1.1 Ver

LumiWave Whitepaper



Verview 🎖

Summary

- LumiWave is a project to create a new content ecosystem by applying blockchain technology to global intellectual property (IP).
- LumiWave monetizes IP(Intellectual Property) using blockchain technology into new content such as Non-fungible tokens (NFTs) and blockchain games, creating a new ecosystem to adopt blockchain technology to the IP business. Enterprises can easily expand their IP services and raise their value by providing where the new industry is transparent and wellorganized in reliable ways. LumiWave provides a solution for IP users to participate in IP based industry and content and IP brands to earn proper valuations of market recognition with the public value of IP increasing together.
- LumiWave is a new IP platform powered by blockchain technology. Starting with IP owned by SNK, Gravity game link and ICONIX animation studio, LumiWave will effectively realize the entire process of IP business from value assessment and registration to settlements, quickly and transparently based on blockchain technology. Through this, LumiWave can promote the advancement of the industry and encourage increases in overall IP values.



🥑 Overview

The purpose of the whitepaper

The white paper is intended for reference to provide relevant information to those interested in the project. The white paper is not intended to encourage investment in the project and is totally irrelevant to financial advice for investment. The white paper does not constrain the team; it may change depending on the project's development progress and research. The white paper does not constitute any advice that is related to investment, legal, taxation, finance, accounting, or any other evaluation standards. The white paper does not intend to provide any part that is considered to constitute any kind of solicitation.

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INTRODUCTION

VS Background

LumiWave is a blockchain platform for IP(Intellectual Property) based contents.

IP Owners

Currently, most IP business and licensing deals are conducted privately. As a result, IP owners have difficulty assessing the appropriate IP valuation. Also, there are many problems with regard to fundraising and expanding IP businesses into various fields. Using blockchain technologies and expanding their business based on this new market can lead IP owners to have more chances to connect with diverse business possibilities worldwide and remotely to let more users join their IP.

IP Users

IP usage conditions and licenses are sometimes overvalued because of less accessibility and the transaction process can be unclear because the IP market does not have an efficient and clear valuation structure, which can be an obstacle for small and medium content producers and new IP users to enter the market with potential. There are no borders within the IP industry, but expanding IP businesses abroad still remains challenging due to a lack of accessibility and shared standards for valuation.

VS Background

LumiWave is a blockchain platform for IP(Intellectual Property) based contents.

IP Business and blockchain

IP (Intellectual Property) is an intangible form of property that enables you to realize values that cannot be measured with physical scales. For the last ten years, the value of IP in the global business industry has been steadily growing, especially in the gaming and video content industry. IP has key value in the gaming industry because many enterprises are using IP due to the fact that utilizing IP that is familiar to the public can lead to a much more successful new gaming service. Mobile games with the most revenue have been produced based on an existing online game IP, and most of the IP-based games have higher sales than those that are not. The same goes for the global market as well. Under such precedented cases, IP utilization is expected to be accelerated in the future. IP exists in an intangible form and has permanent value. This is why IP should be globally accessible and increasing in value as it is more widely recognized and frequently used by more users. Under this virtuous circle, IP-based games or content become successful, and the market value of the IP increases. The more the IP is used, the bigger the value it carries. In a nutshell, IP business is seeking a way to expand their usages and users for bigger value, and blockchain content accessible worldwide can be a chance for a new market.



The professional development team and veterans in the game Industry

LumiWave is a team of game development and service veterans with more than a decade of experience in the industry who came together to overcome the limitations of the existing game market.

We believed that the existing game market was limited in user engagement because users could not directly contribute to the game and could not own or be rewarded for the content they created.We believed that these limitations could be addressed through Web 3.0, which personalizes data ownership, so we founded the OnBuff project in 2018, before the Web 3.0 ecosystem was born, and rebranded as LumiWave in 2024.

LumiWave is working with the best members to build a blockchain game platform. Our members have contributed to the IT game industry for 10-20 years in several areas including platform development, game management, and game business.

LUMIWAVE MANPOWER

LumiWave

COM2US Smilegate KRAFTON SHIFTUP WEMADE netmarble

🍤 Partnership

LumiWave is the perfect partner for creators to develop blockchain games.

MystenLabs

Mysten Labs was launched in 2021 by former executives of Meta's Novi Research and lead architects of the Diem blockchain and Move programming language. The company is helping develop Sui, a decentralized, delegated-proof-of-stake blockchain that builds on important innovations in consensus algorithms and leverages novel data structures to deliver a highperformance, low-cost Layer 1.

SNK

SNK with global IPs participated in the LumiWave project as an initial core partner of LumiWave. SNK is a large-scale IP company with more than 200 game content IPs including major IPs such as the "King of Fighters series", the "Metal Slug series", and the "Art of Fighting series". SNK is one of the few IP business-based companies valued at around 7 million USD. In particular, SNK is highly valued in the Chinese market and is playing a significant IP business role in the global market.

ICONIX

ICONIX is an animation-making studio, that creates the well-known animation Pororo and Tayo bus. Although ICONIX is not yet listed on any stock market, they have already proven their value as the estimated enterprise value of ICONIX would be more than \$ 250 million. In addition, ICONIX is scheduled to launch IPO, looking forward to expanding their loved-animating characters to the global market.

Gravity is a game development company that launched the popular Ragnarok series. Furthermore, Gravity is listed on NASDAQ with impressive capitalization for an Asian game company based on a strong user community loving Ragnarok IP. Gravity is becoming a worldwide game company through the Ragnarok series and they are already providing service to more than 52 countries, and looking for potential to increase its value by exposing their IP to more users worldwide accessible in the new market.



Our project has, on May 16th 2024,

- migrated its public mainnet from Ethereum to Sui
- rebranded ONBUFF as LumiWave

to embark on a new journey.



V Brand Story

Vision

- Light A journey of innovation and knowledge: Like light traveling through the universe,
 LumiWave spreads knowledge and innovation within the gaming industry. We use blockchain to make games more transparent and trustworthy.
- Wave The element of connection and flow: Like the properties of water that enable the creation and transformation of the universe, LumiWave creates a fluid connection between game IP and users. It enriches the user's experience with the infinite flow of the game world.
- Space Infinite possibilities and exploration: Like the boundless exploration of the universe, LumiWave breaks new ground by bringing game IP to the blockchain. It is a journey to explore the infinite value and scalability of game assets.
- Catchphrase : Path by light, Surf by wave. Explore the Web 3.0 world with LumiWave.

Goals

- Interaction Community-driven growth: Just as stars influence each other's gravitational pull, LumiWave aims to be a community-driven platform where users are directly involved in game development and share the value that comes from the process.
- Sustainability A foundation for long-term prosperity: Just as the universe balances itself, LumiWave seeks long-term prosperity by building a sustainable game economy.

Brand Guideline

LumiWave Brand Guideline

Path by light, Surf by wave

Explore the Web 3.0 world with LumiWave.



Overview

Purpose and Reasons for Migration

The main reason ONBUFF decided to migrate from Ethereum to Sui is to improve the performance and competitiveness of our upcoming games and dapps. Since 2020, ONBUFF has been working with renowned game companies such as SNK, GRAVITY, and Sandbox to successfully launch global IPs such as Samurai Shodown R, Ragnarok Labyrinth NFTs, and Pororo NFTs on the Ethereum Mainnet. Migrating to the Sui Mainnet is a strategic decision to address the technical constraints facing the ONBUFF ecosystem and maximize the performance and competitiveness of our games and dapps.

What to Expect

Thanks to Sui's superior scalability, fast transaction processing, and low transaction costs, games and DApps developed by ONBUFF will run more smoothly and provide the best experience for users. With this technological advantage, ONBUFF plans to launch more game IPs and DApps to further revitalize the ecosystem, which will help them reach a broader user base and increase their competitiveness.

New Mainnet Information

SUI Network Official Website: <u>Sui | Deliver the Benefits of Web3 with the Ease of Web2</u> Official twitter: <u>Sui (@SuiNetwork) on X</u> Foundation & developer: <u>Mysten Labs - Shaping the future of the Internet</u>

Vigration Plan

The purpose and reason for the rebranding

ONBUFF has partnered with Mysten Labs to develop the Sui ecosystem and expand ONBUFF's blockchain IP business. As part of this partnership, we are planning to rebrand our token in parallel with the migration to Sui.

The governance token ONBUFF (ONIT), which was issued in 2020 as an Ethereum-based ERC-20 token, is now undergoing a transformation given Ethereum's technical limitations and the need for a brand refresh.

By applying a new brand identity to its existing tokens, ONBUFF aims to strengthen its position as a developer of IP-based blockchain content in partnership with Sui and redefine the value and image of the ONBUFF ecosystem. These efforts will revitalize user and investor interest and promote the continued growth of the ONBUFF ecosystem.

About LumiWave

The new token name, LumiWave (LWA), is inspired by water, the motif of the Sui mainnet, which has changed with this migration. LumiWave represents our desire and intention to bring unprecedented speed and efficiency to our users by enabling transaction processing that is as fluid and lightning-fast as the flow of water.

Detailed information on rebranding

	Previous Token	New Token
Token Name	ONBUFF	LumiWave
Ticker	ONIT	LWA
Mainnet	Ethereum Mainnet	Sui Mainnet
Token Standard	ERC-20	Sui Standard
Total Supply	770,075,466	770,075,466
Contract Address	0x410e731c2970Dce3AdD351064AcF5cE 9E33FDBf0	0x3332b178c1513f32bca9cf7 11b0318c2bca4cb06f1a74211 bac97a1eeb7f7259



LumiWave History

Learn about LumiWave's journey since 2020.

LumiWave History Summary

2020 SNK IP licensing main contract token ICO platform beta service open Listing on Upbit 2021

An IP Block Beta Service SNK NFT Draw Participated in Huobi Ventures Limited Pororo NFTs on the SANDBOX platform

2022

Ragnarok Labyrinth NFT launching Exclusive NFT Digital Art at Ali Auction Launch **INNO Platform open** INNO NFT marketplace service open Expanding the Polygon Network to the INNO Platform Listed on Gate.io · Huobi · INDODAX

2023

<Samurai Shodown R> Announcement Launched <Little Legion NFTs> Partnership with MystenLabs **INNO Wallet update** Listed on Bithumb and Coinone

V Roadmap

LumiWave 2024 Roadmap

Q1 INNO Casual Launching

: We plan to launch an on-chain game based on the Sui mainnet. By leveraging the Sui mainnet, users can enjoy a smoother gaming experience with lower gas fees and shorter loading times. While up until now, only swapping and NFT trading have been possible, the release of INNO Casual will add more diverse content to the platform, providing users with an even more enjoyable experience.

Discord Open

: We plan to open a new official Discord community to facilitate smooth communication with the many global fans showing interest due to the release of various games. Everyone is welcome to join and experience seamless information exchange and communication!

Quest Event S1

: To enhance the enjoyment and experience even further, we will be opening a Quest page on the INNO platform. Within various gift boxes lie incredible opportunities for luck. Enjoy the thrill of acquiring the best gifts!

🕏 Roadmap

LumiWave 2024 Roadmap

Q2 Next Labyrinth Game Launching

: We express our heartfelt gratitude for the overwhelming love towards Ragnarok Labyrinth NFTs. The strengthened partnership through Ragnarok has provided significant inspiration for developing a new blockchain game utilizing Gravity's Poring IP. We eagerly anticipate the game's upcoming release and look forward to your continued love and interest.

ONBUFF Rebranding

: We are planning to rebrand to communicate the ONBUFF project to all users and holders. Please look forward to seeing ONBUFF positively spreading throughout the Web 3.0 community!

Quest Event S2

: Following Season 1 events, an exciting Season 2 event is set to begin. Join us for more fun!

💔 Roadmap

LumiWave 2024 Roadmap

Q3 Sui Migration

: We plan to proceed with the migration of ONIT from the Ethereum network to the Sui network, intending to operate the mainnet by 2025. These changes are intended to provide users with lower gas fees, faster transaction speeds, and expanded DEX functionality.

Samurai Shodown Launching

: The highly anticipated collaboration is here! Samurai Shodown, the game from the joint efforts of three companies, is now launching. Dive into the action and enjoy the experience!

OnMeowZ Rebranding & Migration

: Through the rebranding of OnMeowZ, we aim for a more accurate reflection of its essence. This change will resonate with many, fostering an even deeper appreciation for what OnMeowZ represents. The migration of OnMeowZ to Sui brings forth a host of additional benefits and activities. Get ready for an enhanced experience.

V Roadmap

LumiWave 2024 Roadmap

Q4 🕨 LumiWave DeFi Ecosystem

: Following the partnership with Sui and the upcoming migration, ONBUFF is set to undergo a significant transformation into a decentralized finance (DeFi) system. This move towards greater decentralization opens up exciting opportunities for users to earn interest simply by holding a designated amount of related tokens.

Renewal Membership

: Holders of OnMeowZ NFTs will enjoy unique privileges, including Discord roles, special benefits during event openings, and exclusive access to events reserved solely for OnMeowZ NFT holders.

OnMeowZ Merge System

: Elevate the awesomeness of your OnMeowZ by merging it with care. Treat your OnMeowZ as you do your inner self—with utmost attention and nurture.

Quest Event S3

: Once ONBUFF's DeFi system is in place, get ready to participate in an exciting quest event. Let's all come together and join the journey towards decentralization!

System

烤 LumiWave IP

Introducing Intellectual Properties LumiWave acquired

SNK - The King of Fighters series



SNK – Samurai shodown series



SNK - Metal slug Series



SNK – Heroines Tag Team Frenzy



Ragnarok Labyrinth



ICONIX - Pororo the little penguin





Introducing LumiWave's main services

INNO Games



INNO Games



IP based NFT





King of Fighters Illustrated Card Collection

Introducing Intellectual Properties LumiWave acquired



Metal Slug Illustrated Card Collection



Pororo Voxel NFT Collection in the Sandbox Ragnarok Labyrinth NFT Game Item NFT Collection





Original OnMewz NFT Collection





The INNO platform connects IP owners and users.

LumiWave connects IP owners to the LumiWave ecosystem, enabling them to scale their IP business through the INNO platform. They could reach IP fans around the world with blockchain games, IP-NFTs, and game points.

The INNO platform reaches the INNO gaming community, web 3.0 enthusiasts, and provides unrivaled exposure and engagement opportunities.

We monetize global IP based on blockchain technology in a variety of ways, including NFTs, P&E games, and more.

LumiWave monetizes various global IPs based on blockchain technology, making it easier for IP owners to enter new markets and operate their IP businesses by leveraging new technologies.





LumiWave connects global IP holders with Web3 users around the world through the INNO platform.

Over 591,000 registered user counts

 Blockchain games can leverage a robust user base to drive powerful marketing campaigns and reach their target audience effectively.

Stable service with proven capacity

- Over 200,000 DAU on the INNO Platform proved the capacity with less than 10% of servers.
- Latency or synchronization between platform and games hasn't been problematic after launching.

Seamless accessibility and synchronization

- All integration API/SDK services available with Gitbook and github
- Game service integration on the platform without additional developments available(within 1hour)

Agile service management and infrastructure

- · Realtime log collection and viewing on Kibana
- Realtime infrastructure matric viewing on Grafana
- Infrastructure construction and setup completed via Azure cloud.

🏷 INNO Platform

INNO Platform is built for LumiWave games with each IP

Account & Wallet Connection

INNO platform provides the easiest way to let any players be on board for enjoying new blockchain games offering social media logins with automatically generated crypto wallets

INNO Point Manager

INNO seamlessly connects the platform with blockchain games, allowing for the smooth integration of game points through the INNO wallet and point manager service.

INNO Dashboard

INNO Dashboard connects manager services and users in the platform to provide all INNO swap service Players are able to monetize their earning tokens and points at INNO Platform and also utilize their revenues inside the whole ecosystem. Vices players need to enjoy blockchain games.

INNO Token Manager

Users can effortlessly convert, swap, inquire, withdraw, and deposit various network tokens associated with INNO blockchain games, eliminating the need to navigate through confusing and unreliable decentralized applications (dApps).

INNO NFT Marketplace

INNO Platform offers the best condition for players to immerse themselves into blockchain games without exploring other platforms or apps but managing their game NFTs in our platform.

🏷 INNO Platform

The INNO platform is built for the LumiWave ecosystem, where many different IPs are active.

INNO Planet Ecosystem

The INNO platform is the platform for LumiWave's ecosystem of IP-based content. This ecosystem includes a sub-concept called "Games", where each planet has a Game Token that uniquely represents the features of a particular IP and serves as a governance function. Users can earn LumiWave points by joining the INNO platform and participating in Games and other blockchain content. These points can be exchanged for the Game Token associated with that Game through the INNO Swap feature of the INNO platform.

The more users join a particular planet and engage with its content, the higher the value of that planet's tokens will increase, making it more attractive to potential users. This fuels the growth of the ecosystem, providing more enjoyment and new content for potential users and players.

The INNO platform is not intended to be monetized or invested, but rather to create a sustainable ecosystem that benefits both the creators of IP-based products and the users who enjoy them. By joining the platform, users can become part of a vibrant community that thrives on innovation and creativity, and engage with unique content and experiences that can't be found anywhere else.



🏷 INNO Platform

The INNO platform is built for the LumiWave ecosystem, where many different IPs are active.

LumiWave's vision for blockchain

NFTs and P&E games have gained a lot of traction in 2021 and are expected to become even more popular in the future, especially as the pandemic has made them more necessary and accelerated their adoption. The gaming industry is a leading blockchain sector, expected to be worth over \$340 billion by 2027, with the Asia-Pacific region accounting for the largest share of the sector.

NFTs help build a new gaming system that is not controlled by a central authority, allowing game developers to reach a wider audience. Being able to play games and earn money provides economic value, which will become more and more popular as it is connected to the real world. The LumiWave Project has collaborated with Gravity Game Link, a traditional Game IP company, to create the Ragnarok Labyrinth NFT, which has over 1 million pre-registered users, and the Game's Token, called Newton, can be used to purchase Game NFTs and utilities, as well as for Game governance.

Our goal is to show people that they can play P&E games while connecting users to the real world through an ecosystem that allows them to convert their Game Points into Tokens that can be traded on the real market or used to purchase collections of NFTs. This allows users to participate in a new economic ecosystem, enjoy the game, and live in the real world at the same time.



<Ragnarok Labyrinth NFT>

<Ragnarok Labyrinth NFT> is a blockchain game based on a game IP <Ragnarok> with over 20 years of history. In April 2022, LumiWave launched this game in partnership with Gravity, a NASDAQ-listed game company. It has created a sensation in the Web3 gaming industry, accumulating over 1.5 million downloads.

The distinctive feature of <Ragnarok Labyrinths NFT> is the integration of NFT technology with pets. Pet NFTs accompany characters in battles, enhancing the user's abilities for smoother gameplay. Users can purchase pets or auction them on the INNO platform.

<Ragnarok Labyrinths NFT> provides true ownership to users through NFT technology. In traditional games, even if users own pets, the game developers have the authority to manipulate or delete them at any time. However, <Ragnarok Labyrinths NFT> utilizes NFT technology to grant ownership of pets to users, ensuring transparency through blockchain technology.





<Little Legions NFT>

<Little Legions NFT> is a strategy game set in ancient Rome, where players can build their own empire. By utilizing various tactics and forms of combat, players can gain eternal wealth through warfare.

[Game Features]

- Expand your city, raise armies, and defend yourself against enemies.
- Take the lead, lead your legions, conquer the world, and achieve eternal glory.
- Acquire resources from the Play-to-Earn (P&E) mine, reinforce your armies, and achieve the prosperity of your empire through wisdom and strategy.
- Lead the empire to victory!



🏷 INNO Game

<BRICK POP>

<BRICK POP> is a unique game where you shoot a ball with a swipe to break bricks. Unlike traditional brick-breaking games, <BRICK POP> offers dynamic gameplay where the ball's path changes as the bricks break. This gives the user more variables and an exciting experience.



<BRICK POP> is implemented on SUI's robust blockchain infrastructure, and blockchain technology is essentially utilized throughout the gameplay.

- Gameplay: Every time a user launches a ball, a transaction occurs that changes the state of the game object. The end result of the game is stored as an NFT, which can be traded on the INNO platform. Playing the game and minting NFTs requires a small amount of gas fees (SUI). Therefore, users need to link their SUI wallet to their INNO account.
- Ranking System: Users' game play results are updated in real-time on the leaderboard. Users can
 receive ACT Token rewards based on their daily ranking. Users can participate in various airdrop
 events on the INNO platform with ACT Tokens.

o you ag	ree to the withdrawal
NF	The fees include Fminting + 8 Life-time
Gas Fee	0.011119728 🚫 SUI
My Asset	🚫 SUI





<Samurai Shodown R>

ONBUFF and SNK have built a mutually beneficial partnership over an extended period. In March of 2023, the two companies made a leap into Web3 by unveiling their second INNO game, <Samurai Shodown R>.

<Samurai Shodown R> is SNK's fighting game series set in the Edo period of Japan, and it has been beloved by gamers for its distinctive feature of weapon-based combat.

Over the past 30 years, <Samurai Shodown R> has been consistently challenging itself. It has been released on various platforms (arcade, console, PC, mobile, etc.) and expanded into various genres, including MMORPGs. Now, with <Samurai Shodown R>, it is advancing into Web 3.0.

<Samurai Shodown R> is a mobile action MMORPG that incorporates blockchain technology into the already proven gameplay of <Samurai Shodown M>.<Samurai Shodown M> achieved remarkable success, ranking 1st in popularity and revenue on its debut day in China (WeChat Store) and maintaining top positions in subsequent rankings (App Store).



OnMeowZ NFT

Introducing INNO Membership NFT: OnMeowZ NFT collection



Overview

OnMeowZ is a 3D-designed cat NFT collection for LumiWave users with a membership system for the INNO Platform based on NFT's rarities and levels.

If you have OnMeowZ NFT, which means you have a credit to save the earth with the INNO Platform, you will be benefited from our platform. OnMeowZ NFT holders are considered core members of the INNO Platform, you will be the priority based on your credit.

Supply Volume and Planning

Total Supply: 10,020

- 0.2% Auction
- 9.98% Airdrops
- 90% Ecosystem

OnMeowZ Story

#1 the Planet MEOW

OnMeowZ was born on an unknown planet called "MEOW". All the cats on that planet MEOW have their mission to protect our beautiful universe.

#2 The MEOWz heard the MEOWing from the earth

When Meows were fighting against the darkness of the universe, MEOWs heard the meowing sound from the planet earth. The meowing sound from the cats on the planet earth was about the great danger to the earth because of greedy human activities. Meows decided to leave for the earth to save their friends, who are the cats on the earth.

#3 Calling the MEOWz to the earth

The cats on the earth also heard that the MEOWz is coming to save them! However, since the Meow planet is greatly far from the planet earth, they need to figure out how the MEOW can come to the earth via a special way... which they found on the INNO Platform.

#4 Play to mint OnMeowZ

The cats found they can deliver the MEOWz safely to the earth by minting them into NFT! After they arrive on the planet earth, we finally can hear their plans. For earth's safety, wanna join our meowing?

Rarities

OnMeowZ has 5 different rank systems based on how rare the NFTs are.

- **Space**: OnMeowZ are in the space background with a powerful space gun and suit to protect the universe. Only 20 total, exclusively for NFT auction, and can't be minted by playing games. 16 pieces of 20 are listed for auction at the new NFT market at INNO Platform. But 4 pieces were included in this new NFT airdrop event for our users.
- **First-class** : Yes, we chose to copy the name of our rank system from the flight system and after space rank. They are the highest rank you can earn by doing level-up NFT or merging NFTs at the INNO Platform with your OnMeowZ.
- **Prestige**: This is the second highest rank with the proper amount of allowance and perks in our platform after the other two higher ranks.
- **Business** : It is the second-lowest rank, but you can always upgrade your membership to a higher level through merging and staking.
- **Economy** : This is the lowest but unlike usual NFT projects, how many NFTs will be minted depends on how actively users would interact with the INNO Platform by playing games. And, there is always a chance to upgrade your membership to another level by merging and staking.



Roadmap

Phase 1: Play and MINT

Users can mint NFT by playing specific games at INNO Platform2. OMZ holders will be considered as the key users at the INNO Platform, having more benefits than others. (LumiWave's new planet token airdrops, whitelists for events, the higher chance to win a raffle, etc.)

Phase 2: Stake to earn

OMZ will have a staking feature at INNO Platform.2. The longer you stake your OMZ, the higher your OMZ's levels are over time.3. Higher-level NFTs will have more benefits than lower NFT holders.

Phase 3: Merge to earn

OMZ will be able to be merged to mint rarer OMZs.2. The rarer your OMZs are, the more benefits will be added than others

Phase 4: OnMeowZ in-game

OMZ will be used in the blockchain game at the end.2. OMZ will move and be alive in the game verse

OnMeowZ Emoji

LumiWave developed OnMeowZ Emoji to increase brand awareness, improve communication, and drive engagement and loyalty. We hope to use the emoji to boost its social media presence, foster interaction with customers, and create a sense of community.

An innovative and original IP developed by LumiWave, OnMeowZ Emoji enables brands to convey complex emotions and situations through a fun and engaging visual language on social media. By providing a recognizable and unique emoji, we hope that users will associate LumiWave with specific emotions, increasing brand awareness and recall. In addition, OnMeowZ Emoji will enhance communication in situations where language barriers exist, while increasing LumiWave's presence on social media platforms beyond the cryptocurrency community. Finally, by providing a common visual language, OnMeowZ Emoji can foster a sense of community and bonding among users, creating a positive and inclusive environment.

Check out the fantastic OnMeowZ Emoji on LINE via the links below.

<u>https://line.me/S/sticker/22978719/lang=ko&utm_source=gnsh_stickerDetail</u>





Tokenomics



LWA Token Overview

LWA(LumiWave token) is a medium to connect participants in the LumiWave ecosystem. IP owners can have access and expand their IP businesses with LumiWave into INNO Platform where LumiWave provides IP-based blockchain content including blockchain games, IP-NFT, and game points for players, leading to global exposure of various users including IP fans, game community, and web3 enthusiasts.



LWA is listed on various exchanges in recognition of its achievements in the blockchain space.

Global Centralized Exchange (CEX)

Korean Centralized Exchange (CEX)

Decentralized Exchange (DEX)

Decentralized Exchange (DEX)

SushiSwap



Utility

LWA token is utilized within the LumiWave ecosystem to establish and operate the IP business industry.

1. Currency within the INNO Platform Marketplace

LWA tokens are used to purchase digital assets such as NFTs or in-game items on the INNO platform marketplace. This allows users to freely trade and own various assets within the game, maximizing immersion within the LumiWave ecosystem.

2. Supporting the Game Ecosystem

LWA tokens help reinforce and sustain the game IP ecosystem. For instance, they are used as funds for creating swap pools for LumiWave-serviced games, offering reward opportunities to ecosystem participants. Additionally, LWA tokens are employed in marketing and airdrop rewards, providing incentives for users and promoting game engagement.

3. Enhancing and Investing in the IP Business

LWA tokens are used to invest in acquiring quality IP assets, continually securing unique and engaging IP within the ecosystem. This supports the development of a Web3 gaming and blockchain-based content ecosystem, offering users a wide range of IP experiences.

4. Governance and User Participation

LWA tokens allow users to participate in ecosystem governance by voting, thus influencing critical decisions. LWA token holders can express their opinions on major decisions through yes or no votes, with results transparently reflected in the decision-making process. Furthermore, participants are rewarded based on outcomes, reinforcing a user-centered ecosystem.



Total Supply: 770,075,466

Distribution	Allocation	
Seed Round	03%	LWA TOKENOMICS
Private Round	10%	31% Ecosystem Marketing 17%
Team & Advisors	16%	
Development	23%	23% Development Private round 10%
Marketing	17%	16% Team&Advisors Seed round 3%
Ecosystem	31%	

Total number of tokens in circulation (Month-end Schedule)

Date	Total Supply	Date	Total Supply
TGE	10,000,000	09	440,575,466
2021 09	35,577,466	10	475,075,466
10	76,124,466	11	499,575,466
11	107,171,466	12	534,075,466
12	153,488,466	2022 - 01	558,575,466
2021 - 01	194,575,466	02	593,075,466
02	220,075,466	03	617,575,466
03	256,075,466	04	652,075,466
04	282,075,466	05	676,575,466
05	318,075,466	06	711,075,466
06	354,075,466	07	735,575,466
07	390,075,466	08	770,075,466
08	416,075,466		

Contract Address

Token	Contract Address
LWA (LumiWave)	0x3332b178c1513f32bca9cf711b0318c2bca4cb06f1a74211bac97a1e eb7f7259
	0x8eA01766a118E9BcB6032dc9b3DA66b80fE1c31c

🥑 LWA Token

Contract Spec

file name	type	func name	func pram	descripction
lock_coin. move	public	make_lock_coin	recipient [address]: recipient wallet address lock_ts [u64]: coin lock timestamp (UTC / ms) unlock_ts [u64]: coin unlock timestamp (UTC / ms) balance [Balance <t>]: information of the coins to be locked ctx [TxContext]: transaction information (auto- filled)</t>	This function wraps the coin in a LockedCoin object, locking it an d then transferring it to a specifie d wallet, preventing any unlockin g until the unlock_ts timestamp.
	public	unlock_wrapper	locked_coin [LockedCoin <t>]: lock object created by the make_lock_coin function cur_lock [Clock]: object containing the current time (fixed at 0x6) ctx [TxContext]: transaction information (auto- filled</t>	Unwraps the owned LockedCoin object to unlock it, allowing the user to use it as their own coin.
vote move	public	empty status	none	Creates an empty voting status
voteimove	public	empty_status		information.
	public	empty_participants	none	Creates an empty voter participant information.
	public	make VotingEvide	ctx [TxContext]: transaction information (auto-filled)	Generates a token object to be
	public	nce	is_agree [bool]: vote in favor (true) or against (false)	provided to the person who voted.
	public	is_votestatus_enabl e	vote_status [VoteStatus]: vote status structure	Checks whether voting is currently allowed.
	public	is_voted	participants [VecMap <address, participant="">]: map containing information of all votersparticipant [Participant]: address information of the current voter</address,>	Checks if a vote has already been cast.
	public	participant	participant [Participant]: voter information structure	Provides detailed information about the voter.
	public	votestatus_period_ check	vote_status [VoteStatus]: voting status informationclock_vote [Clock]: current time information (fixed at 0x6)	Checks if the voting period is currently active.
	public	vote_counting	participants [VecMap <address, participant="">]: map containing information of all voters</address,>	Provides the voting results, including: Number of votes in favor, Number of votes against, Total number of voters, Final voting outcome
	public	voting	participants [VecMap <address, participant="">]: map containing information of all voters participant [Participant]: address information of the current voter clock_vote [Clock]: current time information (fixed at 0x6)</address,>	The voter proceeds with casting their vote.
			is_agree [bool]: indicates whether the vote is in favor (true) or against (false)	

🥑 LWA Token

Contract Spec

file name	type	func name	func pram	descripction
	public	votestatus_enable	vote_status [VoteStatus]: voting status information enable [bool]: indicates whether voting is enabled vote_start_ts [u64]: voting start time (UTC / ms) vote_end_ts [u64]: voting end time (UTC / ms)	Sets the status information for the voting functionality.
LumiWav e. move	private	init		Executed only once upon contract deployment: Issues 77,007,546 LWA tokens Creates voting dashboard shared object information Creates the denyCap object
	private	make_voteboard	ctx [TxContext]: transaction information (auto- filled)	Creates the voting dashboard object.
	public entry	add_deny	denylist [DenyList]: deny list (fixed at 0x403)deny_cap [DenyCap <lwa>]: information for the deny (block) objectrecipient [address]: wallet address information for adding to the deny listctx [TxContext]: transaction information (auto-filled)</lwa>	Adds a specific wallet to the LWA deny list.
	public entry	remove_deny	denylist [DenyList]: deny list (fixed at 0x403) deny_cap [DenyCap <lwa>]: information for the deny (block) object recipient [address]: wallet address information for removing from the deny list ctx [TxContext]: transaction information (auto- filled)</lwa>	Removes a specific wallet from the LWA deny list.
	public	mint	 treasury_cap [TreasuryCap<lwa>]: object created during `init`</lwa> amount [u64]: quantity to be minted recipient [address]: wallet address to receive the minted amount ctx [TxContext]: transaction information (auto- filled) 	Function for additional LWA minting, ensuring that the total supply does not exceed the maximum limit.
	public entry	lock_coin_transfer	treasury_cap [TreasuryCap <lwa>]: object created during init my_coin [Coin<lwa>]: the LWA object currently held recipient [address]: wallet address to receive the transfer amount [u64]: amount to be extracted and transferred from my_coin balance unlock_ts [u64]: lock release timestamp (UTC / ms) ctx [TxContext]: transaction information (auto- filled)</lwa></lwa>	Transfers LWA to a specific wallet by applying a lock through a wrapper.
	public entry	unlock_coin	locked_coin [LockedCoin <lwa>]: wrapped obj ect with a lock appliedclock [Clock]: current tim e information (fixed at 0x6)</lwa>	Unwraps the locked object, allowing it to be used as LWA.



Contract Spec

file name	type	func name	func pram	descripction
	public entry	bum	treasury_cap [TreasuryCap <lwa>]: object created during init coin [Coin<lwa>]: coin object to be burned</lwa></lwa>	Burns the coin held by the creator.
	public entry	enable_vote	treasury_cap [TreasuryCap <lwa>]: object created during init vote_board [VoteBoard]: voting dashboard shared object is_enable [bool]: indicates whether voting is enabled vote_start_ts [u64]: voting start time (UTC / ms) vote_end_ts [u64]: voting end time (UTC / ms) ctx [TxContext]: transaction information (auto- filled)</lwa>	Enables or disables the voting functionality.
	public entry	vote	vote_board [VoteBoard]: voting dashboard shared object coin [Coin <lwa>]: coin object held by the voter clock_vote [Clock]: current time information (fixed at 0x6) is_agree [bool]: vote in favor (true) or against (false) ctx [TxContext]: transaction information (auto- filled)</lwa>	Casts a vote.
	public entry	vote_counting	treasury_cap [TreasuryCap <lwa>]: object created during init vote_board [VoteBoard]: voting dashboard shared object clock_vote [Clock]: current time information (fixed at 0x6) amount [u64]: quantity of coins to be minted if the vote result is in favor after tallying ctx [TxContext]: transaction information (auto-filled</lwa>	Tallies the completed vote, and if the result is in favor, proceeds with additional coin minting.
	public entry	vote_reset	treasury_cap [TreasuryCap <lwa>]: object created during init vote_board [VoteBoard]: voting dashboard shared object ctx [TxContext]: transaction information (auto-filled</lwa>	Resets the completed tally to prepare for the next vote.



Official platforms and communities

Stay up to date with what's new on LumiWave's official platform and community.

LumiWave Official Site	<u>LumiWave Website</u> <u>LumiWave Whitepaper</u> <u>LumiWave Github</u>
LumiWave Social Media	<u>X (Twitter)</u> <u>Medium</u> <u>Naver Post</u>
Exchanges	Upbit Korea Upbit Indonessia Upbit Thai Bithumb Coinone Gate.io Huobi Global INDODAX Uni Swap Sushi Swap 1 Inch Network Coin Market Cap
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Official platforms and communities



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