

UNIPOLY COIN

INTRODUCTION

THE PROBLEM

Today, the gaming industry has reached millions of users and a market value of billions of dollars. Traditional games have left their place to games with high graphics. Users have created a high volume market with in-game purchases and this market is growing day by day. Various game tournaments are organized around the world, and players can earn income through tournament and game broadcasts. In this model, revenues do not cover the vast majority, they are not transparent and fair.

What if there was a system where users could earn income just by playing games? That's where GameFi and Play2Earn come in. It offers a fairer revenue distribution, transparency, better player experience, and true ownership. Not only the reward mechanism for users, but also a system for builders who want to bring their games to web3 can be set up.



EXPANDING WITH KUKIGAME AND TELEGRAM INTEGRATION

AS UNIPOLY CONTINUES TO EXPAND, WE ARE EXCITED TO INTRODUCE KUKIGAME, A GROUNDBREAKING WEB3 GAME PLATFORM DESIGNED TO REVOLUTIONIZE THE GAMING EXPERIENCE. KUKIGAME WILL FEATURE:

Live Streaming: Gamers will be able to stream their gameplay live, interact with their audience, and receive donations in Unipoly Coins (UNP) directly during the stream. This creates a seamless integration of content creation, entertainment, and revenue generation on a decentralized platform.

Donations in Unipoly Coins: Viewers and supporters will have the ability to donate to their favorite streamers using UNP tokens, enhancing the connection between creators and their communities. These transactions will occur in real-time, leveraging blockchain's transparency and security to ensure fairness and trust.



IN ADDITION TO KUKIGAME, WE ARE WORKING ON INTEGRATING A TELEGRAM-BASED GAME TO FURTHER ENGAGE OUR RAPIDLY GROWING COMMUNITY. THIS GAME WILL ALLOW PLAYERS TO PARTICIPATE IN GAME-RELATED ACTIVITIES, EARN UNP TOKENS, AND CONNECT WITH FELLOW GAMERS THROUGH AN ACCESSIBLE PLATFORM. THE TELEGRAM GAME WILL SEAMLESSLY BLEND CASUAL GAMING WITH BLOCKCHAIN TECHNOLOGY, CREATING AN INTERACTIVE EXPERIENCE WHERE USERS CAN EARN REWARDS FOR THEIR PARTICIPATION AND ENGAGEMENT.

WEB3 INTEGRATION: EMPOWERING CREATORS AND PLAYERS

KukiGame is built on Web3 technology, meaning players will have true ownership of their in-game assets, which will be represented as NFTs on the blockchain. The platform will operate on Unipoly Chain, offering secure, low-cost transactions. Players and developers alike can participate in the decision-making process via decentralized autonomous organizations (DAOs), allowing for a democratic and community-driven ecosystem.



By offering live streaming and donation capabilities, KukiGame is bridging the gap between content creation and decentralized gaming, enabling streamers and viewers to benefit directly from the ecosystem through Unipoly Coin.

VISION AND MISSION

Unipoly Inc. is dedicated to building a sustainable gaming economy where players can earn income while playing games. Our goal is to integrate Unipoly Coin into all our products, from mobile and web applications to casual and competitive games, allowing players to earn as they engage with our ecosystem.

Our new ventures into Telegram-based gaming and KukiGame live streaming reflect our commitment to evolving with the Web3 space, offering innovative and user-friendly experiences that empower both gamers and creators.



WEB2 GAME INDUSTRY

Web2 gaming refers to the traditional gaming model where central authorities control the entire ecosystem. They are the very familiar video games we can play on our desktop computers, consoles, and mobile devices. According to the Marketer's report, there are 3.22B video game players in the world and this number is expected to hit 3.32B next year. [1] Also, unlike the beginning of the 2000s, %83 of video game sales happen in the digital world.

When we look at the international gaming market stats, the top 5 countries with the most revenue generated are China, the US, Japan, South Korea, and Germany. [3] As we know, traditional games run on centralized servers controlled by a single company. This creates a situation where game developers:

- Have total control over the digital worlds
- Are able to completely shut down games
- Can remove any content at will



You may ask what the problem is? Remember Blizzard Activision ceasing server operations in China earlier this year. Millions of players lost access to their accounts across World of Warcraft, Hearthstone and Diablo 3. As in the example, web2 games managed by a single central actor can stop serving at any time. This can waste all ingame purchases, in-game hours, effort and ambition.

WEB3 GAME INDUSTRY

Web3 gaming aka GameFi or P2E, is all about ownership, transparency, democratization, and security. Web3 games are based on the P2P architecture of blockchains and include cryptocurrencies, and non-fungible token (NFTs).

Imagine having full control of in-game assets and being able to trade seamlessly without relying on a trusted third-party intervention. In addition, you can earn income just by playing games. This model is called Play-to-earn (P2E) and is implemented by many GameFi projects today. These rewards, distributed as cryptocurrencies or NFTs, can be traded through the marketplaces on the blockchain as smart contracts.



Along with increased decentralization, security and transparency, blockchains can bring other benefits to the GameFi industry. For example, many GameFi projects have successfully integrated decentralized autonomous organizations, DAOs. DAOs allow players to participate in decision making over games and cryptocurrencies. According to the Chainplay.gg State of the GameFi 2022 report, %75 of investors worldwide joined cryptocurrency because of GameFi. Also, 51% of the respondents said profits are their number one reason when joining GameFi. According to the survey, 89% of crypto investors worldwide saw their GameFi profits decrease in the last six months. 62% of respondents lost more than 50% of their profits from GameFi. This indicates poor in-game economy designs are the reason for the decreased profits of GameFi.

UNIPOLY GAMES

VISION AND MISSION

Unipoly Inc. is a software development company with a game studio and a division dedicated to creating mobile and web applications.



Our portfolio includes RaidField 2, a popular onlinemultiplayer game with 2 million downloads, Diffancy with an ecommerce platform, and WW social, a social networking application. Our mission is to utilize Unipoly Coin in various products in order to enable users to earn incomewhile using our games and applications. Unlike typical P2E projects, Unipoly Coin will run its own blockchain which other projects can integrate their project with easily.

UNIPOLY GAME STUDIO METRICS

Unipoly Games has 33 ready-to-play games, more than 2 million game users, and more than 250 thousand active monthly game users. Imagine bridging the gap between these awesome games and the crypto financial system. We willadopt \$UNP to our dedicated games community and introduce P2E game theory to users.

33

READY-TO-PLAY GAMES

2M+

GAME USERS

250K+

ACTIVE MONTHLY
GAME USERS

Powered by **UNIPOLY**
GAMES



UNIPOLY COIN

TOKENOMICS

Introducing Unipoly Coin, a revolutionary GameFi coin where you can earn rewards while having fun with our awesome games. Unipoly Coin will catalyze the Unipoly game ecosystem and boost users' fun. Users are able to earn Unipoly Coin while just playing Unipoly games and using Unipoly apps. Also, it will be a native token of its future casual game publisher blockchain, Unipoly Chain. The token ticker will be \$UNP and utilize ERC-20 token standards. The total supply of \$UNP will be 1 Billion \$UNP.

INTRODUCING UNIPOLY COIN

Powered by
UNIPOLY
GAMES



UNIPOLY COIN

Unipoly Chain

10.0%

Unipoly Games

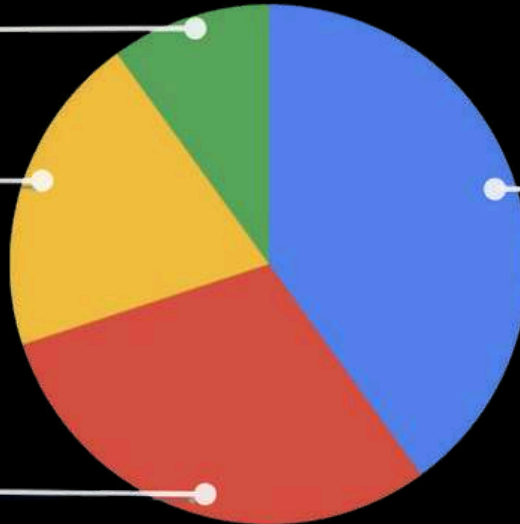
20.0%

Public Sale

40.0%

User Rewards

30.0%



Analyze			2023		2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	
	Percent	Total Amount	Buy	November	December											
Sell	Public Sell	25%	250,000,000	4,000,000	0.037	2,500,000	25,000,000									15 percent less than last year
	Private Sell	5%	50,000,000	1,000,000	0.045		5,000,000									15 percent less than last year
	Liquidity	10%	100,000,000				10,000,000									15 percent less than last year
Reward	Play To Earn	20%	200,000,000				20,000,000									20 percent less than last year
	Staking	9%	90,000,000				9,000,000									20 percent less than last year
	Airdrop	1%	10,000,000				1,000,000									20 percent less than last year
Team	Founder team	10%	100,000,000				10,000,000	10,000,000	10,000,000	10,000,000	10,000,000	10,000,000	10,000,000	10,000,000	10,000,000	
	Core Team	5%	50,000,000				5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	
	Marketing	5%	50,000,000				5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	5,000,000	
Ecosystem	Blockchain	5%	50,000,000				20,000,000	15,000,000	15,000,000							
	Labo	5%	50,000,000				12,000,000	9,000,000	9,000,000							
	R & D	2%	20,000,000				8,000,000	6,000,000	6,000,000							
	100%	1,000,000,000	6,000,000	2,500,000	2,500,000	70,000,000	60,000,000	50,000,000	50,000,000	20,000,000	20,000,000	20,000,000	20,000,000	20,000,000	20,000,000	

%20 of the total token supply is owned by Unipoly Games Studio and reserved for the development of new games. %40 of the total token supply is reserved for public sale which will be done in various CEX platforms by the end of 2023. %30 of the supply will be used to reward users and create income for them. This will create a great opportunity to attract new users to the ecosystem and reward them. Lastly, %10 of the supply will be used to build and develop the Unipoly Chain. Unipoly Chain will be the blockchain for the games and projects that want to move their project to Web3.



\$UNP RELEASE SCHEDULE

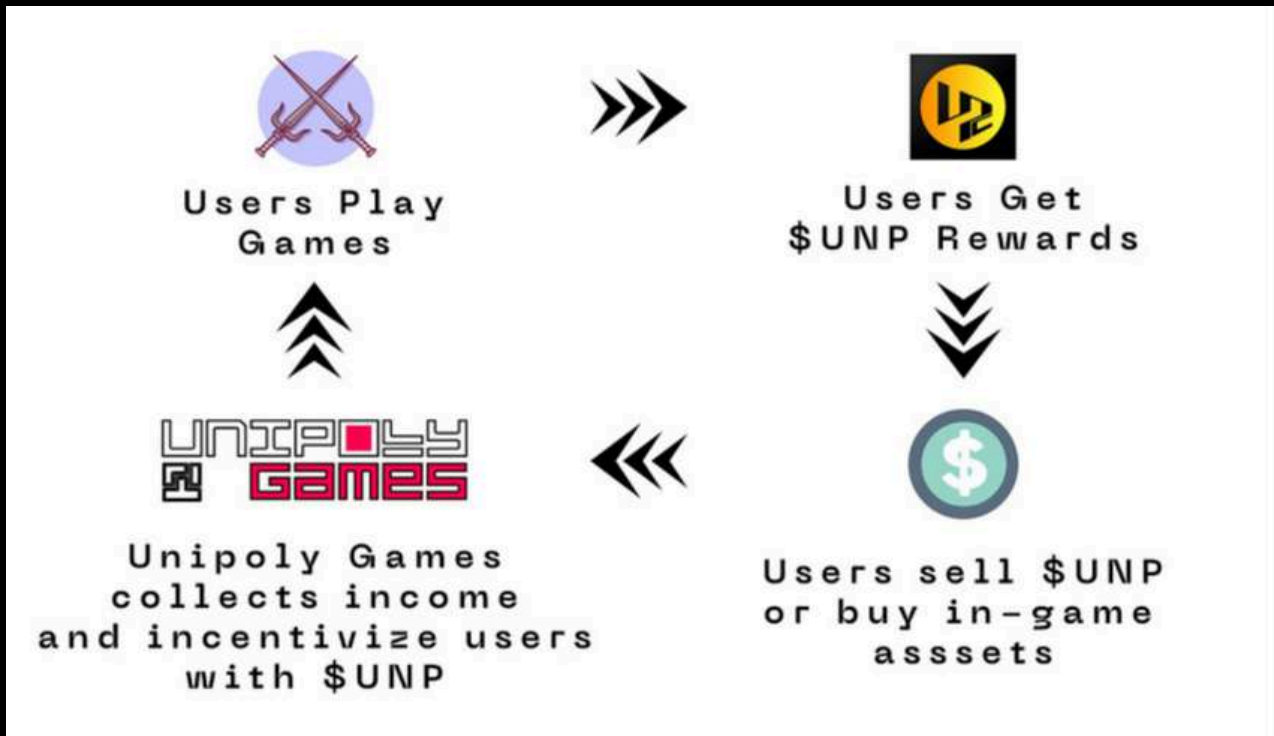
With the upcoming token sale at the end of 2023 and user reward distribution, the circulating token supply will be 40 million \$UNP at the end of the year. Every year, 50 million in each public sale and Unipoly Chain tokens, 40 million in Unipoly Games tokens, and 20 million in User Rewards tokens will be unlocked. At the end of 2033, the circulating token supply is expected to hit 1 Billion.

REVENUE MODEL AND STREAMS

Unlike one-off purchases, we provide games that are free to play. Users are able to earn \$UNP rewards while enjoying our games. Then users are free to sell \$UNP to realize income or choose to spend it with in-game purchases. When they choose to spend it with in-game purchase, UnipolyGame Studio generates income and will incentivize users with this income to play games more. In the image below, you can find how this cycle works.



UNIPOLY COIN



Besides that Unipoly Games' in-game assets will leverage the ERC-721 NFT standard and be able to be bought with \$UNP. Buy-sell transactions will execute on the Ethereum blockchain, the most secure network for NFTs. Unipoly Games generates revenue from secondary market sale royalty fees. In Q32024, we expect to launch our own marketplace in order to provide a more smooth experience to our users.



UNIPOLY NEW ROADMAP

Q4 2024

- New Roadmap and Project Updates Publish
- Telegram Game and Unipoly Reference Bots Announcement
- New Burn and Buyback Program Announcement
- Launch a Play-to-Earn (P2E) Telegram game, allowing users to earn \$UNP within the messaging platform.
- Unipoly Token Bridge Integrations Published
- New Stake & Earn System Announcement
- First Unipoly Token Burn Published
- Website Update will Publish

Q1 2025

- New CEX Listing Negotiations Started
- Second Unipoly Token Burn Published
- Global Marketing and Partnership Published
- New chains integration announcement
- Second Game on Telegram will publish on TON ecosystem



UNIPOLY NEW ROADMAP

Q2 2025

- New DEX Pool Listing Negotiations Started
- Third Unipoly Token Burn Published
- New chains integration announcement
- Global Marketing and Partnership Published
- AI Game system announcement on Unipoly Game Studio

Q3 2025

- Global Marketing and Partnership Published
- New Swap system will publish on Unipoly Ecosystem
- Super APP announcement on Unipoly Ecosystem
- Launch a global campaign to increase user acquisition, focusing on P2E gamers.
- Enable cross-chain compatibility for seamless transactions across blockchains.

Here is the revised ****Unipoly Token (\$UNP) Whitepaper**** that incorporates the old tokenomics:



UNIPOLY TOKEN (\$UNP)

INTRODUCTION

Unipoly is a blockchain-based Play-to-Earn (P2E) ecosystem that allows users to earn \$UNP tokens through engaging games, staking opportunities, and other platform features. Unipoly strives to create a sustainable, user-driven economy by leveraging blockchain's transparency and decentralization.

VISION

The vision of Unipoly is to bridge gaming and blockchain technology, enabling players to enjoy entertaining, rewarding, and decentralized gaming experiences. Our aim is to build an innovative ecosystem where players, developers, and the community can participate in earning and governance

UNIPOLY ECOSYSTEM



UNIPOLY TOKEN (\$UNP)

The native utility token, \$UNP, powers the Unipoly ecosystem. It serves as the medium of exchange for gaming rewards, governance votes, and staking rewards.

PLAY-TO-EARN (P2E) MODEL

Players in the Unipoly ecosystem are rewarded in \$UNP for participating in games and completing in-game objectives. As a P2E platform, it incentivizes active engagement and skill-based rewards.

UPDATED ROADMAP

Q4 2024



NEW ROADMAP AND PROJECT UPDATES

Publish an updated roadmap detailing upcoming features.

TELEGRAM GAME ANNOUNCEMENT

Launch a Play-to-Earn Telegram game where users can earn \$UNP within the messaging platform.

BURN AND BUYBACK PROGRAM

ANNOUNCE THE FIRST TOKEN BURN AND BUYBACK PROGRAM TO INCREASE
TOKEN SCARCITY AND VALUE.



UNIPOLY TOKEN BRIDGE INTEGRATIONS

Publish integrations for token bridges to enable cross-chain transactions.

NEW STAKE & EARN SYSTEM

Announce a staking system where users can earn passive rewards through staking \$UNP.

FIRST TOKEN BURN EVENT

Execute the first \$UNP token burn event.

WEBSITE UPDATE

Publish an updated website with improved features and UI/UX.



UPDATED ROADMAP

Q1 2025

CEX LISTING NEGOTIATIONS

Start negotiations for listing \$UNP on centralized exchanges (CEX).

SECOND TOKEN BURN

Announce and execute the second token burn event.

GLOBAL MARKETING & PARTNERSHIPS

Launch a global marketing campaign and announce key partnerships to drive user adoption.



NEW CHAINS INTEGRATION

Announce new blockchain integrations for improved compatibility.

SECOND TELEGRAM GAME

Launch the second Play-to-Earn game on the Telegram platform, built on the TON ecosystem.

Q2 2025

DEX POOL LISTINGS

Begin negotiations for listing \$UNP on decentralized exchanges (DEX).

THIRD TOKEN BURN

Execute the third \$UNP token burn event.



NEW CHAINS INTEGRATION

Announce further chain integrations for greater scalability and reach.

AI GAME SYSTEM

Announce the development of an AI-based game system within the Unipoly Game Studio to enhance gameplay experiences.

Q3 2025

GLOBAL MARKETING & PARTNERSHIPS

Continue expanding global marketing efforts and forge new partnerships to boost user acquisition.



UNIPOLY SWAP SYSTEM

Launch a decentralized swap system within the Unipoly ecosystem to enable seamless token exchanges.

SUPER APP ANNOUNCEMENT

Announce the upcoming release of a Super App that consolidates all Unipoly features into one platform.

GLOBAL CAMPAIGN

Launch a global campaign to attract P2E gamers and increase user acquisition.

CROSS-CHAIN COMPATIBILITY

Enable cross-chain compatibility to allow \$UNP transactions across multiple blockchain ecosystems.



TOKENOMICS

Unipoly's tokenomics are designed to ensure long-term sustainability and user engagement. The total supply of \$UNP tokens is capped at 1 billion, with allocations distributed as follows:

DEVELOPMENT FUND

20% for ongoing development, upgrades, and new features.

REWARDS POOL

40% reserved for rewarding players through the P2E model.

STAKING & YIELD

10% allocated for staking rewards, providing incentives for token holders.



MARKETING & PARTNERSHIPS

20% designated for global marketing campaigns and strategic partnerships to grow the ecosystem.

TEAM & ADVISORS

10% for the core team and advisors, with a vesting schedule to ensure long-term commitment to the project.

SECURITY & GOVERNANCE

Unipoly prioritizes security, with regular third-party audits to ensure the integrity of the platform. Governance is decentralized, allowing \$UNP holders to vote on important platform upgrades, tokenomics changes, and new game integrations through a decentralized voting system.



CONCLUSION

Unipoly is poised to revolutionize the Play-to-Earn gaming landscape with its ambitious roadmap, community-driven development, and innovative use of blockchain technology. By combining engaging gameplay with opportunities to earn, stake, and trade, Unipoly aims to become a leading platform in the decentralized gaming industry.

This version now includes the original tokenomics, focusing on development, staking, rewards, and marketing to ensure the ecosystem's growth and long-term sustainability.

DISCLAIMER

Please note that the content of this white paper should not be considered financial advice. The Unipoly Inc. ecosystem and Unipoly Inc. involve experimental and cuttingedge technology. Users and investors should approach the ecosystem and digital currency with caution, acknowledging the inherent risks and uncertainties.

