



# ***BDP*** ***White Paper***

*Digital playground based on blockchain*



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# Business Background

The Value Chain in the gaming industry is broadly divided into upstream, publishing, and downstream sectors, each fulfilling its distinct roles. Upstream industry is represented by game developers, publishing involves distribution companies, and downstream industry is what we commonly refer to as platforms.

To enhance the understanding of the BDP project, it is imperative to delve into the roles and values of each chain making up the Value Chain in the gaming industry. First and foremost, developers responsible for the upstream sector engage in tasks such as game planning, design, development, and testing. During the game planning phase, they conceptualize the content of the game, determine the necessary technical expertise, and assess market potential. Subsequently, they establish software architecture, design elements such as graphics, and develop program modules, culminating in the birth of a complete game after rigorous testing.

Once the game is developed, it is entrusted to distribution companies for dissemination. These distribution companies, when entrusted with a game, formulate and execute game marketing strategies. Of course, prior collaboration between the developer and distributor often occurs, where efforts are made to enhance efficiency, such as the distributor's participation in the game's planning stage. In cases where the distributor intervenes beforehand, they may provide financial support to the developer through methods like equity investment.

Furthermore, distribution companies oversee post-launch services, including maintaining in-game advertisements. This structure of collaboration between developers and distributors is typically driven by the fact that developers often possess substantial development capabilities but may lack the expertise for operations and marketing, making self-publishing challenging. Additionally, the small-scale nature of many developers necessitates collaboration with distribution companies, particularly due to the financial requirements, including personnel costs, associated with game development environments. This sustained collaborative system has brought about changes in the Value Chain.

The blurring of lines between developers and publishers has transformed the conventional three-tier Value Chain into a two-tier Value Chain within the real-world context. While this change can be seen as a positive evolution in the gaming industry, it also has a darker side, as it accelerates the consolidation of wealth among game developers, leading to a situation where the rich get richer and the poor struggle even more. Collaborations driven not by pure distribution but by financial problem-solving often result in the absorption of smaller developers by larger entities.

This phenomenon caught the attention of Congressman Kang Gil-boo during a parliamentary audit of the Education, Culture, Sports, and Tourism Committee in October 2017. During the audit, Kang Gil-boo asked the Korea Creative Content Agency, "Currently, 51% of small and micro-sized game companies are bankrupt. Do you have any measures to address this?" According to Congressman Kang Gil-boo's research, five out of ten small and micro-sized game companies were bankrupt. Subsequently, the Korea Creative Content Agency devised various support measures but continues to face the ongoing challenges faced by small game companies.

BDP Project has recognized these challenges. Competent game development engineers tirelessly create games, yet if these developed games are not selected by publishers, they remain invisible to consumers and ultimately fade away.



In light of these circumstances, the BDP project was conceived, aiming to create a system where anyone can freely upload games and connect them with consumers. This vision stems from the belief that allowing consumers access to a diverse range of games and providing developers with a platform to showcase their creations will contribute to the growth of the gaming industry. It is within this framework of thought that the BDP project was conceived and subsequently born.

While it may seem that consumers have the freedom to choose from a multitude of games, in reality, they are often coerced into making choices within the confines of marketing driven by financial resources. Game promotions and advertisements, rooted in financial strength, imprint the desired game image into the consumers' minds, subtly steering their choices under the influence of marketing, often without their awareness. The 'Promotion and Marketing-Driven Game Selection' is a harsh reality, wherein games are pushed based on financial prowess, influencing consumers' preferences and choices.

The report "Promotion and Marketing-Driven Game Selection" of the "BDP Project" highlights the issue of "Difficulty in Securing Investment and Funds" (46.7%) and "Lack of Specialized Technical Personnel" (36.7%) as the main problems facing the gaming industry in Busan. The most crucial policy area in need of support is identified as "Game Development and Technology" support, while in the context of the untact business environment, the pressing policy challenge is recognized as "Support for New Game Development" (56.7%).

Gu Yunmo, the research fellow who authored the report "Promotion and Marketing-Driven Game Selection" in the context of the "Fostering the Gaming Industry in Busan in the Untact Economy Era," remarked, "Within the untact trend, popular esports have a significant impact on the success of flagship games by major gaming companies. However, this impact may not extend to small-scale games developed by startups or indie games, and it could even potentially deprive them of opportunities or garner negative attention" (Source: Ulsan Maeil Newspaper). This serves as a compelling example illustrating the prevailing phenomenon of the rich getting richer and the challenges posed to the gaming industry, not limited to Busan but reflective of broader issues within the Korean gaming industry as a whole.

The BDP project considers it a social responsibility to address the aforementioned issues by creating and providing a platform for small-scale games developed by startups or indie game developers. The BDP project believes that the first and foremost step towards nurturing a healthy gaming industry ecosystem is to provide opportunities. The BDP platform is designed to offer equal opportunities to developers who have created games, allowing them to showcase their games to users. This will play a role in creating a new cornerstone for the advancement of the Korean gaming industry.

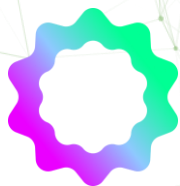
**“Create games, showcase them on the BDP platform, and discover new games on the BDP platform.”**

**“A meeting point for users and developers through games.”**

**“A place where users and game developers have equal opportunities to meet.”**

**This is the narrative that the BDP project encapsulates.**





# Project Description

The BDP project is a business based on the sharing economy, rooted in the principles of collaboration, sharing, and equal opportunities. It serves as a platform called 'the arena of sharing' where game developers and users come together to engage in activities.

Firstly, the concept of collaboration, which the BDP project advocates, is explored. We often classify businesses into large enterprises, mid-sized companies, small businesses, and sole proprietorships based on factors like revenue scale or the number of employees. The same applies to game companies. However, there's often a dilemma related to the relationship between the number of team members and revenue. Having more developers is beneficial for creating better games, and increased revenue can support larger marketing efforts to attract more users. However, the burden of personnel costs may prevent scaling up the development team, and once the game is developed with a limited workforce, it may face barriers in marketing. Ultimately, game companies may feel limited in their market reach.

In such situations, game companies may find themselves trapped in an economic vicious cycle. They experience these challenges but often struggle to find solutions, continuing to endure the difficulties in their business. The BDP project offers a potential solution to overcome these limitations and foster growth.

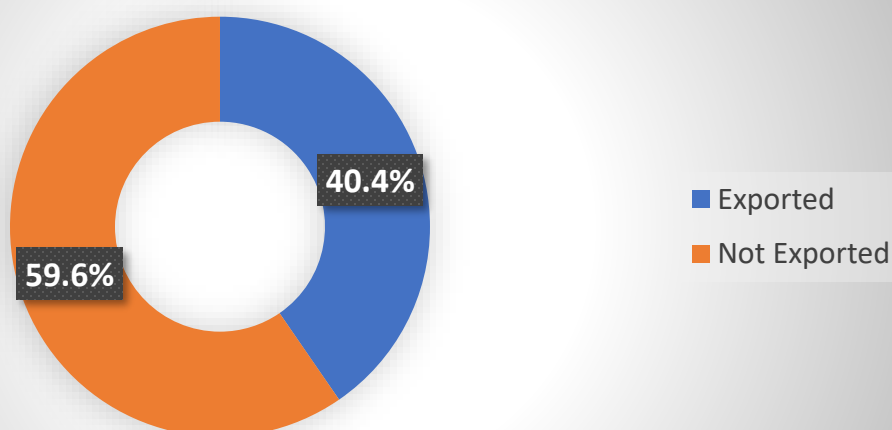
BDP envisions that if games developed by five small-scale game development companies come together on a single platform and collaborate, it would create a platform with 5,000 active members. This platform could become a new space for indie games. The concept of gatherings itself transforms into marketing.

Small game development companies may desire to do marketing but lack the resources to hire marketing professionals or the capital to execute marketing campaigns. Consequently, they frequently resort to selling the games they worked tirelessly on to larger companies. However, when 100 or 1,000 people gather on a single platform, users will naturally gravitate to the platform to experience new games. The mere presence of games from various development companies on the platform can generate more significant marketing effects beyond what individual companies can achieve. BDP has created such a structure.

As explained in the business model, the BDP project's business structure revolves around the idea that the collective act of many games being actively serviced on the platform is, in itself, a form of collaboration. With a multitude of high-quality games on the platform, there will be an increasing number of users seeking new games.

According to interviews conducted by the Korea Creative Content Agency, they obtained 553 valid responses out of a sample population of 1,170. Among these 553 game development and distribution companies, 327 companies, or 59.1%, are involved in online games. More than half are engaged in online game-related businesses.

#### Annual Overseas Export Revenue Status for Mobile Game Companies in 202



(Source: Korea Creative Content Agency)

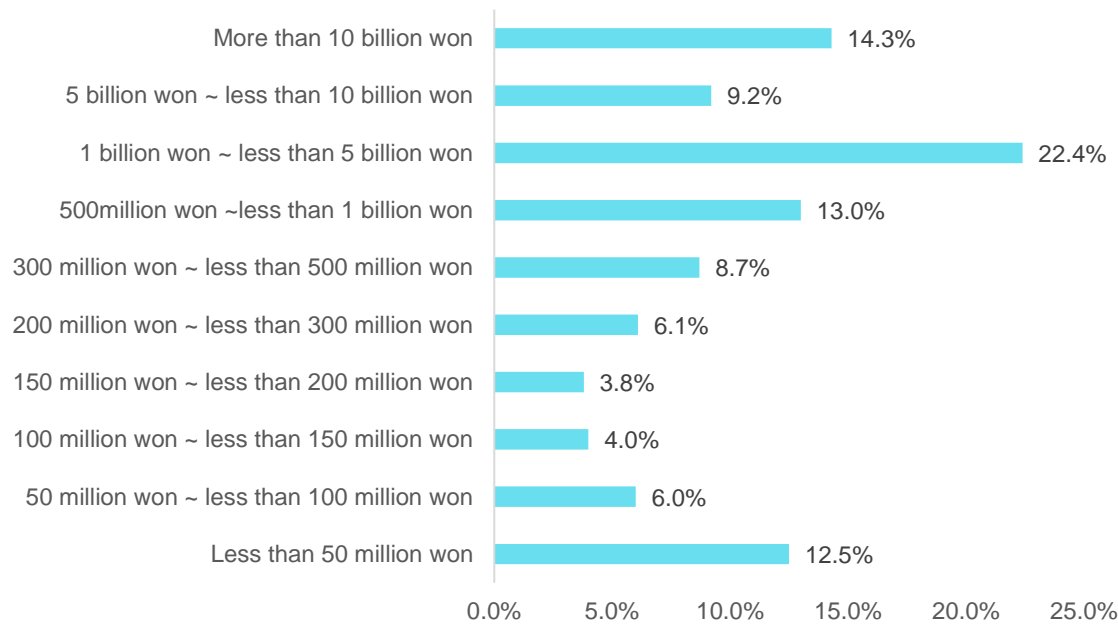


BDP project recognized its necessity while closely observing the revenue generated by these online game-related companies that constitute more than half of the respondents.

Among the 327 companies that provided valid responses during the interview survey, 59.6% did not generate any revenue from overseas exports. While there could be various reasons for the absence of overseas export revenue, it is safe to assume that the primary factor is the limitation in marketing capabilities.

So, how significant is the revenue, including domestic sales? When considering the revenue scale, which includes domestic sales, the importance of the BDP project becomes even more apparent.

Revenue of Game-Related Companies in 2021



(Source: Korea Creative Content Agency)

Looking at the revenue structure, companies with less than 500 million KRW account for 41.1%, and companies with less than 1 billion KRW surpass 50%. When examining the revenue average and median of domestic gaming companies from such revenue data, one is reminded once again of the necessity of the collaboration and sharing economy that the BDP project advocates.

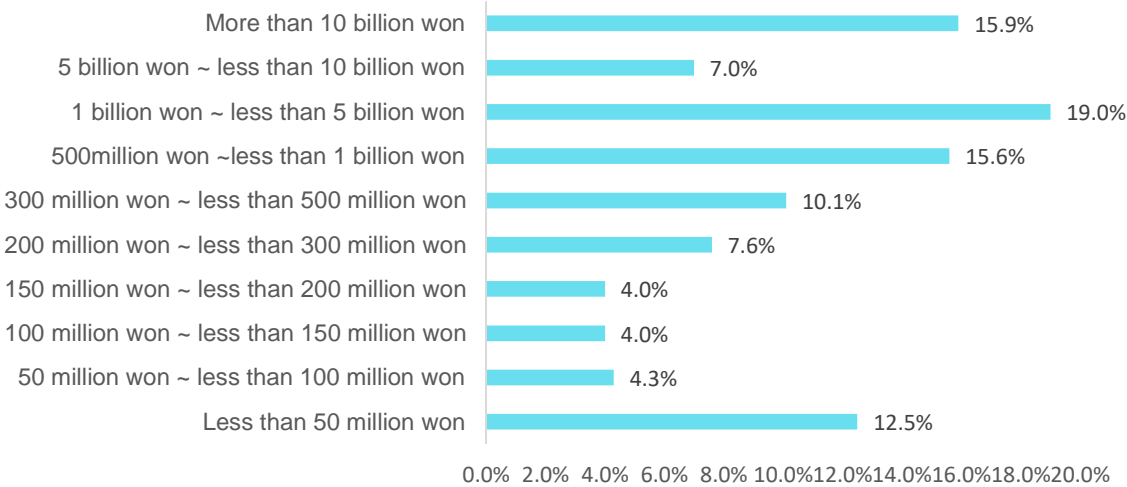
Revenue of Game-Related Companies in 2021

| Revenue Average    | Revenue Median Value |
|--------------------|----------------------|
| 26.619 billion won | 792 million won      |

(Source: Korea Creative Content Agency)

Among domestic game companies, only 14.3% have achieved annual revenues exceeding 100 billion KRW, yet the average revenue surpasses 266 billion KRW. This underscores the severe revenue concentration within the game industry. The reality for mobile game companies is not significantly different.

Revenue of Mobile Game Companies in 2021



(Source: Korea Creative Content Agency)

Among mobile game companies, 42.5% have revenues below 500 million KRW, and when combined with those with revenues below 1 billion KRW, it reaches nearly 60%. So, what might be the average revenue for mobile game companies? The revenue structure of mobile game companies exhibits an even more significant concentration phenomenon compared to the overall revenue structure.

Revenue Average & Median Value of Mobile Game Companies

| Revenue Average   | Revenue Median Value |
|-------------------|----------------------|
| 31.66 billion won | 648 million won      |

(Source: Korea Creative Content Agency)

| Revenue of Game-Related Companies in 2021 |       |                           |                                   |                           |
|---|-------|---------------------------|-----------------------------------|---------------------------|
| Less than 0 won                           | 0 won | Less than 100 million won | 100 million won ~ 500 million won | More than 500 million won |
| 33.0%                                     | 13.1% | 23.9%                     | 14.1%                             | 15.9%                     |

(Source: Korea Creative Content Agency)

The revenue data also reveals that a few major corporations dominate most of the revenue in the mobile game company sector.

A market with skewed revenue distribution can be seen as a market with skewed opportunities. For already developed games, opportunities equate to exposure opportunities, which are directly linked to revenue opportunities. The BDP project aims to reshape the current revenue landscape of mobile game companies.

As evident from the data provided, 46.1% of companies operate without any operating profit. Among these, there are companies that are in the process of game development, but a majority have failed to expose their previously developed games. The BDP project operates on a structure where these games from various companies are collectively exposed, and this collective exposure generates users. This structure is akin to how specialized commercial districts are formed when related stores such as food, antiques, machinery, and musical instrument shops come together, and once such districts become renowned, they give rise to numerous well-known stores.

Next, we delve into the concept of sharing that the BDP project espouses. BDP's concept of sharing aligns with the sharing economy, yet it distinguishes itself by addressing certain drawbacks while capitalizing on its advantages.

According to the Industry Technology Research Center's document titled "Evolution of the Sharing Economy Concept and the Sharing Economy in South Korea," we can explore the societal impact of the sharing economy. According to this document, "The sharing economy not only has economic effects, such as lowering the accessibility of capital, increasing diversity, facilitating entry into the capital class, and changing perceptions of ownership but also offers anticipated social benefits, such as sustainability and community consciousness. However, it also exposes drawbacks like conflicts with existing systems and markets, as well as externalization of labor."

Through the BDP project platform, game developers can operate their game businesses, lowering the accessibility to capital, including marketing. The activation of the BDP platform has, in turn, enhanced marketing diversity. Furthermore, through cooperation, the large-scale platform business has facilitated entry for individuals with limited capital resources and encouraged a shift in user perception of game access through shared marketing efforts.

From a developer's perspective, the structure of idea sharing, fostered by experiencing numerous games, will contribute to sustainability in game development and promote a sense of community. On the other hand, there are no concerns about labor-related societal drawbacks, such as labor externalization, as maintaining independent business activities and sharing profits can create job opportunities through business expansion.

BDP project's sharing is intended to empower small-scale game companies through collaboration.

Finally, BDP project offers equal opportunities. The platform provided by the BDP project offers equal opportunities to game development companies worldwide. The platform operates as a "direct platform" without intermediaries or waiting for exposure order. Through a system that directly connects game users, individuals can create and manage their opportunities.

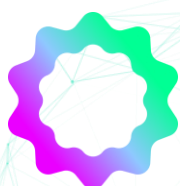
The BDP project platform was created to provide equal opportunities.

One of the challenges that game development companies face when advertising is the frequency of exposure and the advertising placement. This is a difficulty posed by capital-centric marketing and promotion that affects small game development companies.

From another perspective, while it may be considered fair from a capital standpoint, it can also be seen as an opportunity inequality. The BDP project platform is striving to "eliminate the marketing inequality that small game companies face and provide equal opportunities."

The BDP project platform is like an open market without an owner. Developers can come in with their developed games, introduce them to users, and operate them. The BDP platform operator does not interfere in any way. It's about opportunities created by one's own efforts and passion, rather than opportunities given by capital. This is another business philosophy of the BDP project.





## **BDP Ecosystem Concept**

The BDP project places greater value on practicality for game developers and users rather than the technological superiority of blockchain. While the traditional market has been centered around marketing and celebrity endorsements, BDP project emphasizes technological capabilities, user feedback, and the completeness of games. BDP project aims to evenly apply its value to both game developers and users, meaning accessibility to games and economic benefits. BDP refers to this as the practical utility of the game-sharing platform.

If traditional game users were one-sided consumers and buyers, users on the BDP platform will become communicative participants. In the early stages of SNS activation, there was a separation between participants who promoted and engaged in sales on their social networks and buyers who made purchases based on information from others. Subsequently, consumers transformed into proactive participants who directly used products and contributed to improvements. They no longer depended solely on one-sided value created by producers but rather assigned value themselves and strived for the qualitative enhancement of products. This phenomenon is also evident in the game industry. However, such a phenomenon had its limitations within the market.

Therefore, the BDP project intends to unify game users, developers, and distribution networks to create a cryptocurrency ecosystem. This unified ecosystem, unlike the traditional separated process value chain ecosystem, will create a convergent game value chain and comprehensively advance the game business.

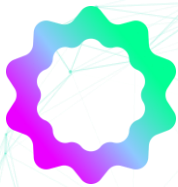
The transformation brought by the BDP project will lead all changes in development and users. The BDP platform will provide a space for countless game developers and users to communicate. Developers will have opportunities to benchmark many games available on the BDP platform to enhance the incremental completeness of their developed games. Through communication channels within the platform, they will constantly engage with users. As a result of this process, the completeness of games will gradually increase, ultimately leading to an overall improvement in the level of game companies. The transformation process of BDP is expected to bring about a completely different change compared to the existing game development system, which involved market research and planning for game development.

The market change introduced by BDP will completely reverse the game market, which was focused on capital and marketing, into one based entirely on development and functionality. The blockchain project BDP platform, which seeks such value, fundamentally places the foundation of business success on the completeness of the game itself and the user experience. Everyone experiencing the game and everyone involved in development participate, communicate with each other, create valuable data, and work together to develop an advanced game development plan based on the data produced together. Therefore, for the successful operation of the community, the BDP platform has created a fair reward system based on an incentive model.

Secondly, participants in the BDP platform who generate data or ideas may request a game development conference. The party requesting the online game development conference covers the associated costs. The development conference costs will be paid in the blockchain-based cryptocurrency that operates on the platform.

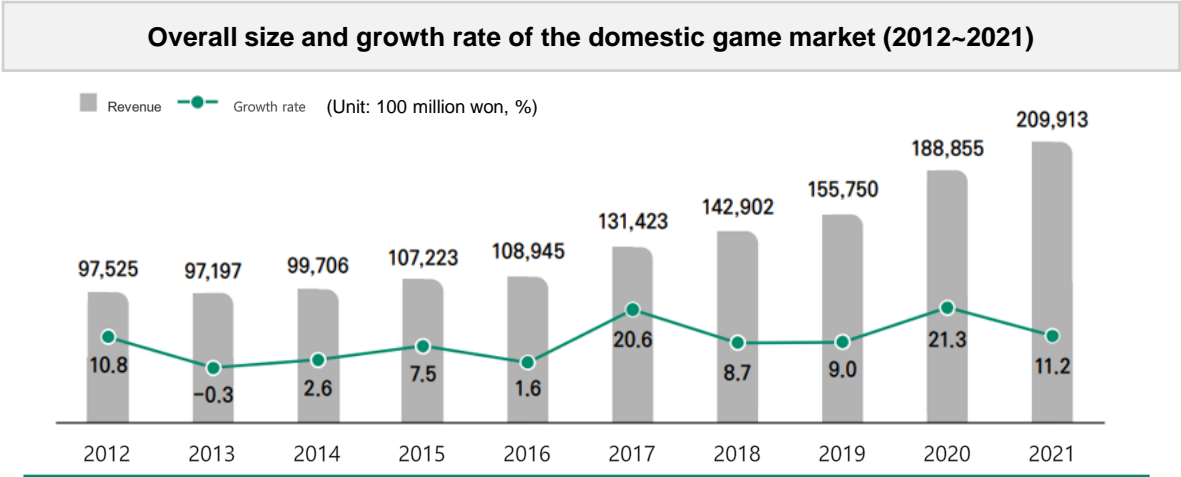
Thirdly, there is no artificial intervention from the BDP Foundation or platform operators in any activities taking place on the BDP platform. All actions within the BDP platform are autonomously conducted by participants in the platform. Autonomous platform activities will create an activated economic blockchain mechanism.

In the end, the blockchain system of the BDP project will provide opportunities for games and ideas that have been developed to be introduced to users, and ideas will be converted into the value of games. It will empower the value formed through platform activities and operate it as the source of compensation.



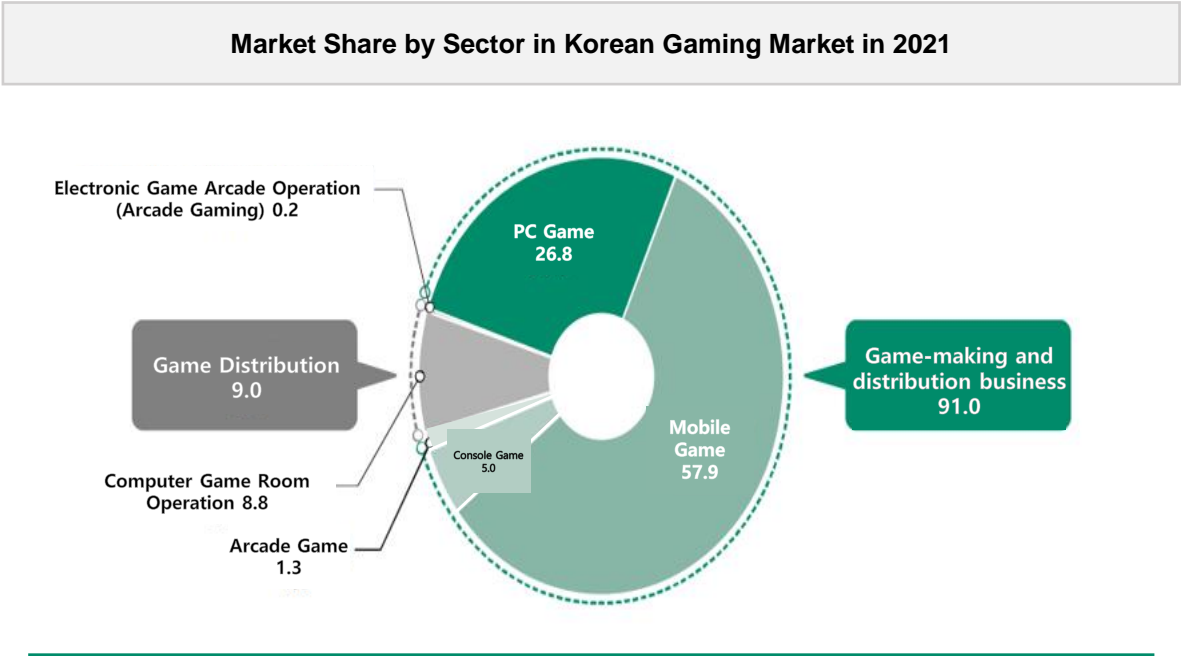
# The Size of The Domestic Game Market

The size of the domestic game market in 2021 amounted to KRW 20.9913 trillion, showing an increase of 11.2% compared to KRW 18.8855 trillion in 2020. Over the past decade, the domestic game industry has maintained steady growth, except for a -0.3% decline in 2013. Furthermore, in 2021, the market size surpassed KRW 20 trillion for the first time.



(Source: Korea Creative Content Agency)

Total size and growth rate of the domestic gaming market in South Korea (2012-2021)In terms of revenue in the game production and distribution sector in 2021, mobile games accounted for KRW 12.1483 trillion (57.9% market share), making it the largest segment in the overall game market, continuing its dominance from the previous year. PC games reached KRW 5.6373 trillion (26.8% market share), showing a slight increase in market share compared to the previous year, with a 15.0% increase in revenue compared to the previous year.

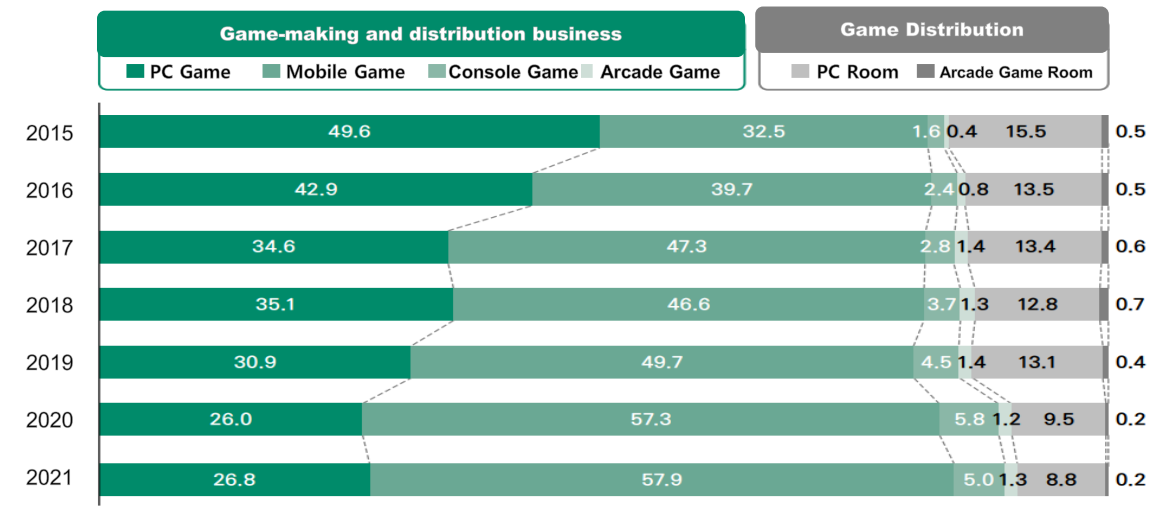


(Source: Korea Creative Content Agency)

The revenue of game development and distribution companies, excluding electronic game arcade operation (PC bangs, arcade game rooms), in 2021 was calculated to be KRW 19.1 trillion, 109 billion, an increase of approximately KRW 2.589 trillion compared to the revenue of KRW 17.52 trillion in 2020, indicating a growth rate of 12.1%. When examining the market size and market share by game platform within the game development and distribution industry in 2021, mobile games accounted for the highest proportion at KRW 12.1483 trillion (63.6% market share), followed by PC games at KRW 5.6373 trillion (29.5% market share), indicating that these two platforms dominate the majority of the market. In contrast, console games and arcade games had a lower market share, accounting for approximately 6.9% of the total.

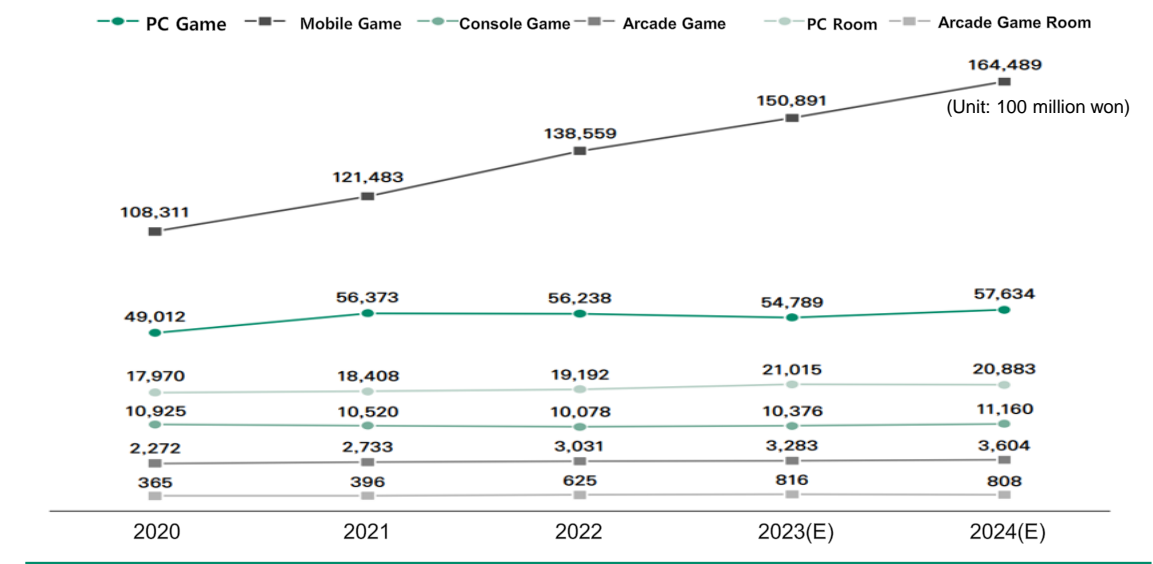


Trends in the Sectoral Composition of the Domestic Gaming Market (Last 7 Years)



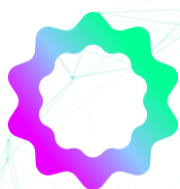
(Source: Korea Creative Content Agency)

Size and Outlook of the Domestic Gaming Market (2020-2024)



(Source: Korea Creative Content Agency)

The outlook for the domestic gaming market suggests that mobile games will continue to lead with a strong upward trend. The increase in remote activities due to COVID-19 has contributed to the growth in mobile game usage. Furthermore, the mobile game market is expected to continue growing steadily, thanks to its excellent accessibility. This phenomenon is expected to anticipate the growth of BDP platforms that focus primarily on mobile games.



# Business & Platform Structure

The BDP project provides an opportunity to access a variety of games simultaneously, and at the same time, players can invest in games to generate profits. Additionally, community activities within the BDP platform can also assist game developers in creating new games.

BDP offers a level playing field for all developers, ensuring fair marketing opportunities while providing users with an environment for enjoying games fairly and transparently. The BDP platform operates as a blockchain system with no artificial intervention or control from a foundation. The BDP project is where the power of blockchain, driven by smart contracts, comes to life.

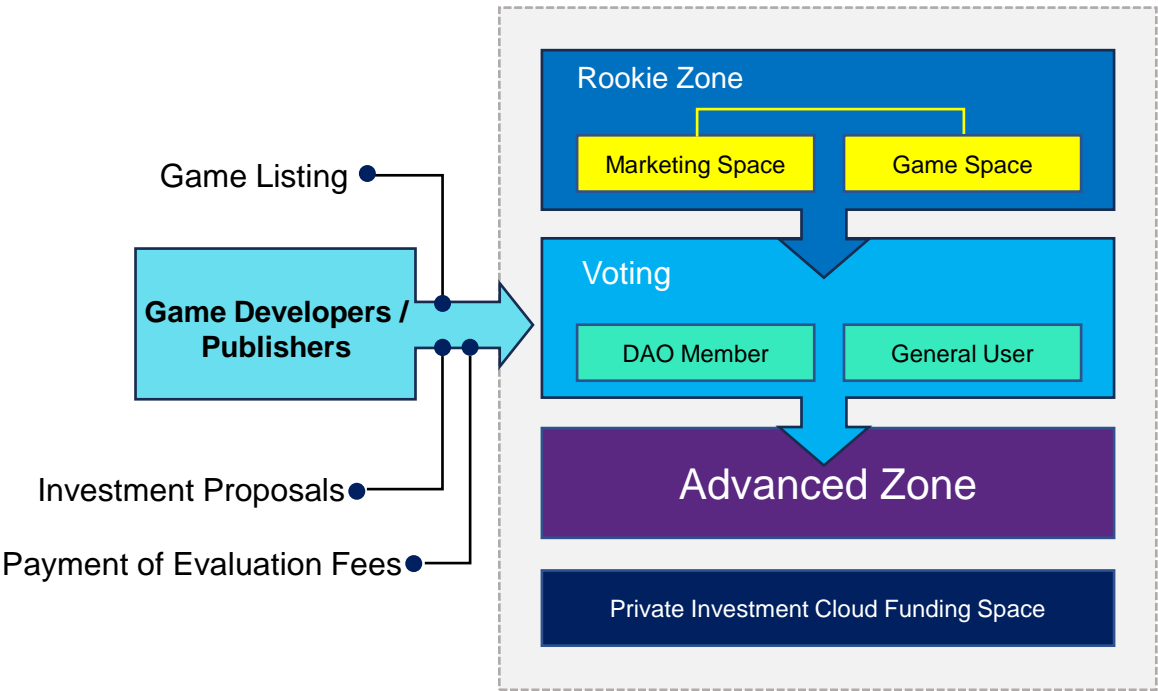
The games offered on the BDP platform are not overly complex and don't require a craving for complexity. It's a world where you can simply enjoy, and enjoyment is the main activity.

Any game developer or development company can introduce their games through the BDP platform. Anyone can freely upload their games to the Rookie Game Zone. However, the games receive evaluations. Game evaluations come from game users, not the BDP Foundation. Game users can evaluate games and, based on the evaluation results, may move to the Advanced Zone, stay in the Rookie Zone, or be disqualified from Advanced Zone eligibility. However, through game improvements and increasing user numbers, one can challenge the Advanced Zone multiple times.

As the number of game users increases and user evaluation records accumulate, the DAO organization is formed. Members of the DAO organization can evaluate games and receive evaluation fees in BDP. The foundational currency of the BDP platform is BDP.

Furthermore, anyone enjoying games on the BDP platform can also become an investor. Users can directly invest in games they want to support and nurture through the platform. The scale and method of investment are determined by the game companies, and the BDP Foundation does not intervene. The spirit of autonomy and directness of the BDP platform applies here as well. Users who invest can receive the profits presented by the game development companies. Both investments and profits are conducted in BDP and structured as a cloud funding system.

**BDP Game Zone Structure**



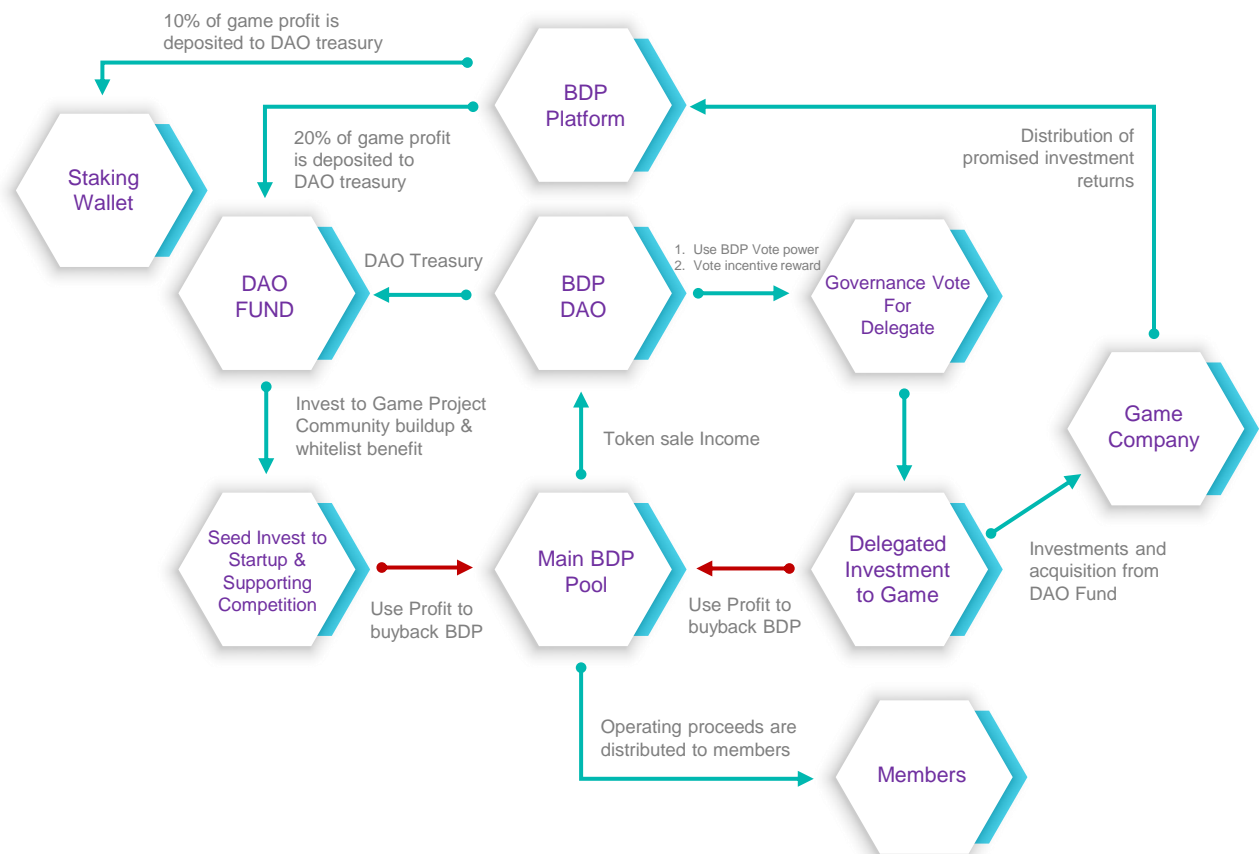
BDP is a place where small or medium-sized game developers with limited marketing power can showcase games that have excellent quality and ideas realized. BDP serves as a platform not only for uploading and enjoying games but also for promoting them.

The revenue generated by games that rise through marketing on BDP is partly paid as BDP marketing fees and partly rewarded to loyal users of the games. BDP acknowledges the fundamental truth that it's the 'users' who breathe life into and advance games.

BDP is a platform where games come together to engage with users. It's easily accessible to everyone for game enjoyment. All games ensure fair play by combining secure smart contracts and blockchain technology. Game performance is recorded and stored on the BDP platform after each game session. These records are divided into time and achievements, and the usage of BDP coins within the game is also recorded. A portion of the BDP coins used is accumulated for donation to charitable organizations, and donation records are also recorded and stored.

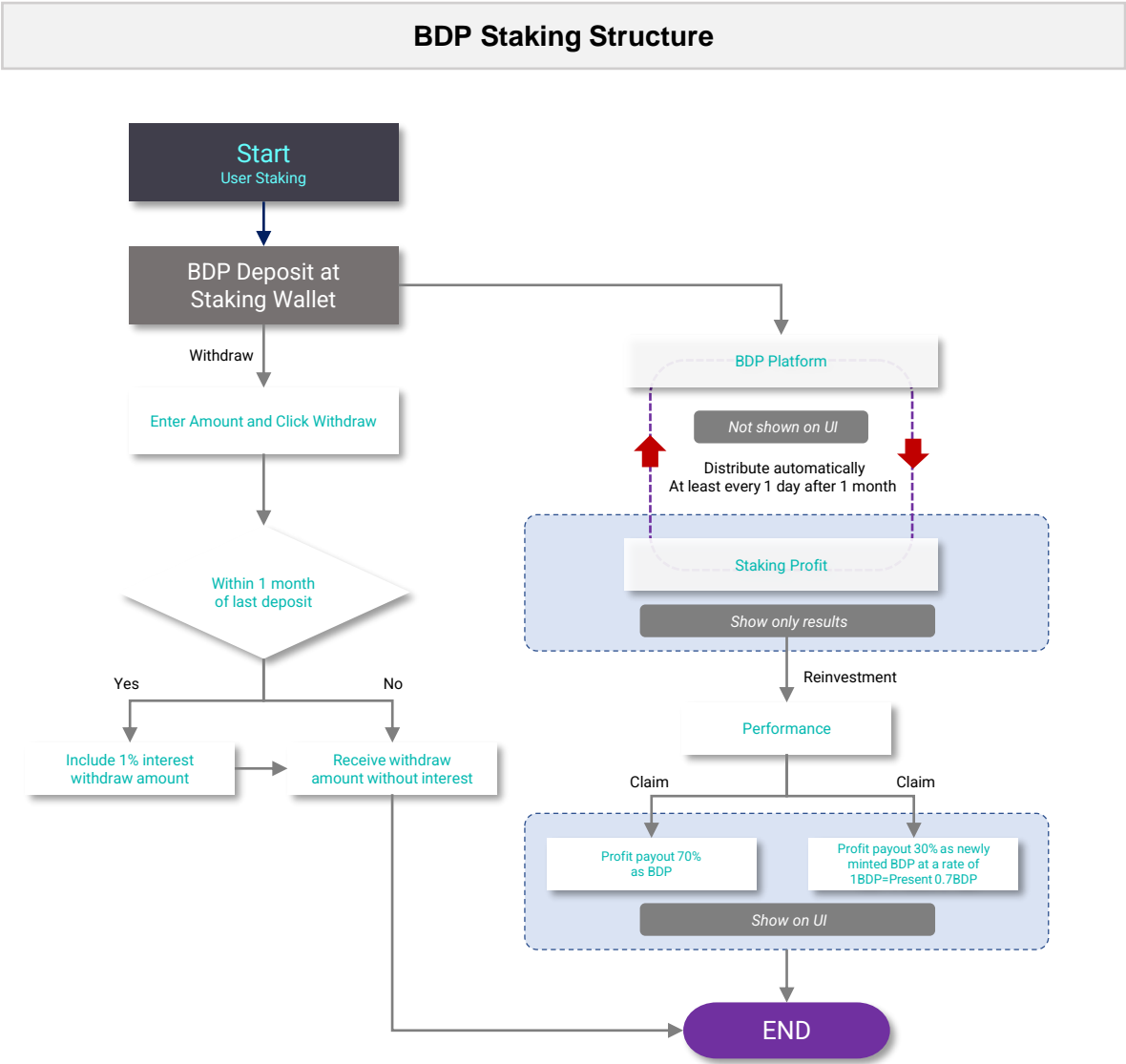
DAO plays a crucial role in the BDP platform. DAO members can propose and vote on matters related to game operations, contributing to game improvements and various project support. Particularly, DAO members have the right to evenly distribute the revenue generated by the platform. Contributions to DAO activities are assessed and rewarded within the DAO system. The BDP platform is a "people's space" that operates, manages, and evolves based on DAO members.

**BDP Governance Management**





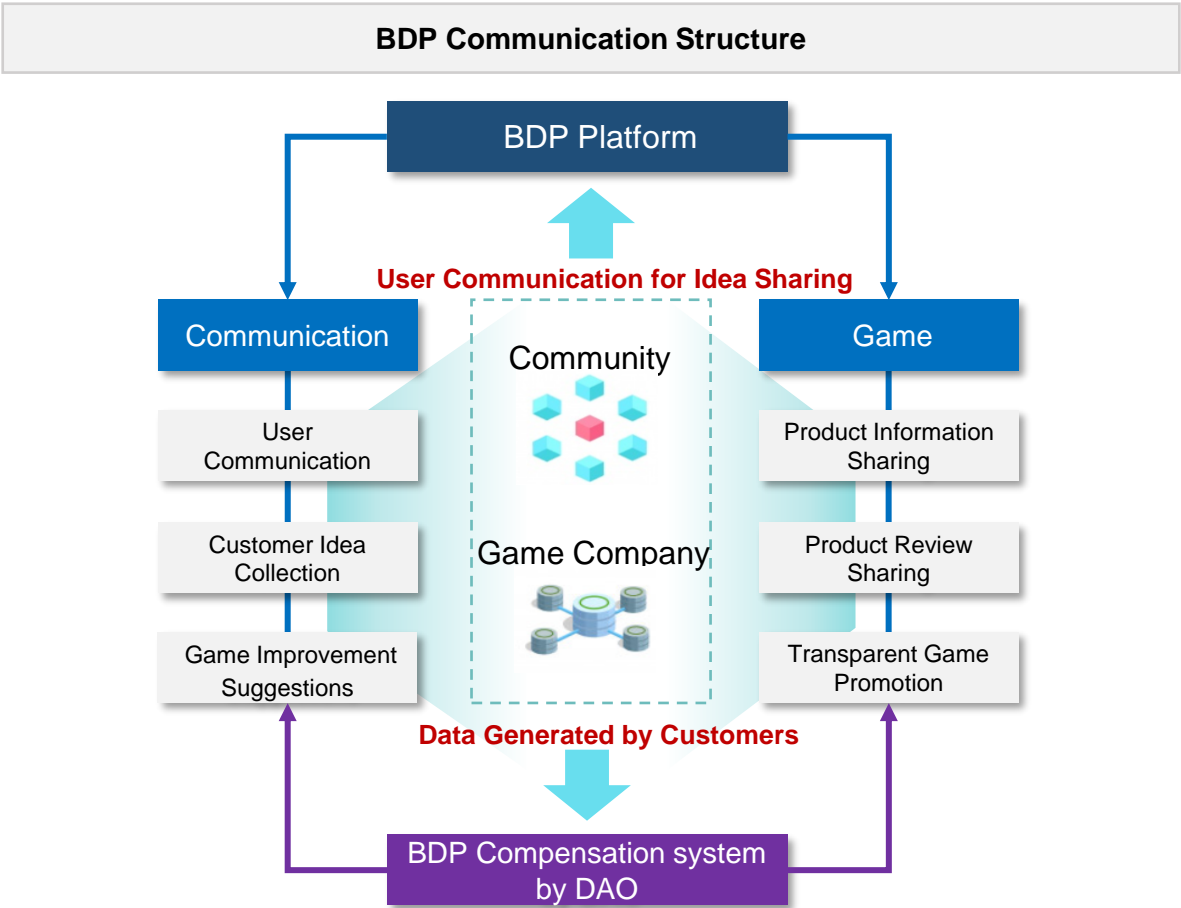
DAO members can contribute to platform operations through staking. Staking significantly benefits the activation of the BDP platform, and members who provide assistance will receive appropriate recognition from game companies. Staking on the BDP platform is not led by the platform itself but is based on proposals from game developers. When withdrawing, 30% of the rewards are received in newly minted BDP, and staking for 10 months can yield a maximum profit of 30%.

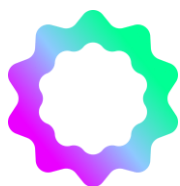


Activities on the BDP platform activate it, and all information and activities that are traded, shared, and dealt with on the platform are securely managed through blockchain technology. Transactions take place on the platform, and individuals have ownership and management authority over the information they generate. All transaction history and activity details are recorded on the blockchain, enabling users to self-analyze their transaction patterns and manage their personal information on the blockchain.

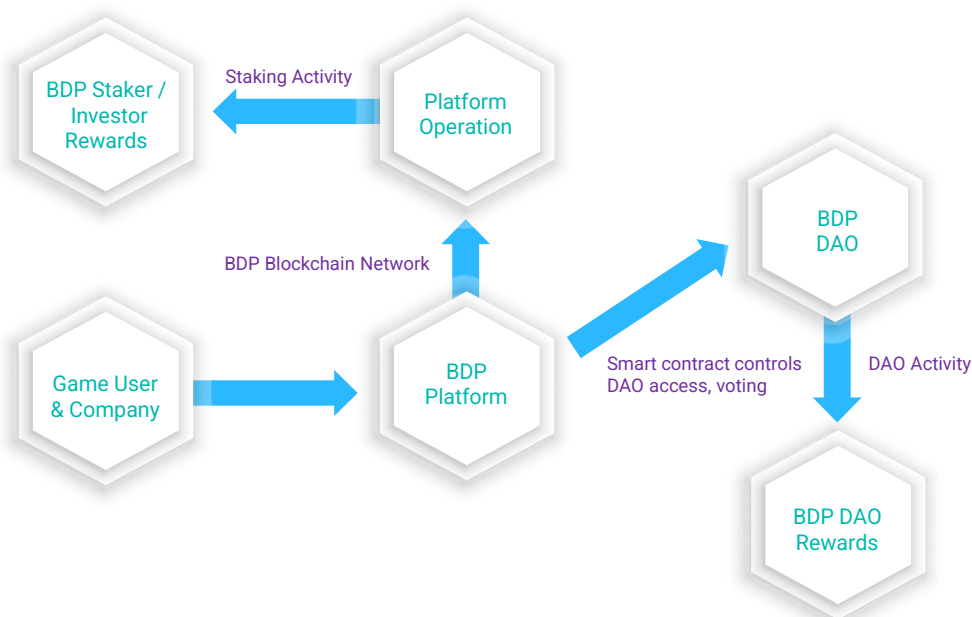
The BDP platform is the hub where game developers and users interact together. Developers and game users will form a community, communicate with each other, and share their opinions on the blockchain through the platform. The BDP platform is divided into communication and gaming spaces. The communication space is where developers who have uploaded games to BDP, developers, developers and users, and users communicate about games, share ideas for new products, and share the information they've produced, all within the BDP reward system. The reward system for game-related activities is proposed by each game developer. BDP believes that such an approach will lead to more ideas and excellent reward systems. Community activities on BDP not only lay the foundation for creating better games but also serve as improvement materials for creating better games. The BDP platform offers game users the opportunity to participate in development. Just like the reward system, all proposals related to development participation are made directly by game developers.

The game space on the BDP platform is a gaming area and a user activity space. Unlike other platforms filled with exaggerated advertising information for game sales, the BDP platform is a place where only objectivity and truth are shared. This is because user activity is synonymous with platform operation.



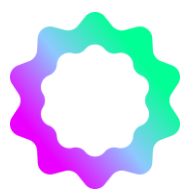


# Coin Economy

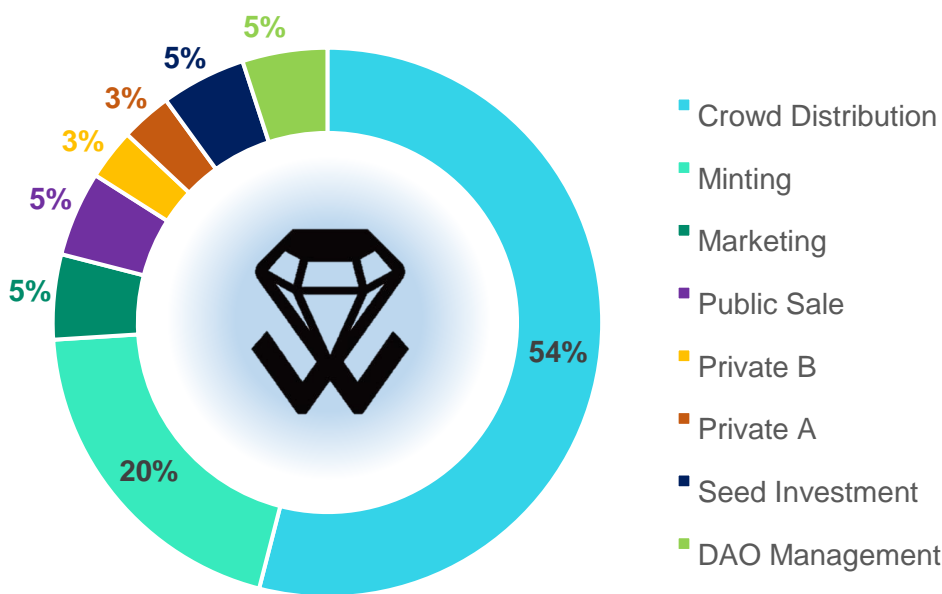


The BDP ecosystem consists of consumers who enjoy games, providers who supply games, and the BDP Foundation that manages the DBP platform. BDP is a blank space where game developers upload their games, and game users enjoy them. However, within the BDP platform, there are rules for utilizing this blank space and for its development. The four rules of the BDP platform are Governance, Staking, Communication, and the Game Zone System. These rules govern the activities of all users, both consumers and providers. Providers operate games on the BDP platform according to the rules set by the platform. Users enjoy the games uploaded to the platform, earn profits, and invest. In other words, they engage as both gamers and game investors. While playing games, users can stake BDP and receive rewards for their investments. If they are DAO members, they can participate in platform operations. They can express their rights and opinions through voting and also participate in investments.

It is worth emphasizing that the BDP platform merely provides a space for activities and does not demand or offer anything. The platform operates autonomously. However, the BDP Foundation observes whether fair and transparent game operations are taking place and informs DAO members of any potential issues. The DAO members then verify and make decisions. The foundational currency of the BDP platform is BDP. Therefore, BDP is the currency used in all games. The ecosystem where BDP is used in games varies depending on the structure of each game. In other words, BDP is used according to the structure established by each game.



# Coin Distribution



| Total amount of issue | 2 billion BDP |                 |
|-----------------------|---------------|-----------------|
| Crowd Distribution    | 54%           | 1.8 billion BDP |
| Minting               | 20%           | 400 million BDP |
| Marketing             | 5%            | 100 million BDP |
| Public Sale           | 5%            | 100 million BDP |
| Private A             | 3%            | 60 million BDP  |
| Private B             | 3%            | 60 million BDP  |
| Seed Investment       | 5%            | 100 million BDP |
| DAO Management        | 5%            | 100 million BDP |



# Roadmap

## 2023. Q3

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- BDP Whitepaper Distribution
- BDP Game Platform Development Structure Planning
- BDP Game Platform Prototype Development

## 2023. Q4

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- Seminar on Surveying Game Company Needs
- Analysis of Game Company Needs and Platform Improvement

## 2024. Q1

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- Completion of BDP Game Platform Ver.1 Development
- Platform Promotion and Platform Launch
- Listing of BDP on Global Exchanges
- Progress in Game Industry Network Building
- Expansion of BDP Platform Business Model and App Development

## 2024. Q2 ~ Q3

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- Additional Listing of BDP on Major Global Exchanges
- Completion of BDP Platform Ver.2 Development and App Development
- Collaboration MOUs with Game-Related Associations
- Establishment of Council for Game Industry Development





# Disclaimer

## Disclaimer of Responsibility for Loss

The BDP Token Foundation shall not be liable for any loss of any kind of you, to the maximum extent permitted by applicable laws, regulations, and in all cases related to this white paper. The loss includes financial or non-financial loss, which means a comprehensive loss that includes revenue, income, profit, rights, reputation, or loss of data.

## Your Agreement and Warranty

By recognizing and acknowledging the authenticity of all or some of the contents of this white paper, you agree on behalf of the Foundation and will ensure that: You agree and acknowledge that BDP Token are not defined or distinguished as securities in any form in all legal jurisdictions.

You acknowledge that this white paper is not a sales guide or a sales and contribution recommendation of any kind, and that you do not seek to attract investment in securities, donations, or securities in all jurisdictions, and that you are not obliged to enter into any contract.

If you purchase an BDP Token, acknowledge and agree that the BDP Token cannot be interpreted, classified, or handled as follows:

- ✓ A Currency of a different kind than Cryptocurrency.
- ✓ Bonds, or Stocks issued by all individuals or organizations.
- ✓ Rights, Options, or Derivatives relating to such Bonds, or Stocks; or other Securities

If you are a citizen or resident of a country where cryptocurrency transactions are considered securities transactions, acknowledge that you are clearly aware that you

are not eligible to purchase BDP Token.

If you are interested in purchasing BDP Token, you are fully aware of the potential for

unexpected operational risks associated with your business and operations and BDP Token in the future.

You acknowledge and agree that the Foundation is not responsible for any kind of financial or non-financial loss, including any loss of sales, profit or data.

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## Risks and Uncertainty

*Prospective buyers of BDP Token tokens must carefully consider and evaluate all information in this white paper related to the Foundation and the BDP Token,*

*in a legally binding contract, and all risks and uncertainties associated with it before making a purchase. If some of those unexpected risks and uncertainties develop into real-life situations, they can have a significant impact on the foundation's business, financial status, operational results, and prospects, in which case you may lose all or part of the value of the BDP Token.*



## ***White Paper***

*Digital playground based on blockchain*