

— V2.4



StoneAeon

— White Paper —

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01 / About StoneAeon

1.1 Introduction

StoneAeon takes the Stone Age as the main game background and unfolds the user's game world around seven different civilizations and races. By challenging rich tasks in different scenes of StoneAeon's game world, you can improve and exercise your personal characters and win the corresponding resources and token rewards. At the same time, StoneAeon adds a pet breeding system to improve users ability of play.

StoneAeon is a fully autonomous role-playing game built with an excellent game engine and implemented as a massively multiplayer online game. Users can carry out fierce battles in StoneAeon's virtual metaverse world and obtain corresponding personal glory and rewards through different scenes of the game.

StoneAeon, as a fully autonomous community-driven game, has designed a complete economic system and incentive model to drive all participants in the community to jointly govern and create the world of StoneAeon. All game artifacts are permanently stored on the blockchain as NFT assets and can be freely combined and traded. Here prudent investors can obtain continuous and risk-free fixed income through the way of pledge, while aggressive investors can obtain higher risk and income through competition.

1.2 Our Mission

We strive to create and construct a genesis virtual game world capable of sustainable growth and iteration. Through fully decentralized community governance and construction drive, it will grow into a primitive metacosmic civilization.

- ◆ StoneAeon is fully community-driven and evolution
- ◆ StoneAeon has rich game rules and complete economic system
- ◆ StoneAeon becomes a true metacosmic ecological games filled with infinite space for imagination



02 / About SANFT

2.1 SANFT Introduction

SANFT is the abbreviation of StoneAeonNFT. It is a group of NFT assets with the background of the StoneAeon project and is a symbol of VIP members. The holder of SANFT can also be understood as one of the partners of StoneAeon project and will obtain the management right in StoneAeon and continue to receive the project benefits.

SANFT is irreplaceable, each SANFT is 100% unique, and each SANFT has a totem representing its own civilization. Only 8128 NFTs have been minted, so it has great collection and investment value.

SANFT provides proof of ownership on the blockchain and is based on the ERC-721 standard.

2.2 SANFT Show



Each digital image asset of SANFT consists of 19 layers, and each layer has a total of 370+ parts, each of which is unique.

SANFT will distinguish different rarities, divided into 4 levels: N, R, UR, UUR. Among them, UUR is the rarest, with only 100.



2.3 SANFT Value | ————— |

2.3.1. Delivery of Guild Rewards

Holders of SANFT will all be one of members of the guild and will continue to receive the delivery of guild rewards.

Rules: We plan to distribute 20% of the ecological rewards as guild rewards.

2.3.2. Guild Governance Rewards

The holder of SANFT will have the opportunity to become a member of the highest governance committee in SA, which can obtain higher.

Rules: We plan to allocate 20% of the ecological bonus as a guild governance reward.

2.3.3. Revenue Sharing for Game

The holder of SANFT will share the proceeds from participating in subsequent project games.

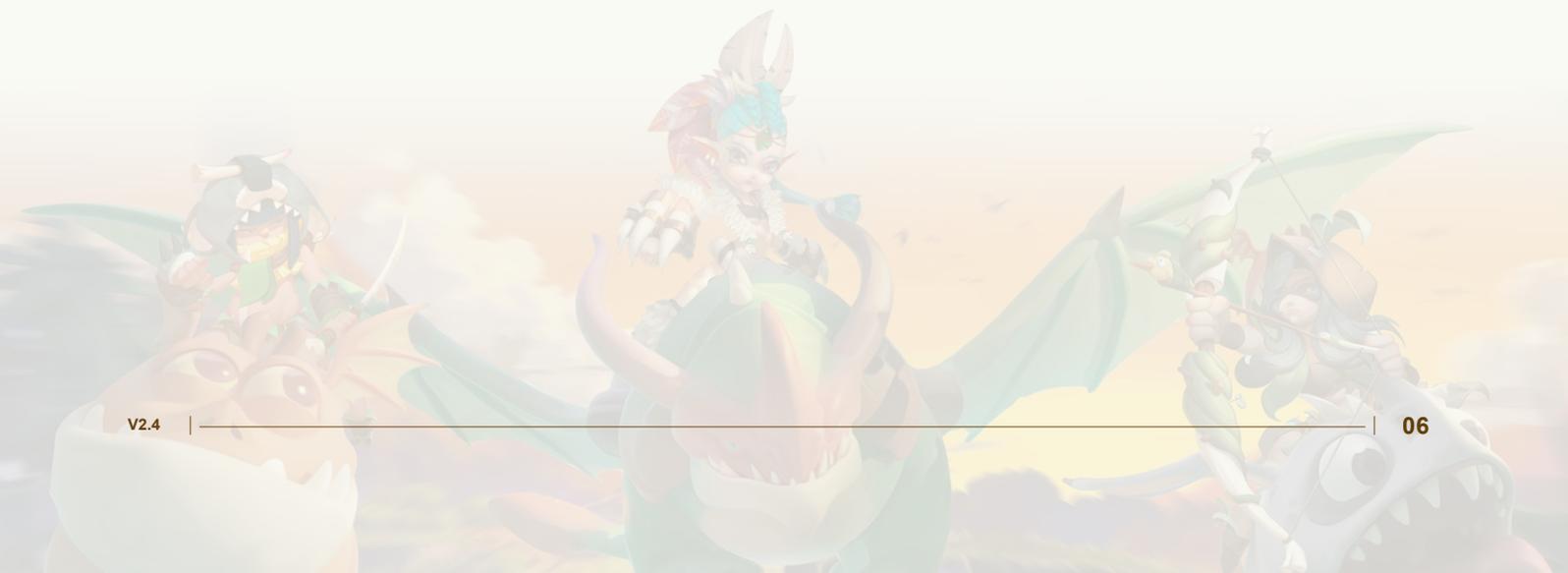
Rules: We plan to give 50% of the game revenue to these 8128 SANFT holders.

2.3.4. Avatars Gaining Benefit by Pledging

The holder of SANFT can replace the character avatar in the StoneAeon game and obtain income by pledging.

Rules: Refer to the rules of the game.

The rewards for the above parts are eternal, and most importantly: no risk.





03 / Game System

3.1 Game Story | ————— |

3.1.1.Character

The character is the main body of StoneAeon, and everything of StoneAeon is designed and constructed based on the characters, including various game elements and game scenes.

Different characters have different attributes, and characters with different attributes have different combat effectiveness. It mainly has the following important attributes.

3.1.1.1.Comprehensive Computing Power

This is a very important comprehensive attribute of the character, which is a combination of other attributes of the character, such as class, level, strength, agility, intelligence and other attributes. After comprehensive analysis and calculation, it reflects an attribute of the character's comprehensive ability. The higher the attribute value, the stronger the character's combat effectiveness in various game scenarios.

3.1.1.2.Fortune Value

The character's fortune value is increased by purchasing fortune stones in the game world, and each fortune stone increases the character's fortune value by 1 point. The higher the fortune value, the better the chances of the character performing various game activities, and the higher the game assets or income returns may be obtained.

3.1.2.Equipment

Equipment in StoneAeon refers to clothing, weapons, and pets that can be worn and used by a character.

Wearing equipment is the main means to improve the combat effectiveness of the role in StoneAeon. Different equipment has different attributes, which can give the role different sizes of combat effectiveness.



In addition to basic attributes such as name and production materials (such as ore, leather, plants, etc.), equipment also has some important attributes: Level, Rarity, Computing Power, etc.

3.1.2.1.Wearing Parts

There are only 3 parts for the time being, such as hands (weapons), body (clothes), side (pets), etc.

3.1.2.2.Level

There are 9 levels in total, ranging from 1-9 from low to high.

3.1.2.3.Rarity

The rarity of equipment is a very important feature for equipment, and StoneAeon has 5 preset rarities when it was created, from the lowest to the highest, they are Common, Good, Excellent, Epic, Legend. Rarity is the core factor that affects the combat power of equipment. In general, the higher the rarity, the stronger the combat effectiveness of the equipment. After the creation of StoneAeon, the rarity of StoneAeon's equipment can be continuously evolved through equipment upgrades, and the equipment will become more and more advanced.

3.1.2.4.Suit

Equipment is divided into suit equipment and non-suit equipment. Suit equipment means that if several pieces of equipment have some common characteristics and belong to a series, then these pieces of equipment belong to an equipment suit, just like our clothing suits. Each piece of equipment may or may not belong to a suit, but is an item of equipment. StoneAeon created 3 equipment suits, and some of the equipment NFTs at the beginning of its creation belonged to these suits randomly.

3.1.2.5.Integrated Computing Power of Equipment

Each piece of equipment has a comprehensive computing power attribute, which is related to factors such as the rarity, level, crafting materials, and equipment bonus attributes of the equipment. It is a comprehensive evaluation value that combines various attributes of the equipment.



3.1.3. Fortune Stone

The fortune stone is a consumable material that improves the luck of StoneAeon characters, and is also a kind of NFT. It can improve the character's luck in winning, obtaining more resources, and economic benefits during game adventures in StoneAeon. The contingency and randomness of game scenes and behaviors improve game entertainment.

3.1.4. Game Map

The game map is the primary place for StoneAeon characters to participate in activities. StoneAeon currently has three main game scene maps: token field, equipment field, hunting pet field; Different rewards can be earned by participating in in-game map pledges and adventures, including SAET game tokens, SCGT governance tokens, equip NFT, pets, etc.

In addition, StoneAeon map creation can be supported in the follow-up to further expand StoneAeon game scenarios and enrich StoneAeon's gameplay, such as: creating a PVP battle system, creating a teamwork battle system, creating different strategic scenarios, and creating different mission systems, and even update different reward systems, etc. For the specific content, you can follow the StoneAeon contract development documentation.

3.1.5. Pet Breeding

Pets are an independent development system in the StoneAeon world. Players can gain a certain sense of achievement and attribute enhancement by capturing and upgrading pets in the game world. StoneAeon also brings certain social attributes to the game world through pets.

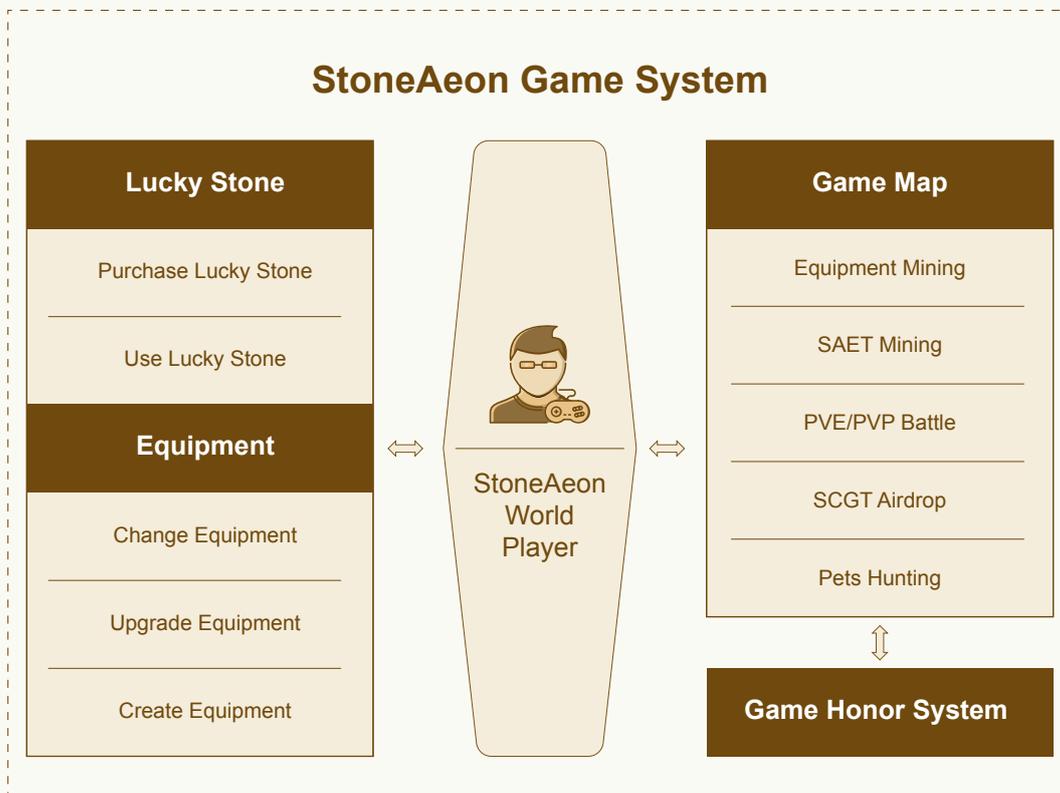
Players can upgrade their pet's ability level through pet breeding and upgrading. The improvement of pet level will bring more attribute improvement and discovery of special skills, which will bring more battle advantages to the owner.

Pets have a certain ability of breeding and evolution, and they can produce more rare pet categories through the breeding system. The categories of pets are divided into ordinary, very good, advanced, epic, and legendary.

Pets are also presented in the form of NFTs in the StoneAeon world, and players can complete the transaction and transfer of pets through the trading system.



3.2 Game Participation | ————— |



3.2.1. Creating Roles

Any blockchain user (a blockchain account address) can create one or more roles. In order to promote the healthy development of the StoneAeon world and prevent the frequent occurrence of dead accounts that are not conducive to the development of the game, a certain economic cost is set for the NFT casting of StoneAeon's role.

Once the role is born in StoneAeon, it will not disappear, and they will witness the development and evolution of civilization of StoneAeon together. Each address can have multiple roles in the StoneAeon world, and role NFTs can be transferred and traded between different users.

While creating a character, StoneAeon will randomly give each character 3 equipment NFTs. These equipments will be worn on the character initially, and the character will be returned to the user as a whole, that is, what the user obtains. It is a role NFT without an equipped NFT.



StoneAeon has created some equipment, a total of 75 types of equipment, 3 parts, 25 types of each part. These equipments will be randomly given to the character when the character NFT is created. Of course, different equipments have different values. Whether you can get better equipment is completely random.

3.2.2.Wearing Equipment

The role can change the equipment on the body, and can also wear equipment for the parts without equipment. The role can wear one or more pieces of equipment at a time, and if the corresponding part has worn the equipment, the warrior needs to remove the equipment before wearing the same or different pieces of equipment.

Equipment that is replaced or newly worn can come from the following sources:

- 1) Equipment purchased from the NFT marketplace (StoneAeon's marketplace or secondary marketplace)
- 2) New equipment obtained from map exploration in the StoneAeon world
- 3) StoneAeon event given Equipment randomly from time to time
- 4) After the role is replaced or new equipment is worn, the combat effectiveness and comprehensive computing power bonus of the opposing role will also change.

3.2.3.Taking Off Equipment

At the beginning of the character's birth, StoneAeon randomly selects and presented 3 equipment NFTs (such as clothing, weapons and pets) for each character from the 75 kinds of equipment in the creation, and wear them in 3 parts of the character.

After the role is born, users can choose to detach these 3 equipment from the role NFT. In this way, users only have one role NFT before disassembly, and after disassembly, they have multiple NFTs: one role NFT and multiple equipment NFTs.

When the equipment is worn on the hero, it is integrated with the hero, that is to say, at this time, for the user, what he has is only a character NFT wearing the equipment, but no NFT equipped.



When the equipment is detached from the character, it becomes an independent NFT. Each removed equipment will regenerate a new NFT representing the removed equipment, so that the number of NFTs owned by the user increases accordingly. Assuming that three equipment are removed from the character, the user adds three new equipment NFTs, that is, several equipment are removed, and the user has several more equipment NFTs.

Users can detach one or more equipment at a time. After the equipment is detached, its combat power will decrease accordingly, and the decreased combat effectiveness will be the combat effectiveness bonus corresponding to the detached equipment.

3.2.4. Upgrade Equipment (Synthetic)

Upgrading equipment means that the user merges two equipment NFTs of the same (same level and same level) into an equipment NFT that is one level higher than the level before the merger.

If the user has two identical equipment NFTs, that is, the wearing Position, Name, Rarity, and Level of the two equipments are the same, the user can merge and upgrade the two equipment NFTs. Getting an equipment NFT with the same wearing part, the same name, the same rarity, and one level higher, so as to upgrade and evolve the equipment.

Because there are only 9 levels of the same rarity, the combined upgrade can be upgraded to the 9th level of the same rarity at most. After the upgrade to the 9th level, it is not supported to continue to upgrade.

After the upgrade, the upgraded two low-level equipment NFTs will be destroyed, and only the upgraded new-level equipment NFTs will be retained in StoneAeon, so that the low-level equipment of StoneAeon will be gradually replaced or even eliminated by high-level equipment. However, there are more and more high-level equipment, thus realizing the equipment upgrade of the entire StoneAeon world to a certain extent.

At the same time, the combined upgrade of equipment and pets in the StoneAeon world needs to consume a certain amount of SAET. The calculation formula for the specific consumption of SAET is:

$$\text{Amount of SAET consumed} = 2000 * (1 + (\text{level} - 1) * 10\%)$$



Among them: 2000 is the starting SAET consumption during the default level 1 upgrade, and level is the current level.

3.2.5.Creating New Equipment

When upgrading equipment, two identical (wearing parts, name, rarity, and level are the same) equipment can be combined to upgrade to a higher level (Level) equipment NFT, but when upgrading to Level 9, this combined upgrade can no longer continue. Although the merged upgrade cannot be continued after the merged upgrade to Level 9, the user who owns this level 9 equipment NFT gets a higher right to create a new equipment (type) in the StoneAeon world.

The so-called "creation" means that in the world of StoneAeon, this kind of equipment has never appeared, and no character has it. The so-called "creation" means that a new species has been added to StoneAeon. For example, if a new weapon and equipment (such as a new sword of nanomaterials) is created, once the new equipment is created, the StoneAeon warriors can gradually have these new equipment and use them to arm themselves.

The user who creates new equipment can name the new equipment (type), which can have unique characteristics of the creator, or even add his own name to the name of the new equipment, such as "The nanometer new material sword invented by Tom". In this way, all future swords generated based on this new equipment type will be called this name, but their rarity, level, computing power and other information are different. In this way, users have left their own imprints and traces in the development and civilization of StoneAeon in such a way, which is undoubtedly an interesting thing for every individual.

In addition, it takes **3600** SAET for users to create new equipment in StoneAeon world.

3.2.6.Purchasing Fortune Stone

Fortune stones are purchased through StoneAeon's PRC-20 game system token SAET. At the time of creation, the price of each fortune stone is **2000** SAET, which can be adjusted through community governance in the future.

After users buy fortune stones with SAET, StoneAeon will destroy these tokens used to



buy fortune stones, realizing the deflation and virtuous economic cycle of SAET.

3.2.7.Usage of Fortune Stone

Users can decide to use the fortune stone they purchased at any time. Each fortune stone used can add one fortune value to the character, and by using several fortune stones, the fortune value of the character can be increased by several points.

Once the fortune stone is used by the role, it will be destroyed. If a few stones are used and a few stones are destroyed, the user's fortune value will increase by a few points. For example, users can use fortune stones to increase the lucky value of their roles to mine and equip NFT mines, and the income that can be obtained has been determined according to factors such as pledge time. How many equipment NFTs can be obtained in advance, users can rely on their own fortune value to increase the probability of obtaining the same number of equipment NFTs with higher rarity and higher computing power.

The usage process of fortune stone can be simply summarized as:

Purchasing fortune stone -> ****Using fortune stones to make your character lucky **** ->
Various adventures in StoneAeon (like digging equipment NFT)

3.3 Game Scene (Map) | _____ |

3.3.1.SAET Mining MAP

Coin is SAET, SAET is StoneAeon's PRC-20 game system token. Similar to mining equipment NFT mining, users can obtain SAET by staking NFT for mining. The amount obtained is positively related to the following two factors.

- 1) How long the role NFT is locked by pledge
- 2) The comprehensive computing power of the role

The longer the time and the greater the computing power, the more SAET the role can mine.

After users obtain SAET, they can purchase game assets and elements (such as fortune stones) in the StoneAeon game system, or become necessities for performing game activities (such as synthesizing and upgrading equipment).



The formula for calculating the amount of SAET obtained by pledge is as follows:

$$\text{Earnings} = \text{power} * (\text{now} - \text{start}) / 7200$$

Among them, now represents the pledge redemption time, start represents the pledge start time, and power represents the total combat effectiveness of the pledged characters.

3.3.2.SCGT Airdrop MAP

SCGT is StoneAeon's PRC-20 token of StoneAeon. Similar to mining equipment NFT mining, users can obtain SCGT by pledging the role NFT for mining. The amount obtained is positively related to the following two factors.

- 1) Duration of character NFT locked by pledging
 - 2) The comprehensive computing power of the character
- The longer it takes and the more power it has, the more SCGT it can dig up.

After obtaining SCGT, users can purchase game assets or exchange other tokens in the StoneAeon game system and trading market.

The formula for calculating the amount of SCGT obtained by pledge is as follows:

- 1) Calculation of the amount of SCGT obtained by a player in a certain time slice by pledging:

$$\text{Earnings in a certain time slice} = \frac{\text{the number of mineable pools in the time slice}}{\text{player's pledged computing power/total pledged computing power}} *$$

- 2) Pledge for one day (24 hours, the time slice is temporarily calculated in 1 hour), the calculation of the number of SCGT obtained by the pledge of the player:

$$\text{The Earnings of pledging for one day} = \sum_{n=1}^{24} \text{Earnings}_n \text{ in a time slice}$$

Among them, n represents the number of hours. Earnings_n Represents the number of pledging rewards available for the NTH hour time slice.



The pledge reward is settled, and the output is calculated once a day!

3.3.3. Equip NFT Mining MAP

Users can mine equipment NFT mines by staking role NFT (comprehensive computing power of more than 300) to the NFT mining farm contract. The benefits of mining are related to the following three factors:

- 1) Duration of character NFT locked by pledge
- 2) The comprehensive computing power of the role
- 3) Fortune value of users

The longer it takes and the more power it has, the more equipment NFT it can dig up.

The higher the lucky value of the user, based on the number of fixed equipment NFTs that have been mined, the user has a higher probability of obtaining equipment NFTs of higher rarity.

The formula for calculating the number of equipment NFTs obtained by pledge is as follows:

$$\text{Earnings} = \text{Random} (33 - (\text{now} - \text{start}) / 300000, (\text{now} - \text{start}) * \text{power} / 2000)$$

Among them, "**now**" represents the pledge redemption time, "**start**" represents the pledge start time, and "**power**" represents the total combat effectiveness of the pledged characters.



3.3.4.Pets Hunting MAP(Hunting ground)

Users can get Pet NFT by pledging the character NFT (with a combined calculation power of more than 300) to the hunting field contract. The benefits of mining are related to the following three factors:

- 1) The duration of character NFT being locked by pledging
- 2) The comprehensive computing power of the role
- 3) Fortune value of users

The longer it takes and the more computing power it has, the more Pet NFT the character can dig up.

The higher the user's fortune value, based on the number of fixed pet Pet NFTs that have been mined, the user has a higher probability of obtaining pet Pet NFTs of higher rarity. The calculation formula of the quantity of Pet NFT obtained by pledging is as follows:

- 1) Calculation of the number of Pet NFTs obtained by a player in a certain time slice by pledge:

Earnings in a certain time slice = the number of equipment that can be mined in the time slice mining pool * (player's pledged computing power/total pledged computing power)

- 2) Pledge for N hours (time slice is temporarily 1 hour as the unit of calculation), the calculation of the number of Pet NFTs pledged by the players:

The Earnings of pledging for one day = $\sum_{n=1}^N$ Earnings_n in a time slice

Among them, N represents the time of pledging, n represents the number of hours of pledging, and ***Earnings_n*** the number of pledging rewards that can be obtained in the time slice of the nth hour.



04 / Economic System

4.1 Summary of Game Assets and Tokens

StoneAeon's economic system consists of an economic model, a governance token model, and a game token model.

SCGT is the governance token of StoneAeon to support the healthy development and community incentives of the StoneAeon ecosystem; SAET is StoneAeon's game token, which is used to support economic activities in the StoneAeon game world.

4.2 Game Asset NFT

All products in the StoneAeon game are expressed in the form of NFT assets to demonstrate the user's asset sovereignty in StoneAeon.

4.2.1. NFT Casting Economy

StoneAeon's character NFT and blind box avatar SANFT is an individual who performs core activities in the StoneAeon game world, and are obtained by casting them through purchases. In order to promote the healthy development of the StoneAeon world and prevent the frequent occurrence of zombie accounts that are not conducive to the development of the game, a certain economic cost is set for the casting of StoneAeon's role NFT and blind box NFT.

The initial casting cost of character NFT and blind box NFT in the StoneAeon world is the equivalent currency of 10110SCGT (2022LAT).

The early casting cost of NFT is mainly used to reward the early builders of StoneAeon world, and the casting cost after the transfer of community governance authority is used for the purpose of community governance voting decision.

StoneAeon's equipment NFT is acquired through the character's participation in game activities. During the casting process of the initial character NFT, the system will randomly cast 3 pieces of equipment NFT for free, so that users can have a better game experi-



ence. The subsequent equipment NFT casting will be obtained by the character NFT through the challenges of adventure activities, the production of character skills, and the creation of new equipment types.

4.2.2.NFT Economic Balance

The number of equipment NFTs in the StoneAeon world will be more and more minted as the frequency of users participating in the game increases. However, there is a limited amount of equipment required by characters(3 times the number of characters). In order to achieve the balance of NFT supply and demand of equipment, StoneAeon has designed the evolution mechanism of equipment.

Users can upgrade the equipment level through the synthesis upgrade of equipment, and the equipment used for synthesis will be destroyed by StoneAeon. In this way, the balance between casting and destruction of equipment NFT is realized.

In order to motivate users to actively synthesize and destroy equipment, StoneAeon has designed the equipment's ability improvement mechanism and the equipment's honor casting system to realize it. Equipment synthesis can improve the level and attributes of equipment, and then improve the attributes and abilities of characters through equipment wearing. After the equipment is upgraded to Level 9, you can also get the right to create a new type of equipment with a higher rarity. This is a way for users to participate and change the game content, and it is also a reflection of personal achievement and honor.

4.2.3.NFT Trading Market

StoneAeon designs and implements a trading market to meet users' purchase and transfer needs of NFT assets. The transaction of NFT in the NFT trading market will be charged a 1.5% transaction fee, which will be withdrawn from the income of the transferor of the NFT asset. The fee collection will be transferred to the treasury of StoneAeon to stimulate the continuous construction of the StoneAeon ecosystem.

Users can also transfer assets through the NFT secondary market. StoneAeon will continue to integrate with the mature NFT transaction secondary market to provide users with more diverse circulation channels for NFT asset transfer. The circulation and transfer fees of the secondary market need to refer to the official instructions of the specific secondary market.



4.3 Governance Token SCGT |

4.3.1. Summary of Issue

SCGT is the governance token of StoneAeon system, which is the key to maintaining the long-term healthy and stable operation of StoneAeon and the sustainable and reasonable development of StoneAeon system. SCGT is the main tool for StoneAeon ecological users to exercise their governance rights.

4.3.2. Mechanism of Issue

The Total circulation of SCGT is 1,000,000,000. The main distribution methods and release ratios are as follows:

Distribution	Issuance Proportion	Total Circulation	Release Rules
The game rewards	31%	310,000,000	Linear release for 36 months
Ecological Rewards	29%	290,000,000	Linear release for 36 months
Mobility	13%	130,000,000	Release 60 million immediately
Cooperation Consultant	8%	80,000,000	Locked for 3 months, linear release for 24 months
Pre-sale	10%	100,000,000	After locking for 3 months, 30% will be released immediately, and the rest will be released linearly for 12 months
Project Team	9%	90,000,000	
Total	100%	1000000000	



4.4 Game Token SAET |

4.4.1. Summary of issue

SAET token is the game token of StoneAeon system, which is the key to support the effective execution of StoneAeon game activities and events. SAET is mainly used for resource consumption in the StoneAeon game world, and uses a self-balancing mechanism to achieve inflation and deflation within the game.

4.4.2. Mechanism of Issue

The total issuance of SAET is 1,000,000,000, and there is no pre-release and sales process. All SAETs in the system are generated through game interaction, and newly minted SAETs have no lock-in period and can be freely circulated and used within the game.

4.4.3. Additional Issuance and Destruction

Users can obtain SAET by participating in StoneAeon's pledge mining activities, and the system distributes pledge rewards according to the attributes of pledge roles.

SAET is mainly used for the consumption of items in the StoneAeon game world or the consumption of activity events (such as the synthesis and upgrade of equipment and pets). The consumed SAET will be directly destroyed to achieve a balance of SAET distribution. The SAET consumption rules of the StoneAeon game world can be adjusted and optimized through community governance.



05 / Governance Profile

5.1 Governance Profile | _____ |

StoneAeon is a game world that is completely autonomous on the chain. The development of the game world is not determined by a single game production organization or game distribution organization. The rights and interests of game participants can be effectively protected through community autonomy, to guide the evolution of the game in a direction that is more satisfactory to ecological users.

5.2 Governance Objective | _____ |

Through StoneAeon's governance mechanism, free and equal StoneAeon socialization rights can be realized, ensuring that StoneAeon's game world is full of vitality, harmony and order.

5.3 Governance Way | _____ |

The governance of the StoneAeon world is achieved through governance voting. The manifestation of governance voting rights is the submission of SCGT voting transactions.

5.3.1.Submitted Proposal

Any user can initiate governance proposals in StoneAeon's governance system. The scope of governance proposals includes but is not limited to: new game mechanics, new copy maps, system parameter adjustments, use of reserve funds, etc. The decision-making cycle of a single proposal is initially set to one week to ensure that enough ecological users participate in the proposal voting.



5.3.2.Proposal Vote

Any user who holds SCGT can vote on the proposals in progress in the governance system, and can choose to approve, disapprove, abstain, etc. The number of SCGT held by users during voting represents the weight of the current vote, and is included in the sum of the voting weights of different results.

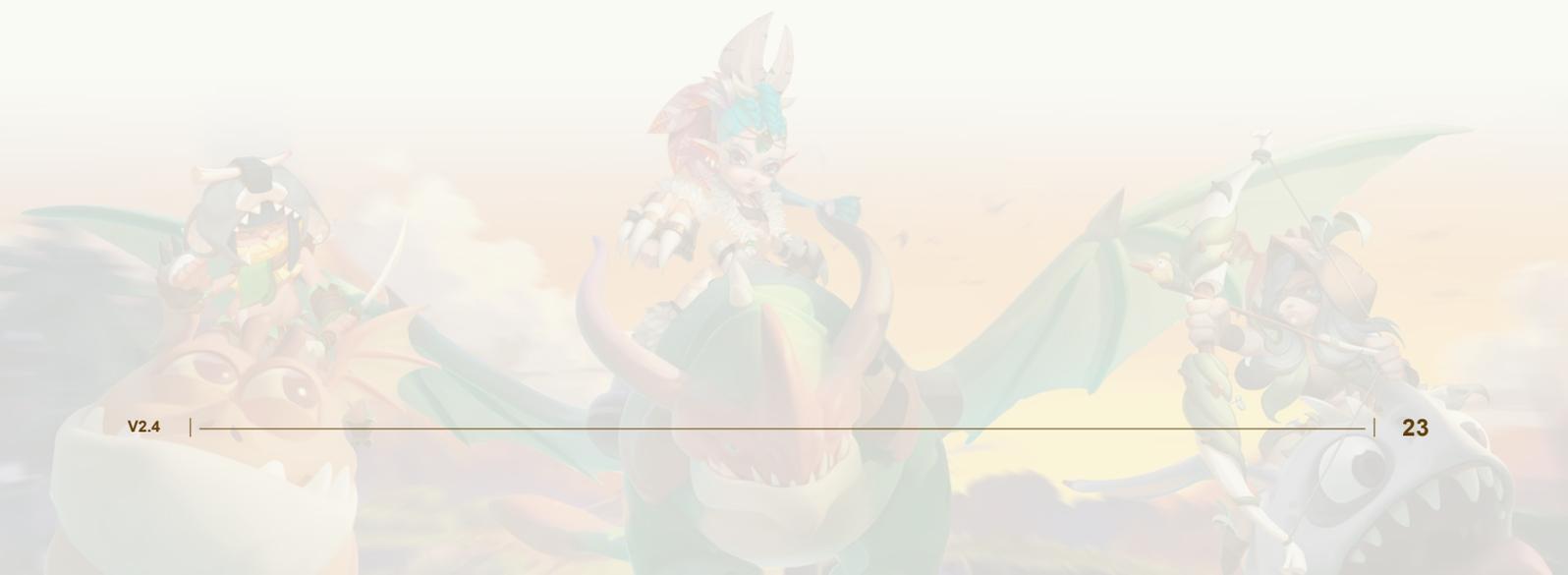
For a proposal to be finally accepted, two conditions must be met: the weight of votes in favor needs to be greater than the weight of votes against; the total weight of votes in favor and abstentions needs to be greater than 4% of the total SCGT issued when the proposal was initiated.

5.3.3.Proposal Performance

Proposals that are finally voted on can proceed to implementation. Proposal execution is the call that completes the contract call parameters carried with the proposal submission. The modification of the target contract data, the transfer of valuable assets, or the transfer of StoneAeon's ecological power can be realized.

5.4 Management Incentive | _____ |

In order to promote the activity and creativity of the StoneAeon ecosystem, the StoneAeon governance system has designed a complete incentive mechanism to encourage StoneAeon ecosystem users to actively submit valid proposals and actively participate in proposal voting. In the economic model of SCGT, the economic incentive part of proposal reward and voting reward is specially designed. The number of incentives for a single proposal can be adjusted and defined by means of community voting, and the overall number of incentives can refer to the economic model of SCGT.





06 / Road Map

	TIME	CONTENT
Road map	The first stage Q3 2021	SA project approval SA team building SANFT component design and development SAGame game design and development
	The second stage Q4 2021	SANFT completion of production SAGame prototype implementation
	The third stage Q1 2022	SANFT official website and white paper released SA Community building The internal beta of SAGame is complete
	The fourth stage Q2 2022	SANFT is officially on sale The SANFT exchange is tradable Game official website Governance token SCGT release V1.0 version of the game is officially released Govern token airdrops SCGT online DEX Providing liquidity
	The fifth stage Q3 2022	Game operations Community operating Community KOL formation
	The sixth stage Q4 2022	Governance proposals Completing the construction of autonomous communities

Technological developments in the blockchain world are rapidly changing, and we are only showing visible plans for a limited time. We reserve the right to change the plan in the future according to market demand, of course, with common governance in the community.



07 / Team

7.1 Team Member

LEO

Co-founder and CEO, senior blockchain expert and online game expert, has entered the blockchain industry since 2017, and is engaged in the design, development and management of blockchain products in the world's top 10 blockchain companies. He has rich experience in blockchain platform and DAPP research and development, and has independently written and published blockchain development books. Before that, he was engaged in game product design and research and development in the world's top 5 online game companies, and also has a deep understanding and accumulation of the online game industry.

EASON

Co-founder and chief artist, senior blockchain expert and NFT art design expert, he has entered the blockchain industry since 2017, and has created in the world's TOP blockchain companies. With a deep understanding and deep accumulation in the industry, he has rich NFT design and development capabilities.

EMILY

Co-founder and CMO Chief Marketing Officer. In-depth blockchain enthusiast and senior game enthusiast, MBA from global TOP business school, profound experience in technical sales and sales market management, and previously worked in professional IT companies such as the global Fortune 500. Since 2016, he has been paying attention to the blockchain industry and participating in digital currency activities, and has a deep understanding and accumulation of the blockchain industry.

7.2 Contact Us

At present, StoneAeon has initially established and covered mainstream social media and communities around the world based on mainstream social media and official websites. At present, if you need to contact us, you can contact us through the contact information published on StoneAeon's official website or join the corresponding official community.

Website: <https://stoneaeon.io>

Discord: <https://discord.gg/jbjxKs2unp>

Twitter: <https://twitter.com/StoneAeon>

Telegram: <https://t.me/StoneAeon>



08 / Statement

8.1 Legal Statement | ————— |

8.1.1. Information and Communication

The information set forth in this White Paper or legal notice may not be exhaustive, but does not constitute a contractual relationship between you and our StoneAeon program ("SA" or "the Program"). While we make every reasonable effort to ensure that information is disclosed in all channels: (i) White Paper; (ii) StoneAeon website (iii) Twitter account (iv) Telegram group or DiSAord channel, or (v) StoneAeon any other available information posted. All information in the White Paper and all information on the website is hereinafter collectively referred to as "Current Information", but in no way constitutes professional advice. Whether through our white paper, official channels or otherwise (collectively, the "Materials"), our or the materials on our behalf do not constitute an offer, recommendation or inducement to buy, sell or hold tokens or any other asset for sale. Nothing in the Materials constitutes a recommendation or solicitation for the use of the Tokens, the Project or any related product, service or technology. Every purchaser of StoneAeon tokens should seek independent professional advice before acting on any current information. None of StoneAeon makes or intends to make any representations and warranties of any kind, express or implied, in any other provision of this legal notice or in the current information. And hereby declares that it does not make any form of representation guarantee commitment or agreement to any entity or individual, including the statement guarantee commitment or agreement related to the authenticity, accuracy and completeness of any information listed in the current information.

All any materials are provided for informational and educational purposes and should not be relied upon in whole or in part in making any decisions. We do not warrant, warrant or represent, express or implied, that these materials are true, complete, timely, reliable, accurate, adequate, non-infringing, or fit for a particular purpose, and we have no obligation to update or repair these materials. We are not responsible for the accuracy or completeness of these materials. Therefore, any use of these materials is at your own discretion and risk, and you are solely responsible for any damage or loss that may arise from



your use of these materials. You should always conduct your own independent research and investigation.

Materials may also contain references to third-party data and industry publications. Although we believe these data are accurate and reasonable, we cannot guarantee their accuracy or completeness. We have not independently verified any data from third-party sources mentioned on the website or related to the project, or determined the underlying assumptions on which those sources relied. Any reference to such third-party data and trade publications does not imply our endorsement of them.

8.1.2.Tokens

We make no warranties or representations of any kind with respect to the Tokens. We expressly disclaim all warranties and representations, express or implied, with respect to the Tokens, including without limitation any implied warranties of fitness, fitness for a particular purpose, title and non-infringement. Tokens are offered on an "as is" and "as available" basis. There is no guarantee that the Tokens will perform as expected or maintain any particular value or price. Tokens may lose some or all of their value. We make no promises about the token, its price, value, supply, performance, etc. We cannot and will not affect the price of the Tokens or their performance and accept no liability to anyone for the Tokens, their performance, value or loss of value, use or inability to use the Tokens.

Tokens are not investments, securities, shares or equity interests, debts or loans, nor are they derivatives of any of the above. Neither the materials nor anything communicated or made available by us constitute a prospectus or offering document, nor an offer to sell tokens or any other asset or a solicitation of an offer to buy.

Unless otherwise specified, the Tokens do not provide any rights of any kind in relation to us or our affiliates, their income or assets, including without limitation any voting, distribution, redemption, liquidation, title or other financial or Legal rights, the Tokens are also not intended to provide any other rights of any kind to anyone. Tokens are not loans and do not provide any right of title or other benefit. Except as expressly permitted by our discretion, may not be received, used, or possessed, transferred or sold to:(i) The subject of economic or financial sanctions or trade embargoes administered or enforced by any country or government, including but not limited to sanctions administered by the United Nations Security Council, the European Union. Sanctions administered by the UK Trea-



surey or Office of Foreign Assets Control or any other applicable jurisdiction. (ii) Located, organized or resident in any country or territory subject to national or regional sanctions. (iii) Placed on any sanctions-related list of sanctioned persons, including but not limited to lists maintained by the U.S. government. (iv) Location, organization or residence in Australia, Canada, Cuba, Democratic People's Republic of Korea, Hong Kong Special Administrative Region, Islamic Republic of Iran, Libya, People's Republic of China, South Sudan, Sudan (North), Syria, Crimea, United States, any jurisdiction where the acquisition and/or possession of tokens is prohibited by applicable law or (v) owned or controlled, directly or indirectly, by any of the above.

8.1.3. The StoneAeon Project is in Beta

StoneAeon, while owned, operated, developed or otherwise controlled by us, is in beta, which means that this project and all related software is experimental. This item is provided on an "as is" and "as available" basis without warranty of any kind, express or implied, including, but not limited to, warranties that this item is free from defects, bugs, marketability, fitness for a particular purpose, or non-infringement. Any use of this item is at your own risk. In no event shall we be liable for any claim, loss, damage or other liability, whether in contract, tort or otherwise, in connection with this project or its operation or use.

8.2 Forward-looking Statements | ————— |

This website, projects and materials may contain forward-looking statements based on current expectations that involve a number of risks and uncertainties. All opinions, forecasts, future plans or other statements other than statements of historical fact are forward-looking statements. Tokens, projects or any of our development plans and projections, business projections, future functionality and projected performance, and prospects and future prospects for any industry, are forward-looking statements.

Forward-looking statements, by their nature, involve varying degrees of uncertainty or unknown. We cannot guarantee that any forward-looking statement will prove to be correct.

Any actual events, results or achievements may differ materially from those described in



the forward-looking statements, and you should not rely on any such forward-looking statements. These risks and uncertainties include the impact of economic, competitive, technological and other factors affecting the Token, the Project, us or our business, including but not limited to the following: Scientific and technological developments, developments in our industry, competition, regulatory uncertainty and government actions, introduction of new regulations and laws, market changes, performance of tokens, projects or related products, and other business and market conditions.

8.2.1.No Suggestion

No part of this project white paper, website or materials should be considered business, legal, financial, investment or tax advice, or broker advice on any matter to which all or any part of such information relates. You should consult your own legal, financial, tax or other professional advisors regarding any such information.

8.2.2.Accept Risk and Disclaim Responsibility

You must read the Risk Disclosure Statement below, by accessing or using the Tokens and/or Projects, and you accept all the risks listed and agree that we shall not be liable in any way for any loss or damage due to or in connection with these risks. You also hereby acknowledge and agree that the Tokens and Projects may be subject to additional risk disclosure statements that may be revised from time to time.

8.2.3.Indemnity and limitation of liability

To the fullest extent permitted by applicable laws and regulations, you hereby indemnify, defend and hold harmless us, our employees, consultants, representatives, agents or contractors from any and all losses, penalties, claims, damages. (i) Any inaccurate representations or warranties made by you, or your breach or failure to comply with any covenants or agreements made by you or in any other document you provide to any of the above, resulting from or arising out of and all losses, penalties, claims, damages or expenses (including reasonable attorneys' fees and costs).

Relating to a token or item, or(ii) any action brought by or on your behalf against any of the above persons in connection with tokens or projects, which is settled against you or in favour of any of the above persons.



To the fullest extent permitted by applicable laws and regulations, in no event shall we, our employees, consultants, representatives, agents or contractors be liable for any direct, indirect, special, punitive, exemplary, incidental or consequential not responsible for sexual damages or losses, nor for lost goodwill, lost profits (including expectations). Due to the use of tokens, projects, or materials or reliance on it, any inaccuracy or omission of any material caused by the loss of goodwill, loss of profit (including the expected), data loss, value reduction, and business interruption, whether based on breach of warranty or contract, negligence, strict liability, tort or any other legal theory, whether or not we are informed of such damage or the possibility of loss.

8.3 Risk Disclosure Statement | _____ |

8.3.1.The Risk of Software Defects

Although we have made reasonable efforts to ensure that tokens, items and their associated software comply with high security standards, we do not warrant that tokens, items within items, items or any such related software are secure or safe from phishing, malware or other malicious attacks. In addition, the Tokens, the Project and its related software may contain defects, bugs, bugs, viruses or other defects that could materially and adversely affect the operation of the Tokens, the Project or any such related software, or that could cause you, the Tokens, loss and damage to other users or third parties of the Project or any such related software.

8.3.2.Risks Inherent in Blockchain

Tokens, Projects and their related software have been or will be deployed on blockchain platforms, therefore, any failure, breakdown or abandonment of such blockchains may have a material adverse effect on the Tokens, Projects or such related software. In addition, advances in cryptography or technological advancements, such as the development of quantum computing, may introduce risks to tokens, projects or such related software, and related blockchain software, that the cryptographic consensus mechanisms that underpin blockchains may be lost potency.

The underlying software applications and software platforms involved in blockchain smart contracts (i.e. [Ethereum] or other blockchains) are still in the early stages of development and have not yet been proven. Although unlikely, the blockchain, as well as any other blockchain, can be attacked, which could lead to downtime, consensus splits,



long-term fork reorganizations of the chain, 51% attacks, or other adverse outcomes, each of which May result in a complete loss of your digital assets. Tokens, project risk and its related software logic defects tokens, logic may be the basis of project and its related software defects, defective or damaged, which may lead to intelligent operation is not correct or not in line with expectations, or trade in violation of intelligent logic perform contract basis, which may lead to trade in partial or total loss of the use of digital assets.

8.3.3.The Risk of User Interface Chaos

Certain user interface elements or design decisions may confuse or mislead you, which may result in performing different actions or transactions than expected or expected, or connecting to an incorrect wallet, account or network.

8.3.4.Risk of Legal Uncertainty

The activities we intend to conduct are subject to various laws and regulations in the countries in which we operate or intend to operate. We may be obligated to obtain different licenses or other licensing documents in some or all of the jurisdictions in which we intend to operate. Therefore, we shall always obtain such licenses or licensing documents for our operations in these jurisdictions, if applicable law so requires. There is a risk that certain activities may be deemed to violate any such law or regulation. Penalties for any such potential violations will be unknown. In addition, in some cases, changes in applicable laws or regulations or evolving interpretations of existing laws may result in an increase in compliance costs or capital expenditures, which may affect our ability to conduct our business model.

8.3.5.Risk of Theft

There is no guarantee that your digital assets will not be stolen as a result of hacking, sophisticated cyber attacks, distributed denial of service or errors, double consumption attacks, blitz attacks, tokens, projects or their related software or vulnerabilities or defects in [Ethereum] or any other blockchain. Such incidents may include, for example, programming or source code defects that lead to exploitation or abuse. Any of the above circumstances may result in the theft or loss of some or all of the digital assets used in transactions with tokens, projects or their associated software.