



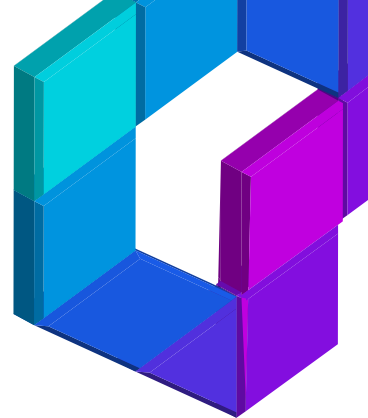
# FORTHBOX

*ForthBox white paper*



2021

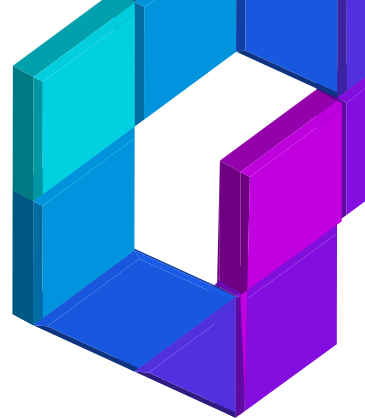
NEXT-GENERATION WEB3.0 GAME AGGREGATION PLATFORM SERVICE PROVIDER



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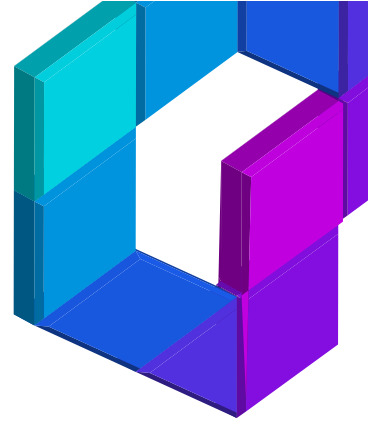


# 01 WHO AM I



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## ■ 1.1 About ForthBox

Let the game scene carry the virtual reality of identity, wealth, and relationship network

ForthBox is spontaneously initiated by domestic and overseas games and NFT community members, joint ForthBox DAO technology team independent development of blockchain aggregation platform, is a game aggregation service platform, platform has ForthBox team developed blockchain game, ForthBox community incubation chain game, also have standard third-party game developers, provide users with blockchain game aggregation platform, and committed to becoming a blockchain head chain game aggregation platform, connecting chain game manufacturers, game investors, game guild and Blockchain game players.





## ■ 1.2 The Team

The ForthBox developer team consists of a group of technology geeks from global cryptography, from prominent organizations such as Google, Tencent. Through GameFi, NFT and SocialFi, ForthBox builds a new track for the Web 3.0 era, creating the world's first GameFi + NFT + aggregation service platform for SocialFi. We spontaneously set up a decentralized organization, ForthBox Dao, where all the blockchain developers, enthusiasts, and the upstream and downstream roles of the GameFi industry chain can participate.

In order to cope with the early launch of the GameFi platform, combined with the team's own game genes, ForthBox team launched self-developed Avatar series in stages, create star products at the platform application level, and build a continuous and stable traffic users for the platform.

## ■ 1.3 Distribution overview

### 1.3.1 About FBX

FBX is a new governance token based on BEP20 and ERC20 standards, which refines the ForthBox ecosystem by giving the community control of the ForthBox standard protocol. Any participant interacting with the ForthBox ecosystem is eligible for FBX tokens, ForthBox is based on the multiple chain standard, version 1.0 will be preferentially based on BSC, while FORTH NFT uses BRC1155 and

BRC721 standards for storage and trading, and players receive FORTH NFT by pledging different encrypted assets on the revenue aggregator.



### 1.3.2 Issuance concept

"Autonomy" and "believable" are the two core advantages of blockchain, which ForthBox upholds these two characteristics and tries its best to make fair and transparent.

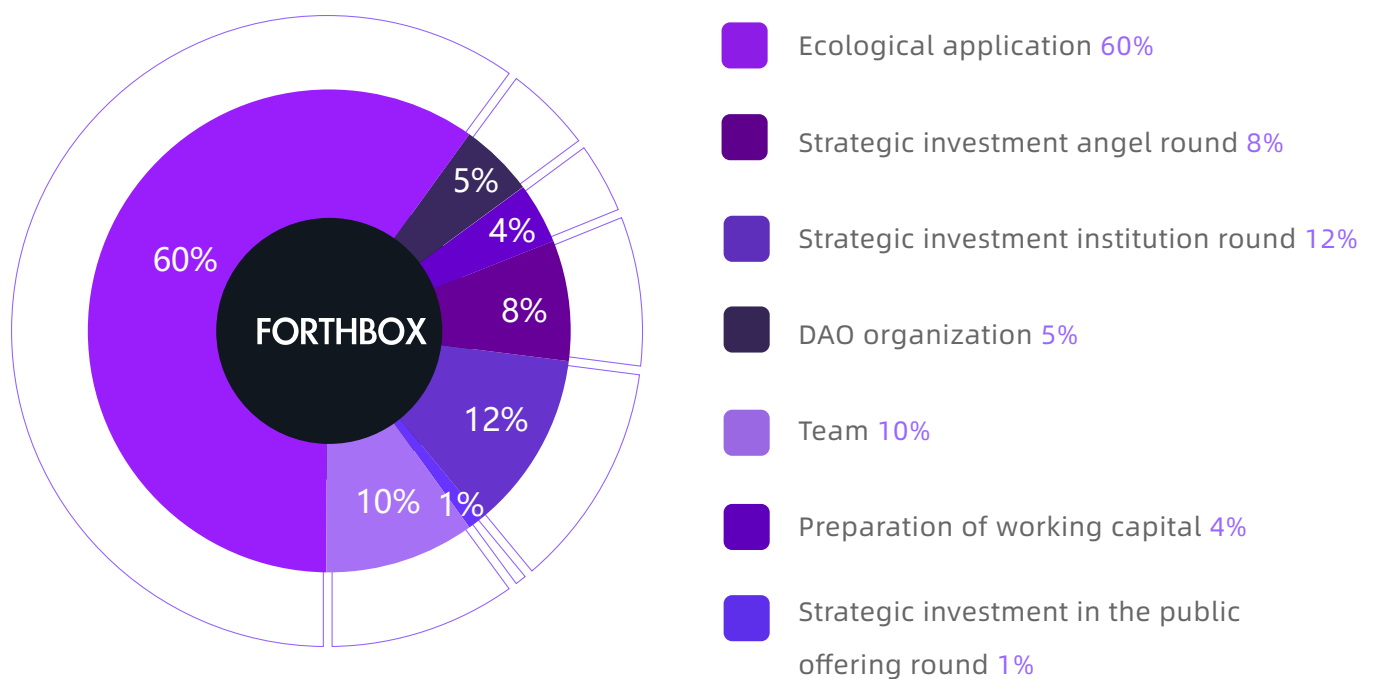
The FBX release is fair and transparent. The FBX tokens had no reserve mining, no seed round investment, and no additional issuance.

### 1.3.3 Issuance proportion

Token: FBX

Types: BEP 20/ERC 20: BEP 20/ERC 20

Total token: 1 billion, and no additional issuance



\*Distribution proportion map

### 1.3.4 Strategic financing

Financing round	Amount of financing (number)	The proportion of financing	Financing Amount (USDT)	Unit-price (USDT)	Remarks
Strategic angel round	80 million	8%	1200000	0.015	_____
Strategic institutional round	120 million	12%	3600000	0.03	_____
IDO	100 million	1%	60000	0.06	Do not lock the warehouse

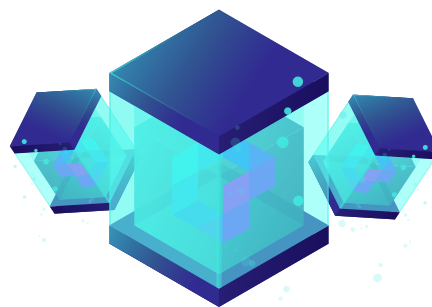
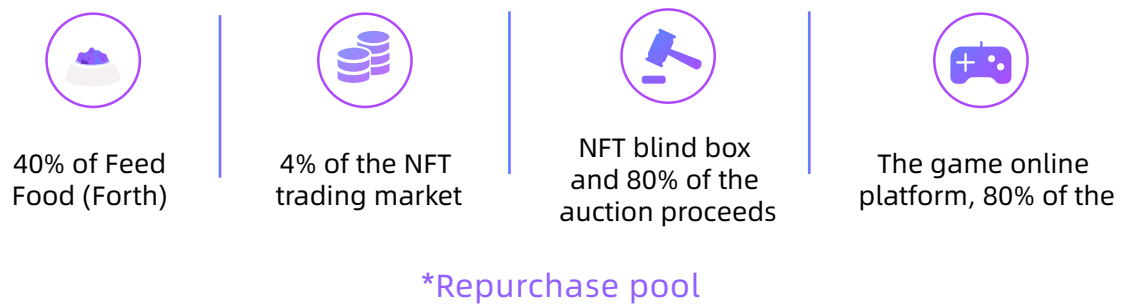


Note: Strategic angel round, strategic institutional round lock warehouse rules: before online release 10%, the rest of the quarterly release 15%, 6 quarters of release.



### 1.3.5 FBX repurchase and burn

In principle, 80% of the platform's profits will be directed to the "automatic repurchase and burn" pool composed of Forth.Smart contract meeting will keep checking the average price of F B X over the past 72 hours. Whenever the price is below the 72 hour average price, the smart contract is triggered, with the funds in the buyback pool converted to FBX tokens and burn simultaneously.



*\*Burn*

When the FBX market price is lower than the 72-hour average, it will enter the repurchase pool and be burned. Each group is 1000U as the unit, and it is retrieved 2 times every 1 hour. The maximum trigger is 48 times per day, and the total amount is 48000U.



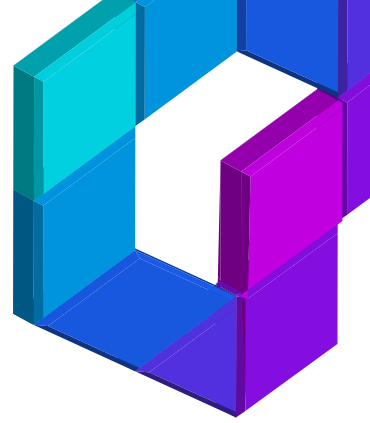
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# 02 WHAT TO DO



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## ■ 2.1 Design inspiration

ForthBox to game manufacturers, investors, players and financial institutions and a variety of roles, to explore and think about how to build aggregated game space station, in the whole ecological scene, while keeping the game interesting at the same time, all players can participate in the construction of ForthBox, at the same time, more like covering the chain players and the ecological community of investment institutions. Making the game is not just a kind of entertainment, but also makes the game scene a virtual reality carrying identity, wealth and relationship network. To put it, it simply means to make money while playing games with friends.



### 2.1.1 GameFi + Metaverse

#### **Trends: Supporting force of technological development**

GameFi is one of the best commercial landing scene in the field of blockchain, ForthBox with its own strong game gene, on the basis of GameFi, combined with AR and VR, and the Internet of things, big data, cutting-edge technologies, Genesis launched a forward-looking business trend, combined with the research and development rhythm of the platform, early will launch Avatar series metaverse blockchain game, platform ape god beast Ham as the first metaverse game, let game players more entertainment and immersive experience.

### 2.1.2 NFT + DeFi Commercial Value

#### **Opportunity: Everything in the world can use NFT**

The list of projects suitable for NFT is not limited by our creativity, which is why I believe that a lot of products will turn into NFT in the future. From digital art to virtual real estate, from 1 to 1 billion, NFT is taken the lead. No one, even in the crypto industry, imagined that NFT would make such a big shift in the financial markets. Their development is gaining new integrated NFT exchanges, NFT mortgage agreements, and many other NFT based integration and innovations are gaining more responses from the NFT audience.

But for all that NFT gets in the encryption market, one such key area that has sparked an organization in NFT is DeFi. Decentralized finance helps NFT occupy



the market positioning with the privacy of not tamper with and encrypted transactions, and there is no centralized platform to control transactions.

### **Singularity: The DeFi fits perfectly with the NFT**

DeFi has made many prominent changes in the crypto graphic world. Its integration with NFT makes NFT more credible and has a huge impact on the anytime mobility of NFT. Decentralized finance has various advantages conducive to users.

They include the following points:

#### **1) No centralized power**

In decentralized finance, there is no central institution or banking institution to regulate or control transactions. All transactions will be independent and shielded from interference. Smart contracts in DeFi are responsible for maintaining on-chain rules and data security, and "code is law".

#### **2) Transparency**

DeFi is opening, transparent, secure, and free, so DeFi is full workflow will be available on the Internet as the source code. This is one of the main reasons for user trust.

#### **3) APP**

To support future third-party applications with scale effects, the DeFi built on

different chains will also have an EVM (Ethereum virtual machine). Since most DAPP is built using DeFi, they can be downloaded from the Internet and integrated into DeFi.

#### **4) Multiple platforms support**

Multiple platforms support is that DeFi is able to run on any platform based on any operating system (eg: Windows, macOS, iOS, Android, Linux, etc)

#### **2.1.3 The contradiction between gamers and game publishers**

##### **From the perspective of a gamer:**

- They need the ability to convert their game items into cash as a flow, but this demand has not been met so far.
- Although there are a small number of game products that can be traded, most of the trading markets have many problems, and opacity and fraud is common, which suppresses the growth of the trading market.
- A robust economic system and value-driven model are needed. Most transaction behaviors are spontaneous, but creative behaviors require incentives. A good crypto world requires players to build spontaneously.
- Compared to being a participant, they are more eager to have power. This is a

change from the past game model, allowing players to increase their participation and fun while also having more opportunities to create value, but it does not mean it is fully developed in accordance with personal wishes.

From the perspective of game publishers:

Decentralization can give them greater freedom, eliminating the restrictions of game release and centralized game version number:

- Due to the incomplete circulation market of player-earning game items, game publishers sell far less game items than they can provide. In addition, the security and privacy of the centralized gaming world have been criticized. The pricing power of game assets has never been in the hands of players. To this end, users need to regain freedom and pricing power in this aspect of the game.

#### **2.1.4 The game needs to anchor the value system**

What we must understand is that in the ForthBox ecosystem, whether P2E (abbreviation of play to earn) or GameFi, they are both the infrastructure of ForthBox and the guiding program for the evolution of Game to ForthBox. If we connect P2E and GameFi modes with Game-Verse, it is not difficult to find that the judging criteria does not only depend on the entertainment of the crowd. If you focus on Game, then Game-Verse is an ideal country. Fun is the foundation, P2E incentives, and GameFi is the basic service. If you focus on verse, game-verse is an

enhanced version of reality. Reality is the foundation and benefits are the key. Game is softening, which is what people call the integration of industrial games. The purpose is to reduce the integration of traditional work through games. cost. By that time, the nature of entertainment is no longer the key, because its comparison object is no longer a game, but reality. If compared with reality, it will be less boring, which will lead to more positive and significant value creation.

### **2.1.5 Social connection is the basis of communication value**

Any successful game will consider extending the boundaries of the social scene indefinitely, and ForthBox is no exception. The users who reach consensus or the same demands will spontaneously organize a community union or forum based on the project, and the users' content yieldbased on their personality. More importantly, content of user yieldcan help the community grow. Throughout the social system, users can publish articles and short videos on an open platform. Users can share any topic, whether it's a game walk through, dynamics, or analytical predictions of the trend of digital assets they are interested in.

In have sufficient user volume to support, and have perfect social platform as the premise of infrastructure, the project can be well into the market any new trends and new play, and its perfect integration, seamless into the social platform, based on a large number of users and solid consensus foundation, quickly expands the ecological, at the same time give its tokens more application scenarios.



### 2.1.6 Refactoring the traditional game transformation solutions

#### transformation program

From a service provider to an infrastructure provider, from the revenue side, in the past IAP (In Application Programming purchase) will be transformed into circulation taxes and fees. From the cost side, more and more content will become UGC content. Regardless of income or expenditure, game companies will be more like platforms. They will no longer be the purchasers of consumers' main services, and moisturizers will serve behind the scenes silently. What they need more is to stimulate the creation, circulation and trading of players. Let the player be the master of the game, let the game be by the Player, of the Player, for the player.

#### Marketing transformation

The current traditional mobile game service providers mainly rely on the purchase of volume services as the main traffic expenditure cost. If you can be good at using the levers inherent in the game, the players need to drive the game pass, and the Token will drive the players' interests to intervene in P2E. Use P2E currency leverage instead of flow communication leverage, so that you will have the opportunity to use lower cost to move players into the game. Axie has used its own case to show how the demand for elf reproduction is driving P2E players. I believe there will be more P2E models in the future. Can be created and researched.

### Open model transformation

Since the capital flow of traditional games is only limited to the players and game companies, the game resources in the blockchain game have spontaneously emerged in the secondary market. On one side is a closed plan, where the supply of game equipment is firmly in the hands of developers; on the other side is an open market, where game resources will be developed and created by players. Therefore, compared with the traditional gold design, game companies need to have a more thorough grasp of the market, so as to manage the expectations of the large market in the game and guide the game into a positive development cycle.

#### **2.1.7 Immersion mode upgrade**

ForthBox proprietary game Avatar, evolved 3Dmetaverse. With the continuous upgrading and iteration of AR and VR technologies, the infrastructure scene of metaverse can gradually be commercially implemented. The GameFi + metaverse scene created by ForthBox will explore the development direction and trend of metaverse in the game, and strengthen the experience and immersion sense of the game.

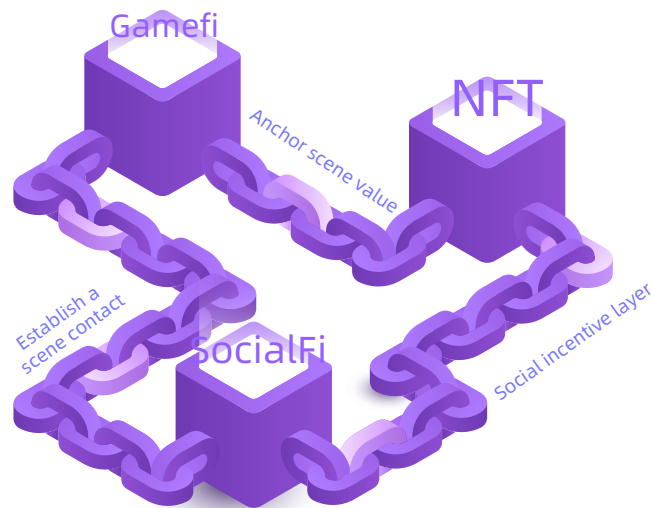
## ■ 2.2 Developer mission

The platform development concept of the trinity, implementing the whole operation logic with P2E and S2E, can truly have the rights and interests in the use of digital assets, and generate value connection through minting, trading and cross-applications.

### 2.2.1 Build a GameFi+NFT+SocialFi aggregation platform

Starting from blockchain technology and using FBX as the value transmission carrier, the ForthBox Foundation, together with the Game Association and technical geeks from home and abroad, jointly launched ForthBox, the world's first aggregation platform dedicated to GameFi+NFT+SocialFi. GameFi, in simple terms, is to realize the realization of money in the game. GameFi is the concept of the combination of game finance under the integration of DeFi and NFT. It presents financial products in the form of games, transitions the rules of DeFi into games, transitions game props, and derivatives into NFTs, and joins the role battles of traditional games. Various game such as social interactions increase the entertainment and interaction of participants.

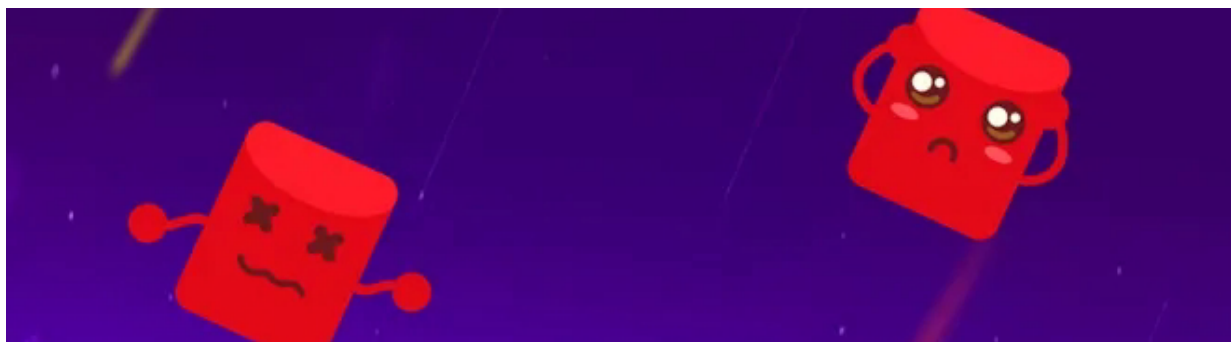




GameFi+ NFT+ SocialFi Aggregate platform

### 2.2.2 GamiFi social experience

ForthBox dominates social networking while playing and chat while playing, the game is not only an entertainment tool, but also let the game scene carry the virtual reality of identity, wealth, relationship network; users can feed ApeGod mining in the guild, or group games in the game guild, or can enjoy red envelope activities in the chat room, let social infiltration into every link of the game through the guild.

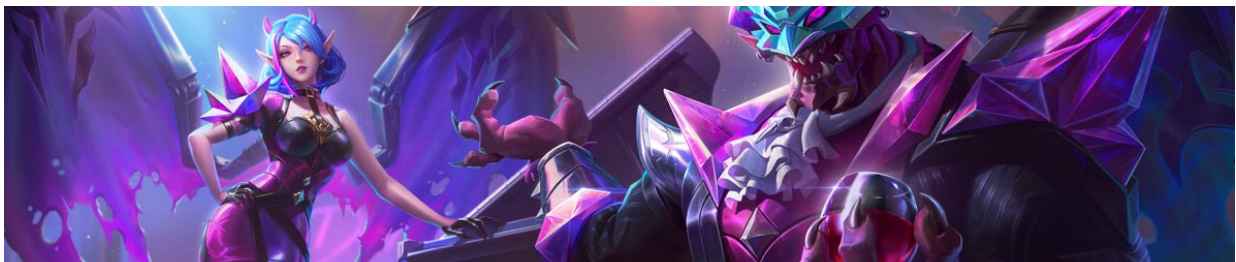


### 2.2.3 Play to earn, Social to earn

Players can really control the ownership of the game, including and not limited to the role, equipment, pets and assets in the game scene belongs to his own things, items and any inherited status is blockchain verifiable assets, let play to earn not only stay in the slogan, but also to implement to each game, let the player invest in the game time and assets.

Here users can enjoy the happiness of social. Under the leadership of the guild president and administrator, users can participate in the game competition to divide up super awards, can also jointly support the guild NFT, witness the growth of the guild NFT, but also enjoy the mining dividends brought by the growth of the guild NFT, participate in social can make money, Social To earn.

In this space is all the participants have built, is built on a virtual space in the Internet world, rather than a company through the agent server, for each operator and players, ForthBox is not only opening a door for for the traditional game to the decentralized world, but also creating a reference template for infinite possibilities of the blockchain games .



### 2.2.4 GameFi + Metaverse

The Avatar series provides users in two stages. Avatar metaverse games started from 2Dmetaverse and were constantly explored and developed until they eventually evolved into 3Dmetaverse. Associated with virtual reality systems within the current framework, Avatar metaverse will introduce AR / VR technology and will put real-world social relationships into Avatar metaverse, making virtual a reality.



## ■ 2.3 Value vision

ForthBox is not only a Play to earn, a social to earn game space station, and a game aggregation platform service provider, using financial mechanisms and game systems to empower players, creating a truly unique and lasting free play,easy-earned ecosystem.Let the game is not just a tool for entertainment, but also let the game scene carry the virtual reality of identity, wealth, relationship network, and ForthBox all these forms to lead to wealth and freedom.





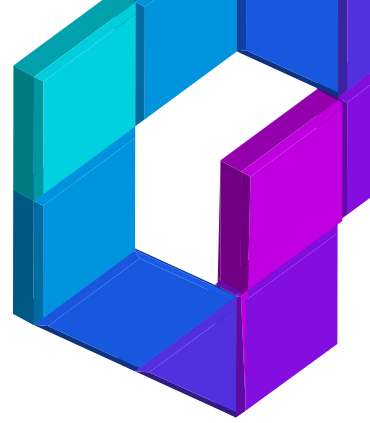
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# 03 HOW TO DO IT



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## ■ 3.1 Infrastructure

### 3.1.1 GameFi

There are blockchain games launched by the ForthBox team, chain games incubated by the ForthBox Foundation, and third-party partners, each a simple and profitable game.

But for all that NFT gets in the encryption market, one such key area that has sparked an orgasm in NFT is DeFi. DeFi helps NFT gain a market position with its own non-tampering features and privacy features that can encrypt transactions, and there is no centralized platform to control transactions. and there is no centralized platform to control transactions.



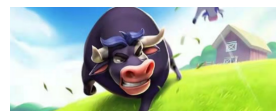
15 Game categories planned to be launched

15 Game categories planned to be launched, the first space fighter themed concept, is still in an orderly development and are expected to be launched about one every month.

1、"The first game  
《Space war》Has  
been online"



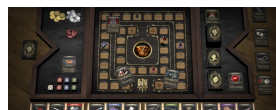
2、EDU  
Develop class



3、STG  
Shooting class



4、CAG  
Card class



5、RAC  
Racing class



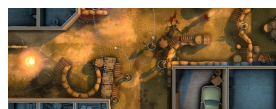
6、ACT  
Action class



7、FTG  
Fighting class



8、SLG  
Policy class



9、AVG  
Adventure class



10、PUZ  
Puzzle class



11.SPG Sports



12、RPG  
Role class



13、To be  
developed



14、To be  
developed



15、To be  
developed





## I. ForthBox Game series

SPACE WAR is a space class metaverse game



The metaverse series is more immersive and engaged in the DeFi + NFT boundary, giving the game and creating the game's identity, honor, and social interaction for the virtual and real world. In this scene, based on the large basic architecture of DeFi, code dominates everything, and anyone or organization can control the direction of the virtual parallel world that simulates reality, and the environment and overall atmosphere of the game need to be maintained by all game players.

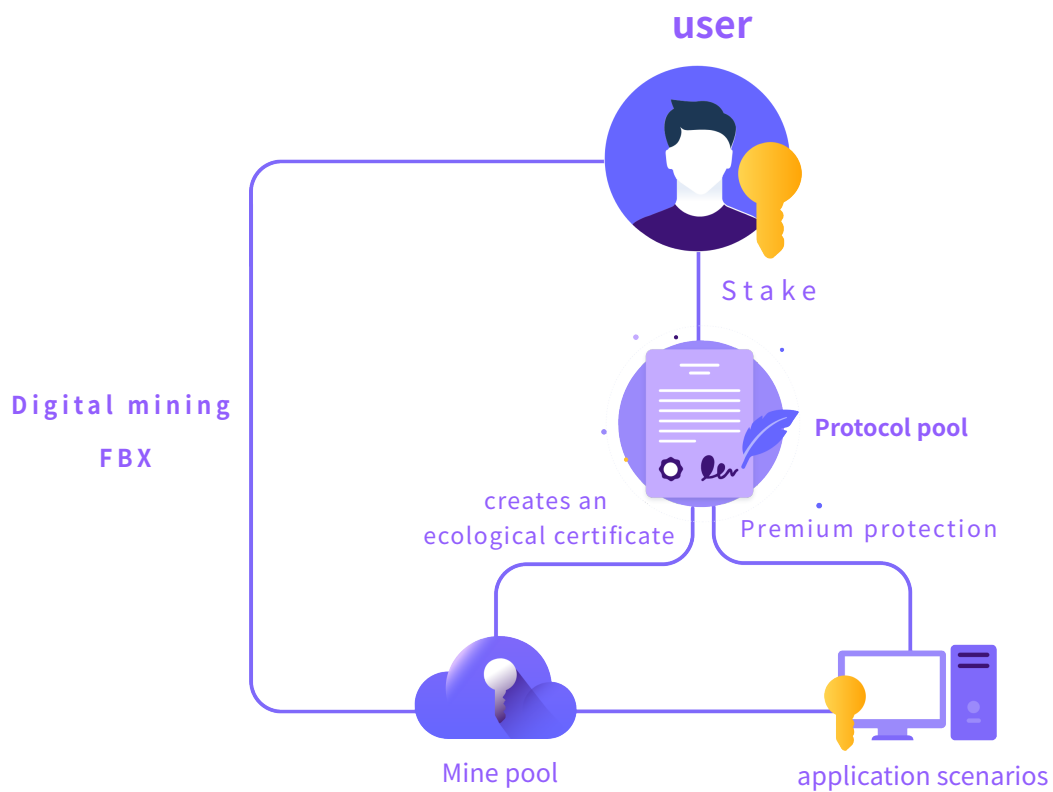
## 2. Income aggregator

To provide the best return to liquidity providers, FORTH revenue aggregator is a smart contract that brings together a series of optimized liquidity digital mining strategies. It can automatically seek the highest revenue strategy for users, increase the frequency of value exchange, and ultimately promote more value

exploration. Value exploration is a comprehensive reflection of traders' understanding of the current market supply and demand and the understanding of future market expectations. It not only contributes to the rational allocation of resources, but also enables investors and financial institutions to make reasonable decisions based on this price. comprehensive reflection of traders' understanding of the current market supply and demand and the understanding of future market expectations. It not only contributes to the rational allocation of resources, but also enables investors and financial institutions to make reasonable decisions based on this price.

### **3. Liquidity mining**

The platform creates a unique NFT liquidity mining mechanism, so that the user's NFT is not only art, but also is given rights and actual warrant application value. - By pledging to participate in the ForthBox revenue aggregator application, users can obtain platform autonomous tokens on the platform. The strategy of each revenue aggregator is an smart contract, which will automatically optimize and provide users with the best liquidity mining revenue strategy on the smart chain. Players can stake the stable coin or FBX on the ForthBox income aggregator, and obtain the corresponding ecological tokens according to the proportion of the income, to open the NFT blind box of the corresponding value system. At the same time, any user has equal opportunities to mint a valuable and legendary NFT. Each benefit aggregator has their unique strategies that will optimize liquidity mining through different DeFi protocols.



**\*Flow digital mining scheme**

#### 4. Overlay state network

Superposition state network, Quantum mechanics believes that the movement and state of micro things are uncertain. If it is extended to the macro world, then various uncertain things, such as the rolling dice, hesitant people, and the movement direction of storms, can be considered to be in a superposition of multiple states. In parallel universe theory, a matter in a superposition state can split, and different states occur in different universes.



## 5. Game imaging

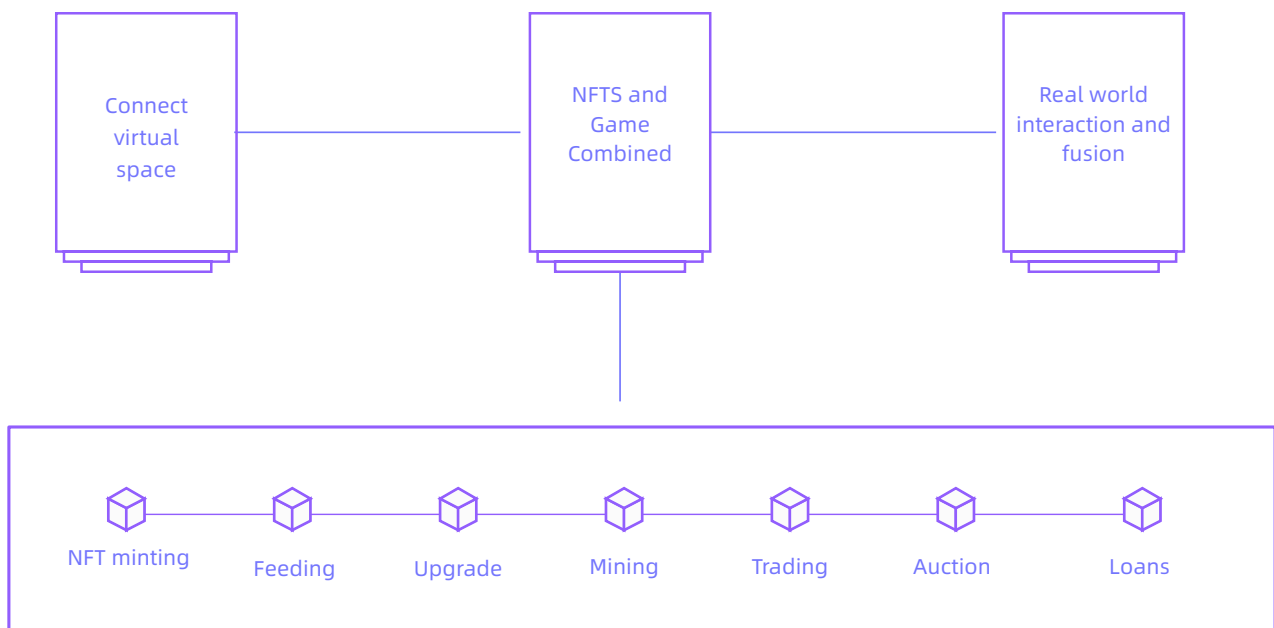
In designing the game, we considered several options regarding the visual style of our dragons. The current situation in the password collectibles industry is the use of flat, simplified images easily incorporated into the images of game characters. In the early market, FORTHBOX is a game developer based on sandbox games. Early hand difficulty and operational operation, but in the development and iteration of the future metaverse project, it finally decided to switch to 3D view, because it gives players a more realistic perspective, and it makes the potential transition to VR or AR easier.

Specific revenue aggregators (liquidity pool) provide liquidity, and revenue aggregator smart contracts will provide the highest benefits to users by automatically utilizing the optimal liquidity mining strategy. In the game, users do not need to spend money on the resources or items in the game. Instead, they establish a savings account in the process of the game. The more the user saves, the more the resources they gain in the game, and the more items they can be obtained in the game. Superposition state network.

### 3.1.2 NFT ecosystem

#### 1. NFT asset aggregation agreement

ForthBox anchors real value with NFT, link virtual space to interact and fuse with the real world, derivative can be expanded multiple business strategy, while retaining the game entertainment, support game partners NFT minting, feeding, upgrading, mining, trading, lending, borrowing and other scenarios, than NFT external display and value trading, more like to create a community-driven scene ecosystem, through NFTs and the game with the standard protocol.



The first thing ForthBox does is to bring the range liquidity supply to the BSC chain, a move that will greatly boost the BSC The utilization rate of funds on the chain and increase the transaction volume, and because the increased transaction volume achieves the role of providing the overall A P R on the BSC chain;

Secondly, ForthBox will optimize the supply of interval liquidity, providing the stake premise of FBX, so as to get the Token reward, which can give users more liquidity to provide incentives.

Finally, as a development agreement, the space for ForthBox expansion is a service brokerage integrating various service manufacturers and game operators to link up traditional games, NFT of assets, and blockchain scene content development.

- Integrate the resource allocation of the service vendors
- Establish a virtual space storage network
- GameFi incubation platform
- Compliance platform, regulated by the community

Gas fee problem, a lot of NFT platform in commodity minting this piece will charge high fees, of course, this condition is limited by Ethereum design helpless, under the pricing and expensive first bidding mechanism, all the members of the network can only acquiesce to accept the current rules, or choose other alternative network ForthBox to create goods completely 0 fees, such as ForthBox NFT box, and ApeGod minting and other applications.

ForthBox NFT launches the Greek mythological figure NFT, and these NFT follow the following rules:

1. Users can not be issued, published by the platform;
2. This NFT is issued based on the currency Ann intelligent chain, and can be traded in the ForthBox NFT market in the future;
3. Free transfer can be made, purchase and sale after the issuance;
4. The NFT corresponds to six grades, common, uncommon, rare, epic, legend, and myth;
5. All Greek mythological figures NFT was produced after feeding upgrades. The number corresponds to: 5000 ordinary, 2500 uncommon, 1250 rare, 625 epics, 312 legends and 156 myths, first come, first served;
6. This NFT cannot participate in staking FBX;
7. This NFT has the right of platform income dividend, dividend ratio waiting for the follow-up announcement;

## 2. NFT feeding

### Ape God minting-Establishing different NFTs mint systems

1. Ham are mint for free, and only consumes a small amount of gas;
2. Ham has multiple attributes, including hashrate, INT, GOLD, CE, AGI, and CHR. Except for hashrate, the initial values of the attributes are 0;
3. Feeding Forth+FBX can upgrade Ham and upgrade the hashrate at the same time;
4. Stake Ham with hashrate can participate in NFT mining to produce FBX, and Ham does not participate in mining without staking;
5. Ham can be fed once every 12 hours, and the experience value will increase accordingly;
6. Ham corresponds to 13 levels, and the number of experience points corresponding to each level is 2-15; different experience points correspond to different hashrate.
7. The proportion of feeding tokens is generated by the system algorithm, and the formula is  $m\% \text{ FORTH} + n\% \text{ FBX}$ , so that the single feeding amount is infinitely close to 20USDT;

### 8. Example of mining model:

Total daily yield of FBX = basic daily yield+ dynamic weighted output;

Daily basic output=100000;

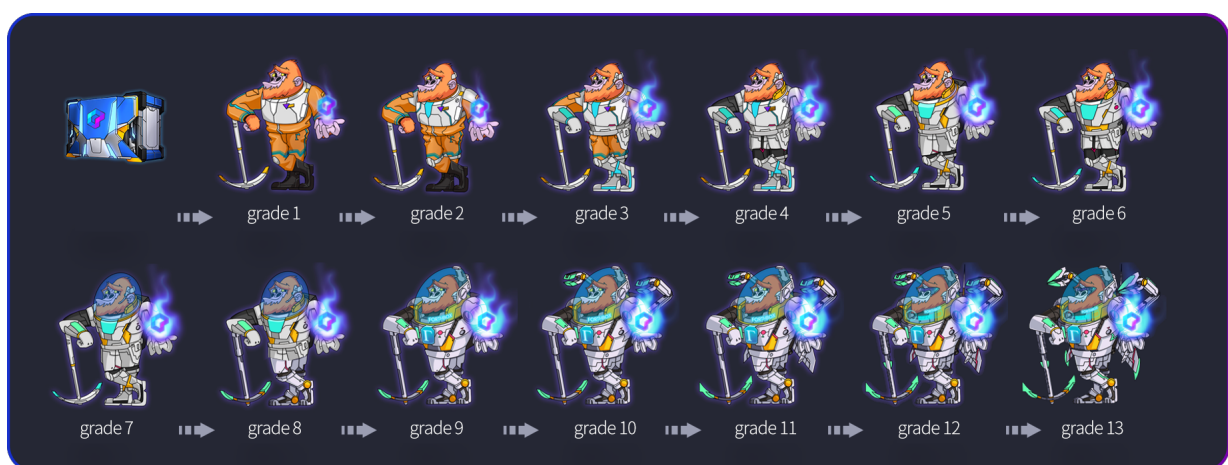
Dynamic weighted yield= total amount of feeding ÷ FBX price;

Personal daily yield= total personal feeding amount÷FBX\*30+100000\*personal hashrate÷total hashrate;

All fed FBX will be burn;

40% FORTH used for feeding enters the repurchase pool and is regularly burn through smart contracts or Forth Dao.

9. Users who are the first to reach levels 3, 6, 9, 11, 12, and 13 will have the opportunity to get the NFT airdrop of Greek mythological characters. All NFTs of Greek mythological characters are generated by airdrops. The quantity is 5000 common, 2500 uncommon, 1250 rare, 625 epic, 312 legend and 156 mythical, first come first served.





### **3. NFT lending**

All the NFTs minted on ForthBox can be used as collateral to seek loans in the market. Users can study the general situation of the NFT market. Under the premise of the corresponding level, the official will make a financial agreement relative to the value of the NFT of the yield level. The user can Staking the NFT in the loan pool to borrow.

From the overall market perspective, loans can release asset value and provide much-needed liquidity for NFTs. Investors do not need to worry about the problem of selling assets, and instead can use loans to explore other opportunities in the NFT field. From a lender's perspective, the NFT mortgage market also has many benefits. If the lender defaults on the loan, the lender who chooses the collateral wisely has the opportunity to obtain the mortgaged NFT at a very low price.

### **4. NFT auction**

Players can participate in the auction of their creations through ForthBox, and submit the NFT assets. The official will conduct a preliminary valuation based on personal account information and the application section to which it belongs, as a negotiated price, in the exclusive auction application layer of the ForthBox platform, during the NFT auction period. It will be frozen, and no transactions will occur. Each auction will include a combination of NFTs, and these NFTs combinations are our carefully selected NFT products in advance from the most popular NFT+GameFi projects.

The auction series is divided into blind boxes, high-rare NFTs, creative NFT models and related game props. All users can view the published and uncollected NFT products. The official will decide the final bid for their NFT based on the market situation and its specific attributes.

Making the best use of NFT assets is likely to generate considerable income. But when the market for art and collectibles is less liquid than other asset types, especially when the owners of valuable art and collectibles need cash in the short term, the role of NFT lending is particularly important. The relatively low liquidity of artworks and collectibles gives borrowers the opportunity to obtain higher returns than conventional loans.



## 5. NFT grab bags

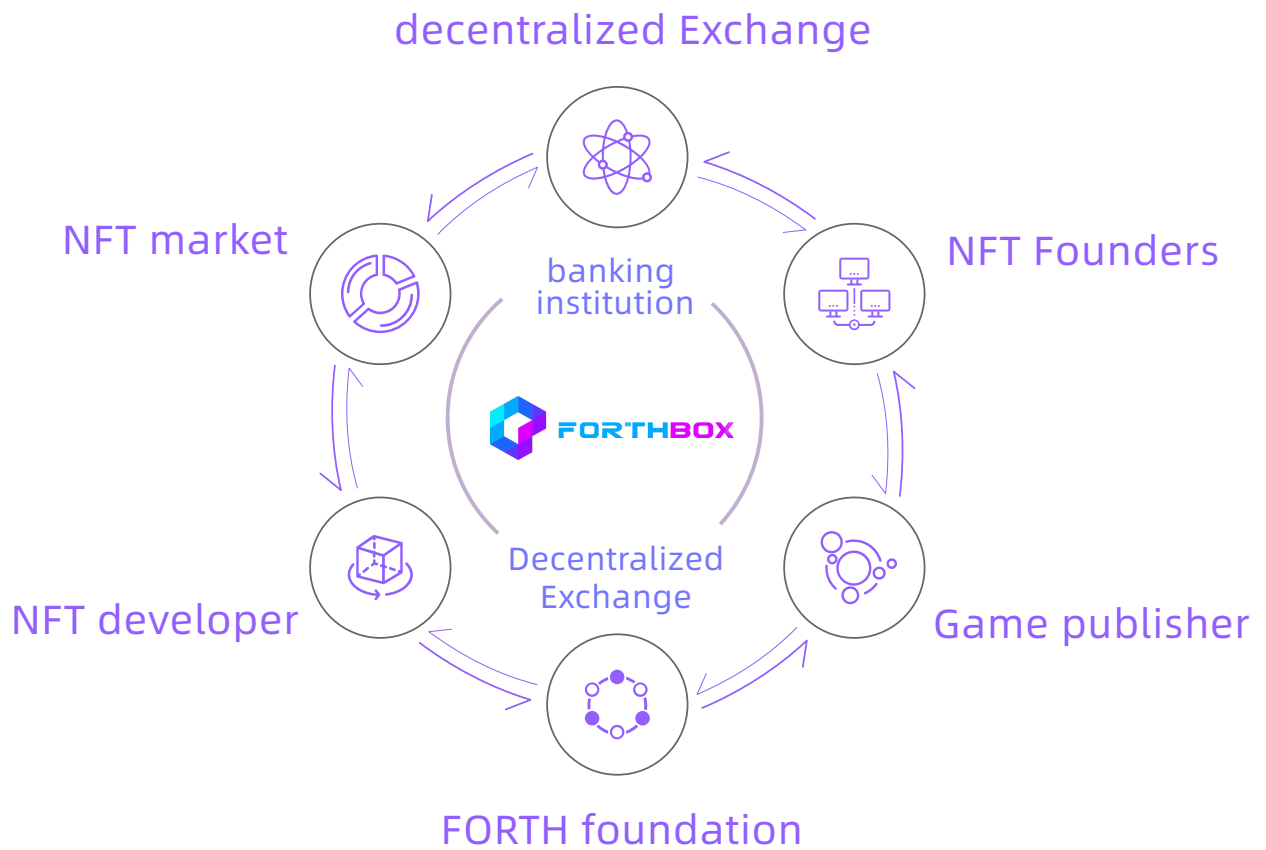
The builders who participate in the platform application have the opportunity to obtain unique NFTs. In the scene, each behavior that generates NFT transaction mint can be used to unlock the NFT blind box, so that an NFT can be generated and mint on the BSC. The benefits of this can give developers the opportunity to give full play to the role of "artist" value discoverers and obtain their own NFT transaction commissions, similar to the role of art dealers in traditional markets.

- \* Stimulate the sales and liquidity of the NFT market;
- \* Increase the income of creators;
- \* Improve network effects and market activity through gamification;

## 6. NFT market

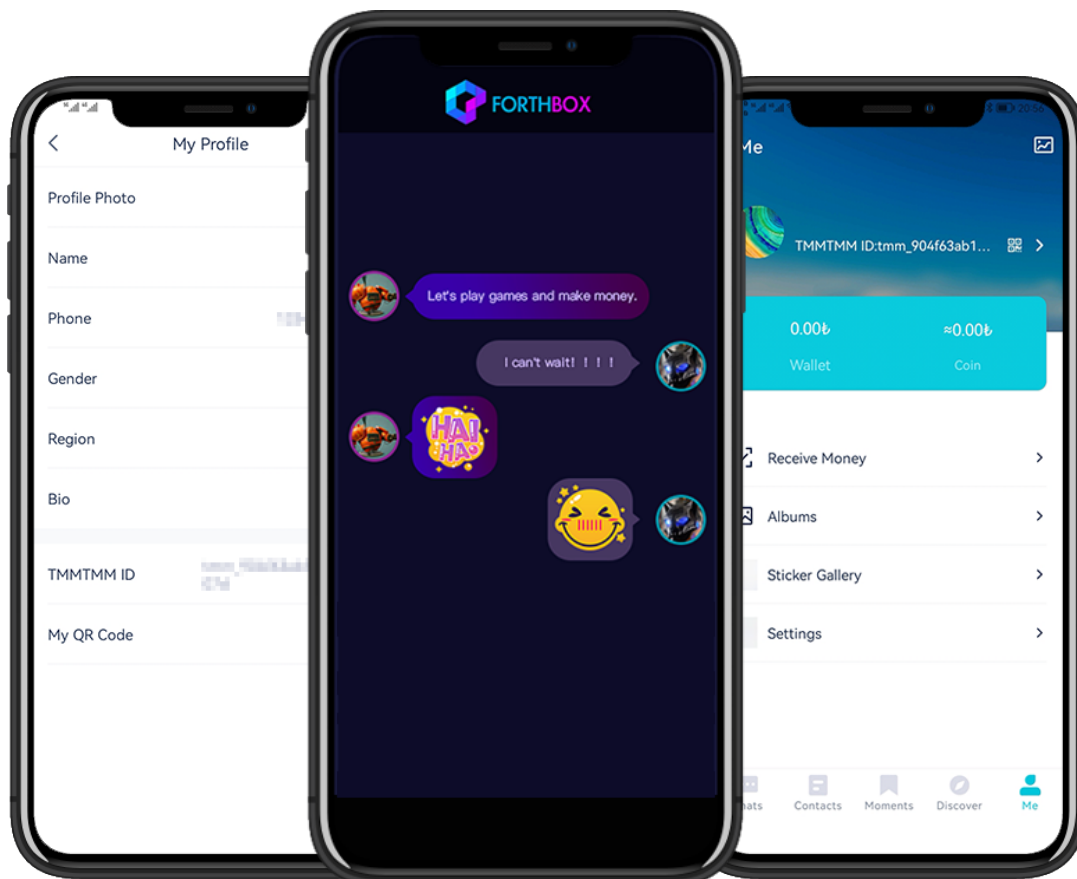
ForthBox NFT market is a decentralized NFT exchange where users can freely buy and sell NFT in the market. It aims to lay out the meta-universe migration channel of blockchain + content + community, and create a complete blockchain FORTH NFT content ecology. A good mechanism for the discovery, incubation and rights protection of artists, creators and collectors has been established to continuously supply high-quality works to the market, allowing platform users to have more consumer choices on the platform. NFT is used to forge the value medium of FBX and reach the consensus of a large number of active users, so that the artwork can have a good circulation in a circle of collectors. Form a virtuous circle of high-quality original + reasonable returns.

## 7. NFT ecological structure



### 3.1.3 SocialFi

Based on the game ecology of GameFi and NFT, ForthBox aims to create Web3.0 SocialFi to attract game traffic, broaden the social boundaries of games, build a complete social economic system, and let Web3.0s "social value" and "data" The realization of the concept of "value" also helps users realize the sovereign value of personal data. SocialFi is a strong demand for Web3.0. In ForthBox, players can not only make profits through games, but also form a community consensus system to establish a new generation of value communication network.



### **1. ForthBox community**

Users can publish articles and short videos on an open platform such as the ForthBox community. Active users can represent your community level, which to a certain extent reflects your activity and contribution on the platform. The level will affect your ecological rewards to a certain extent, corresponding to the amount of airdrops and the number of airdrops.

### **2. ForthBox Game Guild**

The ForthBox game system itself is a social network based on a huge chain game ecology and relational resources. Users can earn income through 15 premium block chain games that have been launched one after another, and they can also organize group competitions in the game guild for gold-making activities. It is worth mentioning that ForthBox has a huge reserve of game gold guild resources, which provides solid resource support such as users and traffic for the development of the game.

### **3. ForthBox social system**

Products with modules such as chat room, live chat, giftmoji and even voice translation are the basic core of the ForthBox social scene. What ForthBox wants to accomplish is that the built-in scenes can interact anytime, anywhere. Efficient data interactive processing capabilities, so that all kinds of user information can be displayed in time, the scene of meeting with colleagues in the meeting room, the scene of meeting with classmates in school, and the scene of listening to



songs, singing, watching videos with friends, etc. . In real life, people who cannot get together due to multiple reasons can communicate through ForthBox, giving users an excellent immersive experience, allowing users to experience the real world without going out.

#### **4. ForthBox to create a mechanism together**

ForthBox encourages all players to send invitations to others. Every new user who enters the platform through a recommendation method with unique identifying characteristics will receive corresponding rewards for completing the corresponding achievements. The token economic incentive system can self-drivingly coordinate game players and Incentives among developers. Reward players who interact with ForthBox, and at the same time encourage them to hold tokens in the process of self-driving maintenance of the game scene, so that they can get additional rewards. User wants ForthBox become a truly community-driven ecosystem.

#### **5. DAO governance**

Anyone with Internet access can hold FBX tokens; DAO creators can set any rules for their voting. DAO uses technologies such as networks, algorithms, blockchains, consensus mechanisms, smart contracts, etc., based on trust. Help ForthBox to improve its internal management system, improve operational efficiency, and build a new type of production relationship that is decentralized, freely coordinated, and self-managed, so that the organization will move from a negative

sum, zero-sum game to a positive sum game in the process of governance and business development, and help enterprises Form an automatic, independent and efficient management model.

## ■ 3.2 About ecology

### 3.2.1 Metaverse development

#### 1. Blockchain technology

The Metaverse project is being developed with blockchain technologies such as NFT, DeFi, smart contracts, DAO social systems, and decentralized exchanges.

#### 2. Interactive technology

The iterative update of interactive technology with holographic images and VR virtual imaging brings immersive sensory experience to ForthBox users.

#### 3. Video games

3D games are the presentation method developed by ForthBox Metaverse. It is a creation platform for Metaverse, which conducts interactive content and social scenes, and realizes traffic aggregation.

#### 4. Artificial Intelligence (AI)

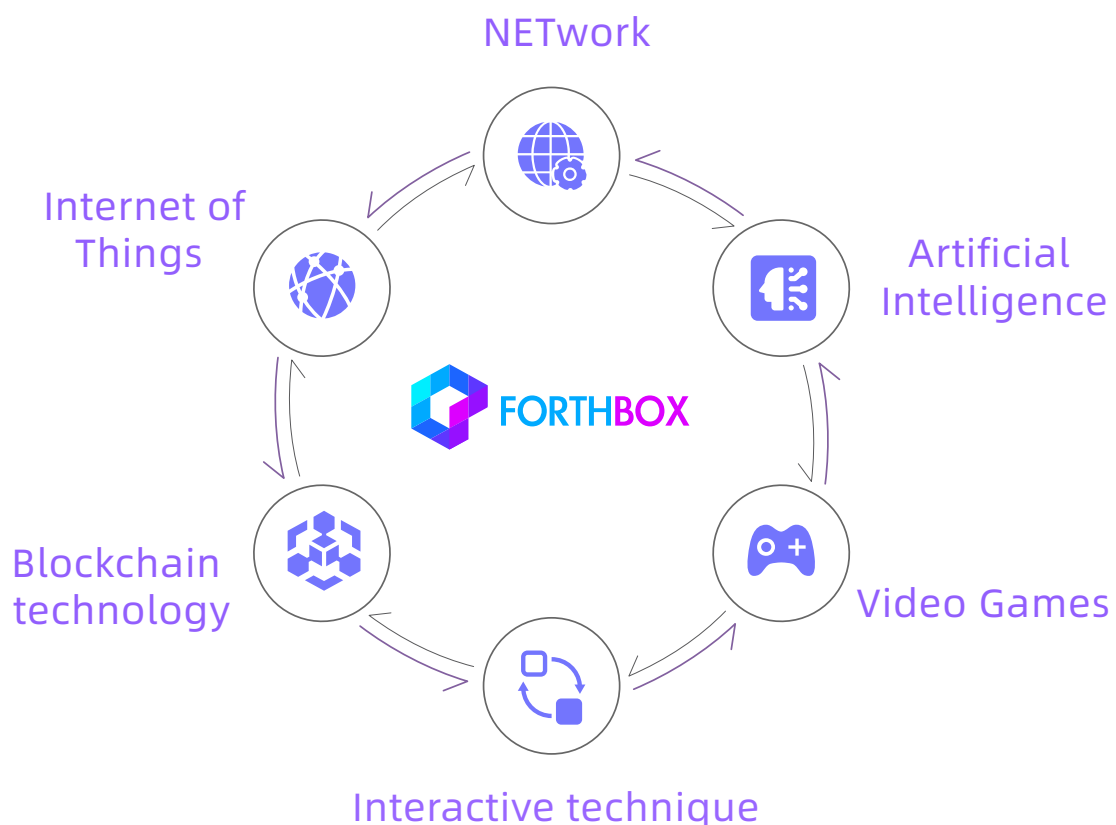
Natural language processing, intelligent speech, machine learning, provide technical support and convenience optimization for ecological applications.

## 5. Network

The maturity of communication network technology guarantees the speed of dissemination and running speed of game data.

## 6. Internet of Things

As a guarantee for linking virtuality and reality, orderly management of the metaverse is an important support for the symbiosis of virtual and reality of the metaverse project.



\* Ecological combination map

### 3.2.2 Developer platform

ForthBox is a highly free and open developer platform, which is extremely convenient for those who create attractive NFT players. This is because there may be different sources of income in the process of creation, such as small transactions. In addition, players can also get rewards through the game. We look forward to a variety of audiences to enjoy the game experience in the sandbox market. We have determined that some games can provide creative space for creators.

### 3.2.3 business model

Users are excited about the opportunity to establish a new business model, whether in terms of revenue model or token rewards, it is an economic model dominated by players. ForthBox will provide instant liquidity to participants and investors. The valuation of FBX is calculated based on what players can build/play/trade/win in the user's meta space. The user's goal is to replicate the real-world economic system. Players can buy, rent, rent, vote, buy shares, and so on.

### 3.2.4 Value linkage

The linkage scene of banking, Digital Art Auction, games, and comics. ForthBox itself is based on a highly free developer platform. The digital NFT to be issued by the institution and the character portrait NFT of related game comics can increase the ecological value and cultural sentiment of the entire platform. The system will update the holding status of the digital artwork, and will also link with the game/comic. Game/comic receives digital art holding information and value monitoring from financial institutions, and provide a special gaming experience for collectors holding digital art. As the economic cycle of the NFT trading market continues to expand, users who want to benefit from the buying and selling of digital art will also flock. The value of ForthBox is not only used to buy props in the game, but also to buy and sell digital art, which is full of fun. I firmly believe that the economic cycle of play to mine will continue to give birth to new fun. In order to drive the achievement of this vision, the community will continue to meticulously continue to develop the function of Digital Art Auction.



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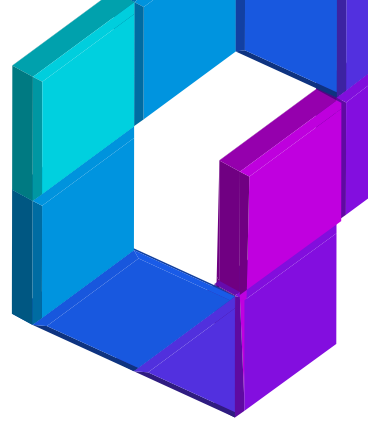
04

# HOW TO DO FUTURE

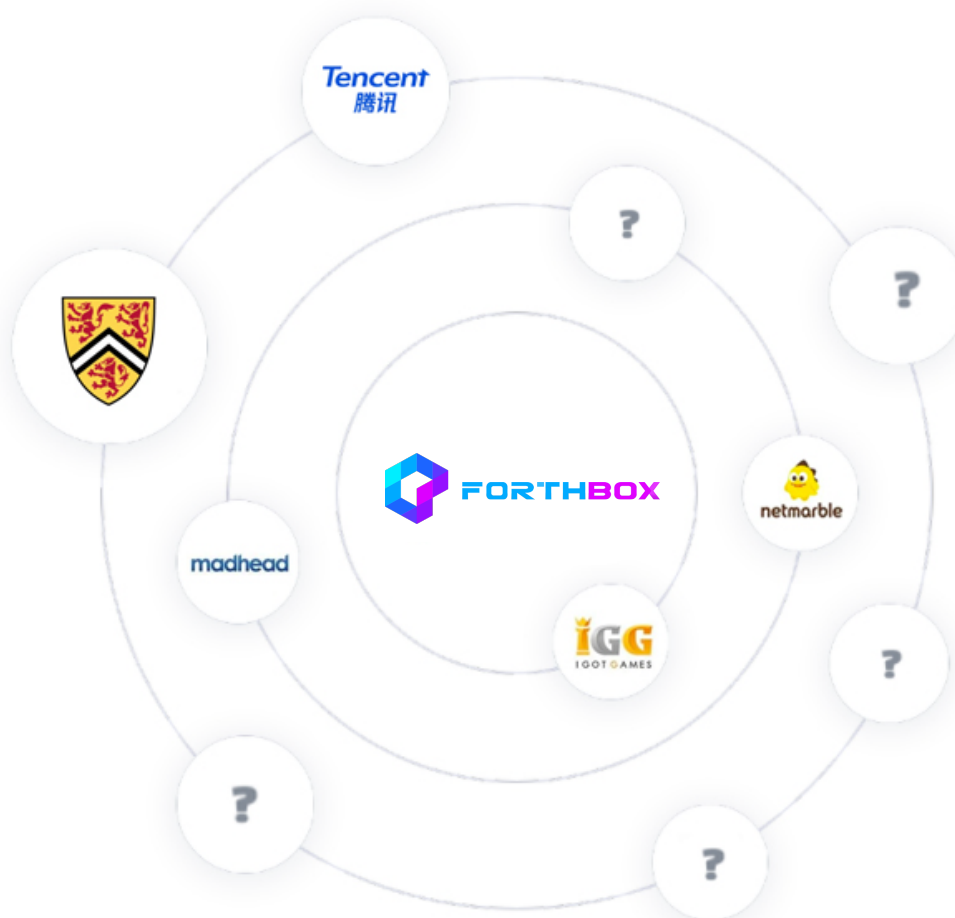


2021

NEXT-GENERATION WEB3.0 GAME AGGREGATION PLATFORM SERVICE PROVIDER



## ■ 4.1 Strategic cooperation



Tencent / Waterloo / Forth / Foreign game  
manufacturers



## ■ 4.2 Future planning

### 2021-Q3

- ⦿ Project preparation period, frame construction
- ⦿ Official website construction
- ⦿ White paper drafting



### 2021-Q4

- ⦿ Website publishing
- ⦿ Whitepaper 1.0 released
- ⦿ ApeGod minting and feeding game is online
- ⦿ DeFi module goes online
- ⦿ Space War goes live
- ⦿ ForthBox NFT market goes online
- ⦿ FBX token release
- ⦿ Launch PancakeSwap
- ⦿ Launched social platform V1.0—Game Guild

## ■ 4.2 Future planning

### 2022-Q1

- ⦿ The second self-operated game online
- ⦿ GameFI aggregation platform V1.0 online
- ⦿ ForthBox APP V1.0 released and online
- ⦿ Launch of Avatar series games based on the concept of metaverse
- ⦿ Online centralized exchange



### 2022-Q2

- ⦿ NFT Asset Aggregation Protocol V1.0 launched
- ⦿ Social platform V1.1-social system launched
- ⦿ GameFi aggregation platform V1.1online
- ⦿ NFT blind box goes online

## ■ 4.2 Future planning

### 2022-Q3

- ⦿ NFT auction online
- ⦿ 3D NFT online
- ⦿ Online games incubated by the ForthBox Foundation
- ⦿ Online third-party cooperative games
- ⦿ Launched the leading CEX



### 2022-Q4

- ⦿ ETH cross-chain implementation (list on uniswap)
- ⦿ NFT asset aggregation protocol V2.0 launched
- ⦿ ForthBox APP V2.0 released and online
- ⦿ Social platform V2.0-social system launched
- ⦿ 3D Metaverse Support Special Fund
- ⦿ Forth DAO is online: AVATAR DAO Launch

### ■ 4.3 Future message

The ForthBox platform allows players and creators to own our game meta, participate in voting and governance, while creating and enjoying a simple way to benefit from their game time. Play-to-earn, social to earn implements the entire operating logic, so that each participant in ForthBox will have a value-oriented behavior trajectory.

In the coming year, our experienced and dedicated team will build a unique way in which you can play, create, collect, earn, manage and own anything in the game in the virtual world. So, please join us at this moment.



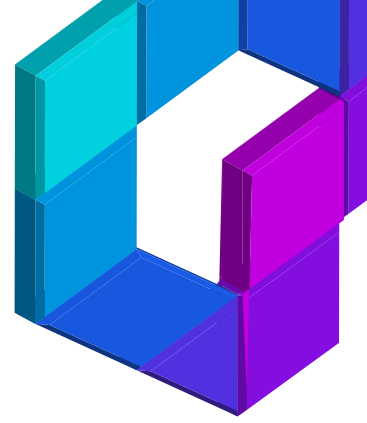
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# 05 DISCLAIMER



2021

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## ■ **Disclaimer**

### License and approval

Licenses and approvals are not guaranteed in all jurisdictions. The ForthBox ecosystem will operate in full compliance with applicable laws and regulations. The views expressed in this white paper represent the ForthBox ecosystem, and do not reflect the jurisdiction of any government quasi-government, authority or public official policy or position agency (including but not limited to any regulatory agency in any jurisdiction).

### Disclaimer

Any investment project has potential systemic and non-systematic risks. The content in this white paper only describes the resources controlled by the project, the actual development situation and the long-term vision, and it is used to convey information and does not intend to provide any investment advice. This document does not constitute and is not understood as an invitation, request or recommendation for any sale and purchase, and is not a contract or promise in any form. As a new investment model, digital asset investment still has various potential risks. ForthBox ecological Token belongs to the category of digital assets, and price fluctuations are normal. Investors are required to carefully assess investment risks and have risk tolerance; blockchain is an early stage At

this stage, the supervision of blockchain projects in various countries has not yet been determined, and changes in project operation and management are not ruled out.

## Admidia clause statement

Once the investor participates in the investment, it means that he understands and accepts the risks of this project and is willing to bear the corresponding results.

The ForthBox ecological team is not responsible for any direct or indirect asset losses caused by participating in the ForthBox ecological project. The capital market is unpredictable, investment is risky, and you need to be cautious when entering the market.