to receive rewards with the FWC tokens according to their activities such as the evaluation of contents and community activity in the FWC ecosystem. The users may receive additional reward points about the purchase, rental, contents subscription and purchase.

The FWC ecosystem participants receives benefits on using the on and offline contents and services by possessing the FWC tokens, and all service providers and users may get a virtuous cycle that contributes to the rise and maintenance of the FWC token values.

The FWC tokens can be purchased from cryptocurrency exchange and obtained as a reward in the FWC networks. In addition, the FWC tokens can be sent and received by P2P transmission by participants.

## 6.2. FWC Blockchain

Despite the fact that overheated speculation caused by cryptocurrency has become a global issue, however, the Covid-19 crisis has re-emerged the importance of the Blockchain recently.

Blockchain, which is called as a distributed data storage, is a technology that connects blocks containing data in a chain form and stores them on numerous computers at the same time. It is impossible to falsify the data because it is not recorded on a centralized server like traditional banks, but it is disclosed to all participants in the network and shared by all participants. Although the focus has been on the creation of the blockchain and the creation of the work proof, the true value of the blockchain is on the trust establishment, and the Covid-19 is attracting the attention as the Untact and online transactions are being activated.

The blockchain infrastructure of the FWC project is established based on the ERC-20 that is universal in the Ethereum blockchain platform that allows the Smart Contract. The Smart Contract is a computerized transaction protocol that automatically executes the terms of the contract, and is a collection of code and data (function+status) distributed using transactions encrypted over the blockchain networks The Bitcoin which can be considered as the 1st generation of the blockchain were unable to considered as an entire smart contract. The 2nd generation Ethereum is an unconstitutional blockchain platform that implements smart contracts and decentralized distributed applications through programming language based on turing completeness which can be the best choice to support the content services provided by the FWC project.

The FWC integrated platform records the activity of platform users and able to calculate the reward history through the blockchain platform. Also, the blockchain technology are combined with its own issued FWC tokens that executes as an infrastructure for transaction contact such as VR 3D contents and Visual Data Management which causes no problems on payment and transaction even if the FWC project moves into a global environment.

In addition, smart contract information is encrypted with the public key to protect the user's personal information. Smart contracts and cloud DBs are linked by keys created through user profile data hashing. Sensitive personal information is not stored in the cloud DB which means that there is no risk of personal information being leaked through DB hacking. The FWC project securely manages customers' digital assets and personal information with distributed ID-based smart wallets and smart contracts.

## 6.3. Value of FWC Tokens

The value of the FWC token has the characteristics of the existing currency and additionally the characteristics of the cryptocurrency. The value of FWC tokens are divided into value storage, value interchangeability, exchangeability, and transaction stability.

### ■ Value Storage

In order to be recognized as currency, value storage is essential. By holding the currency, it should be appreciated by everyone. The FWC token serves as a cryptocurrency wallet and also as a hedging feature of the price volatility of the cryptocurrency through the immediate redemption of the legal currency.

### ■ Value Interchangeability

The legal currency has the characteristics of being exchanged for other items based on value storage. The FWC token enables exchange of value through its own wallet for online and offline services and real goods within the ecosystem.

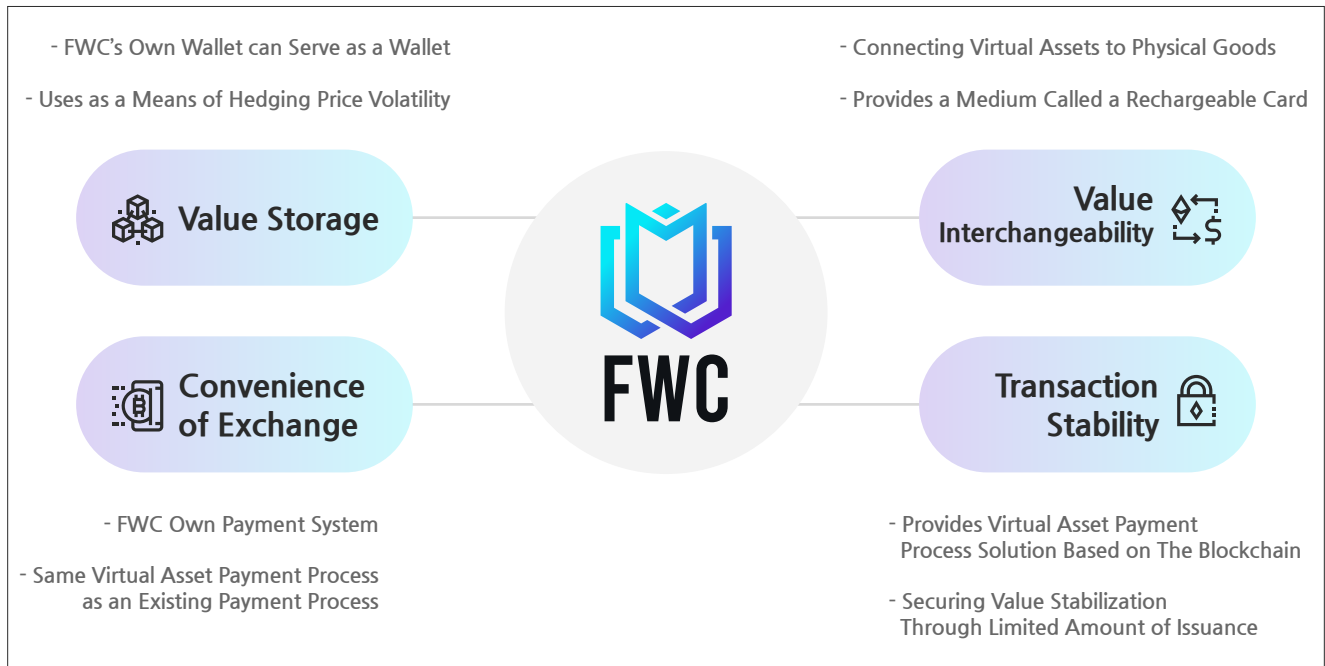
### ■ Convenience of Exchange

Convenience of exchange can also be found in the payment system within the FWC integrated platform and through its own wallet. The FWC token allows anyone to conveniently use the FWC token through an integrated platform and wallet with real-time payment function.

### ■ Transaction Stability

Since the cryptocurrency is issued on a blockchain, the security is stable. In particular, all transactions taking place on the FWC integrated platform are recorded on the blockchain where forgery and alteration is impossible. In addition, FWC tokens have limited issuance to compensate for problems caused by quantitative easing.

# 6. FWC Token Economy



[Picture 11] The Value of FWC Tokens

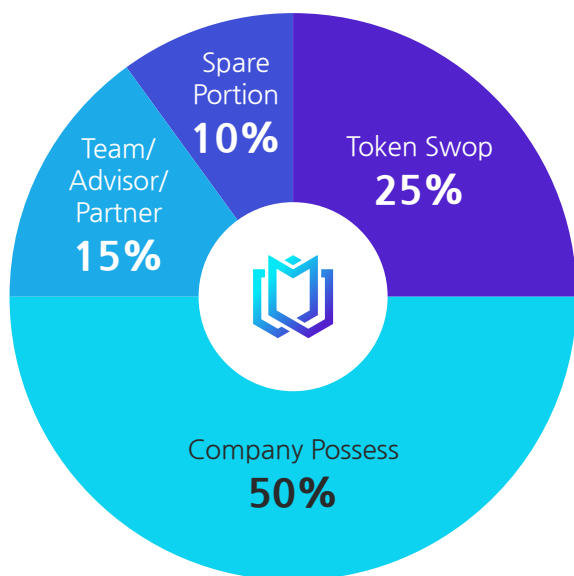
# 7. Information and Distribution of Tokens

## 7.1. Information and Distribution of Tokens

<b>Token Name</b>	FWC Token
<b>Token Symbol</b>	FWC
<b>Standard</b>	ERC-20
<b>Total Issues</b>	5,000,000,000 FWC
<b>Dicimals</b>	18 digits

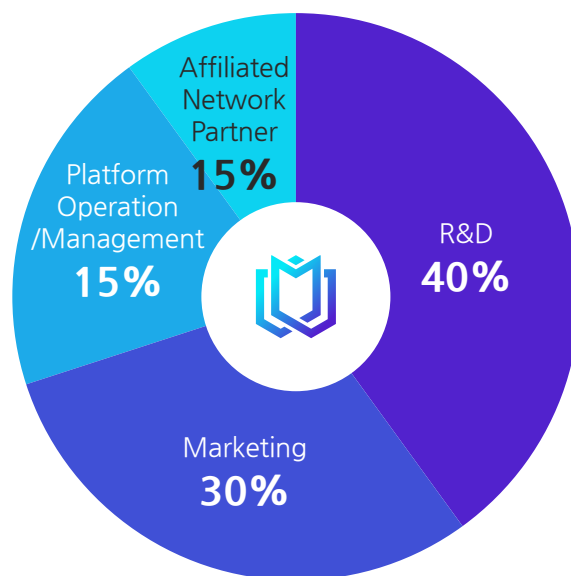
## 7.2. Token Matrix

[ Token Distribution ]



- Company Possess
- Token Swop
- Team/Advisor/Partner
- Spare Portion

[ Budget Allocation ]



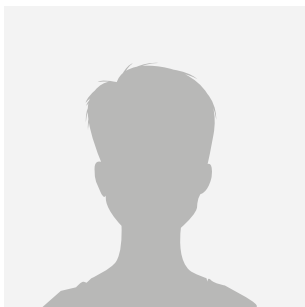
- R&D
- Marketing
- Platform Operation / Management
- Affiliated Network / Partner

## 8. Team Structure (Core Members)



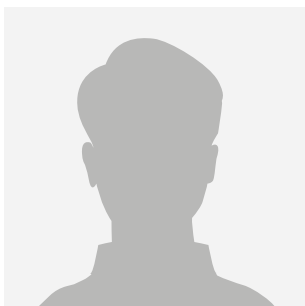
CEO, **Park Kyung Kyun**

- Graduated from Civil Engineering, Seoul National University College of Engineering
- Former) Samhwan Enterprise Co., Ltd. Civil Engineering Division
- Former) Supervisor of the U.S. Far East Corps of Engineers
- Former) CEO of Youngchang Company
- Former) Managing Director of Cosmos, Inc.
- Former) CEO of Fortex Korea, Inc.
- Former) SHAPP INTERNATIONAL CORP (PHILIPPINE) CEO



CTO, **Choi Jong Geun**

- Graduated from Sejong University's Information and Communication Department
- Python development/iconroof (smart contract design and implementation) Specialist
- Progressed Aju Remicon GPS control system project
- Established/progressed the Ministry of Health and Welfare voucher system
- LG OSS Integrated System Establishment/Development
- Operate and develop a subscription design program for Korea Life Insurance/Hanwha Life Insurance
- Establishment and operation of the Alpensia Resort website
- Many experiences in developing Blockchain/Coin/WALLET



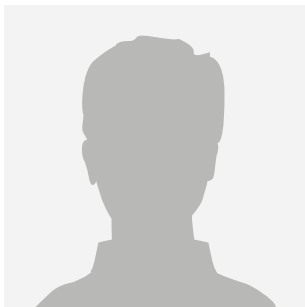
VR General Technical Director,  
**Jeon Yong Man**

- Graduate from Chosun University's College of Science and Technology
- 10 years or more of VR content development
- Representative of Basum Media
- Former) Samsung Electronics Service
- Former) Haneol Engineering
- Former) CEO of IBM



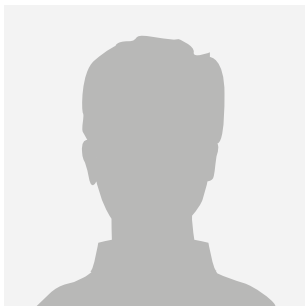
Back-end, **Kim Chul Min**

- Department of Electronic Engineering, Chung-Ang University
- More than 15 years of network program development
- Node.js + Truffle + Web3 Development Skill  
/ PHP, MySQL, ECMAScript 2015+
- SI/Portal/Commerce Multiple Projects Development  
/ Deployment/Operation



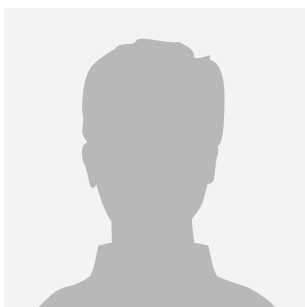
VR Development, **Lee Dong Wook**

- Electrical Engineering and Computer Science,  
University of California, USA
- Development of VR content using Unity3D for more than 10 years
- Many experiences developing Blend/3DS MAX and 2D/3D shader
- Development of VR Content Using GearVR and Oculus Rift
- Shadows/tech-art, particle system, visual effects specialist



Front-end, **Yoo Jung-hoon**

- Department of Computer Science, Korea University Information College
- 15 Years of Web / App Development
- Angular, TypeScript, RxJS
- HTML5, Jekyll, Liquid, Nunjucks
- CSS3, Sass/JavaScript (ES6), jQuery, Bootstrap, Material
- Git, Chrome DevTools, VirtualBox, WebStorm
- A number of React-Native Development and PWA projects are underway
- Apollo, Redux, MobX
- Implementing and operating services through CSS preprocessors such as SASS and LESS



Blockchain Developer,  
**Patrick Anderson**

- Worked on the development and implementation of new blockchain technologies and completed professional market research.
- Built and maintained strategic relationships with potential investors and business partners and brainstormed new ideas.
- Collaborated with colleagues from other departments and participated in the creation and testing of new software applications.
- Represented the company at various workshops and industry events and executed multiple key clerical tasks.
- Won the Employee of the Month Award once for finishing all assigned projects within budget and schedule.

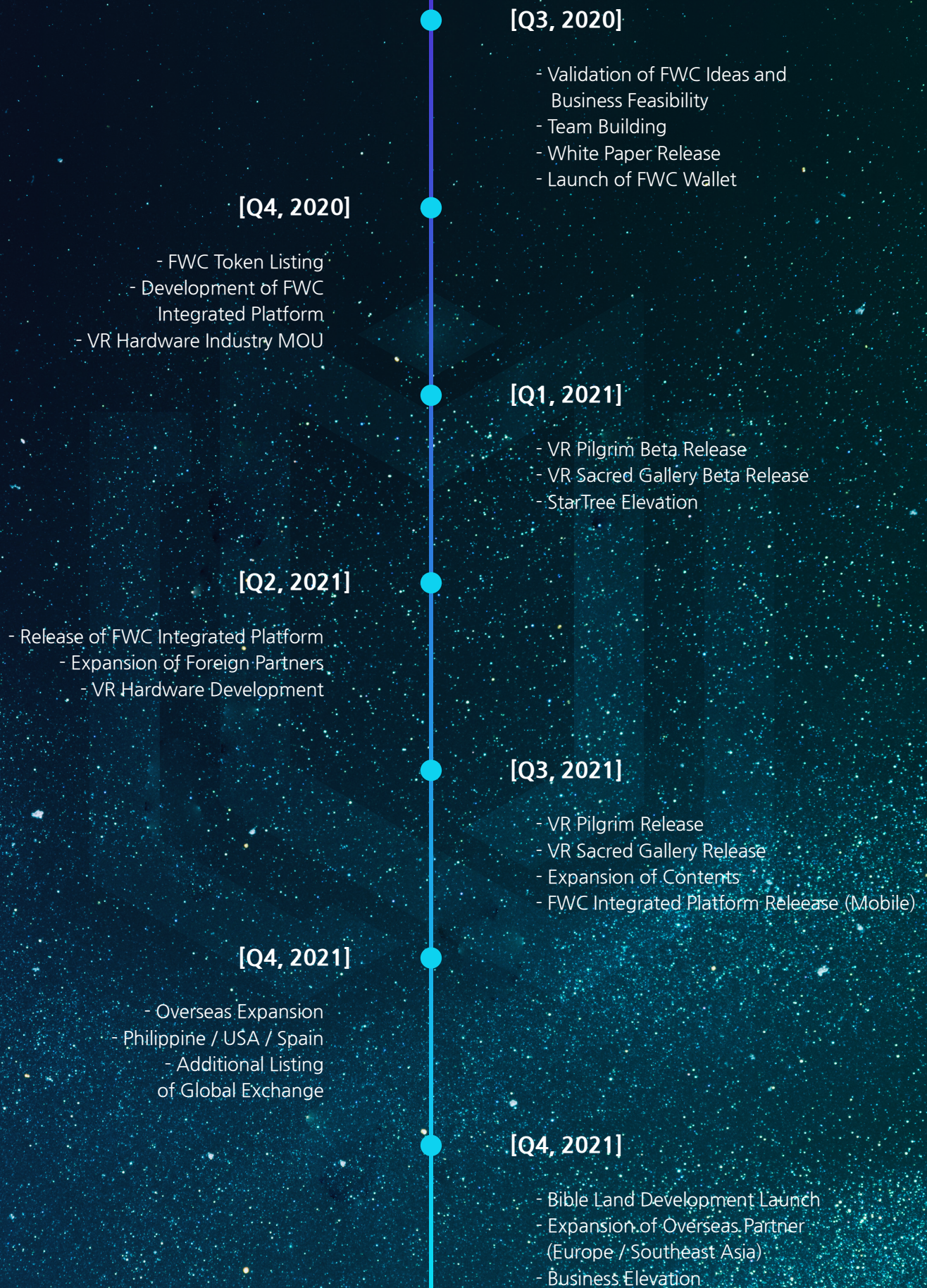


**Dr. Dennis Park**

- MBA(Marketing), Purdue University, USA
- Algorithmic Trading Specialist (for 11 years)
- US Stock Trader (for 13 years)
- Forex Trader (for 13 years)
- Global Financial Market Analyst
- IT & Software Market, Strategic Consultant
- Open Source Specialist
- IBM Korea, Software Consultant



# 9. Roadmap



Please read this entire section carefully. If you are in any doubt as to the action you should take, please consult your legal, financial, tax or other professional advisor(s).

## **Legal Statement**

(a) This whitepaper (“Whitepaper”), in its current form, is circulated for general information purposes only in relation to the FWC project as presently conceived and is subject to review and revision. Please note that this Whitepaper is a work in progress and the information in this Whitepaper is current only as of the date on the cover hereof. Thereafter, the information, including information concerning the FWC business operations and financial conditions, may have changed. We reserve the right to update the Whitepaper from time to time.

(b) No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of FWC tokens and no payment is to be accepted on the basis of this Whitepaper. Any sale and purchase of FWC tokens will be governed by a legally binding agreement, the details of which will be made available separately from this Whitepaper. In the event of any inconsistencies between the abovementioned agreement and this Whitepaper, the former shall prevail.

(c) This Whitepaper does not constitute or form part of any opinion on any advice to sell, or any solicitation of any offer by the issuer/distributor/vendor of FWC tokens to purchase any FWC tokens nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision.

(d) No FWC tokens should be construed, interpreted, classified or treated as enabling, or according any opportunity to, purchasers to participate in or receive profits, income, or other payments or returns arising from or in connection with the FWC platform, FWC tokens, or products, or to receive sums paid out of such profits, income, or other payments or returns.

(e) This Whitepaper or any part hereof may not be reproduced, distributed or otherwise disseminated in any jurisdiction where offering coins/tokens in the manner set out this Whitepaper is regulated or prohibited.

(f) No regulatory authority has reviewed, examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken in any jurisdiction.

(g) Where you wish to purchase any FWC tokens, the FWC tokens are not to be construed, interpreted, classified or treated as: (i) any kind of currency other than cryptocurrency; (ii) debentures, stocks or shares issued by any entity; (iii) rights, options or derivatives in respect of such debentures, stocks or shares; (iv) rights under a

contract for differences or under any other contract with the purpose or pretended purpose to secure a profit or avoid a loss; or (v) units or derivatives in a collective investment scheme or business trust, or any other type of securities.

## **Disclaimer of Liability**

(a) The FWC tokens and related services provided by FWC and its Affiliates are provided on an “as is” and “as available” basis. FWC and its Affiliates do not grant any warranties or make any representation, express or implied or otherwise, as to the accessibility, quality, suitability, accuracy, adequacy, or completeness of the FWC tokens or any related services provided by FWC and its Affiliates, and expressly disclaim any liability for errors, delays, or omissions in, or for any action taken in reliance on, the FWC tokens and related services provided by FWC and its Affiliates.

(b) To the maximum extent permitted by the applicable laws and regulations, FWC and its Affiliates shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you.

(c) FWC and its Affiliates do not accept contractual or unlawful liability for any indirect, special, incidental, or consequential loss (including but not limited to loss of investment/revenue/revenue/revenue, utilization, or data) arising from your acceptance or reliance on all or part of this white paper, and this applies to the maximum extent permitted by the relevant legal regulations.

## **Cautionary Note on Forward-Looking Statements**

(a) Certain information set forth in this Whitepaper includes forward-looking information regarding the future of the project, future events and projections. These statements are not statements of historical fact and may be identified by but not limited to words and phrases such as “will”, “estimate”, “believe”, “expect”, “project”, “anticipate”, or words of similar meaning. Such forward-looking statements are also included in other publicly available materials such as presentations, interviews, videos etc., information contained in this Whitepaper constitutes forward-looking statements including but not limited to future results, performance, or achievements of FWC or its Affiliates.

(b) The forward-looking statements involve a variety of risks and uncertainties. These statements are not guaranteeing of future performance and no undue reliance should be placed on them. Should any of these risks or uncertainties materialize, the actual performance and progress of FWC or its Affiliates might differ from expectations set by the forward-looking statements. FWC or its Affiliates undertake no obligation to update

forward-looking statements should there be any change in circumstances. By acting upon forward-looking information received from this Whitepaper, FWC or its Affiliates' website and other materials produced by FWC or its Affiliates, you personally bear full responsibility in the event where the forward-looking statements do not materialize.

(c) As of the date of this Whitepaper, the FWC platform has not been completed and is not fully operational. Any description pertaining to and regarding the FWC platform is made on the basis that the FWC platform will be completed and be fully operational. However, this paragraph shall in no way be construed as providing any form of guarantee or assurance that the FWC platform will eventually be completed or be fully operational.

## Potential Risks

(a) Please carefully read every piece of information, understand and analyse the risks and related factors before deciding to participate and purchase the FWC tokens. The risks include, but are not limited to:

(i) risk of losing access to the FWC tokens due to loss of identification information, loss of requisite private key(s) associated with the digital wallet storing the FWC tokens or any other kind of custodial or purchaser errors;

(ii) fluctuations of the value of FWC tokens post-issuance due to the general global market and economic conditions. Such volatility in the value of the FWC tokens may lead to FWC not being able to fund the development of the FWC ecosystem, or may not be able to maintain the FWC ecosystem in the manner intended;

(iii) changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment in the countries in which FWC or its Affiliates conduct their businesses and operations, and the ability of FWC or its Affiliates to survive or compete under such conditions. It is possible that certain jurisdictions will apply existing regulations on, or introduce new regulations addressing, blockchain technology, which may be contrary to the FWC tokens and/or the FWC ecosystem which may, inter alia, result in substantial modifications of the FWC ecosystem and the FWC project, including termination and loss of FWC tokens;

(iv) changes in the future capital needs of FWC or its Affiliates and the availability of financing and capital to fund such needs. A lack of funding could impact the development of the FWC platform.

(v) for a number of reasons including, but not limited to, an unfavorable fluctuation in the value of the FWC tokens, the failure of business relationships or competing intellectual property claims during development or operation, the FWC project may no longer be a viable activity and may be dissolved or simply not launched,

negatively impacting the FWC ecosystem, the FWC tokens and the potential utility of the FWC tokens;

(vi) occurrences of catastrophic events, natural disasters and acts of God that affect the businesses or operations of FWC or its Affiliates and other factors beyond the control of FWC or its Affiliates. This includes mining attacks, attacks by hackers or other individuals that could result in theft or loss of proceeds of the FWC tokens sale, or the FWC tokens and impacting the ability to develop the FWC ecosystem;

(vii) the FWC tokens and other cryptocurrencies are a new, untested technology and constantly developing. The full functionality of the FWC tokens are not yet complete and no assurance can be provided of such completion. As technology matures, developments in cryptographic technologies and techniques or changes in consensus protocol or algorithms could present risks to the FWC tokens, the FWC token sale, the FWC project and/or the FWC ecosystem, including the utility of the FWC tokens;

(viii) the tax treatment and accounting of the FWC tokens is uncertain and may vary amongst jurisdictions. There may be adverse tax consequences and independent tax advice in connection with purchasing the FWC tokens should be obtained.

In addition to the risks stipulated above, there are other risks that FWC and its Affiliates cannot predict. Risks may also occur as unanticipated combinations or as changes in the risks stipulated herein.

(b) If any of such risks and uncertainties develops into actual events, the business, financial condition, results of operations and prospects of FWC or its Affiliates could be materially and adversely affected. In such cases, you may lose all or part of the value of the FWC tokens.



**THANK YOU  
FOR  
READING!**