SHRAPNEL

WHITE PAPER



Archived copy · cryp2nova.com

CONTENTS

Introduction 1
Opportunity 2
Game 3
Creation 8
Discovery 9
Community 9
Economy 12
Token 13
Market 21
Roadmap 24
Technology 25
Team 28
Investors & Partners 34
Angel Investors 35
Disclaimer 36

CRYP2NOVA

Archived copy · cryp2nova.com

INTRODUCTION

Welcome to SHRAPNEL, the world's first blockchain-enabled first-person shooter (FPS) game, developed by a BAFTA and Emmy award-winning team of game industry veterans at NEON. SHRAPNEL presents a rich set of player-creation tools, combining combat, creation, curation, and connection into a community where players own the platform and decide its future.



Archived copy · cryp2nova.com

OPPORTUNITY

Since early 2000, we've been thinking about a competitive, multiplayer FPS that players could mod and make their own. But the technology necessary to support the transaction volume and attribution complexity of such a game was out of reach.

Now, blockchain makes it all possible. SHRAPNEL will be the first moddable AAA FPS game entirely on chain, using new capabilities to empower players to collectively own the game and its future roadmap. Blockchain provides an approachable system to earn real money – sell and trade, play and win, create and own. Finally, with the SHRAP token and a blockchain-powered game economy, gamers can have the opportunity to be rewarded for the time they spend doing what they love.

The time is right. A generation of hundreds of millions of players has been raised on *Minecraft* and *Roblox*. They are getting old enough to earn and spend their own money – and are likely to choose competitive multiplayer games that also fulfill their desire to create and share with a community their own age. SHRAPNEL's player-creation tools are designed for them, with a more realistic look and real-world value.

As the first competitive multiplayer FPS that empowers players to create, trade, and truly own their player-created content on the chain, SHRAPNEL has the potential to be the next industry-defining FPS franchise for a massive generation of players and creators.



Archived copy · cryp2nova.com



GAME

STORY

In the world of SHRAPNEL, a massive asteroid called 38 Sigma has collided with the moon, causing lunar meteorites to bombard a 500-kilometer-wide band around the Earth. The area, which becomes known as the Sacrifice Zone (The Zone), is left uninhabitable and walled off from the rest of the world.

The world speculates about what is being uncovered by the teams of paramilitary contractors guarding The Zone. Rumors swirl of a mysterious material called Compound Sigma that allows quantum mechanics behaviors to manifest in the classical physics realm. Nations and corporations begin assembling their own Mercenary Extraction Forces, or MEFs, to venture into The Zone. Chief among them is VELDACHA CORP. (V-Corp), a company that quickly corners the market on new technology born from these world-changing discoveries. Enter the players: MEF Operators battling in the bloody war for control over The Zone and its many secrets.

Archived copy · cryp2nova.com

GAMEPLAY

In SHRAPNEL, players are tasked with finding and extracting valuable resources, entering the The Zone as Operators for one of the MEFs. Many other operators are also vying for these resources in The Zone, resulting in a tense, high-stakes, competitive environment that encourages risk-taking and rewards skill.

Players outfit their Operators with gear to fit their desired playstyle before entering The Zone. Gear (in the form of NFTs) is dropped on death, forcing players to weigh constantly shifting odds of success in every choice they make. In addition to the gear dropped by Operators killed in action, players can also collect the mysterious Compound Sigma. After collecting their loot, players must fight their way to one of several contested extraction locations – and survive long enough to escape and claim it as their own. Successfully extracted loot (NFTs) are then placed in the player's persistent inventory, which the player uses to build their loadouts in future sessions.

As the player pool shrinks and extractions become more dangerous, every choice becomes meaningful. Strategies will evolve, alliances will emerge and crumble, and the stakes will rise – with potentially dire consequences.



Archived copy · cryp2nova.com



OPERATOR CLASSES

Players can choose one of three Operator classes: Assault, Survivalist, or Infosec – each with its own skill-based progression tree. As players develop their Operators, they unlock a range of abilities and specialized equipment to improve their play. Weaknesses in one class can be complemented by strengths in other classes, encouraging dynamic strategies and alliances.

For players who are new or want to experiment without jeopardizing their equipment, a temporary Contract Operator character is available for lower-risk / reward play.

Archived copy · cryp2nova.com

GEAR AND CRAFTING

SHRAPNEL's strategic gameplay centers on how players create their loadout from both the gear they've extracted in previous sessions and the equipment they craft themselves. Equipment ranges from the low-tech, dependable weaponry of Contract Operators to the devastating but failure-prone advanced technology of a Corporate MEF. As players get to know the strengths and weaknesses of each type of equipment, they can remix gear to customize their loadout.

WEAPONS

SHRAPNEL features several weapon classes with meaningful differences in playstyle. Players can obtain various attachments that allow them to craft customized weapons, which can be sold in the SHRAPNEL Marketplace and on secondary markets.

ARMOR

Armor provides defensive bonuses as well as utilities. Players can mix and match pieces from different sets.



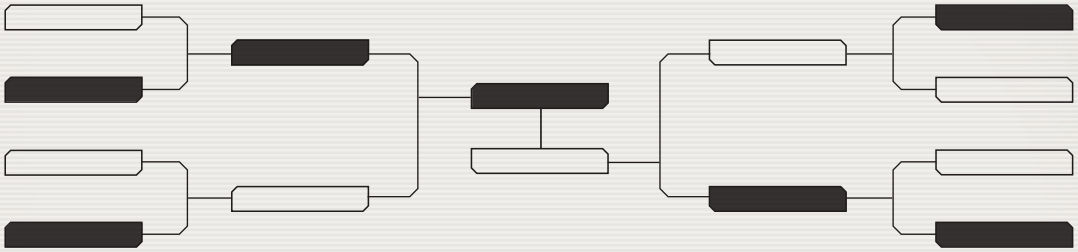
CONSUMABLES

These single-use items, such as grenades and med kits, are not tokenized, so they are not tradable with other players. This means players need to think carefully about how to prioritize looting and using them.

TECHNOLOGY

Technology – such as night-vision goggles and information-gathering devices – assist players but are not consumed on use. Technology expands the scope of play by offering new ways to interact with maps and plan fights.

Archived copy · cryp2nova.com



PLAYER-CREATED TOURNAMENTS

Enterprising players can create their own tournaments within SHRAPNEL, making the rules, defining terms, and promoting their events. These high-stakes competitions offer both tournament creators and competitors opportunities to earn rewards.



PLAYER MISSIONS

All players can participate in goal-oriented missions related to extraction gameplay, content creation, and marketplace participation, with the opportunity to receive SHRAP Token rewards.

Archived copy · cryp2nova.com

CREATION

Player-created content is key to the SHRAPNEL experience. Our professional-grade creator tools, built using the same Unreal technology we use for the game, will allow anybody to quickly get started creating their own SHRAPNEL content. Players can mint that content into non fungible tokens (NFTs), trade it in the SHRAPNEL Marketplace, and earn rewards based on its popularity.

CREATION FLOW



BASE ASSETS

To make it as easy for anyone to create high-quality and SHRAPNEL-ready vanity items, we will pre-seed the marketplace with a collection of base assets.

VANITY

Players are able to create their own vanity items and set a price and unique quantity. Their creations can then be added to and promoted within the SHRAPNEL Marketplace. Five classified vanity materials will be offered with a limited total supply. Vanity items made with these rare materials will include their own unique in-game expressions.

MAPS

Map design and development is fundamental to the SHRAPNEL platform, economy, and player experience. Players will be able to create their own maps using both SHRAPNEL-provided base assets and prefabricated assets that offer novices a jump-start on creating high-quality content.

CRYP2NOVA

Archived copy · cryp2nova.com

DISCOVERY

Using SHRAPNEL 's creator tools, the community is empowered to build a library of NFTs to use in-game, share with the community, and trade with other players. The process of promoting and discovering the best items and maps in this constantly expanding collection is critical to the creator ecosystem.

SHRAP promotion drives discovery for all player-created content. Anyone can promote with their SHRAP on vanity items and maps, which increases their discoverability. Curators, creators, and other stakeholders receive SHRAP rewards based on how well content performs.

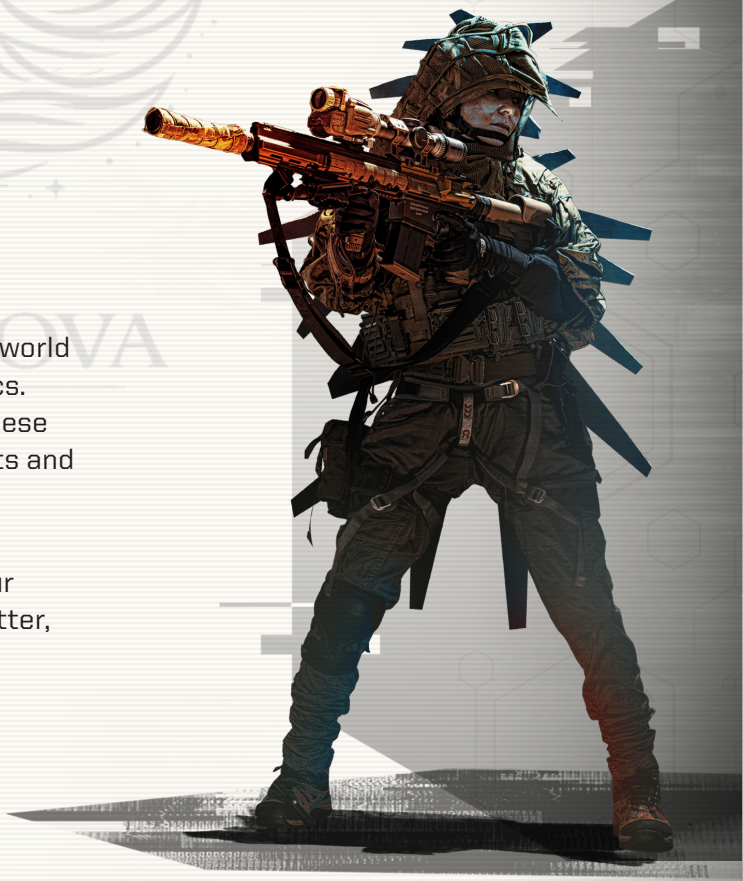
COMMUNITY

Community involvement drives gameplay and development at every stage in SHRAPNEL.

GOVERNANCE IN DEVELOPMENT (DAO)

We will invite our community to make decisions on the world of SHRAPNEL, including design, roadmap, and aesthetics. Players who participate more will have more input in these decisions, reflecting the ethos of decentralized projects and encouraging high engagement.

We will share our development progress openly with our owned social channels, including web, Discord, and Twitter, adding more channels as the community grows.



Archived copy · cryp2nova.com



MEF HEADQUARTERS

Players will be able to join various MEFs, whose headquarters will be built into the game loops in the pre-game/post-game lobby. Within the HQ, members will be able to access MEF collective resources within their game sessions via an armory, show off their creative skills, and relax between games. HQs will showcase MEF gameplay achievements and stats and serve to promote content created by members, both within the HQ and to players outside of it.

MEF owners benefit from more players joining, and owners can completely customize the appearance of their HQ, which will be discoverable within the game to entice new members. MEF owners will have a variety of tools to allow players to use their resources for the good of the community.

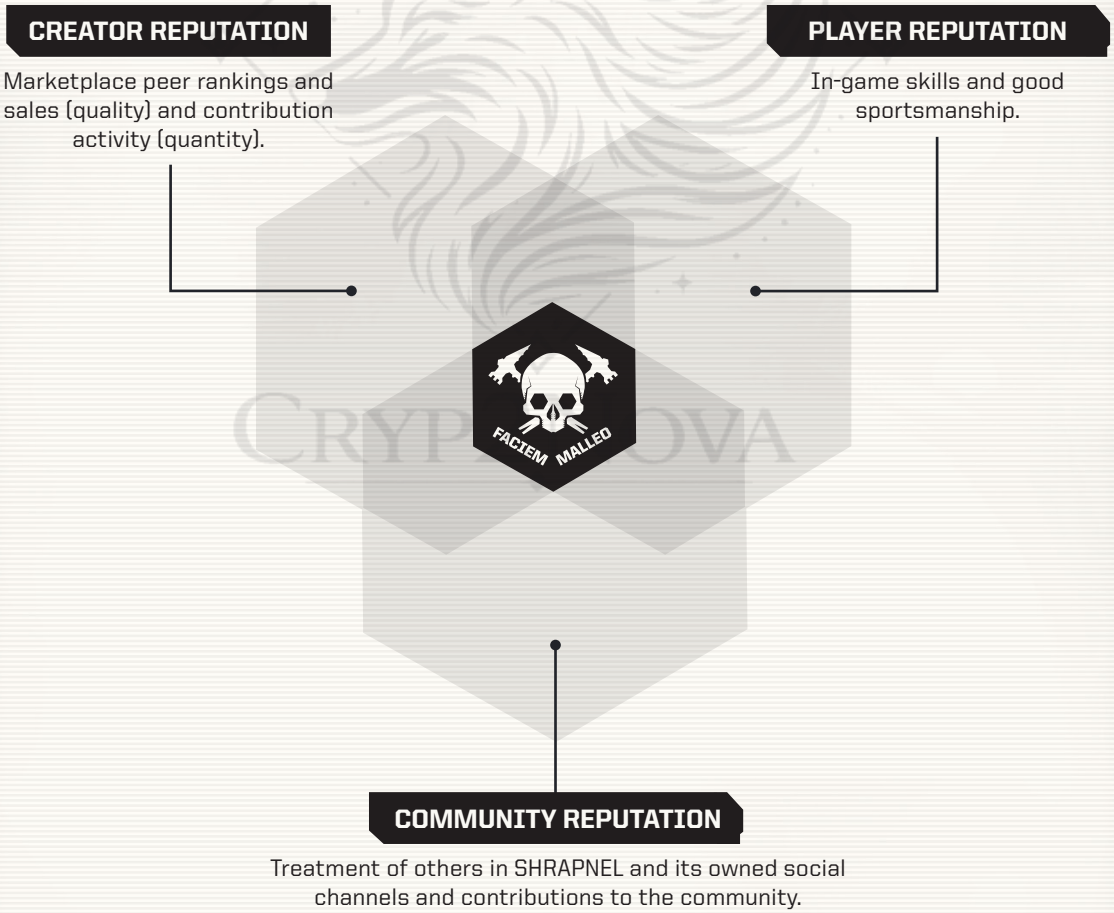
Archived copy · cryp2nova.com

REPUTATION SYSTEM

As players participate in SHRAPNEL, they will take part in an innovative reputation system. A player's overall Reputation Score will be based on three facets: Play, Creation, and Community.

Players with high scores within these areas earn rewards such as in-game boosts or new modding capabilities. A higher total Reputation Score will make a player's profile and content more discoverable in maps and the SHRAPNEL Marketplace, which can lead to more opportunities for rewards.

The reputation system is designed to reward positive interactions as well as police negative behavior, including "time out" or "mute" time for players. Repeated bad behavior will result in a ban from SHRAPNEL.



Archived copy · cryp2nova.com

ECONOMY

The Shrapnel economy will allow several personas to participate in the ecosystem through play, creation, ownership, and governance, with incentives v persona.

The interplay between each persona creates a virtuous cycle of collaboration, discovery, and ever-increasing economic activity as more people participate.

PLAYERS

Players can buy gear, extract it from game sessions, and sell it in the SHRAPNEL Marketplace for SHRAP.

CREATORS

Creators can make anything from vanity items to customized weapons, maps, and map objects as well as profit from the economic value they create.

CURATORS

Curators who successfully discover great content for the community to enjoy will also share in the spoils.

LAND OWNERS

Land owners who make an upfront commitment to the ecosystem will receive a fair proportion of the value creation.



Archived copy · cryp2nova.com



TOKEN

Governance

- DAO and sub-DAO votes / platform governance
- Voting on player-created content

Running Validators

- Payment to validators; fees subsidized by the Shrapnel protocol at no cost to end users

Minting & Medium of Exchange

- Pay fees in SHRAP to mint player-created content, i.e. maps, prefabs, skins and vanities
- SHRAP is the default currency on the Shrapnel marketplace

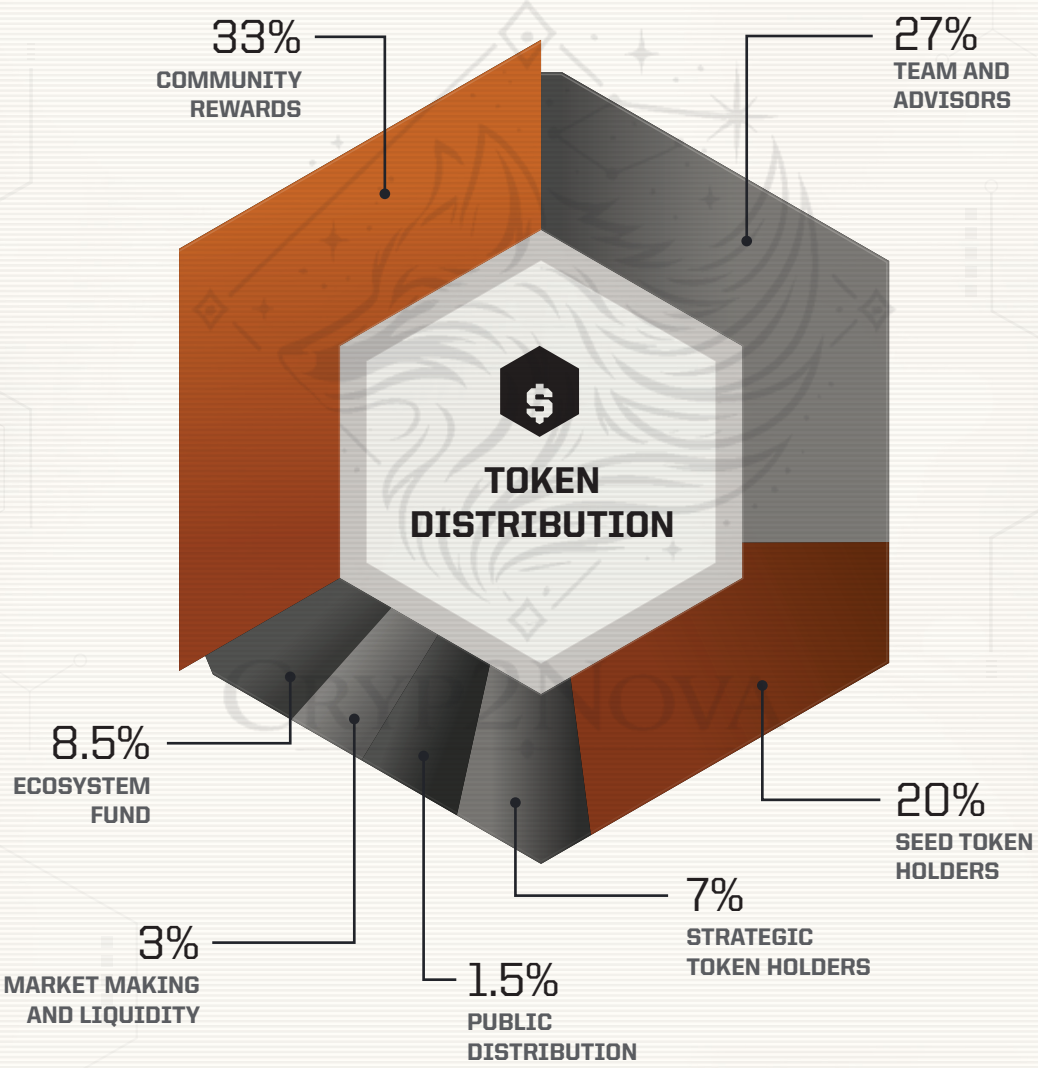
Rewards

- Player-created content / gameplay
- Content discovery participation

Archived copy · cryp2nova.com

TOKENOMICS

SHRAP will be issued as an ERC-20 token and deployed on Avalanche shortly afterward. At the token genesis event (TGE), 3 billion SHRAP tokens will be created as the total token supply, which will never increase. No other tradable tokens are anticipated to be created or minted. SHRAP tokens will be distributed and unlocked as follows:



Archived copy · cryp2nova.com

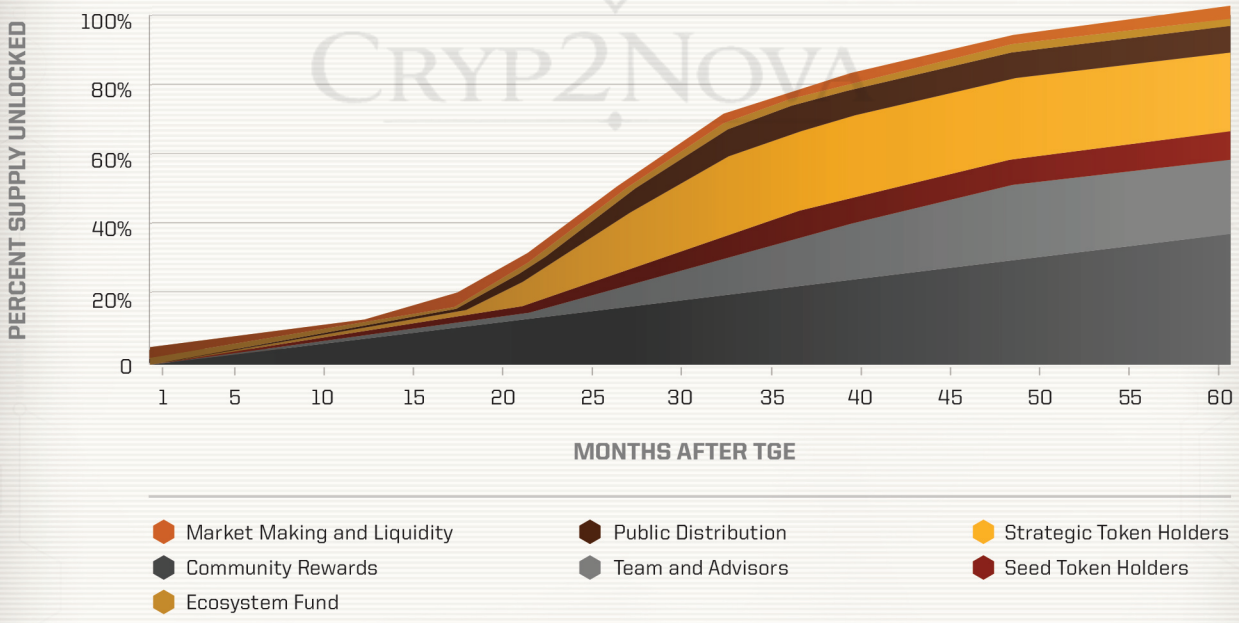
UNLOCK SCHEDULE	UNLOCKED AT TGE	CLIFF (MONTHS)	UNLOCK AFTER CLIFF (MONTHS)***	TOTAL UNLOCK FROM TGE (MONTHS)
Team	0%	12	36	48
Advisors	0%	12	24	36
Seed Token Holders	0%	12	20	32
Strategic Token Holders	0%	12	20	32
Public Distribution	100%	0	0	0
Market Making and Liquidity	100%	0	0	0
Ecosystem Fund*	0%	6	36	42
Community Rewards *	**	**	60	**

*Ecosystem fund and community rewards unlock schedules subject to change. Although community rewards are unlocked, these rewards will be released to the community based on an asymptotic function to ensure that community rewards are provided during the long-term operation of the platform. Vesting contract for community rewards will be deployed to the Avalanche C-Chain and locked until the SHRAPNEL subnet is live, at which point they will be migrated and vested. Any changes to the public offering allocation will be either be sourced from or returned to the Ecosystem Fund.

**Community Rewards has a fixed emissions schedule relative to features coming online.

***Unlocks in 4 equally divided periods at a rate of 10%, 30%, 35%, 25%.

SHRAP UNLOCK SCHEDULE



Archived copy · cryp2nova.com

PROMOTING AND REWARDS

SHRAPNEL incentivizes the community to find, curate, and promote the best player-created vanity items and maps. Anyone can promote on any map or vanity item to earn promotional rewards based on NFT performance through a two-tier program:



Curation / Promotion

At this level, content is available for promotion. The best content will be promoted to the competition tier at regular intervals.

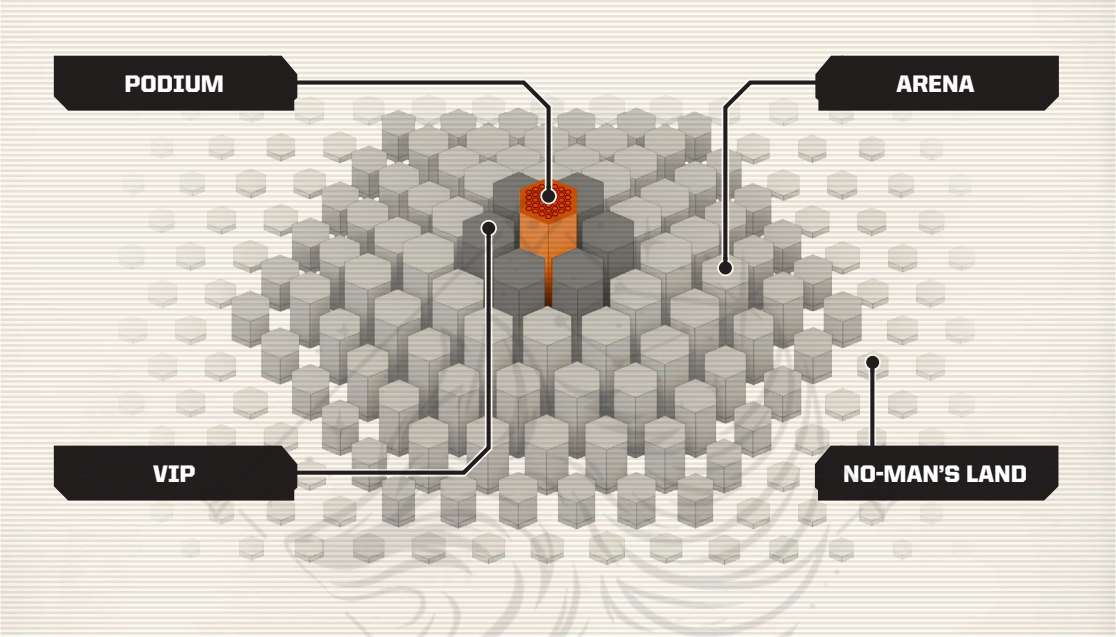
Competition Tier

Content competes with other content according to its performance. People who contribute to competition-tier content by promoting are rewarded based on performance as well as the amount and timing of their contribution.

Archived copy · cryp2nova.com

MAP REWARDS

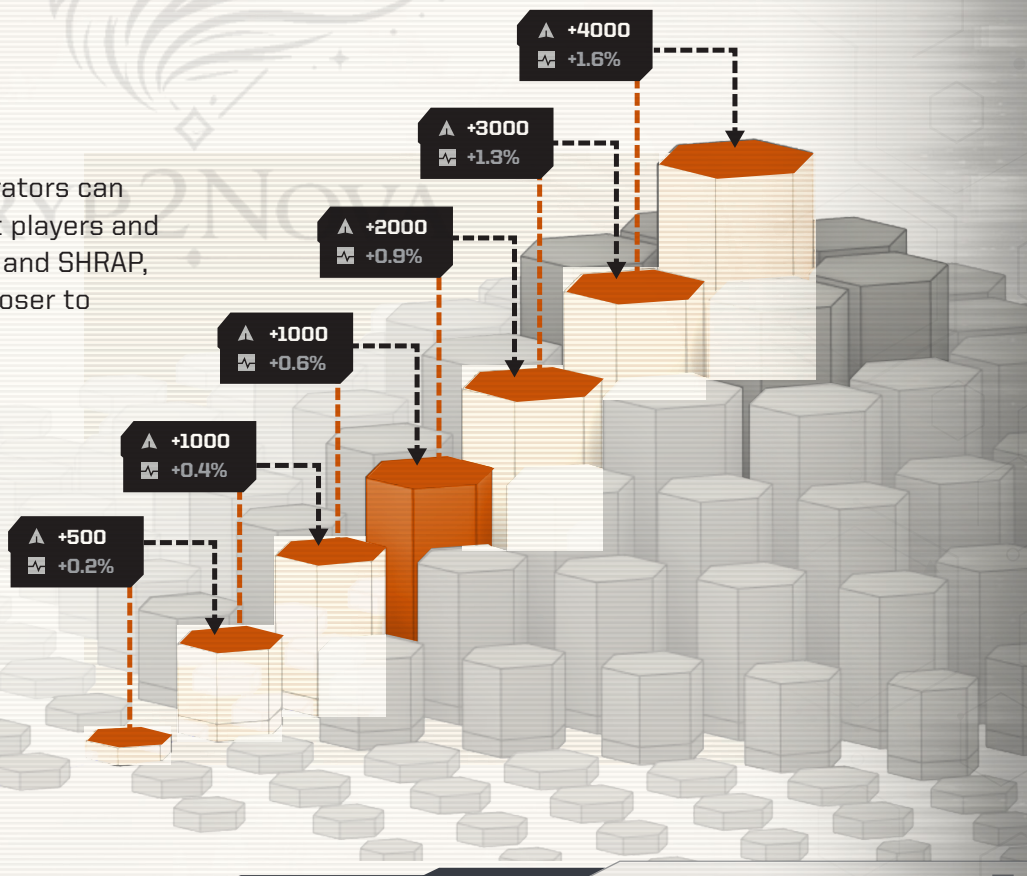
SHRAPNEL's map framework includes two categories of land: The Arena (curation / promotion land), and The Podium (competition land). The primary goal of map owners is to get their maps to the center of The Podium.



MAP PROGRESSION

Within The Arena, owners and curators can promote maps in order to attract players and promoters. As maps gain players and SHRAP, they increase in size and move closer to The Podium.

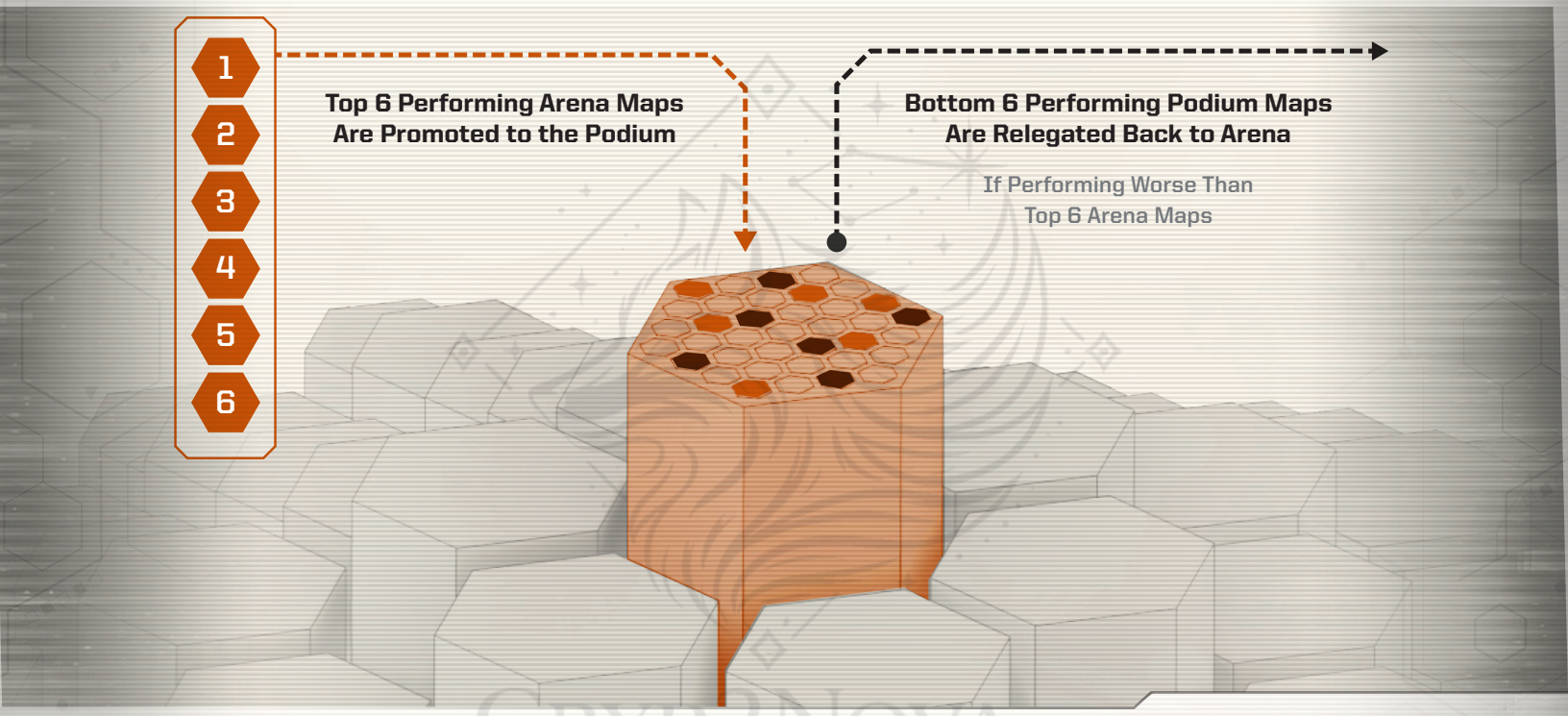
Promoted
Activity



Archived copy · cryp2nova.com

MAP PROMOTION / RELEGATION SWAPS

The Podium hosts a popularity-and-performance tournament with a regular promotion-relegation cycle. High-performing maps move toward the center and low-performing maps are pushed outwards. Land owners, curators, map owners, and promoters share in performance-based SHRAP rewards.



CRYP2NOVA

VANITY REWARDS

Community members who use SHRAP to promote on vanity item NFTs will be rewarded based on their price and volume performance.

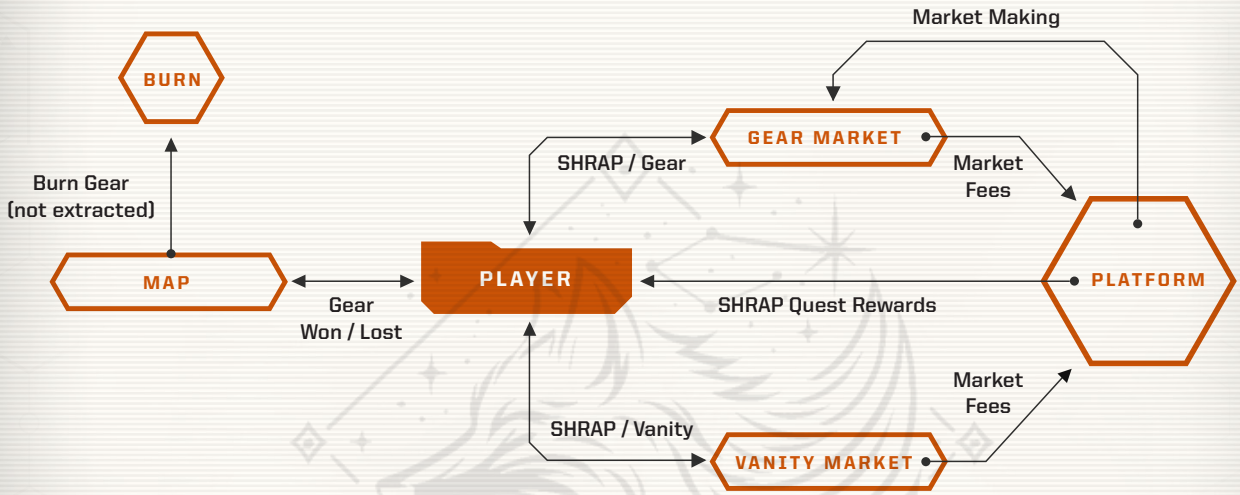
MISSION REWARDS

All players will have an opportunity to receive SHRAP rewards at regular intervals by participating in goal-oriented missions.

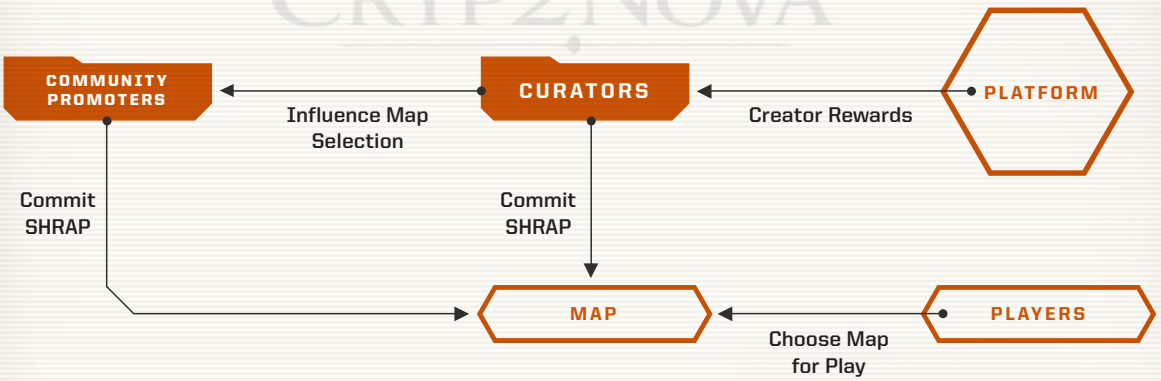
Archived copy · cryp2nova.com

VALUE DRIVERS BY PERSONA

PLAYER FLOW



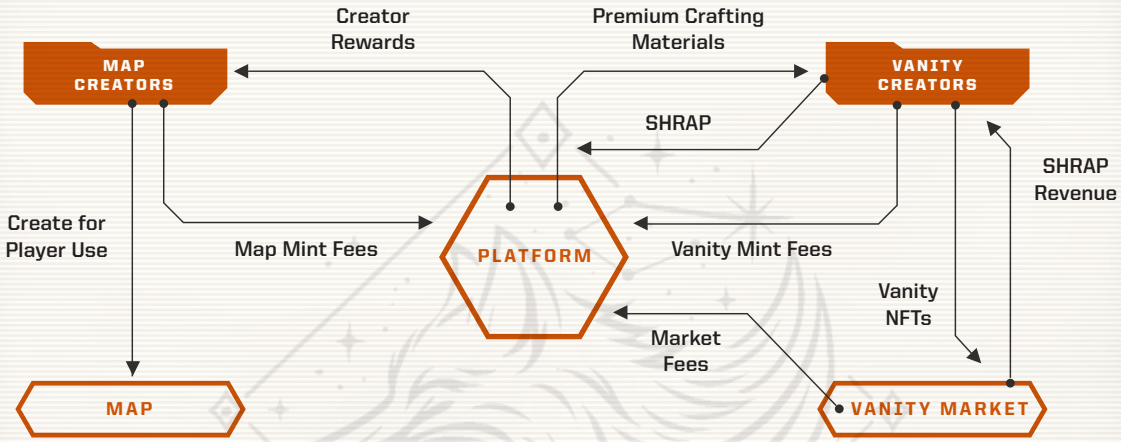
CURATOR FLOW



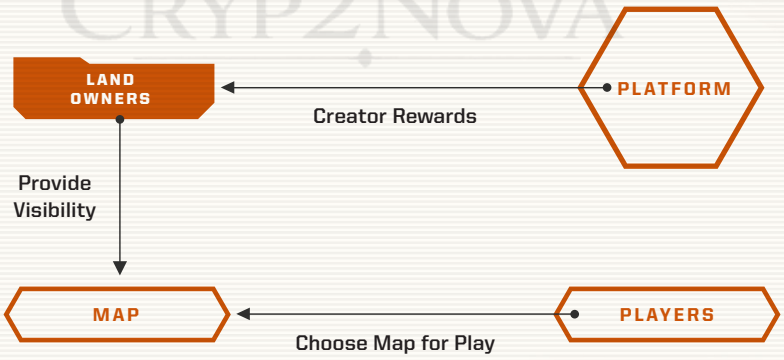
CRYP2NOVA

Archived copy · cryp2nova.com

CREATOR FLOW



LAND OWNER FLOW



CRYP2NOVA

Archived copy · cryp2nova.com



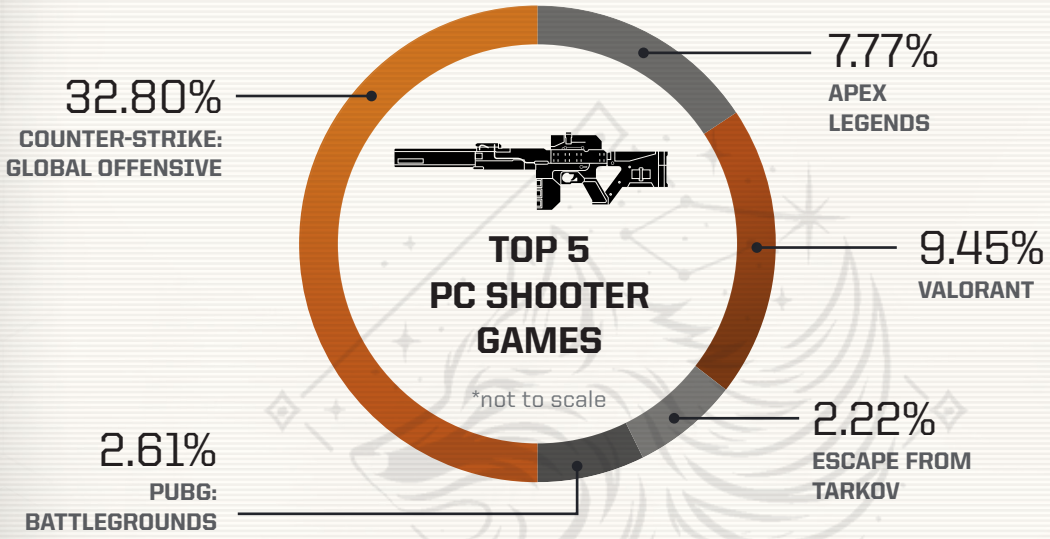
MARKET

PC core competitive FPS titles have revitalized the shooter genre, bringing high engagement, retention, and spending rates. FPS had the highest monthly active users (MAUs) out of all PC games in January 2022, according to data from Newzoo. PC shooters also boasted average daily play time of just over two hours. This strong engagement translates to revenues, as PC shooters see higher spend on average when compared to other PC titles. Much of this is driven by publishers experimenting with hybrid monetization mechanics, providing new player conversion and monetization avenues, leading to some of the highest revenue and conversion rates in the space. Games in the core competitive FPS genre show huge growth potential in the future, especially on PC and mobile.

Archived copy · cryp2nova.com

ALL PC PLAYERS VS. PC SHOOTER PLAYERS

PC shooter players tend to belong to higher income brackets, spend more money, and spend more time in-game weekly than all PC players.



MONTHLY ACTIVE USERS

75%	100%
PC PLAYERS	PC SHOOTER PLAYERS

MONTHLY SPENDING

29%	34%
PC PLAYERS	PC SHOOTER PLAYERS

HOURS SPENT PLAYING
AVERAGE 6 - 10 HOURS WEEKLY

13%	19%
PC PLAYERS	PC SHOOTER PLAYERS

WHILE ENGAGING IN THE TOP 5 PC SHOOTER GAMES, PLAYERS:

GENERATED REVENUE	36,696MM $$$
STREAMED	9.02MM HRS
WATCHED	252.3MM HRS

Archived copy · cryp2nova.com

TOP PC SHOOTER FEATURES

FEATURES	ESCAPE FROM TARKOV	PUBG: BATTLEGROUNDS	COUNTER-STRIKE: GLOBAL OFFENSIVE	APEX LEGENDS	VALORANT	SHRAPNEL
Persistent Inventories	⬢	—	—	—	—	⬢
RPG Elements	⬢	—	—	—	—	⬢
Ballistics Model	⬢	⬢	—	—	—	⬢
Player-Run Cosmetics Market	—	—	⬢	—	—	⬢
Activated Powers	—	—	—	⬢	⬢	⬢
Competitive Extraction Event	⬢	—	—	—	—	⬢
Creator-Driven Map Pool	—	—	—	—	—	⬢



CRYP2NOVA

Archived copy · cryp2nova.com

ROADMAP

DONE

MISSION ACCOMPLISHED

COMPLETED MISSIONS

- **SOCIAL** Comms channels established
- **ECHO COMPANY** Elite SHRAPNEL community members
- **COMMUNITY** Voting and execution begins
- **SIGNAL**Trailer, Gameplay footage, Comic books,m Short film, Awards
- **MPX.1** Gameplay prototype: Multiplayer Experiment 1
- **SHRAP** Generated
- **OPERATOR ACCESS** Community groups, allow lists, token, platofrm services
- **CALLSIGNS** Create your unique MEF Operator Display Name

COMING SOON

MISSIONS UNDERWAY

COMING SOON

- **INSIGNIA** Create and Own your unique custom designs
- **PORTABILITY** of on-chain items
- **MARKETPLACE** Buy, sell, promote
- **PLAYER PROFILE** Customize your public facing personas
- **SHRAP REWARDS** More opportunities to obtain

MISSIONS IN PLANNING

MORE TO COME

- **PRE-ALPHA** Access to Gameplay for Operators Holders
- **SKINS** Create-to-own cosmetics for egar and weapons
- **GAMEPLAY** Early Access release
- **COMMUNITY REWARDS** for Creators, Curators, and Reputation
- **MAPS** Create, Host and Promote
- **ITERATE** Upgrades and additions to game services & tools

Archived copy · cryp2nova.com

TECHNOLOGY

GAME TECHNOLOGY

SHRAPNEL's game technology creates the foundation for an outstanding player experience, innovative creation opportunities, and vibrant community. We've chosen technology partners that will help us achieve AAA quality, first-class security, and robust operational support.

UNREAL ENGINE 5

For the past decade, the team at NEON has developed award-winning AAA titles across multiple generations of the Unreal Engine. Between our battle-tested expertise and the rapid community-wide adoption of the engine as an open-source solution, Unreal is the obvious choice for building SHRAPNEL. Unreal will also serve as the basis for the community's map creator tool, supporting player created content at every level.

ANYBRAIN

Anybrain detects when players are using mechanisms to cheat beyond trying to tamper with the game's code directly. A classic example is the use of aimbots, which Anybrain can detect with high confidence, using only interaction data. SHRAPNEL is partnering with Anybrain to build new models to detect fraudulent player behavior.

Archived copy · cryp2nova.com

BLOCKCHAIN TECHNOLOGY

Blockchain technology powers SHRAPNEL's rich token ecosystem that offers incentives for multiple types of players. Players can take in-game assets with them across supported public blockchains for true ownership.



AVALANCHE

We decided to develop on an Avalanche subnet due to its usability, accessibility, and security features. Avalanche enables SHRAPNEL to provide best-in-class performance with its unique subnet architecture, innovative Snowman consensus, and unparalleled safety guarantees.

While many blockchains have substantial carbon footprints, Avalanche is one of the few that is Net Zero, sharing our ethos of minimizing environmental impact.

With Avalanche's sub one-second settlement time and low transaction fees, we can ensure a great user experience across our platform. Its subnets enable excellent performance while maintaining decentralization with moderate validator hardware requirements. Players can easily move crypto assets in and out of SHRAPNEL's platform with atomic swaps, an innovative and secure cross-chain transfer technology.

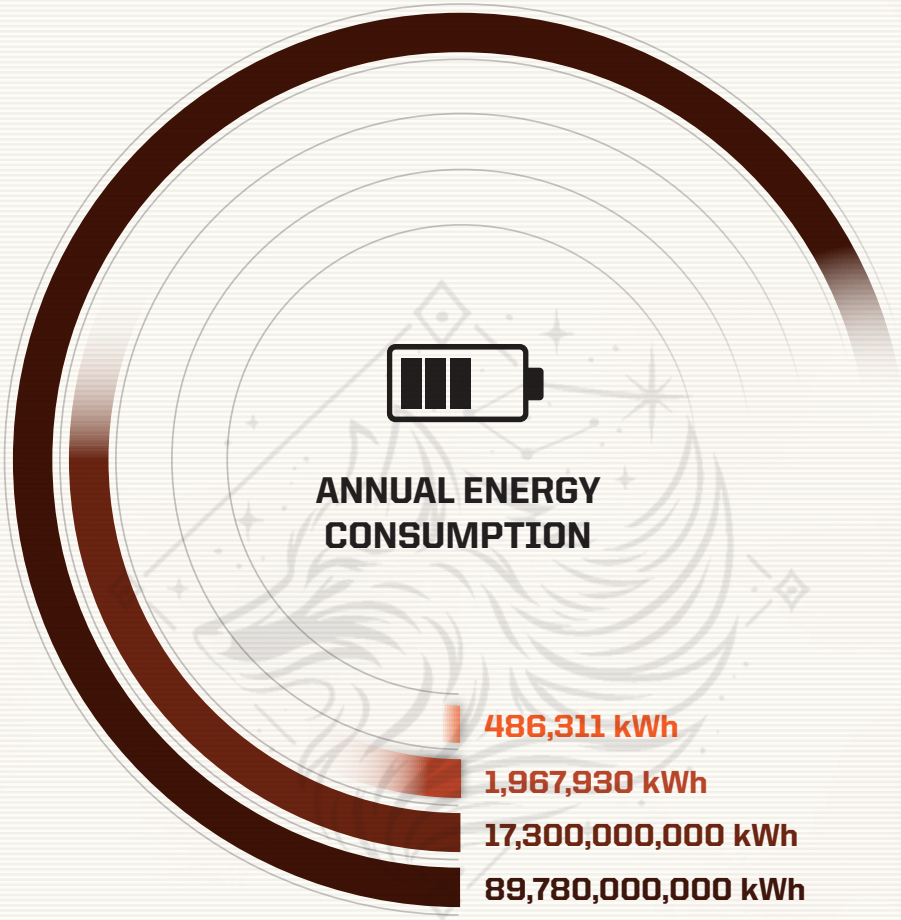
CRYP2NOVA

AMBER

AMBER GROUP

Hong-Kong-based Amber Group, a global crypto financial services provider, will provide SHRAPNEL with a suite of institutional-quality products and services. Amber will provide Designated Market Making services for SHRAP after the token launch, helping ensure ample liquidity and price stability. Amber will assist SHRAPNEL with token treasury management and in-game market-making to avoid token price disruptions in the broader markets.

Archived copy · cryp2nova.com



CRYP2NOVA

AVALANCHE	486,311 kWh
SOLANA	1,967,930 kWh
ETHEREUM	17,300,000,000 kWh
BITCOIN	89,780,000,000 kWh

Avalanche uses just 0.0005% of the amount of energy consumed by the **Bitcoin** blockchain, and only **0.0028%** of that of the **Ethereum** network.

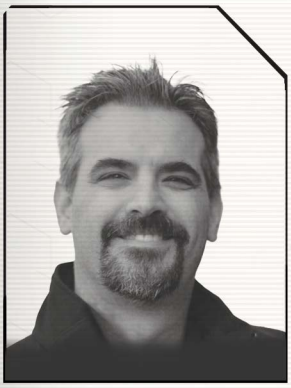
*Data from Crypto Carbon Ratings Institute

Archived copy · cryp2nova.com

DEVELOPMENT TEAM

Our team has been purpose-built for the success of the SHRAPNEL project. Collectively, we bring decades of video-game experience, deep fintech and crypto knowledge, and advice from top experts in transmedia and the military.

LEADERSHIP TEAM



KEN ROSMAN
Chief Executive Officer

Rosman is a 30-year industry veteran and experienced gaming industry executive. Previously CEO of Forthright Entertainment. He has worked on titles such as Halo Wars, Neverwinter Nights, and Sunset Overdrive and has held senior positions at Microsoft, Xbox Games Studios, and Studio Head at Activision Blizzard: Radical Entertainment.



DON NORBURY
Head of Studio

From the genre-defining franchises of *Star Wars*, *Indiana Jones*, *Bioshock*, *Sunset Overdrive*, and *Crackdown* to the sports-fan lifestyles of *Madden NFL* and *NASCAR*, Don has built teams, orchestrated globally distributed development, and redefined creative boundaries across platforms and the player experience for 17 years.



AARON NONIS
Chief Operating Officer

Aaron has a track record of bringing together world-class talent to change interactive entertainment. His projects range from the Microsoft XNA initiative that rejuvenated indie game development to HBO NOW and the Emmy-winning *Westworld VR*.

Archived copy · cryp2nova.com



DAVE JOHNSON
Chief Product Officer

Dave is a 25-year industry vet with experience on such titles as Crackdown, Age of Empires, Gears of War, Halo and Alan Wake and has worked with companies such as Microsoft, Sierra On-Line, Rare, Avalanche, and Remedy. His roles have included QA, Animator, Art Director, Executive Producer and Chief Product Officer.



JOSHUA DAVIS
Head of Experience

With 20 AAA game credits to his name, Joshua has led experience teams for Electronic Arts, Irrational Games, 343 Industries, Microsoft, High Fidelity, and Amazon. He has stewarded franchises such as *Madden NFL*, *Tiger Woods PGA Golf*, *EA Sports MMA*, *Superman*, *Bioshock*, *Halo*, *Harry Potter*, and more. Joshua holds a design patent for Microsoft and a THEA Award for contributions to *The Wizarding World of Harry Potter*.



MARK YEEND
Head of Marketing and Community

Mark has contributed to more than 75 games on every platform, from handheld to consoles to augmented reality. His BAFTA and GANG award-winning work includes beloved franchises such as *Star Wars*, *Harry Potter*, *The Sims*, and *Halo*. Mark managed large central-service teams at Xbox before directing interactive R&D at HBO.



CALVIN ZHOU
Head of Business Development

Calvin is a seasoned professional in media and tech venture capital, with a focus on blockchain initiatives. A tech entrepreneur with a background in hedge funds and investment banks, Calvin has a passion for investing in cutting edge technologies and cryptocurrencies.

Archived copy · cryp2nova.com

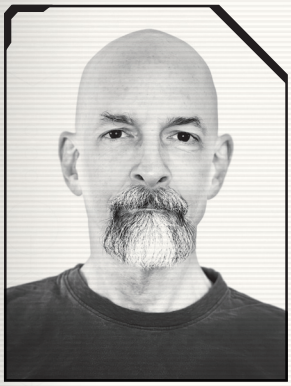
PROJECT ADVISORS



Ali “Myth” Kabbani is a storied brand within the gaming community, a *Twitch* leader, and one of the most well-respected personalities in live-streaming today. With more than 21 million followers across social platforms, Myth has parlayed his success as a *Fortnite* pro to the broader gaming community. Straddling the line between competitive – he’s reached the top tiers of numerous games – and entertaining, Myth consistently surprises and delights his audience.



Terry Spier is a video-game designer and creative director best known for designing four team-based tactical shooter games in Ubisoft’s *The Division* franchise, with more than 20 million copies sold. Terry has more than 20 years in video games. Prior to Ubisoft, he was a designer on action games such as *Deadpool*, *Transformers*, and *The Bourne Conspiracy* for Activision.

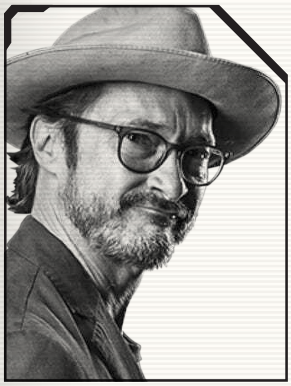


Neal Stephenson is a New York Times number one bestselling author of some of the most visionary science fiction of the last three decades. He conceived the metaverse in *Snow Crash* and anticipated blockchain in *The Diamond Age*. Neal is also the former futurist at Magic Leap and a member of Blue Origin’s original technical staff.



Derek Kolstad is a screenwriter and producer best known for creating the *John Wick* franchise. His future projects include adapting more video-game franchises to film and television, including *Hitman*, *Splinter Cell*, and *Just Cause*.

Archived copy · cryp2nova.com



Mike Wilson, a luminary in the video-game industry, is the leader of Devolver Games publishing business, with previous executive roles at Good Shepherd Entertainment, id Software, Ion Storm, Gathering of Developers, and Take-Two Interactive. He has also produced several films.



Geoff Hayes is CTO and co-founder of Compound Labs, building new use cases for Ethereum blockchain technology, with an emphasis on the financial sector.



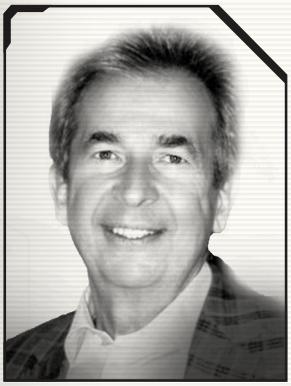
Jason Hollingshead is President and COO of The Sedona Group and formerly spent a decade on Navy SEAL Team 6, the nation's premier counterterrorism unit. He received his business education at Norwich, the University of Texas, and the Wharton School of Business. Jason has a passion for strategic optimization and on-the-horizon technologies.



William Yang is an expert in business development, product management, and strategy. He was the founding member of Unity Technologies Korea and helped *Unity* create a cross-platform solution enabling casual, MMORPG, mobile, PC, and console games development on current and emerging platforms for Korea's dynamic games industry. He was also a Director of the Samsung Strategy Group and brings a plethora of relationships in Korean markets.

CRYP2NOVA

Archived copy · cryp2nova.com



Ken Cron is Chairman & CEO of Coin Operated Group, a holding company that incubates, acquires, and operates companies across the spectrum of crypto/blockchain markets, including games, NFTs, DeFi and DAOs. Ken has extensive experience in building and growing businesses. In the gaming industry, Ken previously served as Chairman & CEO of Vivendi Universal Games (now Activision Blizzard) during the release of *World of Warcraft*, as well as Chairman of Midway Games (publisher of *Mortal Kombat*) and Chairman & CEO of Uproar Games.



Jesper Kyd is a BAFTA award-winning composer, one of the most celebrated in video games. His work includes music for *Assassin's Creed*, *Borderlands*, *Darksiders*, *Hitman*, and *State of Decay*.



Jay Chang is the co-founder of *Genopets*, a revolutionary free-to-play move-to-earn NFT that empowers people to profit by living an active lifestyle, one of the most anticipated NFT drops to date. Jay has more than 10 years of experience in product management.

CRYP2NOVA

Archived copy · cryp2nova.com

INVESTORS & PARTNERS

GRIFFIN GAMING PARTNERS
POLYCHAIN CAPITAL
RAZER
Dragonfly Capital
DeFiance Capital
THREE ARROWS CAPITAL
AVALANCHE
Sfermion
MECHANISM CAPITAL
Merit Circle
SPARTAN
overwolf
CMTDIGITAL
OKX
SUPER LEAGUE GAMING
snack club.
GUILDFI PLAY X EARN
F C P
PERION
WOODSTOCK
DDM DIGITAL DEVELOPMENT MANAGEMENT
BENQ
UNIX
Angels
rw3 ventures
NGC ventures
SHIMA CAPITAL
METAGOOMS
RAINMAKER GAMES
PROMINENCE

CRYP2NOVA

Archived copy · cryp2nova.com

ANGEL INVESTORS



DENNIS FONG
//Thresh

Co-founder of GGWP, first pro gamer, and ESL Hall of Famer.



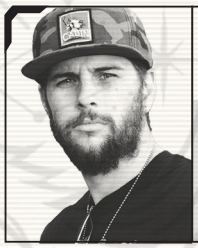
STEPHEN LIM
//Slim

Co-founder of Raid Base, co-founder of *Valorant*.



BRIAN LEE

Co-founder of Legalzoom.com, ShoeDazzle.com, The Honest Company.



M. SHADOWS

Founding member of heavy metal band Avenged Sevenfold.



KEITH NUNZIATA

Citadel Global Equities, Portfolio Manager: Technology Sector.



JASON ZHAO

Partner at Kleiner Perkins.

CRYP2NOVA

Archived copy · cryp2nova.com

DISCLAIMER

Copyright © 2024 Neon Machine Inc.

All rights reserved. All product and company names are trademarks™ or registered® trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them. This white paper may contain copyrighted material, the use of which may not have been specifically authorized by the copyright owner. All images are copyright to their respective owners and are protected under international copyright laws.

The information set forth below may not be exhaustive and does not imply any elements of a contractual relationship. Neon Machine Inc. and Argon Asset Ventures Corp (collectively, the "Companies") do not guarantee, and accept no legal liability whatsoever arising from or connected to, the accuracy, reliability, currency, or completeness of any material contained in this white paper. Participants and potential SHRAP purchasers and NFT holders should seek appropriate independent professional advice prior to relying on, or entering into any commitment or transaction based on, material published in this white paper, which material is purely published for reference purposes alone.

This white paper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. The Companies do not provide any opinion on any advice to purchase, sell, or otherwise transact with us, and the fact of this white paper shall not form the basis of, or be relied upon in connection with, any contract or investment decision. No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of any SHRAP or NFTs, and no cryptocurrency or other form of payment is to be accepted on the basis of this white paper.

This white paper is for information purposes only. We do not guarantee the accuracy of or the conclusions reached herein, and this white paper is provided "as is." The Companies do not make and expressly disclaim all representations and warranties, express, implied, statutory, or otherwise, whatsoever, including, but not limited to: (i) warranties of merchantability, fitness for a particular purpose, suitability, usage, title, or non-infringement; (ii) that the contents of this white paper are free from error; and (iii) that such contents will not infringe third-party rights. The Companies and their affiliates shall have no liability for damages of any kind arising out of the use, reference to, or reliance on this white paper or any of the content contained herein, even if advised of the possibility of such damages. In no event will the Companies or their affiliates be liable to any person or entity for any damages, losses, liabilities, costs, or expenses of any kind, whether direct or indirect, consequential, compensatory, incidental, actual, exemplary, punitive or special for the use of, reference to, or reliance on this white paper or any of the content contained herein, including, without limitation, any loss of business, revenues, profits, data, use, goodwill, or other intangible losses. The Companies are not bound by any representations to the future performance and the returns of the items set forth herein. The actual results and the performance of the items set forth herein may differ materially from those set out in the white paper.

Archived copy · cryp2nova.com

No shares or other securities of the Companies are being offered in any jurisdiction pursuant to this white paper. The white paper does not constitute an offer or invitation to any person to subscribe for or purchase shares, rights, or any other securities in the Companies. The shares of the Companies are not being presently offered to be registered under a Securities Act of any country, or under any securities laws of any state. The SHRAP and NFTs referred to in this white paper have not been registered, approved, or disapproved by the U.S. Securities and Exchange Commission, any state securities commission in the United States of America, or any other regulatory authority, nor has any authority examined or approved the characteristics or the economic realities of this SHRAP sale or any referenced NFT sale or the accuracy or the adequacy of the information contained in this white paper under the U.S. Securities Act of 1933 as amended, or under the securities laws of any state of the U.S. or any other jurisdiction. Purchasers of the SHRAP or NFTs referred to in this white paper should be aware that they bear any risks involved in the acquisition of SHRAP or referenced Companies NFTs, if any, for an indefinite period of time.

No regulatory authority has examined or approved of any of the information set out in this white paper. Thus, no action has been or will be taken under the laws, regulatory requirements, or rules of any jurisdiction. The publication, distribution, or dissemination of this white paper does not imply that the applicable laws, regulatory requirements, or rules have been complied with.

SPECIAL NOTE REGARDING FORWARD-LOOKING STATEMENTS

This white paper contains forward-looking statements. All statements contained in this white paper other than statements of historical fact, including statements regarding our future operating results and financial position, our business strategy and plans, market growth, and our objectives for future operations, are forward-looking statements. The words “believe,” “may,” “will,” “estimate,” “potential,” “continue,” “anticipate,” “intend,” “expect,” “could,” “would,” “project,” “plan,” “target,” and similar expressions are intended to identify forward-looking statements.

Forward-looking statements contained in this white paper include, but are not limited to, statements about:

- Our future financial performance, including our expectations regarding our net revenue, operating expenses, and our ability to achieve and maintain future profitability;
- Our business plan and our ability to effectively manage our growth;
- Anticipated trends, growth rates, and challenges in our business, the cryptoeconomy, and in the markets in which we operate;
- Market acceptance of our products and services;
- Beliefs and objectives for future operations;

Archived copy · cryp2nova.com

- Our ability to further penetrate our existing customer base and maintain and expand our customer base;
- Our ability to develop new products and services and grow our business in response to changing technologies, customer demand, and competitive pressures;
- Our expectations concerning relationships with third parties;
- Our ability to maintain, protect, and enhance our intellectual property;
- Our ability to continue to expand internationally;
- The effects of increased competition in our markets and our ability to compete effectively;
- Future acquisitions of or investments in complementary companies, products, services, or technologies and our ability to successfully integrate such companies or assets;
- Our ability to stay in compliance with laws and regulations that currently apply or become applicable to our business both in the U.S. and internationally;
- Economic and industry trends, projected growth, or trend analysis;
- Trends in revenue, cost of revenue, and gross margin;
- Trends in operating expenses, including technology and development expenses, sales and marketing expenses, and general and administrative expenses, and expectations regarding these expenses as a percentage of revenue;
- Other statements regarding our future operations, financial condition, and prospects and business strategies.

We have based these forward-looking statements largely on our current expectations and projections about future events and trends that we believe may affect our operating results, financial condition, business strategy, short-term and long-term business operations and objectives, and financial needs. These forward-looking statements are subject to a number of risks, uncertainties, and assumptions. Moreover, we operate in a very competitive and rapidly changing environment. New risks emerge from time to time. It is not possible for our management to predict all risks, nor can we assess the impact of all factors on our business

Archived copy · cryp2nova.com

or the extent to which any factor, or combination of factors, may cause actual results to differ materially from those contained in any forward-looking statements we may make. In light of these risks, uncertainties, and assumptions, the future events and trends discussed in this white paper may not occur and actual results could differ materially and adversely from those anticipated or implied in the forward-looking statements.

You should not rely upon forward-looking statements as predictions of future events. The events and circumstances reflected in the forward-looking statements may not be achieved or occur. Although we believe that the expectations reflected in the forward-looking statements are reasonable, we cannot guarantee future results, performance, or achievements. We undertake no obligation to update any of these forward-looking statements for any reason after the date of this white paper or to conform these statements to actual results or revised expectations, except as required by law.

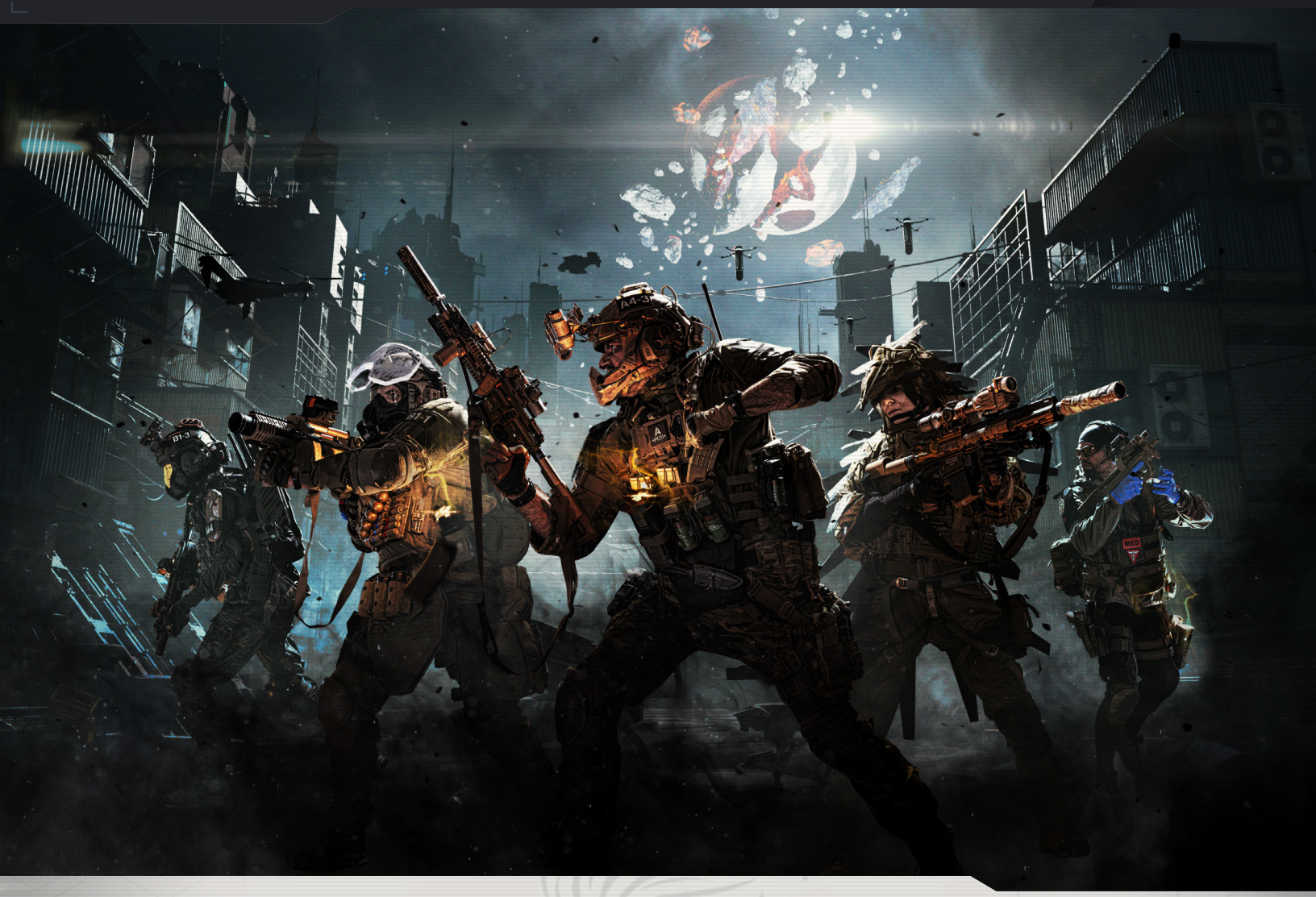
MARKET AND INDUSTRY DATE

Unless otherwise indicated, information contained in this white paper concerning our industry and the markets in which we operate, including our general expectations, market position, market opportunity, and market size, is based on information from various third-party industry and research sources, as well as assumptions that we have made that are based on those data and other similar sources, and on our knowledge of the markets for our products and services. This information involves a number of assumptions and limitations, and you are cautioned not to give undue weight to such estimates. While we believe the market position, market opportunity, and market size information included in this white paper are generally reliable, information of this sort is inherently imprecise. In addition, projections, assumptions, and estimates of our future performance and the future performance of the industry in which we operate are necessarily subject to a high degree of uncertainty and risk due to a variety of factors. These and other factors could cause results to differ materially from those expressed in the estimates made by the independent parties and by us.

This white paper contains statistical data, estimates, and forecasts that are based on industry publications or reports generated by third-party providers, or other publicly available information, as well as other information based on internal estimates.

–//

Archived copy · cryp2nova.com



SHRAPNEL

WHITE PAPER

CRYP2NOVA

Archived copy · cryp2nova.com