

CONX Whitepaper

The Content-driven, Universal Gaming and Entertainment Blockchain

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1 Summary

1.1 Introduction

Blockchain, a distributed digital ledger sharing information to all participants, is a new technology developed to make the existing market of biased business models and unbalanced market economy transparent and fair.

Blockchain technology has continued its development and growth and has expanded into different business fields and technologies of general society. Non-Fungible Tokens (NFTs) have emerged as an alternative to an unbalanced market.

NFT is a term that was first introduced after blockchain technology became widely known by the public, and stands for "Non-Fungible Token". Anyone can verify and secure digital ownership of NFT items, risk-free of hacking, forgery or tampering, by storing their exclusive right of use on the blockchain, so users have full digital ownership.

Yet this does not mean that there's only positives to NFTs. Innumerable applications that utilize NFTs have taken over the world with the growth of the blockchain market, among which some are, money-grabs, and in worst cases, scams. Due to these applications, the NFT market can present critical risks for both users and investors.

According to State of the DApps, among approximately 3,800 decentralized applications, about 25.5% are "Abandoned," meaning there was no activity in the dApp for 6 months or more, or the domain was inactive, and approximately 1 out of 4 dApps had not been completely developed or had suspended their services. ¹⁾

CONX project was developed with the purpose of resolving these problems and to set the standard for sustainable, long-term development of applications in the blockchain industry, focusing on gaming, contents and entertainment that will continuously advance in the future. CONX project is built to be a platform that could encompass the blockchain media content ecosystem.

CONX project has its sights set on becoming a blockchain digital media platform, which will be home to a variety of cultural content. It will serve as a blockchain platform and central mainnet where all forms of media content, including movies, music, art, and games, will come together. In addition to connecting digital cultural content, CONX is designed to support expansion of its base infrastructure to enable the on-chain transition of broader cultural assets, including content assets and real-world assets (RWAs). This technical development focuses on enhancing compatibility, scalability and infrastructure-level support while maintaining continuity with the project's original direction.

Furthermore, the CONX ecosystem is designed to publicize all service decisions and operations of the decentralized applications on the platform by enabling all users to be owners. It is an ecosystem of virtuous cycles where all users and creators are privileged based on a high standard of stability, fairness and transparency, and thus intended to present a sound direction for digital media content.

1.2 Market Trends

The Blockchain Market

The size of the worldwide blockchain market is estimated to grow with an annual average growth rate of 68.4%, from USD 4.9 billion in 2021 to USD 67.4 billion by 2026. ²⁾

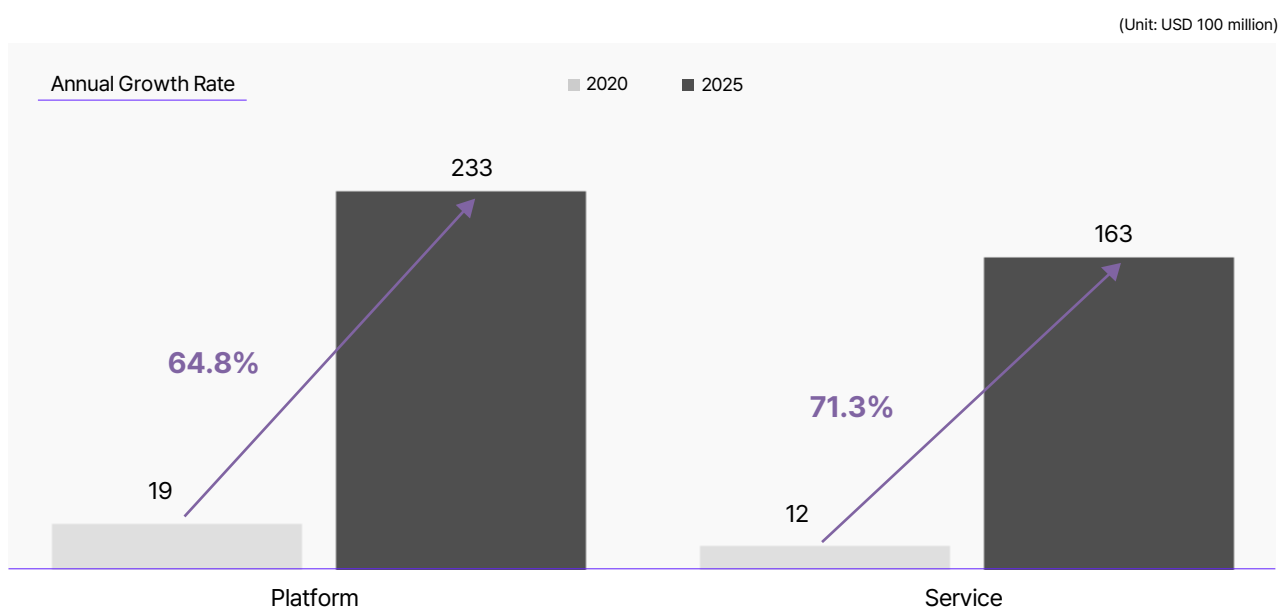
Breaking down the market share by region in 2020, North America held 39.1%, Europe held 28.6%, Asia-Pacific held 20.8%, Africa held 6.8% and Latin America held 4.7% of the total share.

The market is estimated to grow from USD 1.184 billion in 2020 to USD 12.638 billion by 2025 in North America, from USD 865 million in 2020 to USD 11.288 billion by 2025 in Europe, and from USD 629 million in 2020 to USD 10.606 billion by 2025 in Asia-Pacific. ³⁾

When categorizing the blockchain market by platform and service, platform was 63.4% of the total in 2020 and service was 36.6%. For future projections, the platform sector recorded USD 1.92 billion in 2020 and is estimated to reach USD 23.33 billion by 2025. The service sector recorded USD 1.16 billion in 2020 and is estimated to reach USD 16.33 billion by 2025.

Categorizing the blockchain market by application supplier, infrastructure supplier and middleware supplier, each of them recorded 41.5% 34.5%, 24.0% share in 2020 respectively. The application supplier sector recorded USD 1.256 billion in 2020 and is estimated to reach USD 18.839 billion in 2025; the infrastructure supplier sector recorded USD 1.044 billion in 2020 and is estimated to reach USD 11.529 billion in 2025; and the middleware supplier sector recorded USD 726 million in 2020 and is estimated to reach USD 9.294 billion by 2025. ³⁾

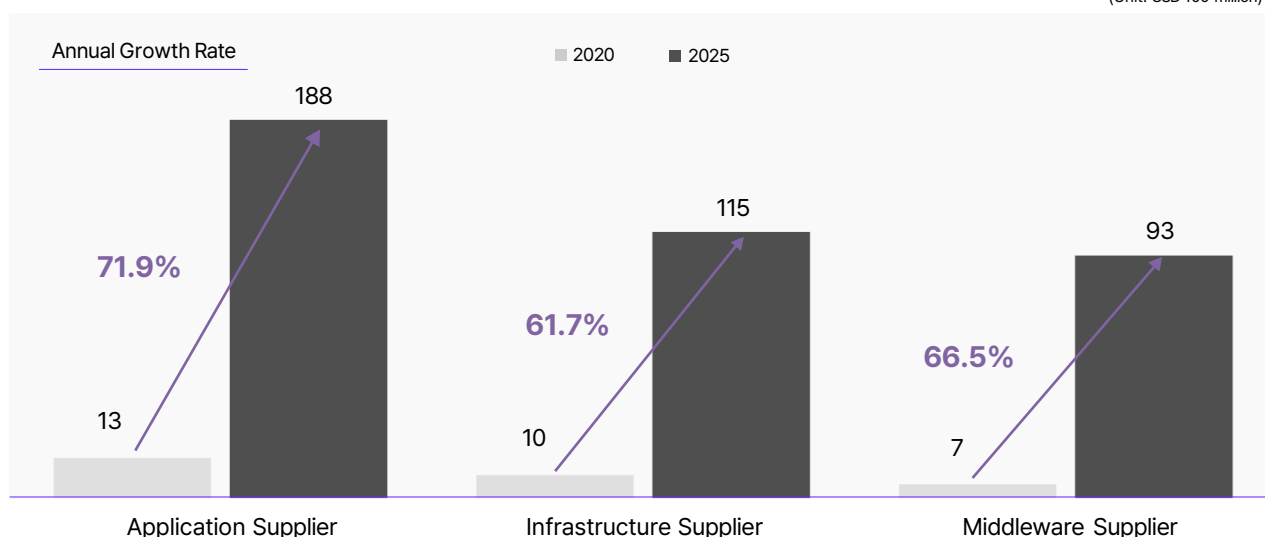
[Market Size and Projections by Component of the Global Blockchain Market]



* Source: MarketsandMarkets, Blockchain Market with COVID-19 Impact Analysis ²⁾

[Market Size and Projections by Supplier of the Global Blockchain Market]

(Unit: USD 100 million)



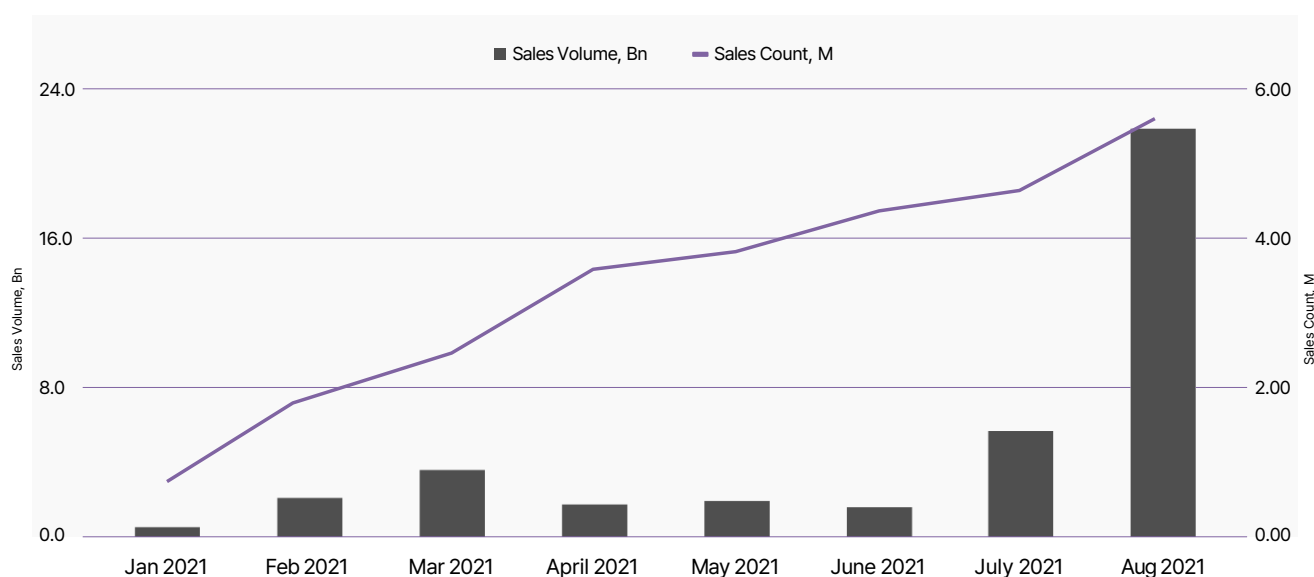
* Source: MarketsandMarkets, Blockchain Market with COVID-19 Impact Analysis ²⁾

NFT Market

NFTs were the center of attention in 2021. An NFT is a token certifying the holder of a certain digital asset by using blockchain technology. The value and the ownership of digital assets were difficult to verify in the existing economic structure as they could be easily copied and modified. However, through blockchain technology and NFTs, the ownership of countless tangible and intangible assets can be certified, and as a result, value can be formed.

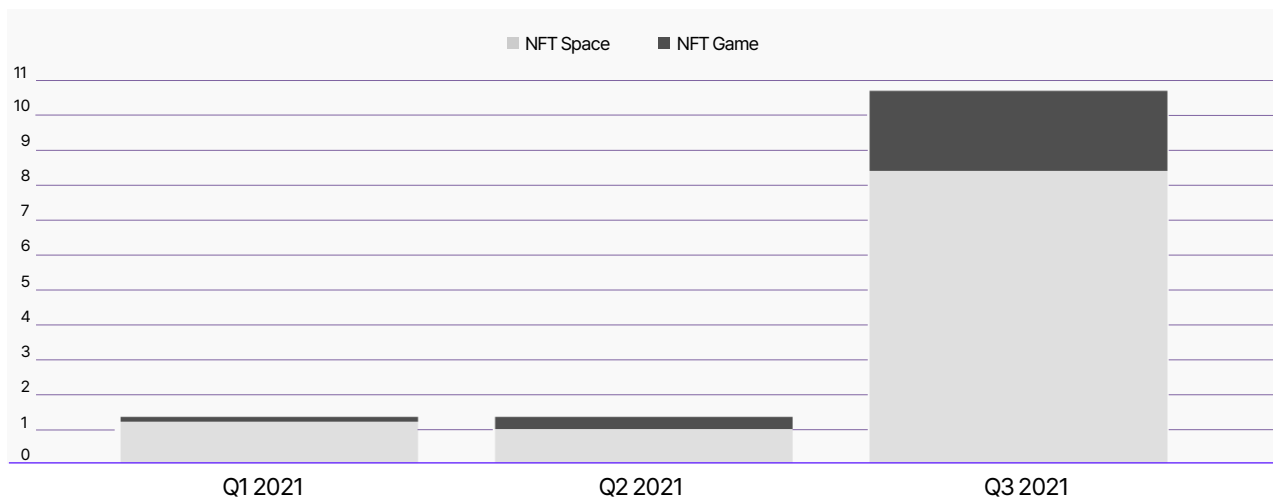
According to the DApp Industry Report announced by DAppRadar in September 2021, the NFT market size grew by 1,103% in August 2021 when compared to June of the same year. ⁴⁾ Among the major categories, the NFT gaming sector is one of the most exciting sectors. In the third quarter of 2021 alone, the NFT game market reached USD 2.32 billion, which was 21.7% of the overall NFT market.

[NFT Trading Volume (Bn, USD) and Sales Count (M) - 2021]



* Source: DAppRadar, DApp Industry Overview: August 2021, 2021.09.02 ⁴⁾

[Dominance of NFT Games Trading Volume vs NFT Space Trading Volume (Bn, USD)]



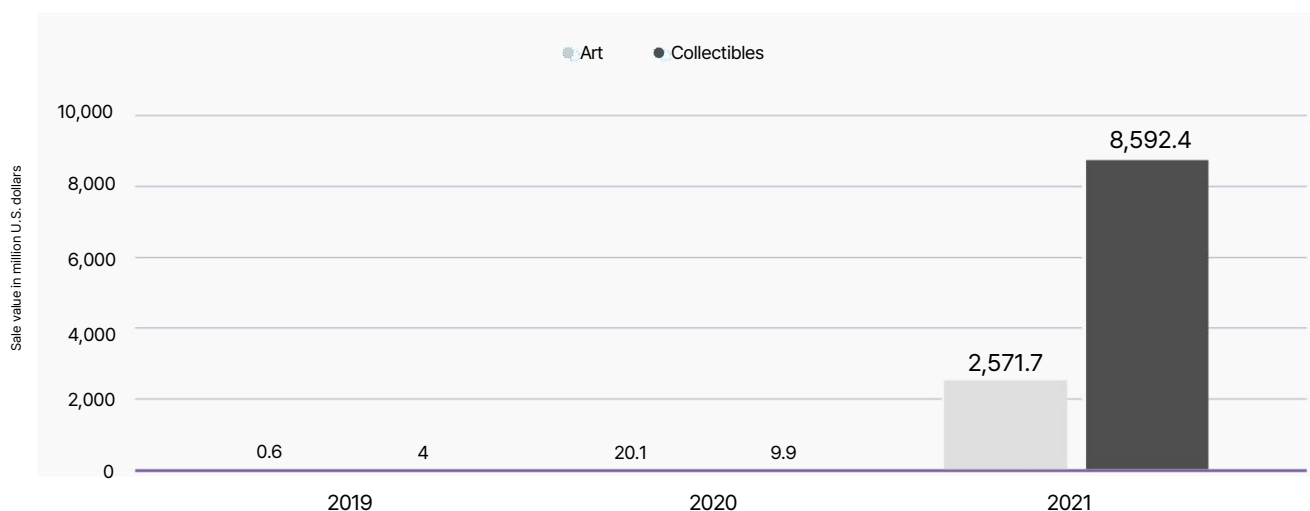
* Source: DAppRadar, BGA Blockchain Game Report Q3 2021, 2021.10.14 ⁵⁾

Cultural Content in the Blockchain

With the growth of NFTs, there was also a steep increase in the value of art and cultural content in the blockchain. Art and cultural content did not see much growth until 2020 but showed rapid growth when it came to art traded in the blockchain with its value at USD 2.57 billion and USD 8.59 billion for collectibles in 2021.

Amidst the frenzy, the CONX project was developed aiming to become the main blockchain digital media platform.

[Sales value of art and collectibles NFTs worldwide 2019-2021]

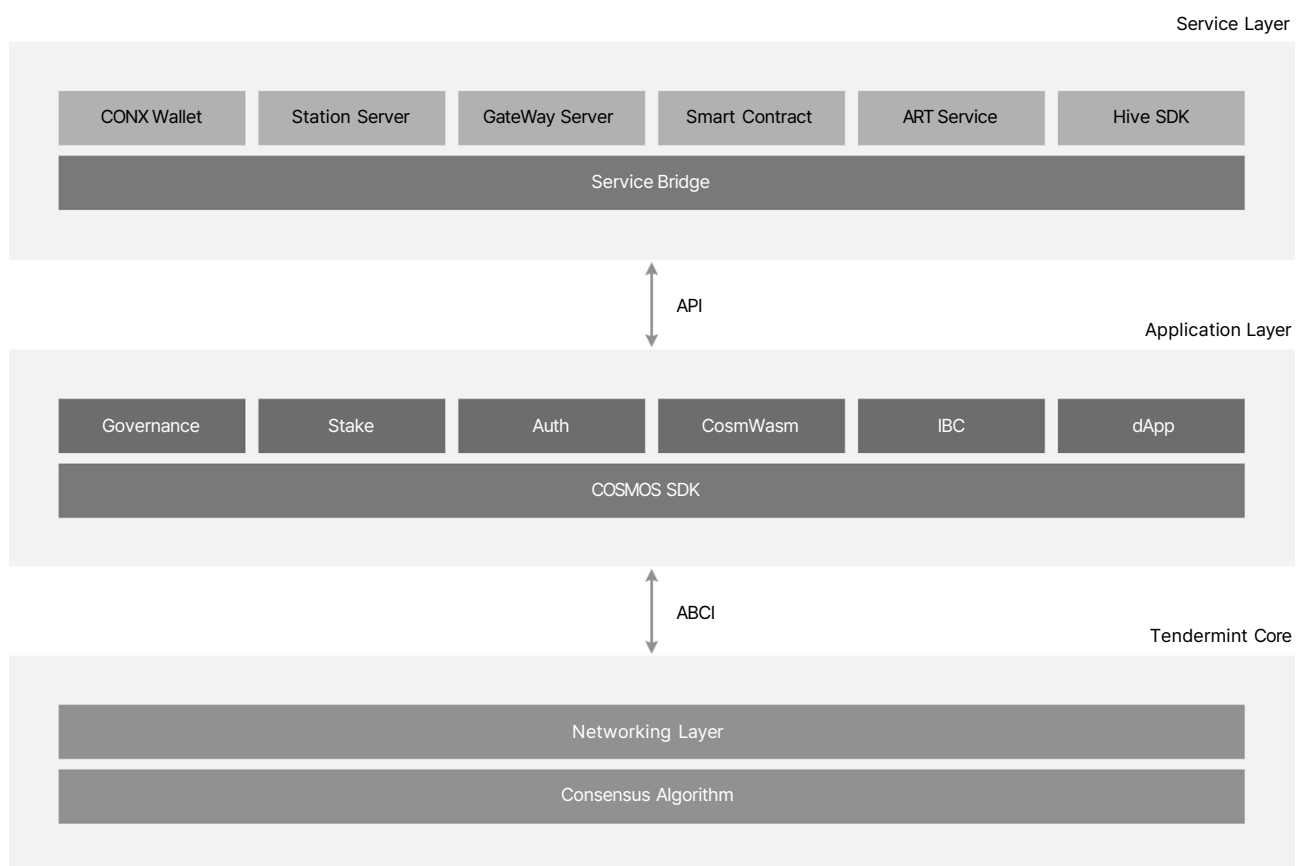


* Source: Statista Research Department, Sales value of Art and collectibles NFTs worldwide 2019-2021, 2022.05.12 ⁶⁾

2 Architecture

The CONX project is built on Tendermint, which has long-served as the basis for several other blockchain mainnets, as it has been recognized not only for its outstanding stability, but also its flexibility, scalability and characteristics of Interchain. With Tendermint as the foundation, and through the usage of COSMOS SDK and a PoS algorithm, every holder in the ecosystem can verify blocks together. The CONX project will be developed to support not only the COSMOS ecosystem but also Ethereum Virtual Machine, also known as EVM, which will dramatically increase the utilization of the CONX ecosystem by supporting Ethereum-based blockchain and dApps. The details of CONX project architecture could be found from CONX(\$XPLA) technical documents (docs.xpla.io) and basic architecture of CONX project is as follows:

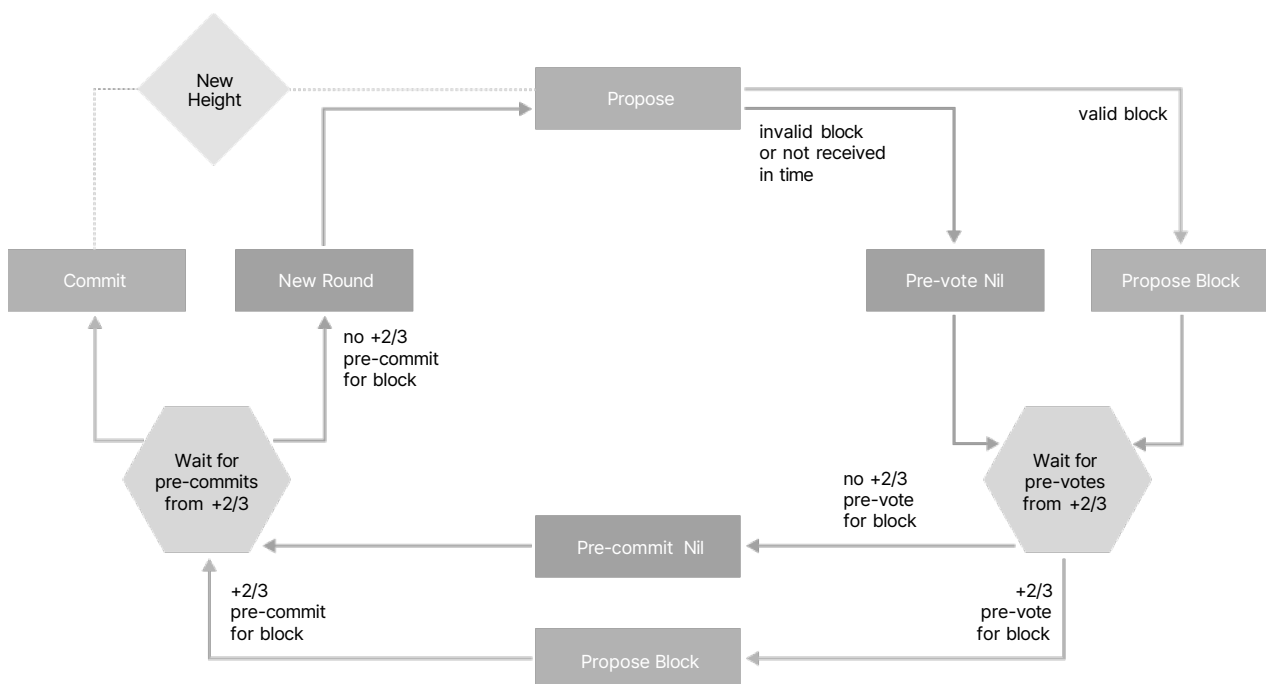
- Chain Node Architecture



The Tendermint core can be further divided into a P2P network layer and a consensus algorithm.

It has taken the form of a developer-friendly algorithm and can be developed using a variety of languages based on the structure that focuses on the application. As such, development work can be concentrated on moving various Web 2.0 services to Web 3.0, and there is also the advantage in that upgrades can be done through the use of an assortment of modules.

- Consensus Algorithm [BFT-based PoS]



The current PoW (Proof-of-Work) has raised several problems, namely that it exhausts scarce physical resources and contributes to the destruction of the natural environment based on its sequence of agreements. PoS was designed to achieve the same level of security as PoW, but early PoS experienced “choice errors” in terms of rewards. Tendermint serves as a complement to PoS. It has been designed as a BFT-based PoS that randomly assigns the right to propose new blocks to validators during a multi-round voting process. Blocks will only be completed if there is at least a $\frac{2}{3}$ majority of validators who sign off on the proposed blocks. Before a block is completed, several rounds of voting or polka are required, and only up to $\frac{1}{3}$ of errors are allowed within the BFT system. Failures can include arbitrary or malicious actions.

- ABCI (Application Blockchain Interface)

The Application Blockchain Interface was designed so that Blockchain transactions can be completed using any programming language. Through this, various applications can be combined with the blockchain in order to convert them to Web 3.0.

- Application Layer

In order to include various media services, which is the main direction of CONX, CONX chain will be developed and provide various modules of Web 2.0-based services converted for Web 3.0.

By doing this, applications for the CONX chain will be developed in the layer core and linked to any corresponding Wallet and dApp services.

- Upgrade

The consensus algorithm of the current Tendermint is decentralized which can be attributed to its security and safety. However, the more validators there are, the longer the block consensus process may be, which may not be suitable for application services that require swift transactions. To account for this, the CONX project is only comprised of a small number of stable validators in the early stages. This would benefit the speed aspect and secure the safety of a large number of validators through the gradual improvement work done on the core.

- EVM-Compatibility

The CONX base infrastructure is integrated with EVM-compatible systems, and it is expected to be gradually upgraded as the ecosystem grows. With this, all web3 JSON-RPC APIs are supported on CONX, and standard js libraries such as web3.js and ethers.js are compatible. Furthermore, not only COSMOS-based wallets, but also Ethereum-based wallets such as Metamask are supported, which will lead to the connections with other chains.

3 Ecosystem

3.1 Native Contents

CONX resolves the layer 1 blockchain's cold start problem with its native contents. Leveraging the unique partnerships and collaborative assets CONX team have, the initial application development on the CONX will be led by high quality Web 2.0 Content Providers. These native contents will be the key growth drivers of transaction volume and the wallet users during the initial deployment of the CONX. The organic users generated by native contents will induce external content creators to build additional contents and other applications such as RWAFi, DeFi, NFTFi and SocialFi for the platform users, eventually forming a virtuous cycle that leads to ecosystem expansion.

3.2 Validation

CONX is run by Tendermint Consensus. Validators run full nodes, participate to the consensus through vote broadcasting, validate new blocks on the blockchain and participate in the governance of the blockchain. Validators can vote on behalf of the delegators, and the validator's voting power will be weighted according to the total amount of staking. By operating the mainnet node, the validators will receive part of the transaction fee as compensation for new block verification and participate in the mainnet operation under the common goal of expanding the ecosystem. The overall validation process is as follows:

1. The degree of influence of the validator is established.
2. The validator is elected as leader and proposes a new block.

3. The degree of influence of the validator is recalculated and a small amount is subtracted at the end of a voting round.
4. With each passing round, the degree of influence increases in proportion to the right to vote.
5. A leader is elected again from the group of validators.

Because the protocol selects block proposers deterministically, knowing the group of validators and the voting rights of each validator allows for accurate calculations of who the block proposer will be in successive rounds. This is where all necessary precautions should be taken, while maintaining fault tolerance and accessibility of the user. Otherwise, their stake in the stock may be slashed by being excluded from the validator group.

3.3 Governance

CONX project will be developed as a universal blockchain media platform to establish a fair and transparent ecosystem by clearly specifying the sovereignty of creators and users, with the purpose of establishing an ecosystem of virtuous cycles where both users and creators, as participating parties, are privileged.

CONX is the name of the project, and its token ticker is XPLA.

By holding CONX (\$XPLA) tokens, the Governance tokens of CONX project, users will be able to exercise their rights on ecosystem operational matters through the distributed network voting system. In other words, anyone from anywhere may exercise their decision-making right in the CONX Governance by holding CONX (\$XPLA) token.

CONX Governance will operate under a decentralized system where all CONX chain ecosystem participants vote on active proposals. In order to prevent malicious decisions from adversely affecting the initial ecosystem operation, the delegated volume will be evenly distributed to the initial validators to allow stable voting to occur. After that, if the amount of delegation by stakeholders gradually increases, the corresponding volume of delegation will be redistributed evenly over a certain period of time.

CONX (\$XPLA) holders may cast their vote for a proposal that they desire to activate and implement. Such a proposal may be implemented on the CONX ecosystem according to the voting results.

Validators

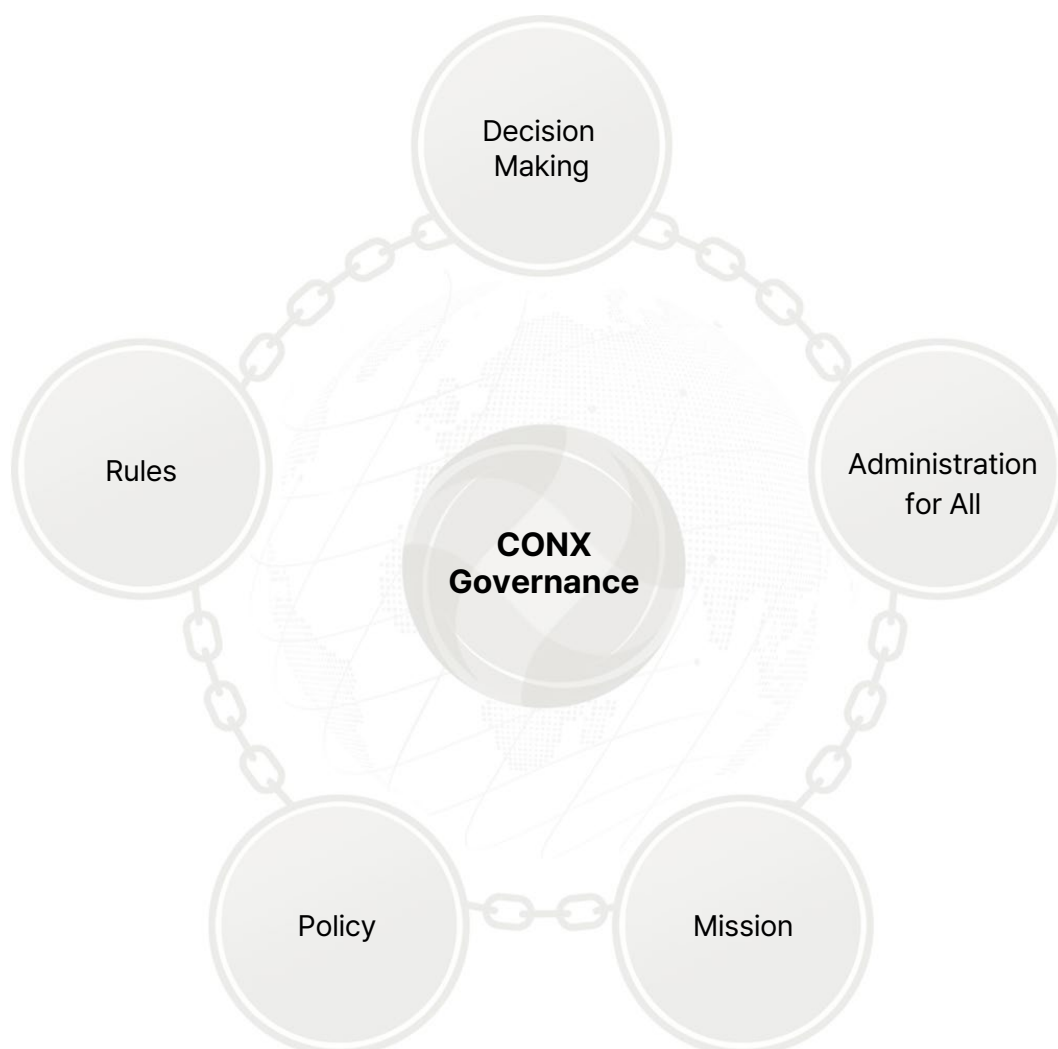
The validators of CONX chain will have the permission to put important proposals for CONX ecosystem on the agenda to CONX Governance by performing the following functions:

- In the case of the Governance Proposal, which has a direct impact on the ecosystem, only CONX (\$XPLA) volume, staked to become a validator, will have voting power; other CONX (\$XPLA) will not be counted as voting or quorum.
- Validators who have lost their authority may still vote, but if they are not activated as validator at the end of the voting period, their votes will not be reflected in the vote. In other words, the staking weight only for the delegation to activated validators will be included in the voting.

All CONX Governance Participants

Anyone holding CONX (\$XPLA) will be a member of the CONX ecosystem. The CONX ecosystem will be transparent and fair, as all processes and procedures of decision-making within the Governance of the CONX ecosystem will be disclosed to all CONX participants. Participants in the CONX Governance will have voting rights.

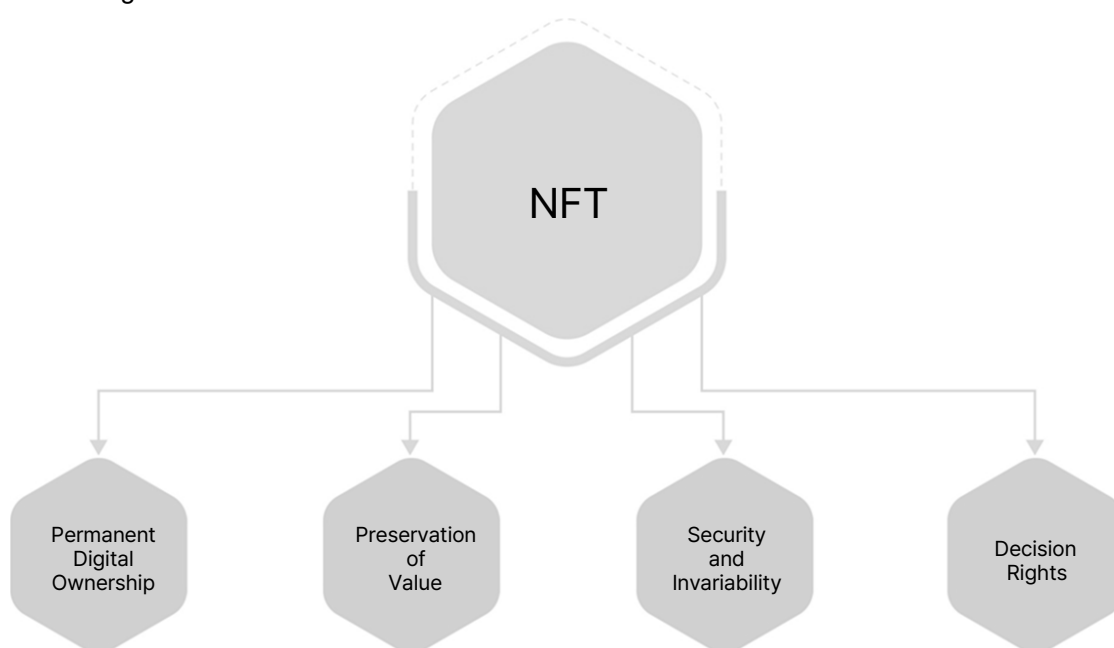
- In the decision-making process, CONX chain participants may express opinions by directly participating in the votes according to their pro-rata stake in CONX (\$XPLA), and a resolution will be made by the majority.
- CONX Governance participants will act as surveillants for the sound and transparent operation of the CONX ecosystem.
- The CONX chain ecosystem will establish an evaluation system on the Governance, and CONX Governance participants may evaluate the Governance system and its operation.



3.4 NFTs

The CONX chain provides benefits to all users and creators participating within the ecosystem by using blockchain technology and NFTs which will compliment games, entertainment contents built on the chain. The Non-Fungible Token(NFT), with unique identification being its key functionality, was not developed in consideration of its usability in different application use cases such as games. As the need for the NFT design that encompasses various usability is clear, CONX project will devise different token standards to embrace and enhance a wide range of contents and entertainment applications.

Below lists the benefits provided through NFTs at current state. CONX project has developed dynamic NFT standards such as wearable NFTs, and any future expansions may be considered to address more advanced technical challenges.



- **Permanent Digital Ownership**

Users will have permanent digital ownership of the NFT items they hold. All NFTs held on the blockchain can be tokenized to be used in any other game within the CONX ecosystem or to be exchanged with other virtual assets.

- **Preservation of Value**

NFT acquired within a dApp can be traded or transferred through the Marketplace and Wallet and the value of NFT will be preserved within the CONX chain.

- **Security and Invariability**

NFTs within the CONX ecosystem will be easy to tokenize or trade. CONX will use a Marketplace managed with blockchain technology and will provide transparent and safe transactions by using a distributed network. A NFT once created, has a unique identifier which is distinguishable from any other item.

- **Decision Rights**

Users themselves have full rights and control on their assets through NFTs. Users can freely decide on how to trade or transfer their own items.

3.5 CONX (\$XPLA)

CONX (\$XPLA) tokens are the highest-level tokens within the CONX project ecosystem with a limited total supply, and holders will be given the right to participate in the operation of the ecosystem. CONX (\$XPLA) tokens can be freely held, transferred and exchanged following the blockchain standard. As the Governance token, CONX (\$XPLA) is maintained for the exercising of rights as principal agents in operating Mainnet, such as making resolutions and diverse policies for the gaming platform.

- **Governance**

Ownership of CONX (\$XPLA), the Governance token gives rights as a principal agent in operating the ecosystem through the distributed network voting system.

- **Operation**

CONX (\$XPLA) tokens will function as a medium that links diverse activities within the platform. Platform participants can use CONX (\$XPLA) tokens for the sale or purchase of NFTs in the Marketplace, or exchange them with various tokens within the CONX ecosystem through the Wallet.

- **Validation**

By owning, staking and delegating CONX (\$XPLA) tokens, users can take part in the operation of the CONX chain node and are paid a portion of the transaction fees that occur in the CONX ecosystem.

3.6 Community

Community is a pool that can be utilized to stabilize the network and support the ecosystem expansion. The method of accumulating some of the fees generated within the existing ecosystem to the Community can lead to a continuous vicious cycle in the case of significant transactions volume decreases, resulting in fewer ways to grow pools. To tackle this, the CONX chain boldly deleted the Community pool distribution occurring in transactions in order for the pool to continue to grow, and instead strengthened the Staker and Validator distribution. In addition, CONX Governance will decide on the services proposed to the ecosystem through the Contents Proposal and propose a close connection point to enrich the pool according to the contribution of the services. The accumulated tokens within the Community pool will be used for the purpose of expanding and securing the CONX ecosystem. Initially, the Community pool will be operated for the stability of the chain and the content selection point, and later, it will be operated around proposals that focus on the expansion of the chain. Examples of Community proposals are as follows.

- **Bug Bounty Program Proposal**

Bug Bounty Program Proposal is a Withdrawal Proposal to enhance the security of the CONX project. The proposal compensates those who find security vulnerabilities in the mainnet or major services.

The Bounty Program is a program that encourages participants of the ecosystem to take part in CONX project's development and improvement. Through the Bounty Program, participants will receive a set amount of compensation as part of the ecosystem's security protection system, and the voluntary participation of users will help establish a virtuous cycle for the CONX.

The Community pool of the CONX chain will be partly used for the Bounty Program's operation under community agreement. A slew of systems will be in place to ensure a sufficient compensation pool for those who contribute to the Bounty Program and development.

- **CONX Arena Proposal**

CONX Arena Proposal is a proposal to hold a hackathon to support promising projects working towards building a new Web 3.0 dApp ecosystem to lead the trend on the CONX project.

- **CONX Springboard Proposal**

CONX Springboard Proposal is a Withdrawal Proposal to select and directly support platform dApp projects for building a new ecosystem on the CONX project. In addition, the Native Contents Proposal will lead to continuous content expansion, which will allow new dApp projects to settle in the CONX ecosystem.

3.7 Reserve

The Reserve is a wallet used for the operation of the CONX chain ecosystem. Certain portions of the commission fees generated within the ecosystem will be accumulated in the Reserve, and the tokens accumulated in the Reserve will be used for the stable operation of the CONX chain ecosystem. The Reserve will function to establish the ecosystem in its early stages, and thereafter, it will be operated for the purpose of the continued existence of the ecosystem. The use of the Reserve is determined through the voting of CONX Governance, and examples of proposals as a usage are as follows:

- **Genesis Liquidity Setting Proposal**

This is a proposal for the liquidity for generating an initial ratio between CONX (\$XPLA) tokens or various token Swap Pools.

- **Pool Balance Liquidity Support Proposal**

The Pool Balance Liquidity Support Proposal is a proposal that distributes tokens according to any liquidity changes in each token due to the launch of new games and new inflows.

- **Convert Pool Support Proposal**

The Convert Pool is a system that enables an exchange between tokens. The Convert Pool Support Proposal is a proposal that supplies tokens to the Convert Pool in order to stabilize the conversion ratio without interfering with the market value.

- **Token Burning Proposal**

This proposal is a burning proposal for CONX (\$XPLA) tokens held by the Reserve to control the liquidity of CONX (\$XPLA) tokens circulation.

3.8 Wallet Service

CONX provides an independent wallet, CONX Vault, and other separate Wallet services that are complete open source blockchain-based wallets, as a link that connects dApps together within the CONX ecosystem, by providing diverse functions including managing, sending blockchain assets through Wallet services.

Users can store and manage all digital assets acquired through the dApps within the CONX ecosystem. Users will be able to exercise their voting rights and staking CONX (\$XPLA), and to preserve the value of various types of assets, items and resources acquired within the CONX chain ecosystem.

4 Token Economy

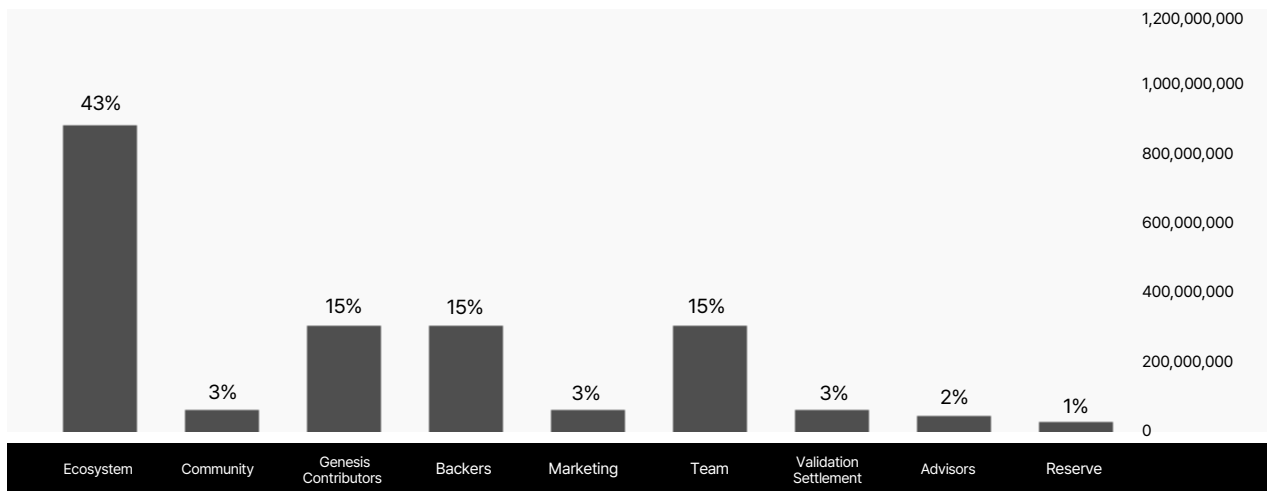
4.1 Token Allocation

The maximum supply of CONX (\$XPLA) tokens to be issued will be 2,000,000,000.

Tokens will be circulated gradually based on the token's usage and distribution plan.

The issuance and distribution plan for each use of CONX (\$XPLA) tokens as well as allocations based on each category are as follows:

Item	Quantity	Ratio	Remarks
Ecosystem	860,000,000	43%	Amount for the expansion, development and maintenance of the CONX ecosystem
Community	60,000,000	3%	Supplied to the community contributing to the ecosystem
Genesis Contributors	300,000,000	15%	Initial partners contributing to the ecosystem
Backers	300,000,000	15%	Supplied to investment partners
Marketing	60,000,000	3%	Supplied to marketing for the growth of the platform
Team	300,000,000	15%	Provided to contributors of the ecosystem platform's development
Validation Settlement	60,000,000	3%	Provided to stabilize the validators participating in the operation of the mainnet node
Advisors	40,000,000	2%	Provided to advisors participating in the initial design of the ecosystem
Reserve	20,000,000	1%	Reserve for emergencies or risks
Total Offering	2,000,000,000	100%	Total supply



4.2 Use of Funds

- **Ecosystem (43%)**

This supply for Ecosystem will be distributed to expand the ecosystem through partnership or investment (directly or indirectly) with Defi projects, protocols, marketplaces, and dApps, or to maintain the CONX chain ecosystem, and can be used to strengthen the stability and security of the mainnet through additional recruitment of the validators. Ecosystem supplies will be operated under the goal to maintain a virtuous cycle of ecosystem.

- **Community (3%)**

This supply will be distributed for the purpose of revitalizing communities and creating market autonomy, which are the main components of the mainnet ecosystem. The supply will be used to link and construct ecosystems organically. Funds will also be issued and provided naturally based on ecosystem design logic. In addition, if funds are to be used for certain projects, votes by CONX Governance should be passed through the On-Chain Governance proposal.

- **Genesis Contributors (15%)**

This supply for Genesis Contributor will be distributed to the partners that contributed in the initial creation of CONX Chain, and such Genesis Contributor will be operating as content providers in order to contribute to the establishment of the CONX ecosystem.

- **Backers (15%)**

This supply for Backers will be distributed for the purpose of ecosystem construction at the initial stage of the platform and will be provided to initial investment partners to form and stabilize the initial ecosystem.

- **Marketing (3%)**

This supply for Marketing will be used for marketing activities for the initial growth of the platform. It will be used for marketing such as user acquisition and branding to initially build the platform and will be the basis to continuously promote the platform's expansion and advancement.

- **Team (15%)**

This supply for the Team will be distributed to developers from diverse fields as required for the initial development of the platform, developers who participated in the development and operation of the market economy, and other parties who have participated directly or indirectly in establishing the platform.

- **Validation Settlement (3%)**

This supply for Validation Settlement will be provided to stabilize the validators who participate in the operation of CONX chain nodes. This supply for Validation Settlement will be evenly delegated to the CONX validators. If the number of CONX validators is changed, the delegation amount will be automatically redistributed by the number of CONX validators through Smart Contract. The delegation rewards for this supply will be automatically recirculated to the CONX (\$XPLA) stakers through Smart Contract and Validator Reward Pool, a pool for the circulation of delegation rewards. This supply will be managed and distributed by Smart Contract system.

- **Advisors (2%)**

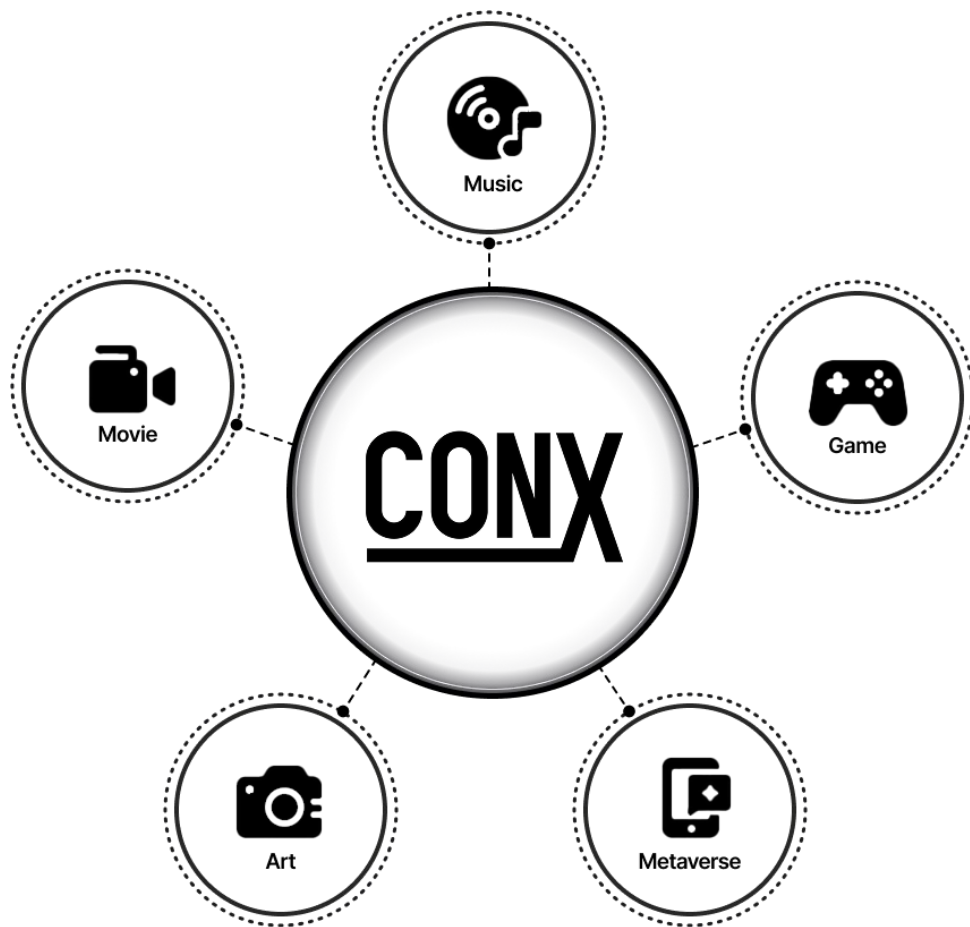
This supply for Advisors will be distributed to external advisors and consultants who participated in the initial development and design of the platform.

- **Reserve (1%)**

This supply for Reserve is set to prepare for urgent or risky circumstances during the operation of the ecosystem.

It will be used based on the situation if the CONX validators deems it as urgent through CONX Governance. Operation will be flexible according to the details of market construction by the foundation, its operating entity, and the alliance, but it will be operated based on the prevention/exclusion of a sudden fluctuation in the market.

5 Roadmap



Build a Digital Media Content Center
in the Web 3.0 Era that Preserves Cultural and Artistic Values

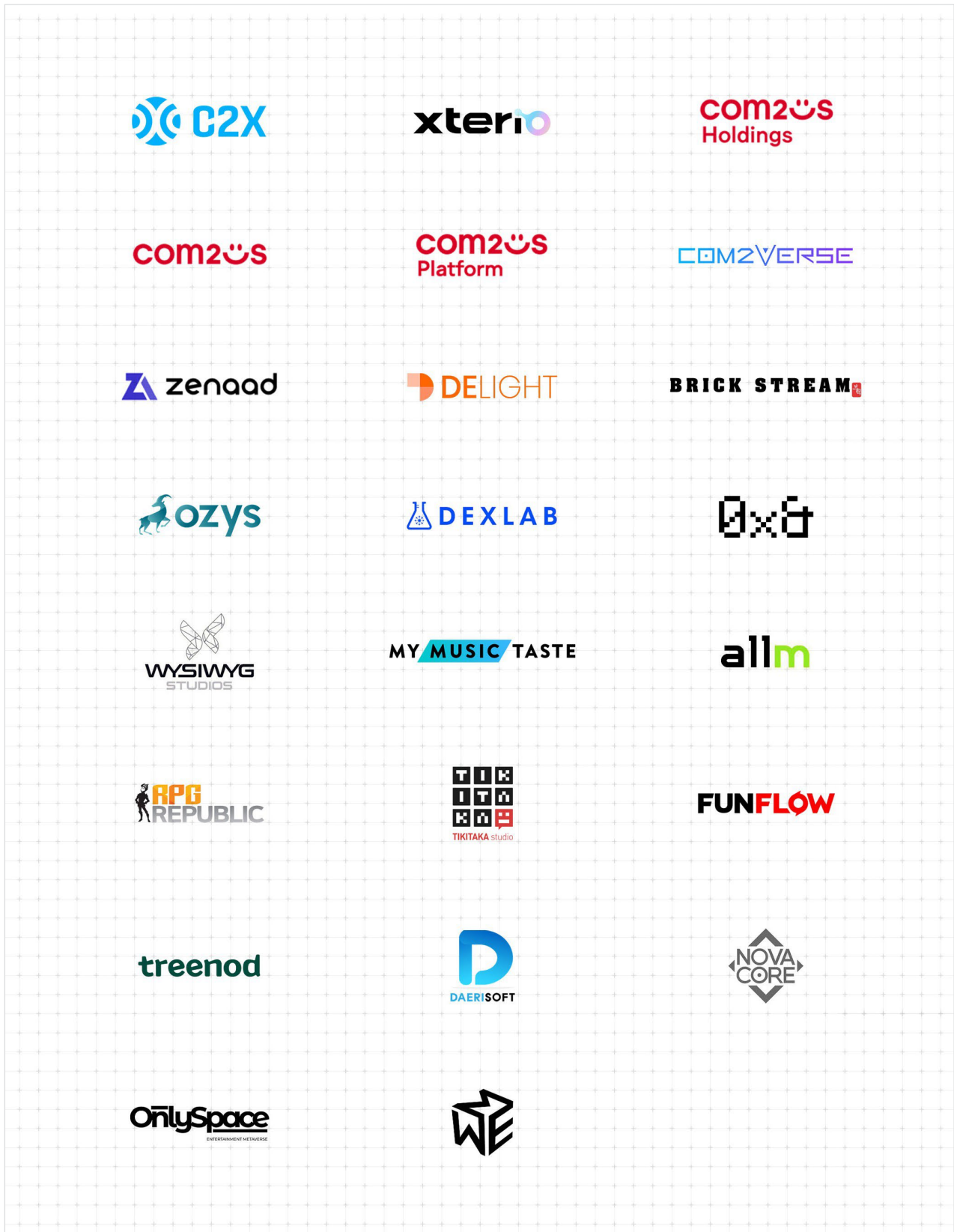
The market is endlessly changing and growing even at this moment. We are realizing unimaginable possibilities in the existing markets and experiencing explosive growth with unlimited potential.

CONX will respond in the most active manner to such changes and is ready to be the most optimal ecosystem.

Users around the world will be able to experience completely different environments through their activities in a brand-new blockchain digital content medium.

CONX project will become a basis for continuous advancement towards the future for both users and creators, as it will provide the best experience to users and the most stable development environment for creators.

6 Genesis Partners



7 Appendix

7.1 Disclaimers and Risk Factors for Investment

In relation to any and all information specified in this whitepaper, you hereby unconditionally and irrevocably accept and agree to the following:

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With respect to your purchase, exchange or acquisition of any Tokens, if any, you are hereby deemed to fully understand and agree as follows:

- Virtual assets, including the Tokens, have no limit to their upper/lower limit price, and have demonstrated extreme volatility in their values in accordance with various factors such as speculative demands or changes in domestic or international regulatory conditions, having unique characteristics related to the market conditions of a 24/7/365 worldwide transaction service.
- It is at your own risk and responsibility with respect to any investment decisions in virtual assets, and any and all possible losses and damages will be borne solely by you.
- No warranties whatsoever with respect to the Tokens or their values are made or secured by any government, the Writer Parties or any third party.
- The Tokens are not to constitute capital market products such as securities or derivatives of any form, and they are not issued or registered under any Security Act or other similar laws of any specific country or jurisdiction in which any potential holder of the Tokens is located.
- You shall not, are not eligible to, sell or use the Token in and from any jurisdiction in which any sale or use of certain digital currencies, digital assets, virtual assets or cryptocurrencies is prohibited, and any person in violation of such shall be solely responsible for such violation, and CONX and its relevant parties shall not be responsible for any such cases.

7.2 Reference

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7.3 Glossary

- NFT: Non-Fungible Token
- dApp: Decentralized Application
- Collectible: A project or asset whose primary function is to be collected
- Wallet: An electronic wallet enabled to store and manage cryptographic assets, by which technology they are stored on a blockchain
- EVM: Ethereum Virtual Machine
- Governance: Sovereignty to present opinions through votes within the platform
- Validation: Verification of the integrity of new blocks created in the blockchain
- Delegation: A proof algorithm to delegate the authority of Proof of Staking
- Smart Contract: A system intended to facilitate the performance of a contract automatically when the conditions of the contract are completely fulfilled where the terms and conditions of such contract are programmed and stored in an electronic contract document in advance
- Mainnet: The network where a blockchain is operated
- TPS: Transactions Per Second
- Marketplace: NFT Exchange
- Node: A single server unit, composing a network
- Pending: Pending state as a result of causes such as incomplete transactions while creating an NFT
- CEX: Centralized Exchange
- DEX: Decentralized Exchange
- Swap Pool: blockchain technology that supports exchanging tokens to other tokens
- PoS: Proof of Stake
- PoW: Proof of Work
- Minting: An act of minting tokens
- Token Swap: An act of exchanging one token for another in a Swap Pool