JAKAVERSE

**VIRTUAL GAMEFI METAVERSE
BEYOND IMAGINATION
BLOCKCHAIN-BASED**

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SYNOPSIS

As the world has been moving toward living in a virtual world, Jakaverse aspires to satisfy the modern lifestyle by offering a virtual world that comprises not just a chance for gaming, but also provides services and goods that can be of use in real life, as well as an opportunity to monetize. In addition to a thrilling array of games, Jakaverse also comes with platforms for entertainment and social leisure activities.

CREATE WITH FULL CONTROL

Jakaverse lets users curate their own desired world, enabling Islanders to own and monetize lands (JAKA) and items in their city and elsewhere. As the land parcels (JAKA) in Jakaverse are owned by the community, users have complete control over their content creation. Jakaverse also aims to establish a network that allows its content creators to own and capture the full value of their contributions.

LIVING REAL LIFE THROUGH THE METAVERSE

Our mission is to transcend being just a gaming universe and become a virtual world that interconnects with users' real life — you can browse commodities in a shopping mall in Jakaverse and have them immediately delivered at your home or place an order at a virtual diner and taste the foods in your real life in no time.

OWN, CREATE AND EARN

Users can own lands (JAKA), which are non-fungible, scarce digital assets securely stored in Binance Smart Chain, as well as in-game items, all of which can be acquired using a BEP20 token "JK". By owning JAKA and items, Islanders can monetize through various methods. Creating certain contents can also be a way for users to earn as well.

In the future phases, the team plans to augment Jakaverse to become a thrilling 'Mixed Reality' experience, fusing the use of VR and AR with one another.
Users will be able to experience the world and do real-time interaction through the use of cutting-edge VR headsets and full-body haptic suits.

ABOUT JAKAVERSE

THE ISLAND

Jakaverse's cities are situated in cutting-edge "The Island", inspired by the unceasing technological advancement of the world, where a user is known as an "Islander". The Island is branched into 3 key concepts:

1. DECENTRALIZED CITY

The metropolis that works as the capital of the Island — it is the hub of financial technology, future investment and governance, as well as alternative energy technology that will disrupt traditional ecosystems, simulating the future when AI has advanced enough to play a part in government policy making and other system designs. Also, this is the center of all knowledge and quantum technologies that will lead to betterment of the world.

1.1 Intelligent Bots

In the developed world, there will be more alternatives to replace the traditional ecosystem that creates substantial pollution and other environmental issues. Intelligent bots and machineries will play a huge role in this advancement, and will also solve problems on manual labors that are costly and difficult to manage. In the Island, nuclear-powered robots and machines will demonstrate their high performance in working through quantum computers.

1.2 Education

Learning is the very basic of all beings, since it is the means for us to evolve and come through past, present, and future challenges. The Island aspires to be the 'Taxila City of the Digital World' — the center of all knowledge. This zone is, therefore, the location of the Quantum Data Center and the Research Center, where people can access unlimited academic resources and design their own professional courses by selecting available information on AR, MR, AI, metadata, and online interactive technologies to annex with the use of blockchain and NFT systems to claim the sole proprietorship of their intellectual properties.

2. RECREATION & ENTERTAINMENT

Technological advancement leads to betterment of life, and entertainment is undeniably a part of "good life" in human society. This zone is designed to be the center of entertainment and recreation of all kinds, as well as contemporary arts and cultures, comprising real-life and simulated attractions such as amusement parks, restaurants, pubs and bars, museums, art galleries, stadiums, zoos, NFT souvenir shops, arcades, as well as performance halls featuring music and theatrical arts, with the use of all forms of interactive multimedia technology.

3. BIOSPHERE & NATURE

At the side of all technological progressions, human beings still need nature nonetheless. In line with artificial development, there have been a number of nature-related systems like biome, biohacking, bionanotechnology, etc., that will enable further researches and create an impact on living patterns from house design, the 4 requisites, to other factors of living like learning, communication, transportation, and even admiration of nature through activities in the suburbs of the Island. Studies on these systems will bring about future physical and imagery designs of this metaverse.
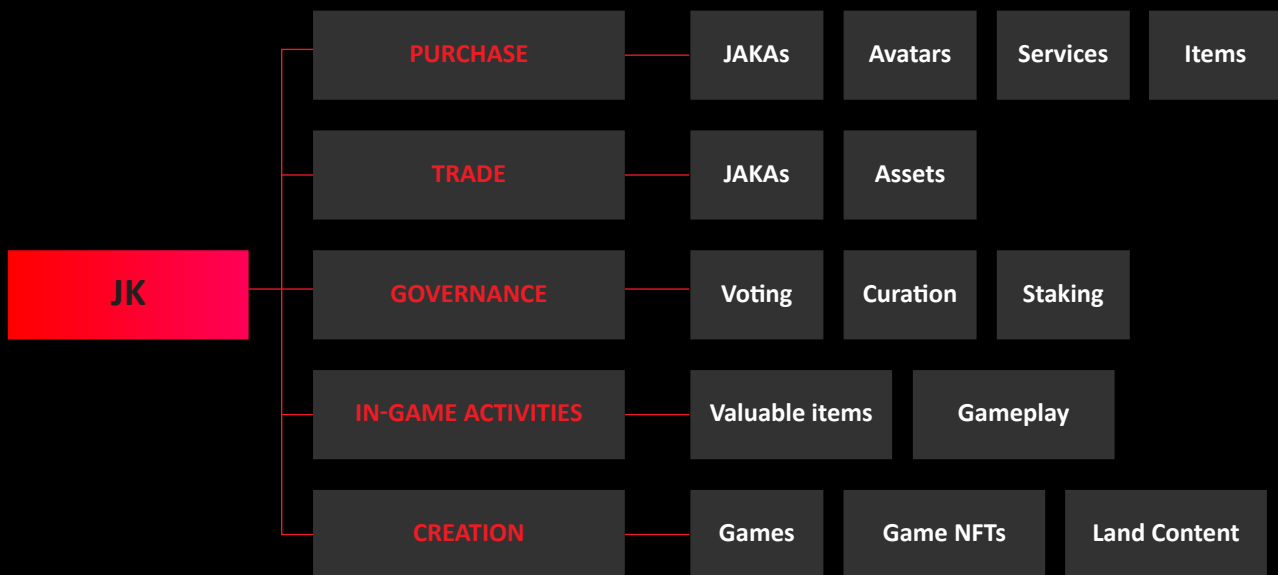
TOKEN UTILITY

For in-game purchases and other activities, there are 2 native tokens that drive the economy of Jakaverse, each of which serves different purposes.

1. JK TOKEN – The Governance Token

JK works as the utility precious token of Jakaverse, which is fungible and can be obtained from the Jakaverse Store using fiat currency via third party providers. Holders of JK will have power to make changes in the metaverse and will be able to buy certain valuable items. Seasonally, JK will be given away to users participating in events as a big reward.

Working as both governance and utility token, JK can be used for the following purposes:

JK
- PURCHASE — JAKAs | Avatars | Services | Items
- TRADE — JAKAs | Assets
- GOVERNANCE — Voting | Curation | Staking
- IN-GAME ACTIVITIES — Valuable items | Gameplay
- CREATION — Games | Game NFTs | Land Content

2. ZENI TOKEN – The Reward Token

Compared to JK, ZENI is a more common fungible token in Jakaverse, and its value increases with accumulation. At the beginning, ZENI tokens will be available in a very limited amount. Later on, as users demand for more of ZENI in the ecosystem, the tokens can be minted more. To retain a balanced ecosystem, "buyback-and-burn" will be put into action to prevent the oversupply of ZENI.

Users can be rewarded ZENI from games or obtain the token from the Jakaverse Store. ZENI token can be used as follows:

○ Item purchases
○ Play-to-earn rewards
○ Interest in Jakaverse platform

* THE FUTURE PHASES

There will be more actions available for token holders in Jakaverse, including renting out JAKA, which will be secured by smart contract and back-up documents.

Additionally, Jakaverse's roadmap includes developing its own blockchain, which will allow more utilities like land farming and staking, as well as the emergence of its own GameFi protocol and developing its own games.

MARKETPLACE

o Jakaverse Official Site: www.jakaverse.com and NFT marketplaces

DECENTRALIZED AUTONOMOUS ORGANIZATION (DAO)

In order to build quality communities that meet the needs of users, Jakaverse integrates DAO to allow members of the community to help determine Jakaverse's directions with utmost transparency.

When it comes to consensus, the rights to vote are reserved for holders of JK tokens, which means the Jakaverse community is member-owned. This model will evolve as more JK tokens are distributed to the crowd.

Initially, most of the JK tokens will be in the hands of the Jakaverse team, in order to lay the foundations of healthy development of the community and prevent disruption of the ecosystem. The team will gradually allocate the tokens to the larger crowd through play-to-earn features, rewards, and public sales, handing over the voting powers to the users.

JAKA – THE LAND PARCEL

A land parcel in Jakaverse is called "JAKA". There will be 258,364 blocks of JAKA available in the final phase, each of which is in the size of 40 x 40 m. In this initial phase, 5,000 JAKAs will be offered to public, divided as follows:

- 3,500 regular JAKAs (USD 120 per JAKA)
- 1,500 premium JAKAs (USD 180 per JAKA)

*Condition: A minimum purchase of 2 JAKAs is required.

In addition, there will be a small number of Diamond JAKAs that are situated in the prime location of the Island available for auctions in the future.

ENTERTAINMENT AND LEISURE

Immersive entertainment is huge in Jakaverse, comprising various amusement and leisure facilities, such as concert halls, shopping malls, libraries, restaurants and more.

Hungry? In a mood for shopping? — Jakaverse offers state-of-the-art shopping and dining experiences, featuring a wide array of leading restaurants and intriguing commodities. The immersive experience allows you to thoroughly browse without having to leave the house, as well as to have your meals freshly delivered to your home.

IN-PLATFORM GAMES

- Creation – Jakaverse allows users and creators to curate their own cities and craft their own play spaces, as well as to monetize from their creations.
- Socialization – Since users have full control over their own spaces, places can be creatively dressed, and the uniqueness can bring in-game friends together to hang out and enjoy gameplay and other social elements. Additionally, the entertainment facilities offer users chances to meet new people.
- Exploration – With hundreds of games in the finalized phase of Jakaverse, users from across the globe can embark on diverse virtual adventures and explore in various genres.
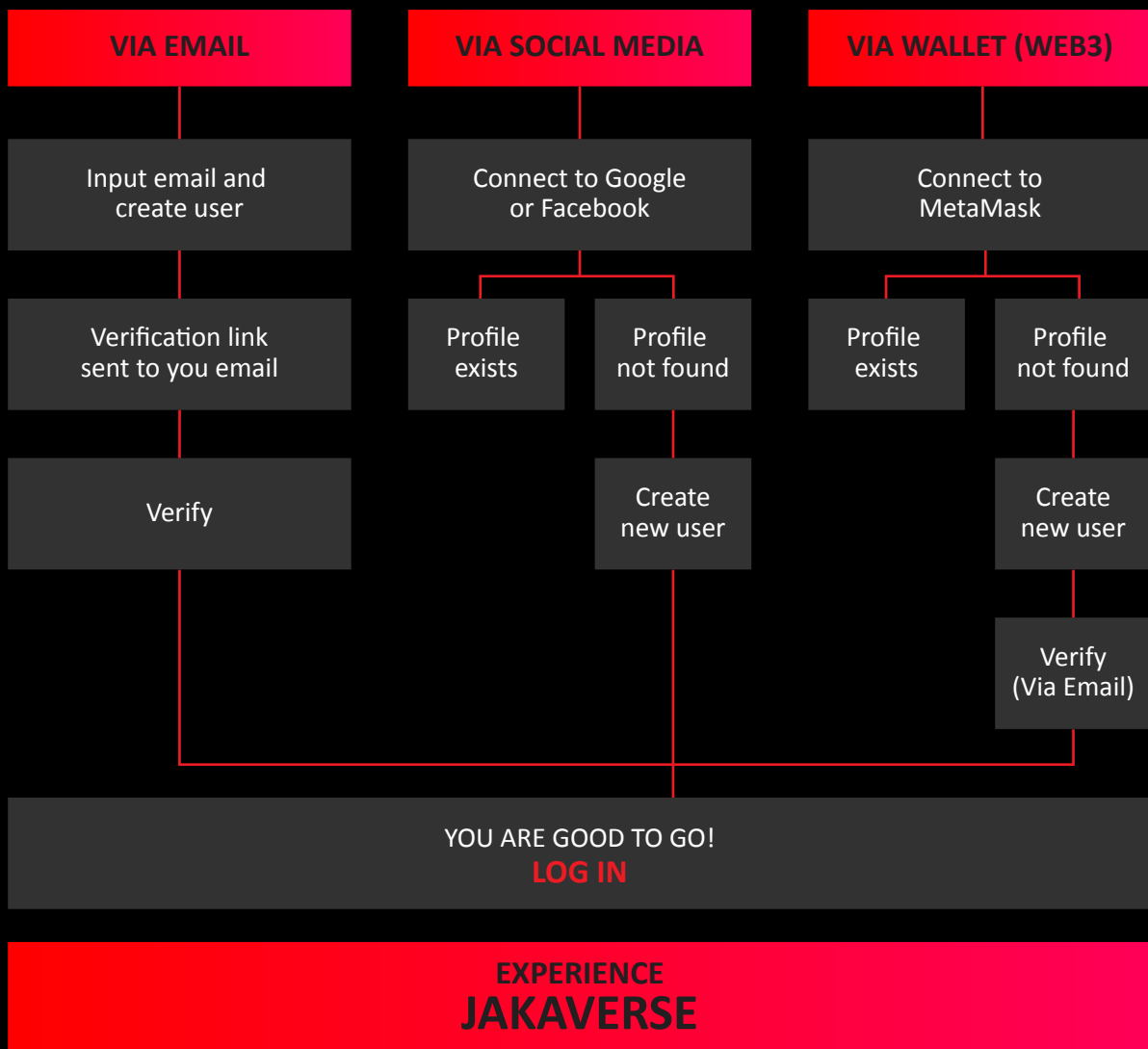
AVATAR

Each avatar represents a user in the virtual world, of which the appearance can be customized by the user by equipping it with in-game items. An avatar can perform a set of movements like walking, running, jumping, and other default actions in a game.

GETTING STARTED WITH JAKAVERSE

Entering Jakaverse is simple – you may sign up or log in via email, social media, or wallet.

VIA EMAIL	VIA SOCIAL MEDIA	VIA WALLET (WEB3)
Input email and create user	Connect to Google or Facebook	Connect to MetaMask
Verification link sent to you email	Profile exists / Profile not found	Profile exists / Profile not found
Verify	Create new user	Create new user
		Verify (Via Email)

YOU ARE GOOD TO GO!
LOG IN

EXPERIENCE
JAKAVERSE

USE CASES

Development of Games and Activities

Jakaverse is designed to handle an extensive range of activities, allowing creators to create objects, environments, user interactions and other experiences in the platform.

Advertising and E-Commerce

Businesses can utilize billboards and spaces in Jakaverse as platforms to showcase and sell their products and services, to enhance brand awareness, or to craft experiences to engage with users.

Digital Assets

Users can own land parcels, create and collect rare digital collectibles on the blockchain, and those assets can be securely stored in the Binance Smart Chain.

Spaces for Communities

Online communities such as chat groups or forums can move into Jakaverse and find their own space to mingle, so do offline communities.

More Use Cases

As Jakaverse continues to grow, more use cases could emerge along with its new features including AR, Mixed Reality, etc., which can be of use for various activities such as exhibitions, concerts, education, and plenty more.

USE CASES CATEGORIZED BY PHASES

JAKAVERSE PHASE 1 Q1 2022	JAKAVERSE PHASE 2 Q2 2023	JAKAVERSE PHASE 3 Q3 2026

MARCH

- Game creation
- Platform synchronization
- Advertising / Brand Awareness
- Land (JAKA) trade
- Gameplay

APRIL

- Land staking (JAKA Chain)
- AR (Augmented Reality) mode
- Build mode – Creation of items, environment, and games with friends using 3D programming

- Mixed Reality (AR + VR) mode
- Full Jakaverse ecosystem

APRIL-MAY

- Play-to-earn feature

JUNE - JULY

- Land parcels rental feature

AUGUST

- Governance voting

HOW TO EARN

Jakaverse can also be the platform to earn income through various means.

LAND TRADING

Users can buy, sell, and rent out JAKAs for various purposes.

E-COMMERCE

Businesses can showcase their products or services in Jakaverse, and users will be able to reach a merchant's website instantly for further proceedings.

GAME ITEMS

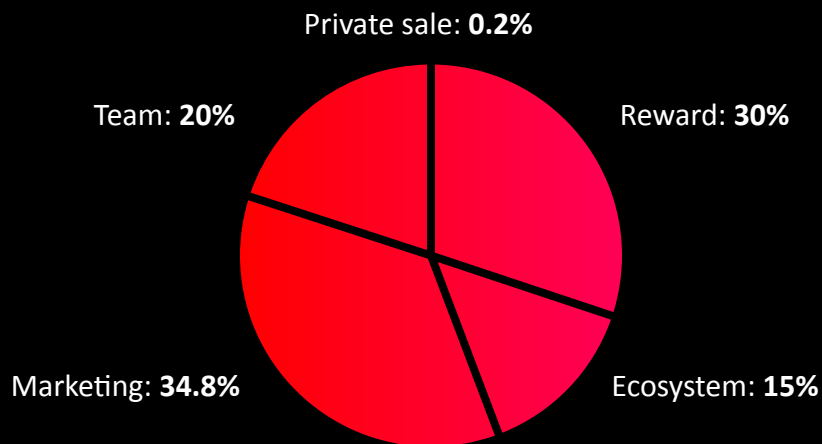These tradable digital assets could increase their value with time.

NFT GAMES

Game creators can offer in-game items as NFTs for sale. Besides, users can trade the NFTs with collectors and other users, and some tokens can be earned from games with play-to-earn model.

TOKENOMICS

Token Name: JK   - 13   Initial Circulating Supply: 1,000,000,000 JK

Private sale: **0.2%**

Team: **20%**   Reward: **30%**

Marketing: **34.8%**   Ecosystem: **15%**

PURPOSE	%	AMOUNT	OBJECTIVE(S)	RELEASE SCHEDULE
Reward	30.00%	300,000,000	○ Play-to-earn features ○ Reward staking	Initially unlocked in some amount in the first 6 months, then gradually released over 2 years.
Ecosystem	15.00%	150,000,000	○ Online games development & comics ○ Business expansion, preparation for relevant costs to obtain sustainable growth	Gradually released over a 1-year period.
Marketing	34.80%	348,000,000	○ Exchange liquidity ○ Public relations ○ JAKA events ○ Community development and expansion ○ Hosting eSport events ○ Partners	Gradually released over 3 years.

PURPOSE	%	AMOUNT	OBJECTIVE(S)	RELEASE SCHEDULE
Team	20.00%	200,000,000	○ Development team ○ Advisors ○ Founders / shareholders	Initially unlocked in some amount in the first 6 months, then gradually released over 5 years.
Private Sale	0.20%	2,000,000	○ Small shares of a private sale offered to selected members	Unlocked in September 2021
TOTAL	100%	1,000,000,000		

Token Name: ZENI

Initial Circulating Supply: 350,000,000 ZENI*

PURPOSE	%	AMOUNT	OBJECTIVE(S)	RELEASE SCHEDULE
Ecosystem	40.00%	140,000,000	○ Games and items development ○ Land NFT development	Gradually released over 5 years.
Marketing	40.00%	140,000,000	○ Exchange liquidity ○ Public relations ○ Events ○ Community expansion ○ Partners	Gradually released over 5 years.
Team	20.00%	70,000,000	○ Development team ○ Advisors ○ Founders / shareholders	Gradually released over 5 years.
TOTAL	100%	350,000,000		

* More ZENI tokens will be minted in accordance with the demand for ZENI: the more active users there are, the more ZENI tokens are available, so there can be sufficient rewards for play-to-earn and staking features.

A BLOCKCHAIN WORLD

For ultimate security, Jakaverse's ecosystem is based on blockchain, thanks to its ability to pinpoint and trace ownership without any interference from any central authority. Jakaverse integrates blockchain into the metaverse with user-friendly design that also allows users with all levels of crypto knowledge to enjoy the platforms without feeling any difference.

TOKENS

Securely encoded in a blockchain-based smart contract, all data of ownerships and transactions are completely tamper-proof.

NFT

To ensure high safety and to prevent any kind of interference, games in Jakaverse are blockchain-based, and users' assets are stored in NFT form.

MARKETPLACE

Transactions made in the marketplace will be secured on blockchain.

Our consensus model, Proof of Authority, is based on validators' reputation – the validating nodes are chosen as the trustworthy ones. The validators' real identities need to be known and they must have been through a period of reputation building.

In the next phase, the Jakaverse team will develop its own blockchain, allowing more compelling features to emerge, including Jakaverse's own games, GameFi, and more token utilities.

INFRASTRUCTURE

The infrastructure of Jakaverse's protocol comprises layers and systems as follows:

Commitment

This layer secures ownership of JAKA parcels using Binance Smart Contract, as well as encoding the owners' contents and activities. Users will fetch updates from the BSC network.

JAKA's Content

Contents of the lands are stored in our own server, and each parcel contains description that can be retrieved from the smart contract, which helps distribute information for rendering the world without the need of any centralized infrastructure. Jakaverse will continue to grow as long as users are contributing contents.

Online Interaction

This layer is all about social experiences, enabling peer-to-peer communication for users to interact with one another and applications on the JAKAs via rendezvous servers provided by owners of the JAKAs or third parties. P2P solutions like VoIP or WebRTC will be utilized to generate real-time communications.

Payments

Jakaverse's payment channels focus on allowing fast payment with low transaction fees for in-world purchases.

Ownership

The system safeguards ownership over every original creation of avatars and items. Jakaverse's decentralized identity system allows users to easily verify the consent of creators and protect contents against duplication with punishments.

MARKET OVERVIEW

Apparently, the "metaverse" has been pervasively gaining more interest, plus the intermittent lockdowns that have changed the lifestyles of global citizens. As people are adjusting their routine to stay at home more often than ever, a great number of people has turned to game platforms as their leisurely activity, whereas some of them can even make a comfy living out of gaming.

○ Back in 2020, the global gaming market was already valued at USD 203.12 billion, and it is anticipated to be valued at USD 545.98 billion by 2028, registering a CAGR of 13.20% between 2021 and 2028.

○ The increasing applications of immersive technologies, such as virtual reality, augmented reality, and mixed reality, are expected to be a key element in the gaming industry.

○ The virtual reality technology has been applied more widely in various industries, including education, automotive industry, healthcare industry, tourism, architectural and design industry, and more.

○ Asia Pacific accounted for the largest revenue share of over 40.0% in 2020 due to increasing developments in VR technology.

○ According to Fortune Business Insights, Asia Pacific stood at USD 86.96 billion in 2020 and it is expected to hold the highest position in the market during 2021 - 2028, credited to the rapid growth in urban population.

○ An analysis in Bloomberg Intelligence forecasts that the global metaverse revenue opportunity could reach as high as USD 800 billion in 2024, with a compound annual growth rate of 13.1% from 2020 onwards.

○ The aforementioned analysis also predicts that revenue from live entertainment businesses that can become part of the metaverse concept may exceed USD 200 billion in 2024.

The trends indicate the possibility of Jakaverse, its tokens holders and investors to progress along the massive growth of the virtual worlds.

ROADMAP

Q4 2021
- Development of Jakaverse Phase 1
- GameFi development begins
- JK token private sales
- Listing on Hotbit Exchange, Pancakeswap, Arken, and Nomics
- Listing on CoinMarketCap and CoinGecko

Q1 2022
- Press Conference
- JAKA presale round 1 (2% of the total map supply)
- Jakaverse land NFT (Phase 1) and GameFi release
- Development of Jakaverse Phase 2

Q2 2022
- ZENI token release
- JAKA sales – round 2 and round 3 (5% and 10% more)
- Jakaverse land NFT (Phase 2) development
- More GameFi release

Q3 2022
- JAKA public sale – JAKA sales will continue
- Jakaverse land NFT (Phase 2) development
- More GameFi release
- Smart Contract Audit by Certik

Q4 2022
- JAKA public sale continues
- Jakaverse land NFT (Phase 2) development
- More GameFi release
- JAKA Chain development begins

Q1 2023
- Partnerships with word-class movies and licensed games for VR GameFi development
- JAKA public sale continues
- Development of Jakaverse Phase 2
- More GameFi release

Q2 2023
- Release of the second phase of Jakaverse: AR mode
- Land NFT staking begins
- JAKA public sale continues
- A huge number of GameFi will be available at this point, with more games to be released
- Big rewards offered at special seasons
- Game competition (eSports)
- Nationwide game roadshow

Q3 2023
- Development of Jakaverse Phase 3: VR + AR (Mixed Reality) mode to support the complete Jakaverse platform
- Land NFT staking
- JAKA public sale continues
- More GameFi release
- More special seasons with big rewards

TEAM

CORE DEVELOPMENT TEAM

JAKAPONG PRACHUABMOH

In 2019, Jakapong co-founded Jaka Corporation Co., Ltd., where he participated in shaping and developing games.

JINTHITA CHANTHASUWANNASIN

Jinthita is a businesswoman with over 10 years of experience in running businesses, having received many awards for her accomplishments and contributions to the society. She has been the Chief Executive Officer of Jaka Corporation Co., Ltd. since 2019.

PATTRAYOOT SUNGSIRI

After having successfully pursued the MBA degree in the UK, Pattrayoot has worked as Executive Director, CFO, and MD at various leading companies. With years of experience in financial and investment fields, his expertise will play a crucial role in Jakaverse development.

PRACHAYA PINKAEW

Prachaya is one of Thailand's renowned film directors, who has produced internationally acclaimed pictures such as Ong-Bak: The Thai Warrior and Tom Yum Goong, aka "The Protector". His outstanding creativity will assist the development team in crafting the best experiences.

CONSULTANTS

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