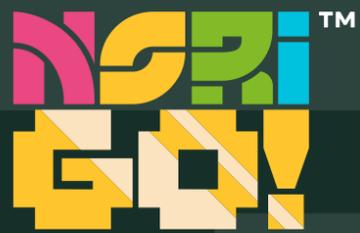


WHITE

PAPER



Version 2.5 ■ Dec. 2022

What's New In This Version?

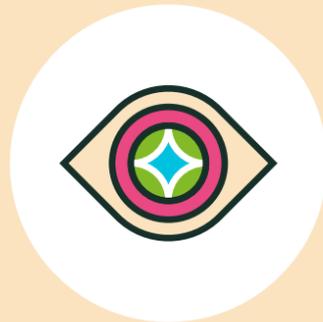
V 2.5 - December, 2022

- NoriGO! is officially going to launch on BSC! We will still retain the capability for cross-chain support.
- The exact requirements for each rank is available in 5.5 Ranking Requirements.
- Token Utilities in 7.1 has been updated to reflect voting rights.
- Premium Staking Pool is introduced in 7.2.2 for Grandmasters.
- Vesting & Distribution in 7.3.1 and 7.32 now reflect the Private Sale.
- Taxes have been lowered to 2.5% from 4.5%.



← **Click on the Logo on Any Page
to Visit the Table Of Contents**

Overview



Vision

Create a skill-based, social gaming platform to bring together players from all over the world.

The \$NORI tokens provide community members with tradable membership which provide access to higher tier rewards and access to offline events.



Sound Corporate Structure

Duly incorporated in the British Virgin Islands.

Engagement with reputable legal counsel in multiple jurisdictions regarding regulations on securities, gaming, money transmission laws.



Team & Advisory

A proven mix of experiences in legacy, online, and Web 3.0 businesses.

Backed by a private fund of investors from some of the biggest financial names - from various PE and VC firms that have discovered and invested in multiple tech unicorns.



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1.0

Legal Disclaimers

1.0 Legal Disclaimers

This whitepaper is a work in progress and the contents may change from time to time. Please review and examine future versions of our whitepaper. The NoriGO! platforms and the functionality of the \$NORI token may change and differ from the terms stated in this whitepaper. We aim to follow all the laws and regulations governing the sale of \$NORI Tokens and the operations of cryptocurrency platforms. Due to the ever changing legal landscape, the utility of \$NORI Tokens and the operations of NoriGO! Ltd may be adversely affected. The terms of this whitepaper do not constitute investment advice. Please consult your own lawyers, accountants, and financial advisors prior to purchasing \$NORI Tokens. The NoriGO! token sale and the terms of this whitepaper are conducted through NoriGO! Ltd located at Commerce House, Wickhams Cay 1, P.O. Box 3140, Road Town, Tortola, British Virgin Islands VG1110. The purpose of purchasing \$NORI Tokens should not be an expectation of investment gains. \$NORI Tokens do not entitle you to any equity ownership, corporate governance, dividend income, voting rights, or any other rights and entitlements to NoriGO! Ltd or any related companies. You understand, agree, and warrant that you are purchasing \$NORI Tokens for the sole purpose of personal entertainment and participation in the NoriGO! gaming ecosystem. You understand, agree, and warrant that you are NOT purchasing \$NORI Tokens to profit, invest, or speculate, and have no expectation that you will financially benefit from your purchase of \$NORI Tokens or any other related activity. The purchase and sale of \$NORI Tokens may cause tax consequences in certain countries. Please consult with your tax professionals regarding tax implications.

In order to purchase \$NORI tokens, you must satisfy the following eligibility requirements:

1. You are at least 18 years of age (or of a higher legal age in the jurisdiction in which you reside) and you have legal capacity to enter into the Terms and be bound by them;
2. If you accept the Terms on behalf of a legal entity, you must have the legal authority to accept the Terms on that entity's behalf, in which case "you" (except as used in this paragraph) will mean that entity;
3. You are not a resident, national or agent of Antigua and Barbuda, Algeria, Bangladesh, Bolivia, Belarus, Burundi, Myanmar (Burma), Cote D'Ivoire (Ivory Coast), Crimea and Sevastopol, Cuba, Democratic Republic of Congo, Ecuador, Iran, Iraq, Libya, Mali, Morocco, Magnitsky, Liberia, Nepal, North Korea, Somalia, Sudan, Syria, Venezuela, Zimbabwe or any other country to which the United States, the United Kingdom or the European Union embargoes goods or imposes similar sanctions (collectively, "Restricted Territories"); (ii) you are not a member of any sanctions list or equivalent maintained by the United States government, the United Kingdom government, by the European Union or the United Nations (collectively, "Sanctions Lists Persons"); or (iii) you do not intend to transact with any Restricted Territories or Sanctions List Persons;
4. Your participation is not prohibited by and does not otherwise violate, assist you in the violation of any applicable laws or regulations in the jurisdiction where you reside, or contribute to or facilitate any illegal activity.

Each person should carefully consider the risks and the information available to you. There is no prior market for the \$NORI Tokens, and the token sale does not guarantee any gains or income. Future sales, issuance, and listing of the \$NORI Tokens on exchanges could materially and adversely affect the market price of the \$NORI Tokens. There is no assurance of the success and viability of the NoriGO! platform and token functionality. Please read the terms and conditions available at <https://norigo.fun> for further details.

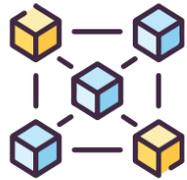




2.0

Team, Advisory, Partners

2.1 Regulation Savvy



- Duly incorporated in leading financial and crypto hub, British Virgin Islands (BVI).



- NoriGO!, Ltd. retains a number of highly skilled and specialized lawyers practicing in a variety of relevant jurisdictions. Together, they spearhead the project's compliance with securities, gaming, and money transmission laws all across the world.



- Legal certainty on operating conditions means always being ready, willing and able to safeguard delivery of services to an ever-growing customer base.



- Behind this project are real people with genuine names, legal duties, and obligations. Material concerns or complaints are escalated to our legal team for review as a matter of course.



2.2.1 Team



Chuck H. Park
Founder/CEO

Dartmouth College, BA in Economics.

Previous experience founding/operating CPG and app-based delivery businesses. Previously Head of Growth and Marketing for an undisclosed blockchain project.



Chris Frangieh
Director of Business Development

Dartmouth College, BA and BE in Computer Engineering.

MIT, PhD Candidate for Electrical Engineering and Computer Science.

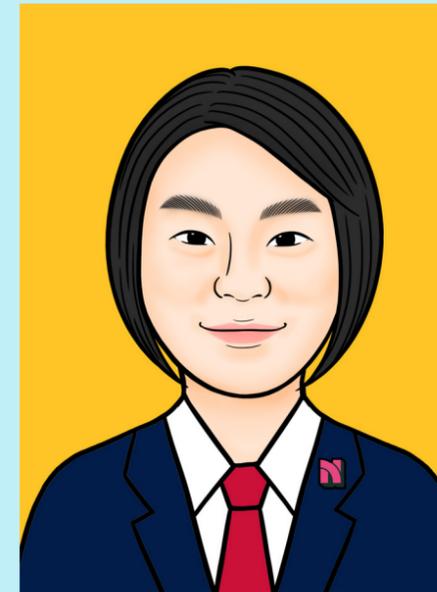
Previous research experience in cybersecurity and machine learning. Experience in advising early stage ventures across a variety of industries



Christian Feiler
Growth & Strategy

Princeton University, BA in Economics.

Currently leading growth efforts at a venture backed fintech startup. Has a track record of producing 10x growth YoY across a variety of different KPIs.



Ben K
General Counsel

Silicon Valley based tech entrepreneur and lawyer. Previous experience as legal counsel for ASX and NASDAQ listed companies. Track record of building high growth companies and coaching the next generation of leaders in technology, business and law.



2.2.2 Team



Ibbby A
Chief Technical Officer

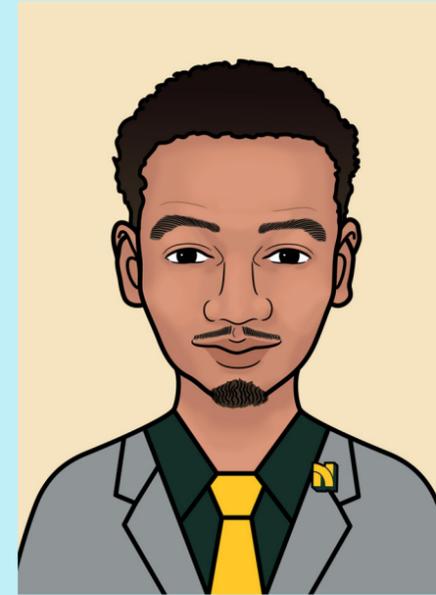
Engineer, architect, and tech leader. Previous experience in Director and C-level roles for global leaders in OTT media products and high growth start ups. Spearheading the engineering team of the NoriGO! Platforms.



Eli M
Animator/Game Developer

Parsons School of Design BFA in Illustration.

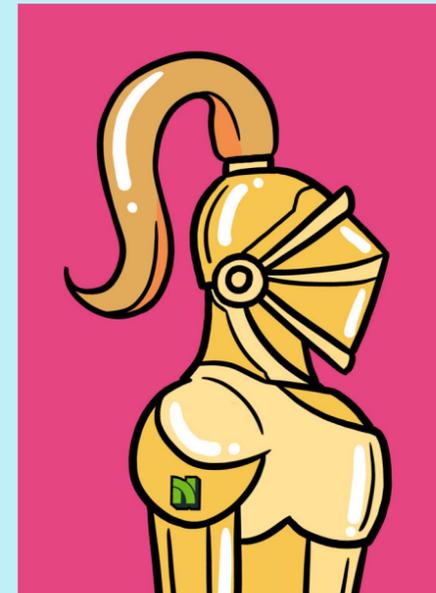
Previously an augmented-reality game developer for Snapchat. Experience with animation and interactive design for Google, Universal Studios, and Adult Swim.



Rob I
Marketing Expert

Led marketing and growth activities at Cardano, Lisk, and other Web3 infrastructure projects. Spearheaded the growth of a crypto project from ideation to full launch with over 2M monthly platform users.

Executing all marketing and PR activities for NoriGO!



Sir Tris
Web 3.0 Developer

A DeFi Knight of Honor. Unparalleled experience in coding for countless projects, and an expert in all things Web 3.0.



2.3 Partners & Advisors



- Our angel stakeholders were meticulously chosen to bring maximum value to the ecosystem growth and development.



- Backed by a private fund made up of investors from some of the biggest financial names:

Alums of Goldman Sachs, JP Morgan, and various private equity and VC firms who have discovered and invested in multiple tech unicorns.

CONYERS

BVI Attorneys



ARTAEV AT LAW PLLC
DO IT RIGHT.

US Gaming & Crypto Attorney

murmur

CREATIVE

Logo, Graphical Assets, Website

HEGAMON

Platform Development



CERTIK

Smart Contract Audit



Video Assets Creation

- 3.1** Mission & Philosophy
- 3.2** Product Offerings
- 3.3** Games of Skill vs Chance



3.0

Ecosystem Introduction

3.0 Ecosystem Introduction

Korean – English Dictionary

놀이 ('Nor-i')

Noun. Play, Entertainment.

놀이**GO!** ('Nor-i-GO!') can therefore mean: **"GO Play!"**

In Korean, "노리고!" ('NoriGO!') is a homophone which can also mean: **"To Aim For!"**

Aim For Your Prize – GO Play!



3.1 Mission & Philosophy



NoriGO! is a **skill-based, social gaming platform** for players around the world.



Players can **pay entrance fees or simply hold \$NORI** to compete in contests of skill, with **winners taking home the prizes**.



We encourage **friendly competition** between friends and community members.



Our mission is to create a **premier gaming experience** which rewards players based on their **knowledge or ability**.



We are a **natively crypto platform** – all payments are handled in crypto!



We are **proactive** in our **regulatory and legal affairs** to create a **safe ecosystem** for all participants.



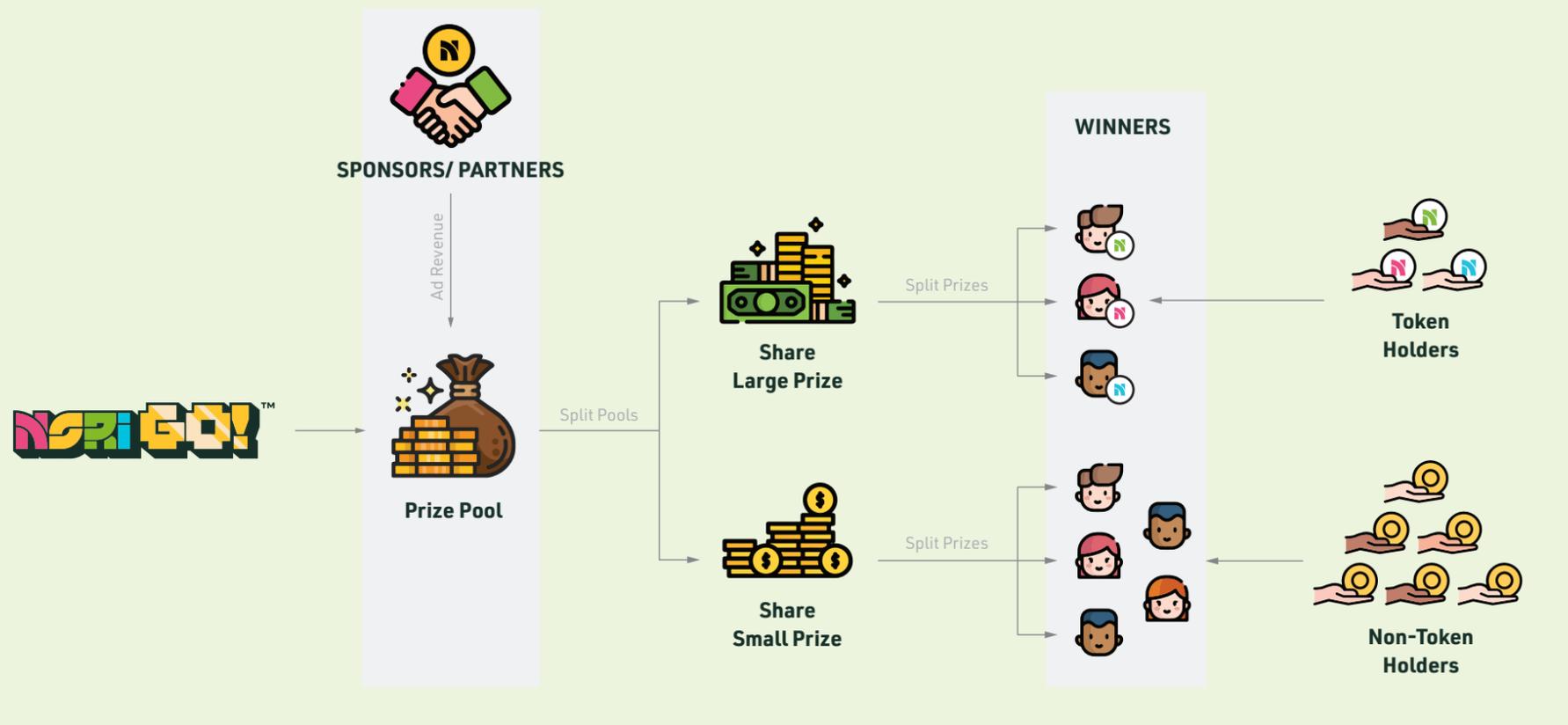


3.2.1 Player v NoriGO! (PvN)

- Players compete against the platform itself in PvN games, either individually or as a team.
- **Anyone can participate** without paying entrance fees - the platform and sponsors establish the prize pool.
- In PvN games, owning \$NORI provides **marked advantages** both in gameplay and rewards to the players with more tokens.

Player v NoriGO! Games

Prizes & Giveaways

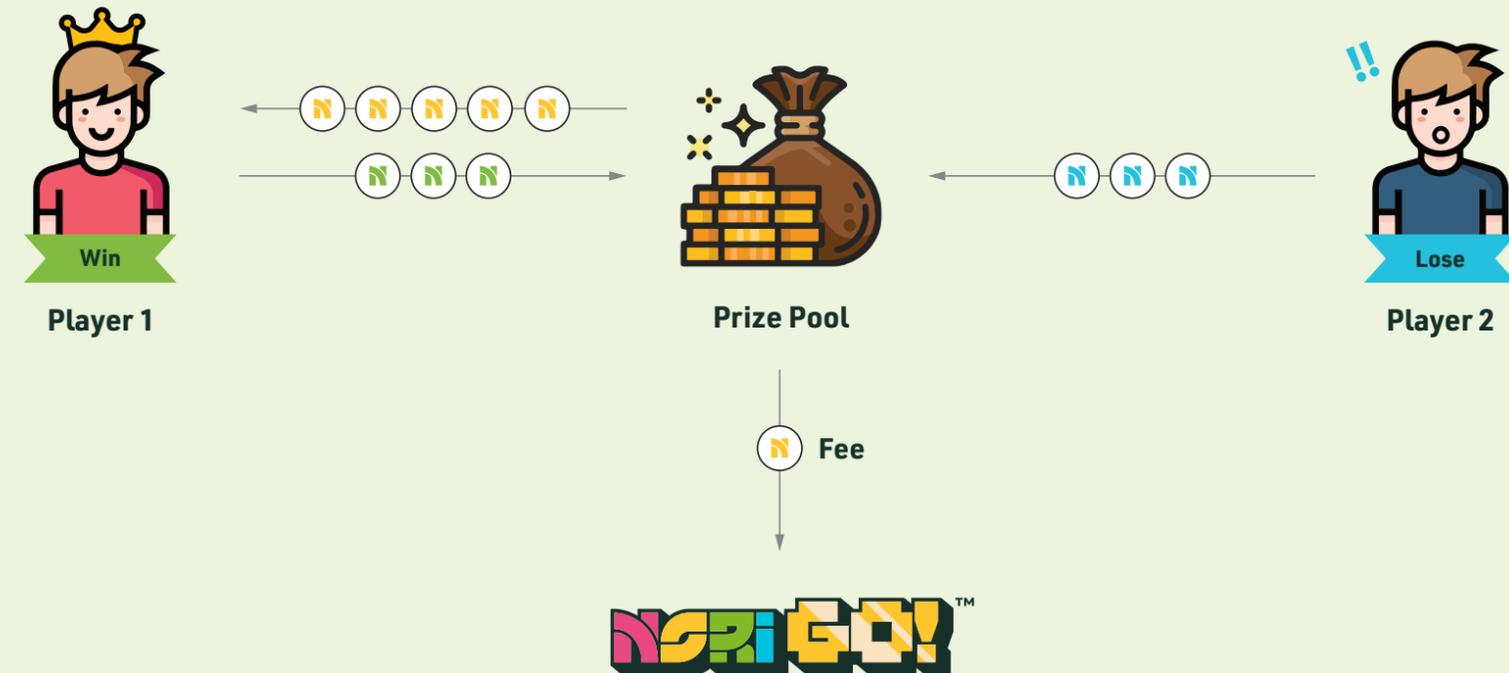


3.2.2 Player v Player (PvP)



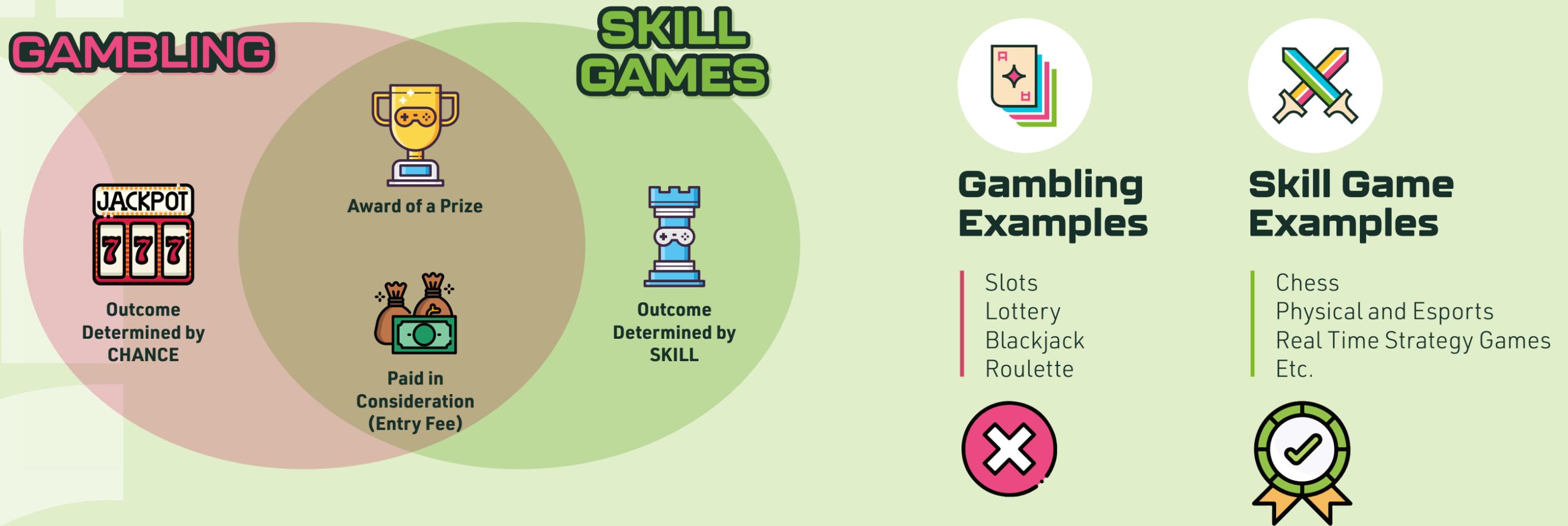
- In PvP games, players compete against each other, either individually or as a team.
- The prize pool is generated by the entrance fees of the players themselves.
- Owning more \$NORI does **NOT** provide any in-game advantages to the players in PvP.
- Matches can be played using \$NORI or \$BUSD, depending on the league.

PvP Games



3.3 Games of Skill vs. Chance

- Entry fees and cash prizes **do not mean gambling!** Governments around the world make important distinctions between gambling and skill-based gaming.



- The results of games offered by NoriGO! are **fundamentally determined by skill.**

- 4.1** Payment Processing & Scalability
- 4.2** Tokens as “Tradable Memberships”
- 4.3** Case Study: HQ Trivia
- 4.4** The Innovatoin



4.0

Problem & Innovation

4.0 Problem & Innovation

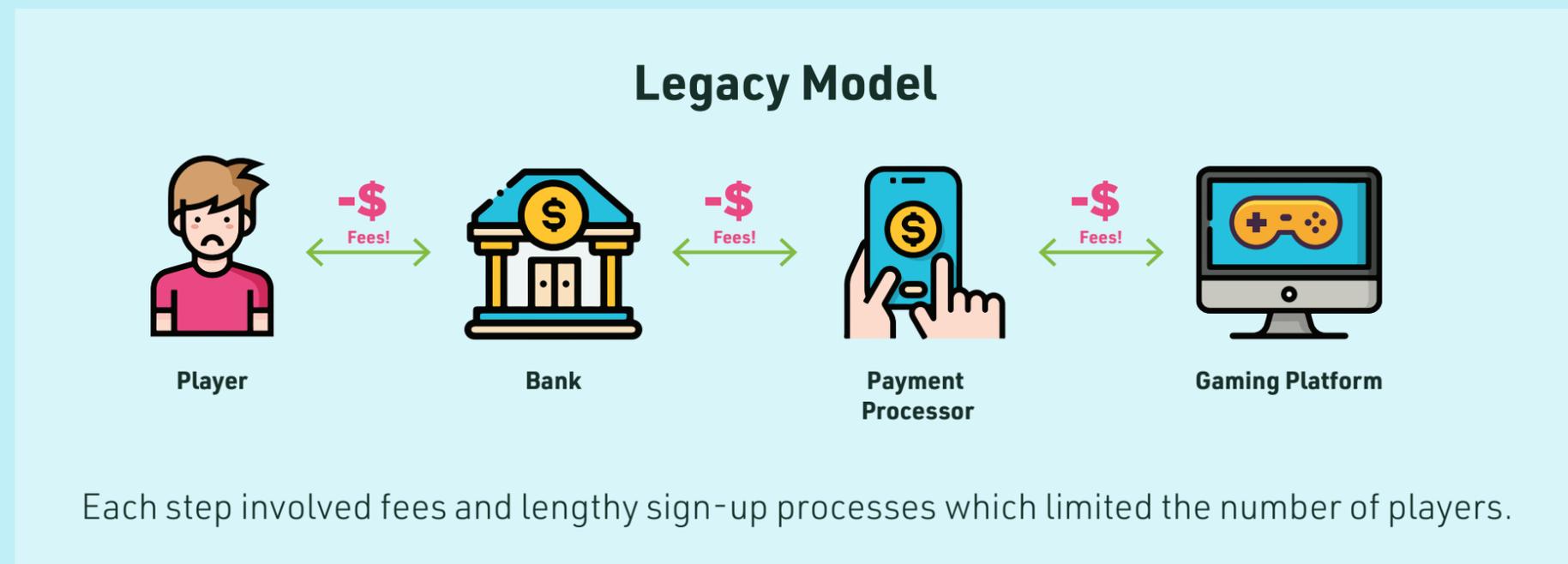
OVERVIEW:

- When designing our platform and integrating blockchain tech, we asked ourselves:
“Does Web 3.0 accomplish this better than Web 2.0?”
- There is currently a propensity for projects to decentralize *everything*, even if a setup may be superfluous or limiting the platform functionality.
- **Not everything needs to be decentralized.** Much of the tech is still in its infancy and not ready for mass adoption. However, blockchains excel in certain applications.
- Instead of betting on speculative uses of the tech, we leverage the parts that are **ready today** to bring maximum value to our users.



4.1.1 Payment Processing & Scalability

- A subset of cryptocurrencies have proven to excel at payment processing. Users can send and receive payments 24/7 without regard for banking hours across the world.
- To offer games to players, Web 2.0 businesses must rely on various payment processors and traditional banks to facilitate the transaction.



4.1.2 Payment Processing & Scalability

Under this legacy model:



- **Players** must be traditionally banked and registered with right payment processors to buy in and receive payouts.



- **Businesses** must find payment processors willing to onboard them each time they expand to a new region, and hope the processors have enough users in their network.



4.1.3 Payment Processing & Scalability

- The new model allows NoriGO! to serve players directly without neither payment processors nor traditional banks.
- We can reach a worldwide audience of players immediately.
- Legacy gaming platforms have faced obstacles converting their established player base to using crypto.
- We are natively crypto, meaning our core user base and community is already crypto-friendly.
- Moreover, crypto adoption has skyrocketed since 2017. Now is the perfect time.

Web 3.0 Model



Player

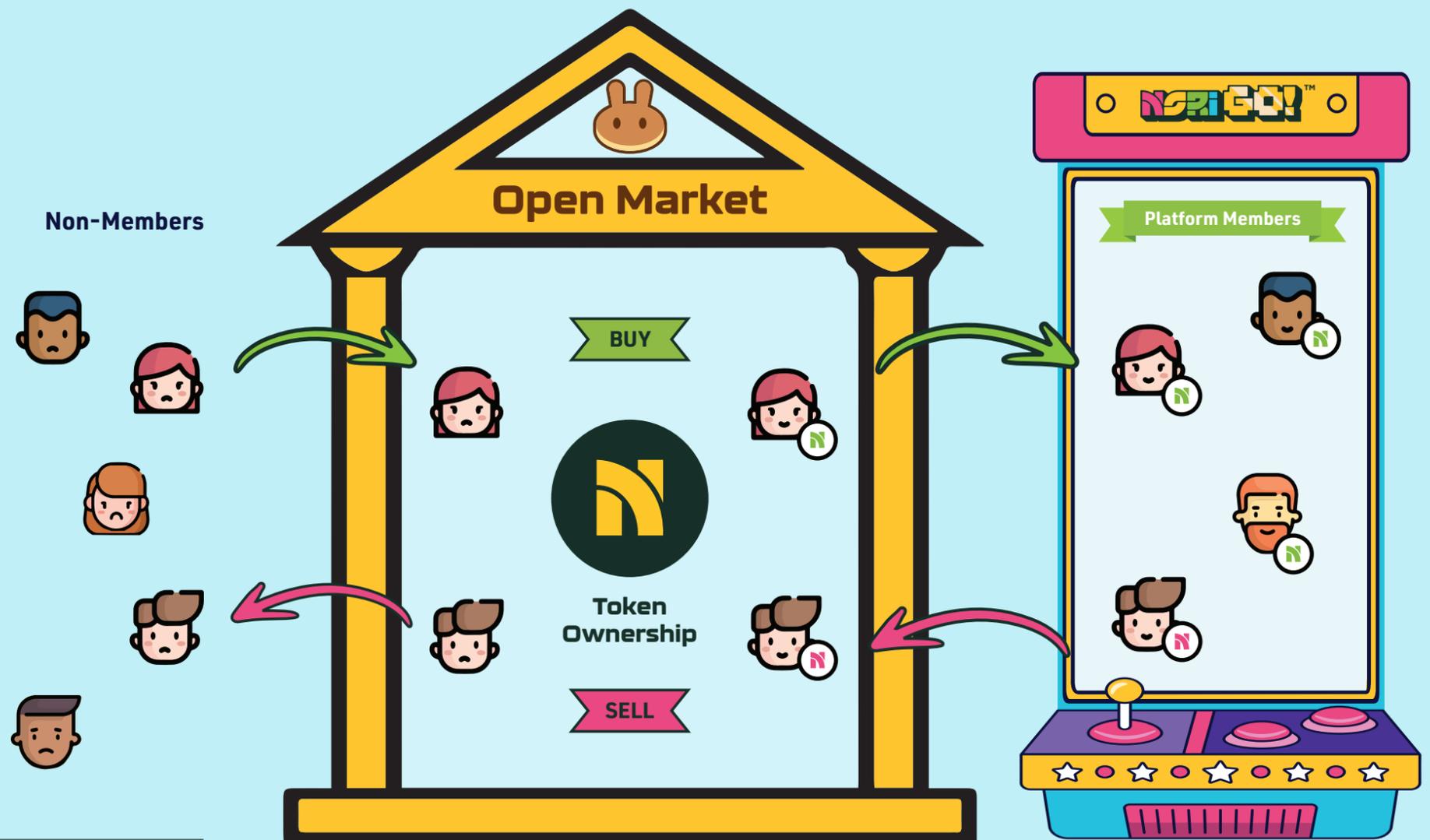


All entry fees and payouts are made in cryptocurrencies.



4.2 Tokens as Tradable Memberships

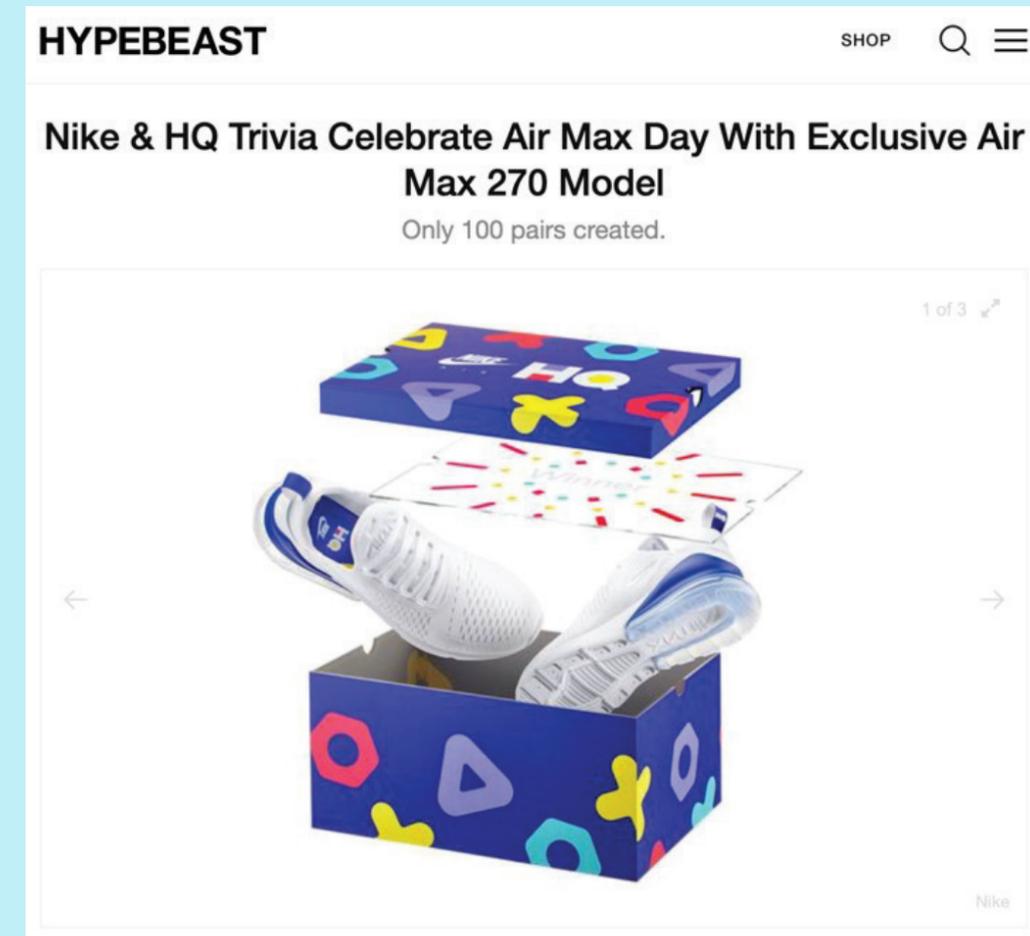
- Certain types of games are not conducive to traditional methods of monetization such as: *one-time entry fees, monthly subscriptions, or lifetime passes.*
- **Token ownership as tradable memberships** provides an innovative incentive structure for players and a monetization strategy for the gaming platform.
- The number of tokens owned correlate with the level of engagement with the platform.
- Trivia is a prime example of this.



4.3.1 Case Study: Trivia, a User Acquisition Juggernaut

Case Study

- HQ Trivia, a mobile game released in the US in 2017, succeeded in garnering a massive audience.
- HQ relied heavily on the referral model, where players received free power-ups for inviting friends.
- The referrals generated viral growth. At one point, it partnered with Nike and boasted over 2 million players per game, giving away prizes as high as \$400,000.
- Despite a worldwide player base, the platform functionally ceased operations in 2020 after failing to monetize.



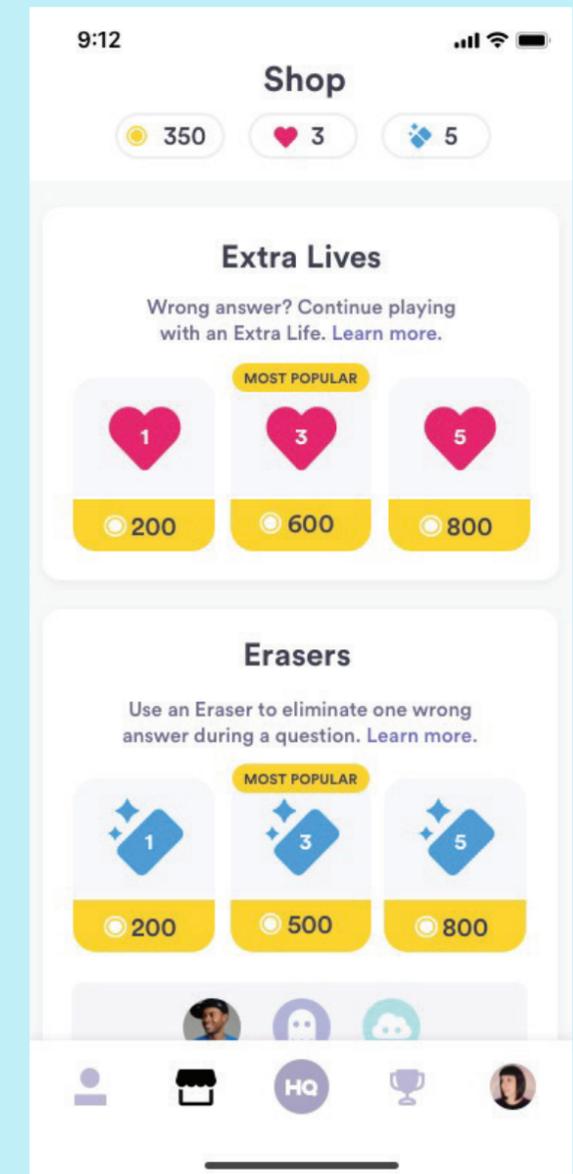
4.3.2 Case Study: Failure to Monetize

Case Study

- HQ Trivia tried several monetization strategies, including:
 - ▶ Offering tickets for a shot at larger prizes
 - ▶ Premium features such as "Extra Lives" and "Erasers."

Users did not purchase these in significant quantities.

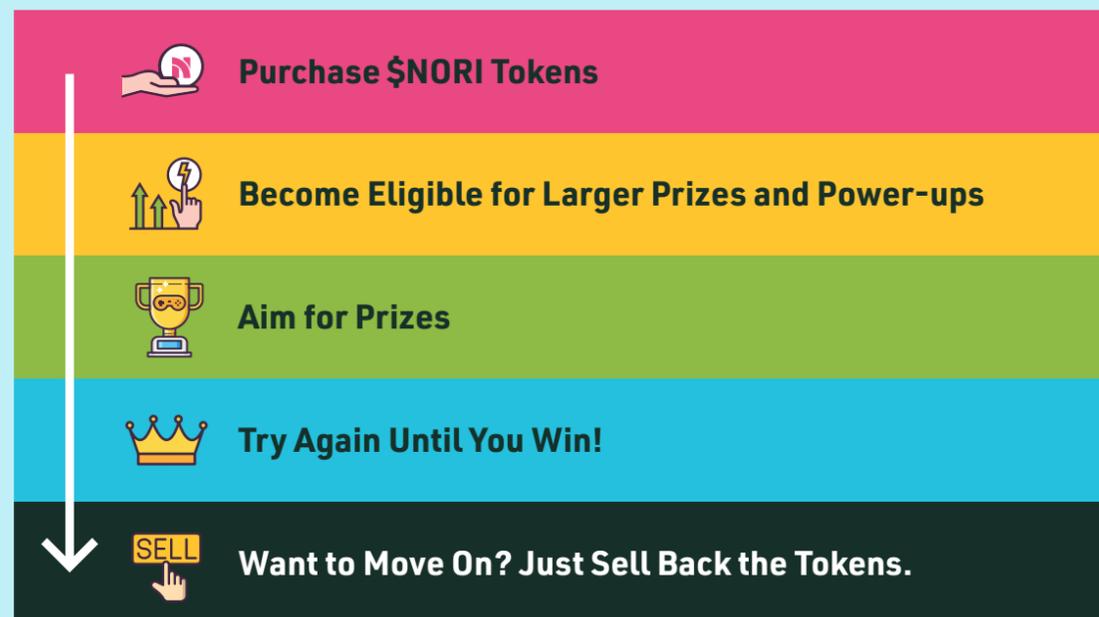
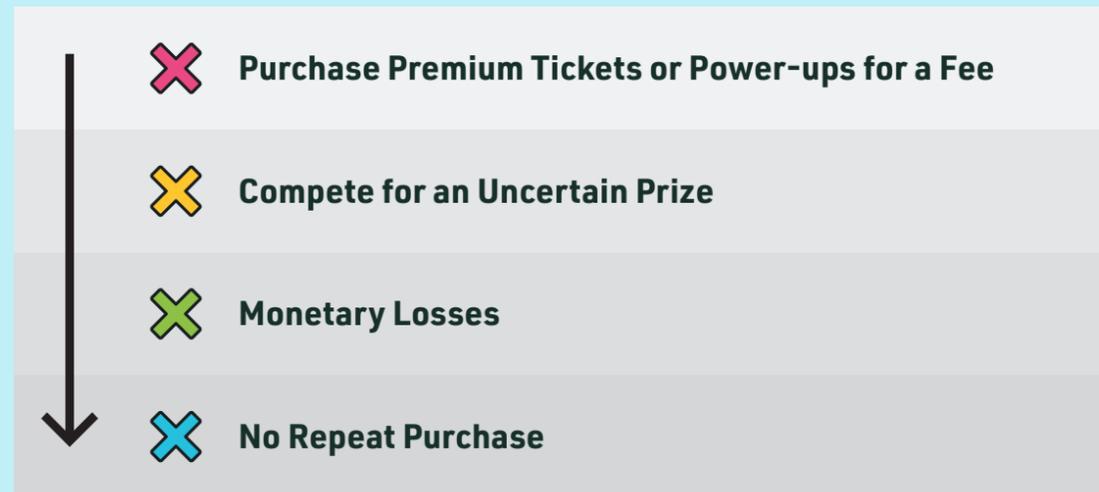
- This result is not surprising, given:
 - ▶ Value of a Premium Purchase = Prize * Odds of Winning + Entertainment Value.
- The actual prize won depended on the number of winners, so a player never knew how much money was really at stake. The odds of winning were also very slim. These factors made it impossible to assess the value of purchases.
- The incentive model was also flawed. Only the most skilled, self-selecting group of players would have purchased such services, while casual users with lower chances of winning would not have made repeat purchases.



4.3.3 Case Study: Fixing the Incentives

- Our model differs CRITICALLY from HQ Trivia in that simply **HOLDING** our tokens will provide access to premium features and bigger prizes.
- Rather than paying for an unlikely attempt at an unknown prize, our players will be eligible for large rewards simply by buying “membership” tokens they can **sell back** at any time.
- While subtle, this is an incredibly important distinction which offers significantly different value propositions to the player.

Outdated Model



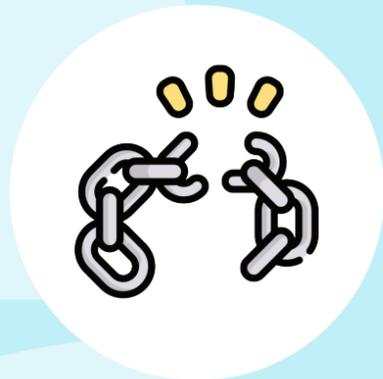
4.4.1 The Innovation

The tokens offer several novel value propositions to the users:



- **A. Consistent participation without “losing” money.**

Though the chance of winning is small with each play, when membership tokens allow players to participate ad infinitum, the token value increases drastically.



- **B. Not “locked in.”**

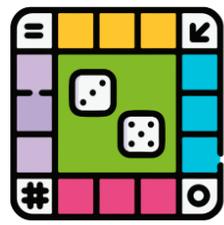
Users may be hesitant to purchase a permanent game pass in case they lose interest or become too busy, thus not “getting their money’s worth.”

\$NORI, as tradable membership tokens, can be sold back at any time. This allows the users to purchase without thinking too much. The blurry ROI math on whether the membership is “worth it” disappears.



4.4.2 The Innovation

Token value propositions to the users, continued:



- **C. Participation in various games across the platform.**
The tokens allow participation in a wide range of games.

Bored of Trivia? There will be plenty more fun you can have with it!



- **D. Token Ownership itself is a game.**
The number of tokens held determines player ranks which provide access to exclusive clubs and bigger prizes.

PvN games reward players based on the rank, among other metrics - HODL to win against us!

PvP games allow competitive play within the designated clubs based on the ranks. Play against other whales - or win \$NORI to become one!



5.0

Platform Vision & Roadmap

- 5.1** Trivia by NoriGO!
- 5.2** Product Overview
- 5.3** Power-ups and Bonuses!
- 5.4** Tokens in Gaming Mechanics
- 5.5** Ranking Requirements
- 5.6** PvN Prize Distribution
- 5.7** Ranked Play
- 5.8** Product Dev. Roadmap
- 5.9** MVP Mockups



5.1 Trivia by NoriGO!



- Trivia by NoriGO! (PvN) is our launch product. It serves as the platform's core user engagement and acquisition engine.
- The beta product will launch on the desktop as a browser-based interface. Our goal is to launch a mobile offering in 2023.



5.2 Product Overview



FREE TO PLAY

for anyone, including non-token holders!

The more tokens you hold,
the **more power-ups**
you receive and the
bigger
your prizes.

Win **real**
prize money!

Players must answer
12 questions
correctly in a row.

Get to the end to
split the prize
with other winners!

Receive payouts in
crypto
BUSD, BNB, ETH
-directly to your own
wallet.



Tournament style trivia, where
the questions keep coming until
only a certain number of players
remain.

"Family Feud" style games,
where community members
can engage with the contents
of the tournament itself.



5.3 Power-ups and Bonuses!

Power-Ups can be purchased or provided for free to high rank players!



Extra Heart – Choose a wrong answer and survive.



Bomb! – Delete one wrong answer from the choices.



Clairvoyance – See a live view of which answers other players are choosing.



Time Freeze – Get a few extra seconds to answer.



Daily Play Plus – Play every day to get a bonus multiplier which makes your prizes bigger!



Platform Status Bonus

Bronze – Silver – Gold – Platinum – Diamond – Black Diamond

Frequent play and item purchases are rewarded with permanent, higher platform status which provide in-game bonuses, high priority customer service, and random gifts!



5.4 Tokens in Gaming Mechanics

- Token **ownership amount** determines **player rank**.
- Players can either purchase the tokens from the open market or win them through contests.
- Ranks provide **access** to exclusive clubs, free power-ups, and bigger prizes.
- Each rank has a range of bonus multipliers which is chosen at random during PvN gameplay.



Rank 1



Rank 2



Rank 3



Rank 4



Rank 5



5.5 Ranking Requirements

- Players must satisfy **both** the (i) percentile **AND** (ii) dollar value requirements to achieve a rank.
- i.e) If no one owns more than \$149 worth of tokens, regardless of percentile, everyone is a Novice.
If a player owns \$2,500 of tokens, but this puts him only in the 12th percentile, he is still a Master.



5.6 PvN Prize Distribution

PRIZE POOLS

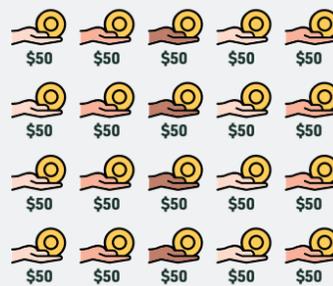


Free Pool



Token Holder Pool

Total Prize Pool: \$5,000	\$1,000	\$4,000
Total Players: 100	60 Non-Token Holders	40 Token Holders



20
Non-Token Holders

Win \$50 Each



10
Token Holders

Win

Token holder prize is determined by the player's "weight".

$$\text{Weight} = \text{Rank Bonus} \times \text{Daily Play Bonus} \times \text{Status Bonus}$$

EXAMPLE:

$$\text{Player 1 Weight} = 1.3 \times 1.2 \times 1.2 = 1.872$$

EXAMPLE: **Total Pool Weight** = 40

$$\text{Player 1 Prize} = \text{Prize Pools} \times \left[\frac{\text{Player Weight}}{\text{Total Pool Weight}} \right]$$

$$= \$4,000 \times \left[\frac{1.872}{40} \right] = \$187.2$$

Rank Bonus

Novice	1.0X - 1.3X
Apprentice	1.2X - 1.5X
Expert	1.4X - 1.8X
Master	1.6X - 2.0X
Grandmaster	1.8X - 2.3X

Daily Play Bonus

1.0X - 1.5X

Platform Status Bonus

Bronze	1.1X
Silver	1.2X
Gold	1.3X
Platinum	1.5X
Diamond	1.8X
Black Diamond	2.2X



5.7 Ranked Play

- In PvP Games, players can pay the entrance fee using **either** \$NORI or \$BUSD.
- In the \$NORI League, players may play **any** fee-tier game regardless of rank using \$NORI.
- In the \$BUSD League, the available fee-tiers are **dependant on the players' rank**.
- Such structure ensures **\$NORI is necessary to participate in the platform**, while allowing flexible choice of currency.
- There will also be free "Practice Leagues" for non-token-holders to win loyalty points and satellite entries into 'entry fee' based games.



 \$NORI League	 \$BUSD League
Play for ANY amount using native \$NORI	Max \$BUSD entry fees are based on player rankings
\$250	 \$1,000+
\$100	 \$750 \$500
\$50	 \$250 \$100
\$25	 \$50 \$25
\$10	 \$10 \$5
\$5	

5.8 Product Development Roadmap

Phase 1 - Presale Page Design & Engineering

- Website Experience Design
- Website Engineering
 - Live Support
 - Knowledge Base
 - Newsletter
 - CRM
- Complete CertiK Audit

Phase 2 - Trivia MVP Experience Design & Engineering

- Token Holders Only
- Sponsorship
- Support in Three Languages
- Prizes
- Secure Influencers as Hosts
- Liaise with New Advisors

MVP Launch Target:
December, 2022

Phase 3 - **DAPP Launch** Trivia Full Scope Experience Design & Engineering

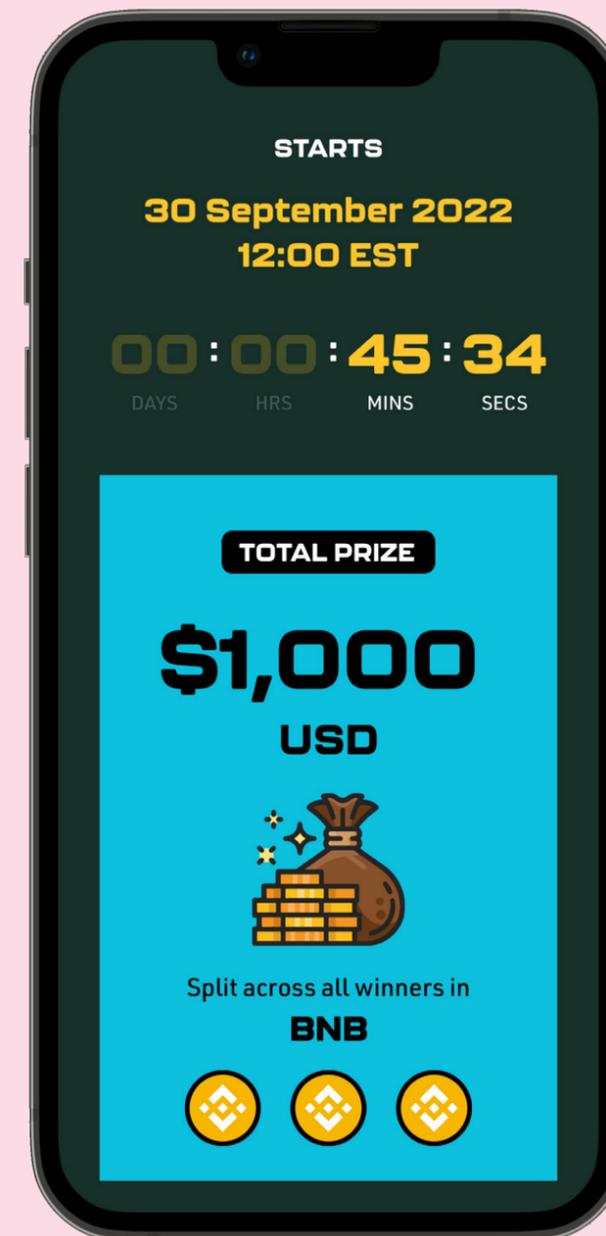
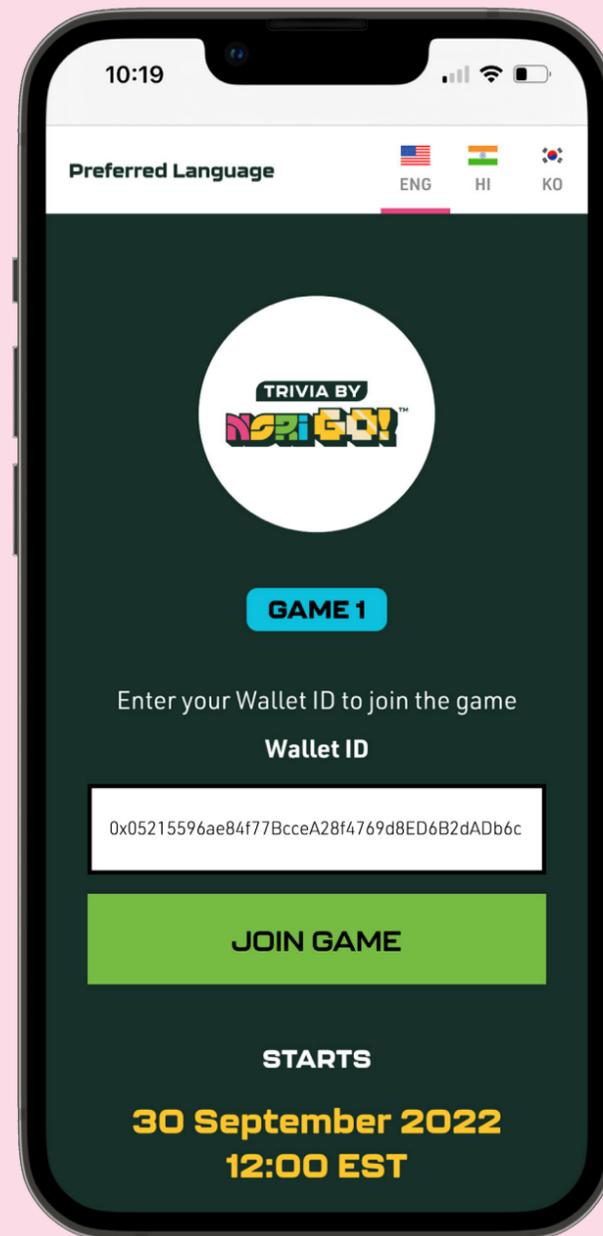
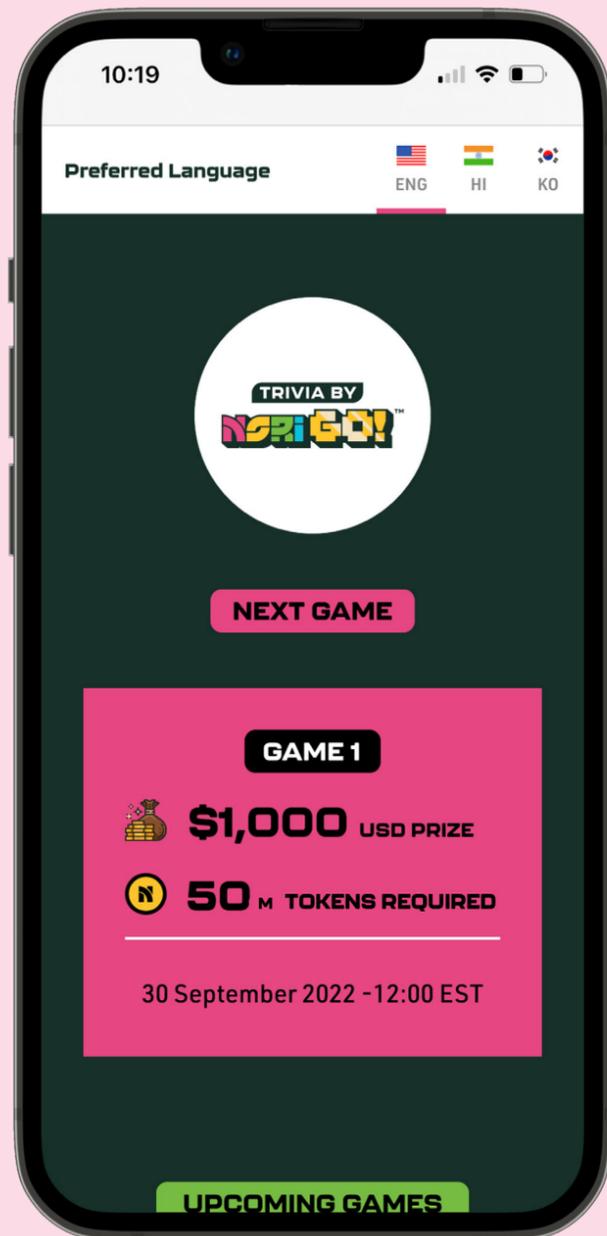
- Non-token-holders
- Accounts & Sign up with Lives and Badges
- Wallet Integration
- Practice Rounds
- Rewards Tracking
- Chat Functionality with Multi-media & End-to-end Encryption
- Security Features Around Bot Detection
- Extended Languages
- Participant Management
- CEX Listings
- Secure Advertising Partners

2023 - PvP Games Introduction

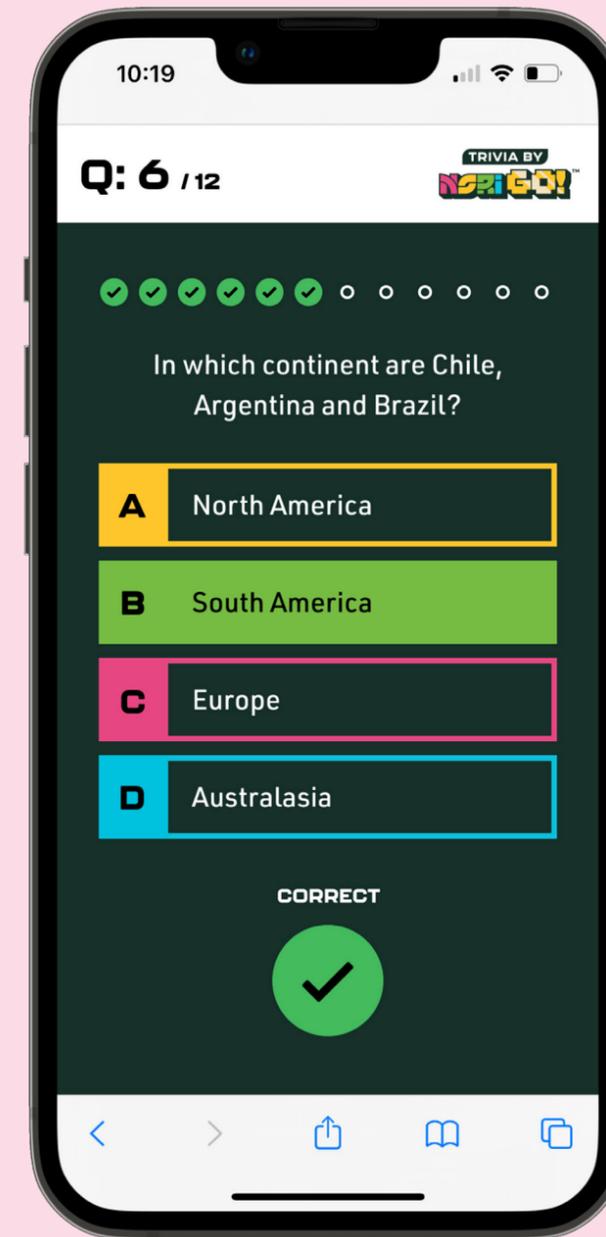
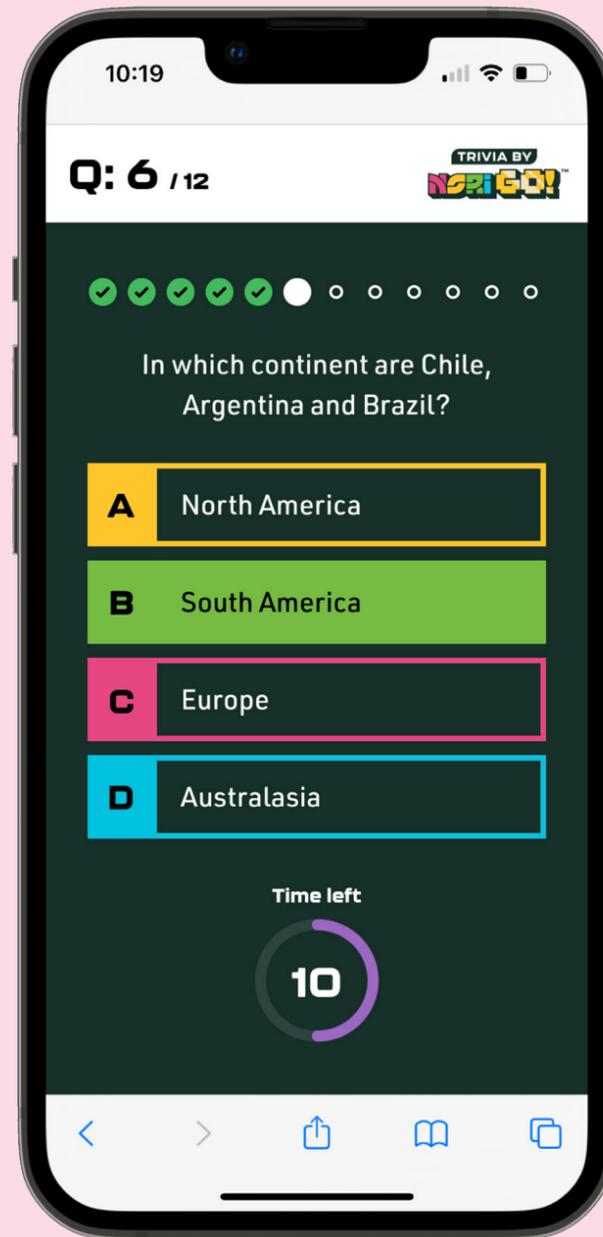
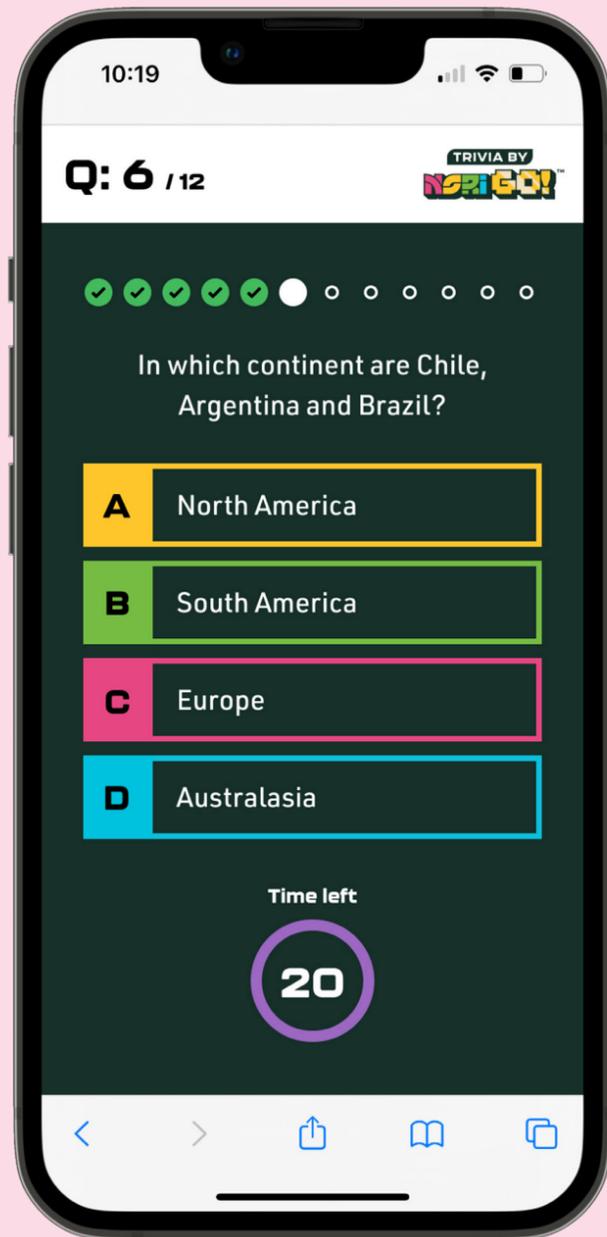
- Launch trivia based PvP.
- Expand into other offerings.



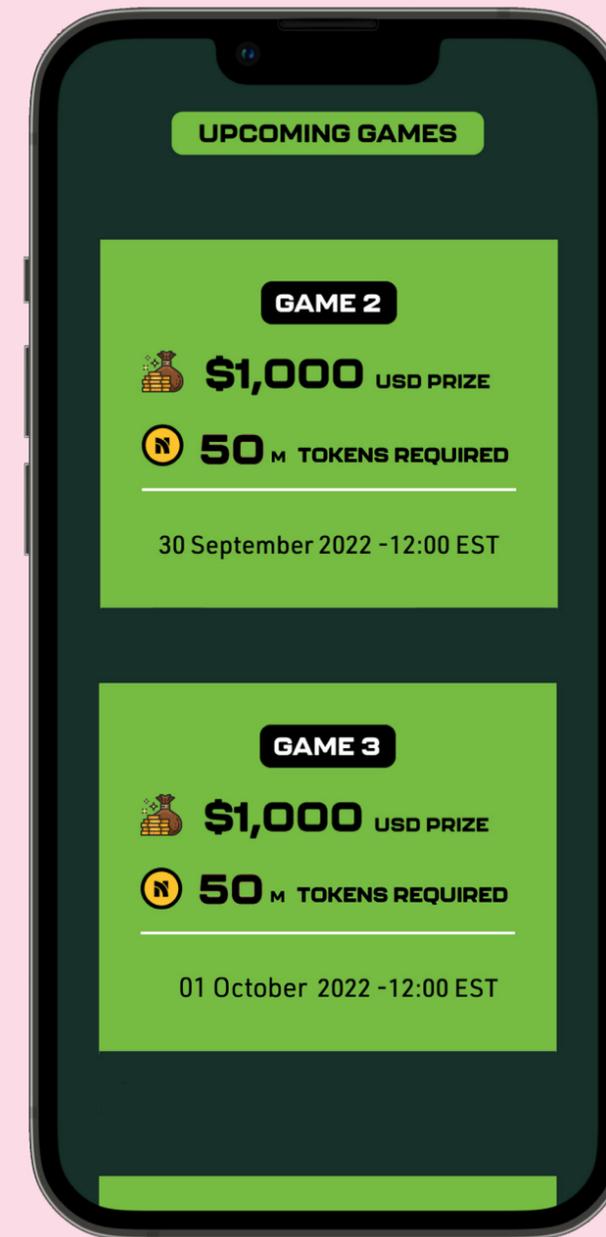
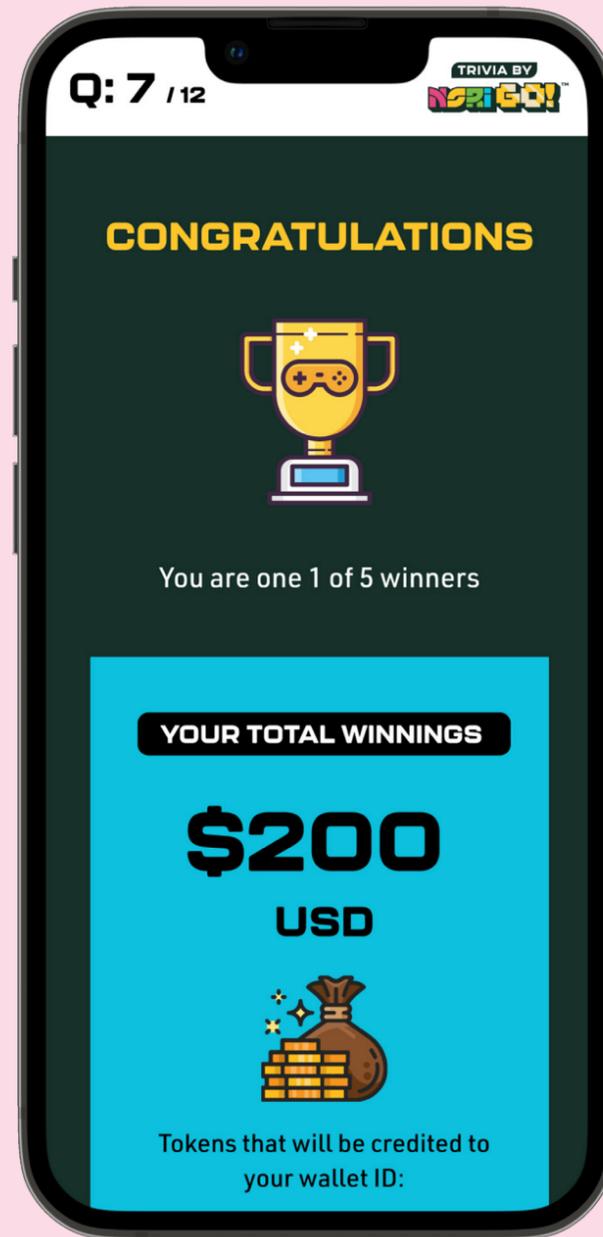
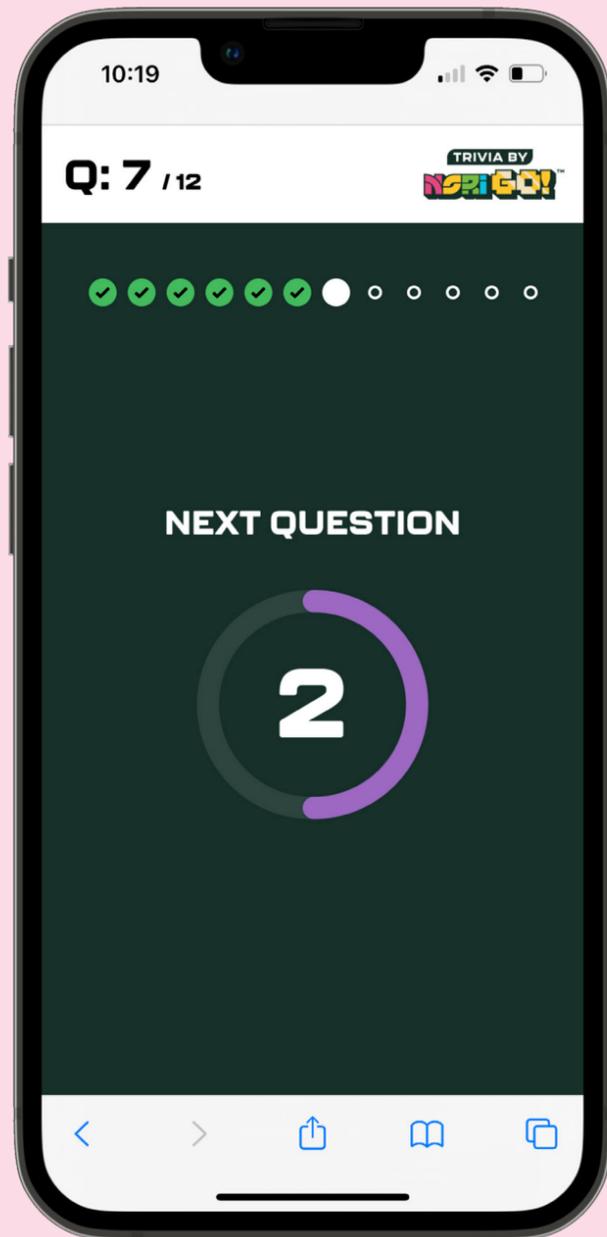
5.9.1 MVP Mockups



5.9.2 MVP Mockups



5.9.3 MVP Mockups



- 6.1 Recession Ready Model
- 6.2 Viral Growth - Player Referrals
- 6.3 Non-Crypto User Funnel
- 6.4 The Host Network Effect



6.0

Growth Marketing

6.1 Recession Ready Model



- In 2022, the possibility of an economic recession or a "crypto winter" may raise concerns regarding project viability for some.
- NoriGO!'s incentives are uniquely designed to not only survive but thrive in times of potential economic downturn.



"When people are experiencing financial difficulties during economic recessions, the possibility to improve their financial situation by winning large [prizes] with low initial [payments] becomes more enticing."

- *Economic Recession Affects... Frontier Psychology, 2017 t*
(<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5524821/>)



National Institutes
of Health

"Consumers with less discretionary dollars left at the end of their budget probably look for cheaper forms of entertainment than usually and would therefore be happy to try their chances..."

- *Horváth, Csilla & Paap, Richard. (2011). The Effect of Recessions on...*
(<https://link.springer.com/article/10.1007/s10899-011-9282-9>)

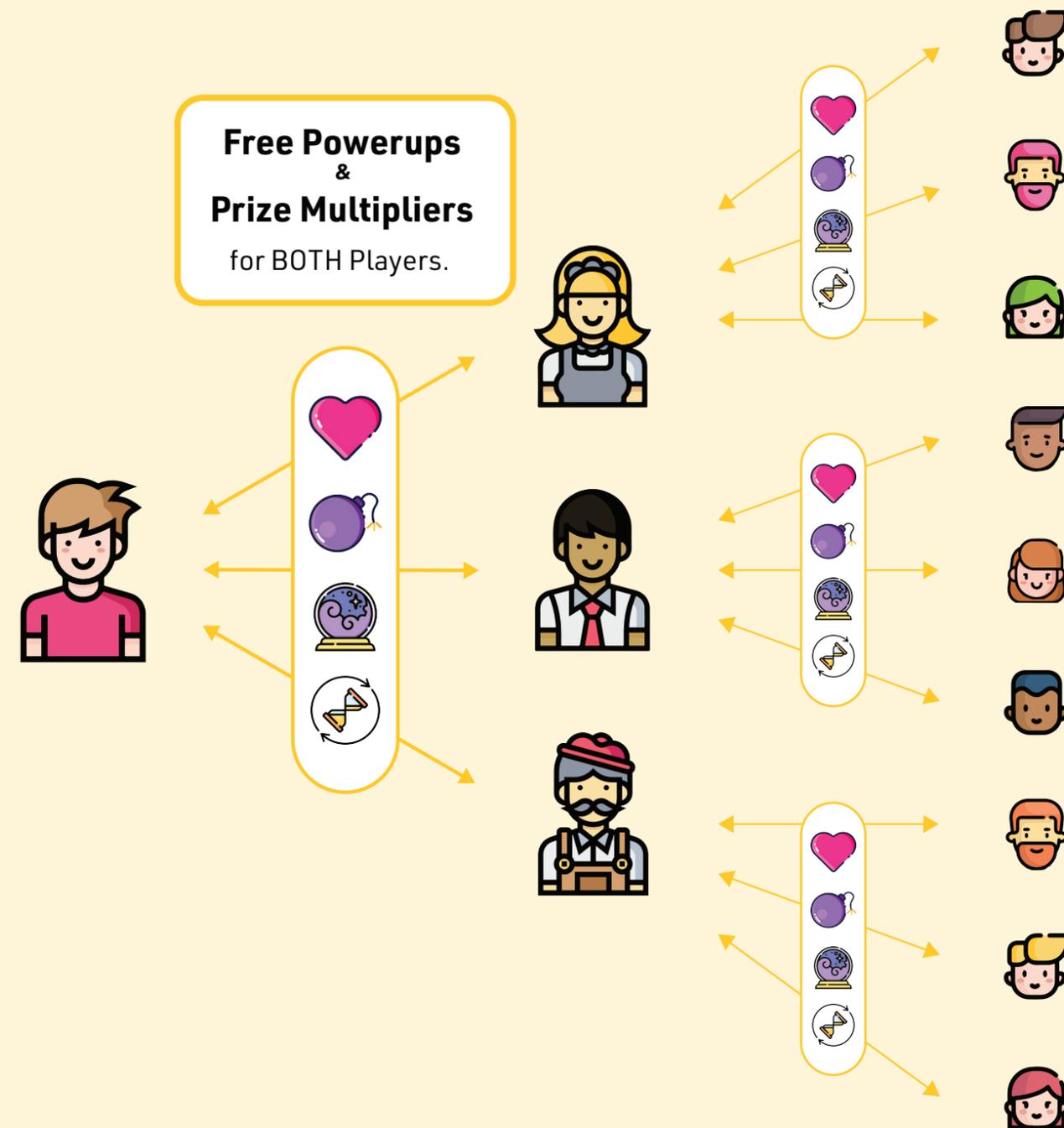


Springer



6.2.1 Viral Growth - Player Referrals

- Viral growth strategies such as incentivized player referral model, social activation and direct rewards anchor our marketing strategies.
- Our player referral mechanism incentivizes both the referring and referred player with rewards of in-game perks, prize multipliers and other valuable benefits.
- Referred players will be able to participate in the “Non-Token-Holder Prize Pool” in PvN and “Practice Leagues” for PvP **without** having to own tokens or have any knowledge of crypto (see 6.3 *Non-crypto User Funnel*).



6.2.2 Referral Statistics



- **84%** of people trust recommendations from people they know, making them the most influential form of advertising. *(Nielsen)*



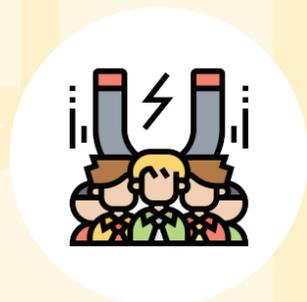
- Non-cash incentives are **24%** more effective at boosting referral performance than cash incentives. *(University of Chicago)*



- Referred customers have about **18%** lower churn compared to other customers. *(Wharton)*



- Advocates' recommendations are the **most trusted** source across all age groups: Millennials, Gen X, baby boomers, and mature adults. *(Deloitte)*

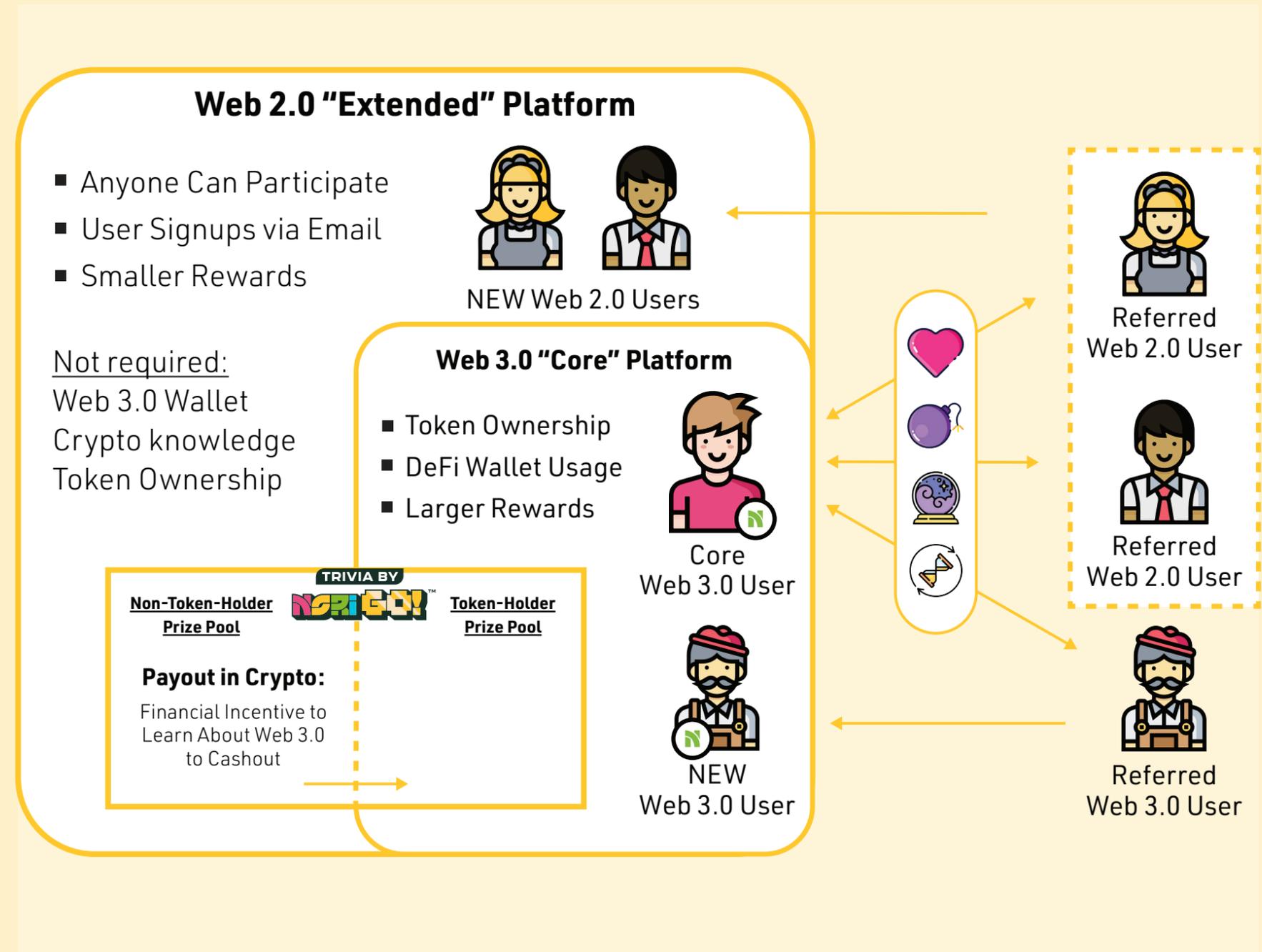


- Customers referred by other customers have a **37%** higher retention rate. *(Deloitte)*



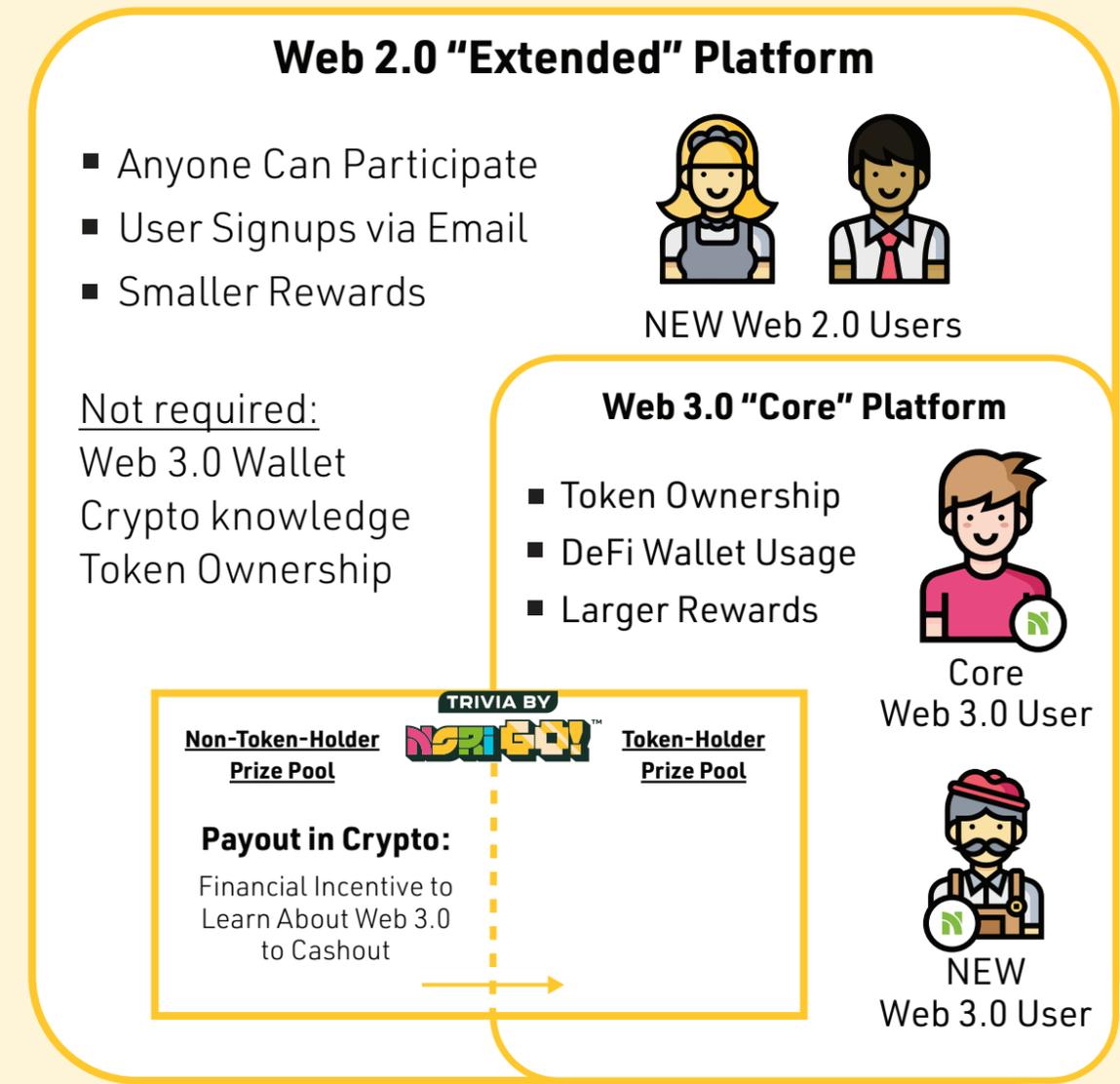
6.3.1 Non-Crypto User Funnel

- Players new to crypto can compete for prizes in PvN games or play PvP games in practice leagues to win loyalty points and satellite entries into fee based games.
- NO wallet address nor knowledge of crypto is required to onboard onto our platform and immediately participate in prize gaming.
- The UI, such as account management and signup, will be a familiar and intuitive Web 2.0 experience. Crypto-savvy players can invite even their mothers to play!



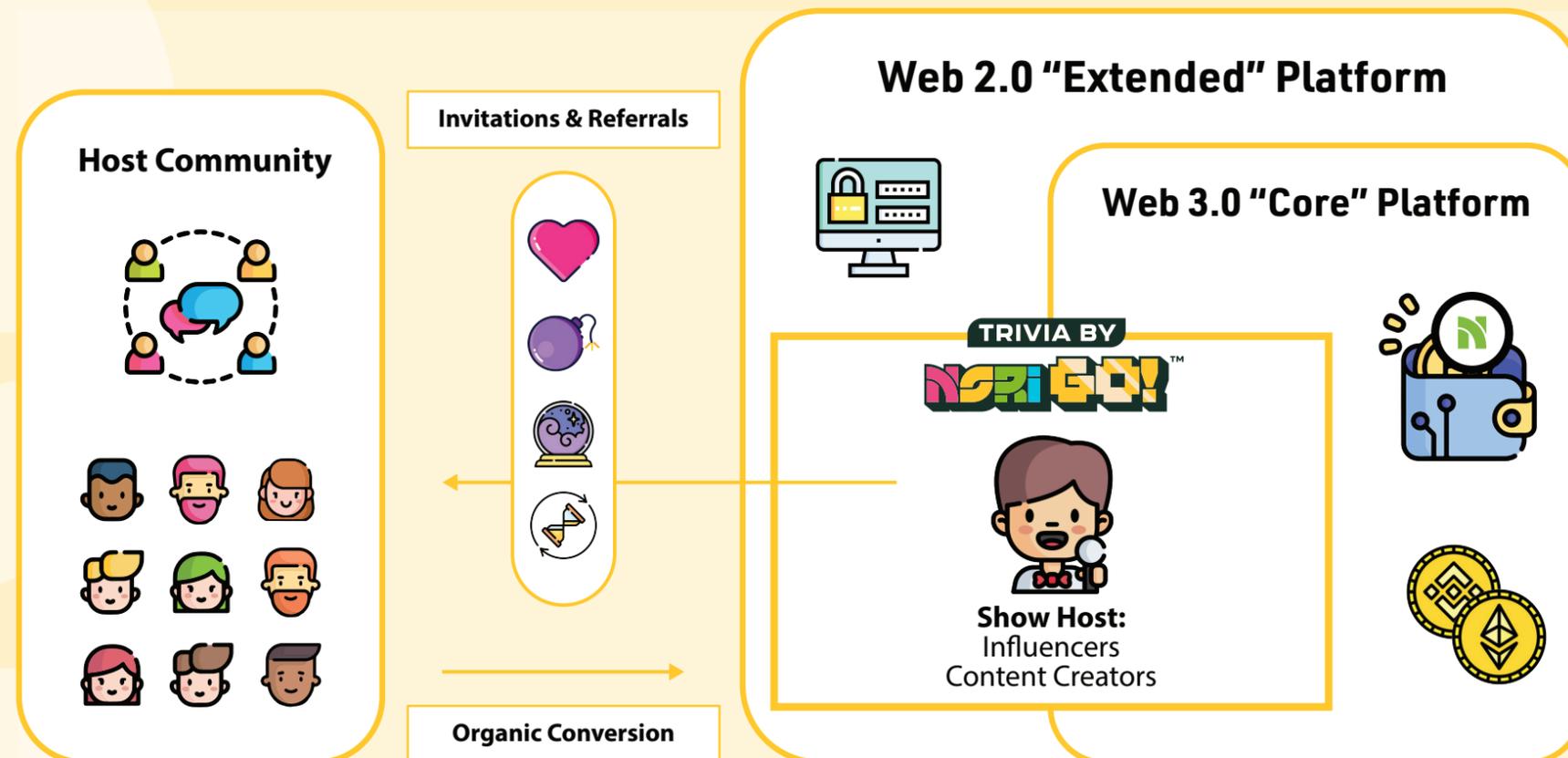
6.3.2 Non-Crypto User Funnel

- Once players win rewards, they are presented with (1) their hypothetical winnings had they held NORI tokens; (2) their actual winnings; and (3) a prompt with “cash out” options.
- Since players need not have any crypto knowledge or even a wallet address, **barriers to entry** to start prize gaming **are totally eliminated**.
- The “cash out” function on our platform will be sensitive to the needs of those who are new to crypto. Through a process of education, guidance, and financial incentive, our players will be able to adopt crypto as easily as Web 3.0 natives.



6.4 The Host Network Effect

- The long term goal of *Trivia by NoriGO!* is to **livestream games** run by **hosts**.
- Rather than solely focusing on traditional celebrities, we will also source **influencers and content creators** who have captured an audience on social media platforms such as TikTok and YouTube.
- The position of the "host" as well as the "topical" nature of trivia provide an **organic environment** for increased engagement and reach for influencers, brands, content creators, and celebrities with their audience, thereby promoting themselves and our platform without force or faux pas.



- Instead of, *"I love NoriGO! and you should play,"* or *"I own a lot of \$NORI,"* brands and influencers can naturally invite their community:
 - *"I am hosting Trivia by NoriGO! tonight! You should come play!"*
 - *"In partnership with [insert brand] Trivia by NoriGO! will be hosting [brand] themed game tonight!"*



- 7.1 Token Utility & Network
- 7.2 Staking
- 7.3 Distributions / Vesting
- 7.4 Token Taxes



7.0

Tokenomics

7.1 Token Utility & Networks



Token Name

NoriGO!

Ticker

\$NORI

Fixed Supply

100 Billion Tokens

Network

BSC + Cross-chain



- **There are five main types of utility for the \$NORI tokens:**
 - 1)** Determines **Player Rank**, providing access to exclusive in-game clubs and events.
 - 2) Advantages** in PvN games for higher rank players.
 - 3)** Use as the **native platform currency** in PvP games and access to higher stakes.
 - 4)** Casting **votes** on community decisions such as the choice of game hosts, platform partners, and trivia topics, etc.
 - 5)** Access to **staking pools** for large holders.
- The tokens are **NOT** securities; there are no guarantees of corporate governance rights nor profit sharing.
- 20% of the total supply is reserved for potential integration with other chains.



7.2.1 Token Loans*

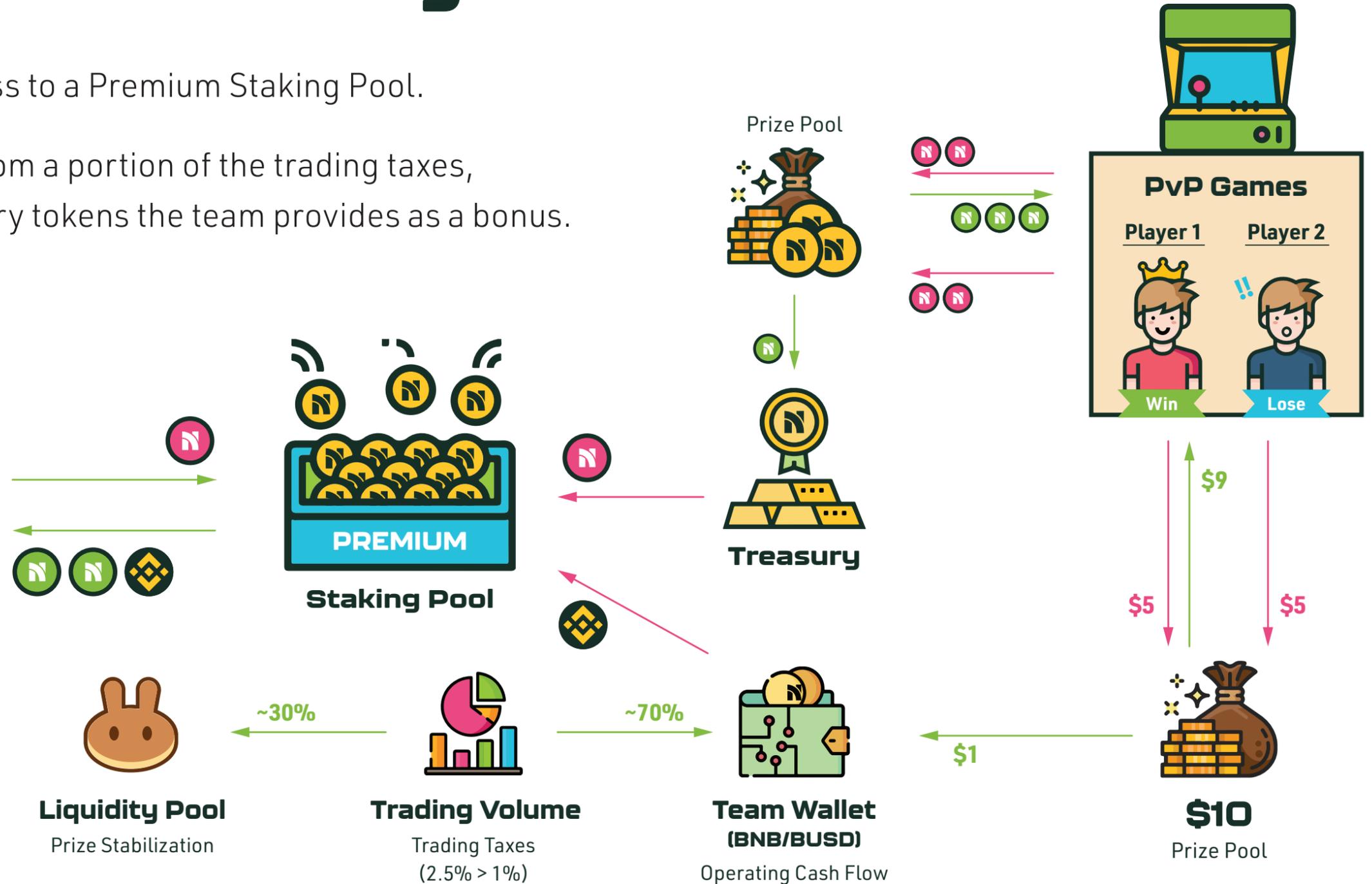
- Some low-ranking players may be highly skilled (HS), but not own enough \$NORI yet to qualify for the advanced ranks with access to higher tier games.
- Such HS players can **borrow** \$NORI from other players to **accelerate** their progress.
- High-ranking **"Commanders"** will be able to "stake" low-ranking players by **lending** their tokens into a pool.
- Players **CANNOT** spend the borrowed \$NORI. Any borrowed tokens **ONLY** contribute towards ranking calculation, granting temporary promotions with eligibility for bigger prizes (PvN) and higher tier games (PvP).
- The cost of borrowing tokens will be set at a flat fee plus a percentage share in the subsequent winnings.



*DISCLAIMER: Our lending mechanics are under active development. The final implementation may differ dramatically.

7.2.2 Premium Staking

- Grandmasters will have access to a Premium Staking Pool.
- The pool will be generated from a portion of the trading taxes, platform revenue, and treasury tokens the team provides as a bonus.

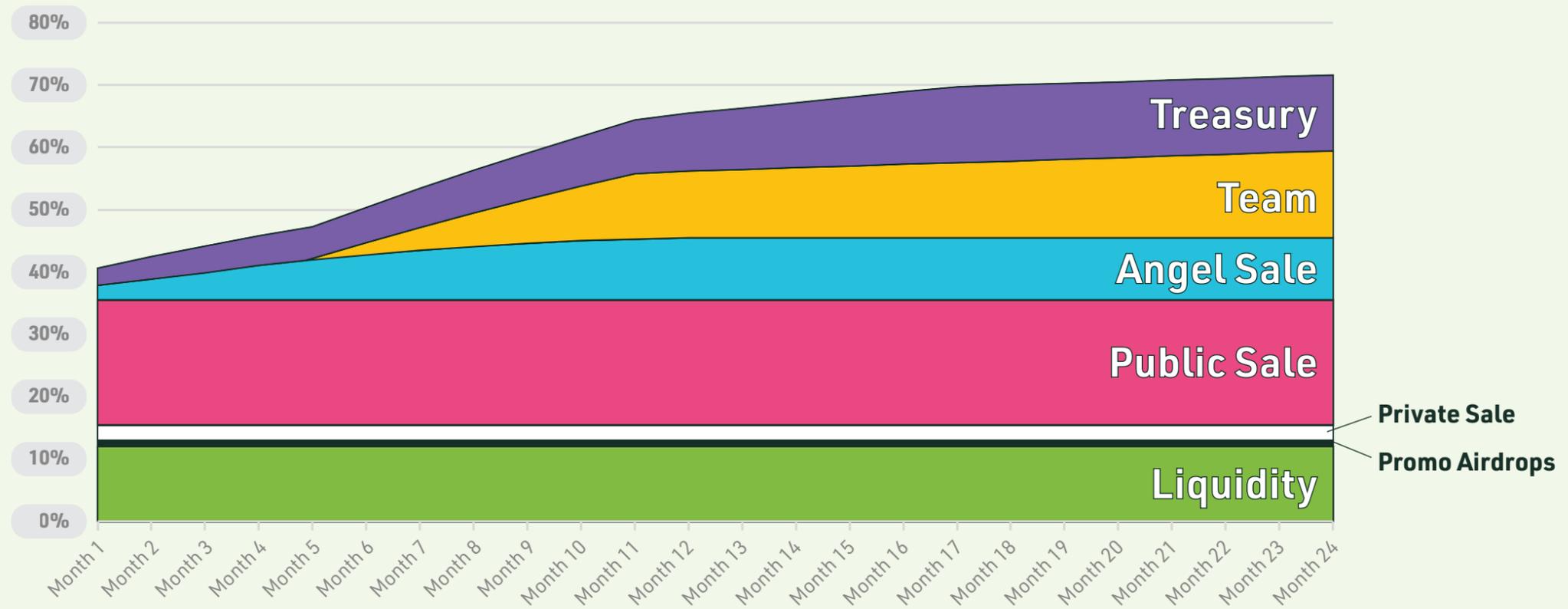


7.3.1 Distributions/Vesting

Vesting Schedule

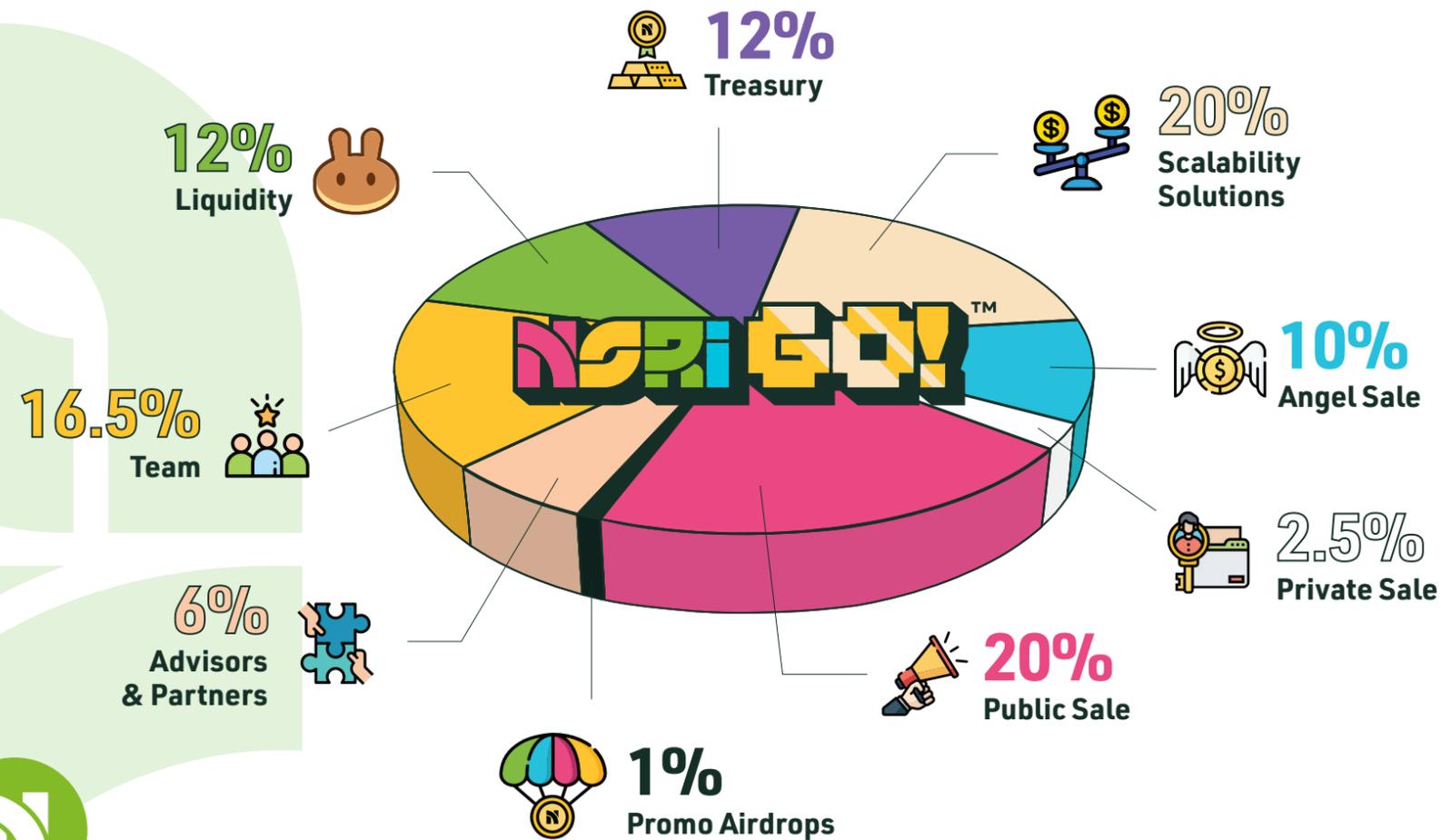


Click on the logo above for a detailed chart



7.3.2 Distributions/Vesting

Token Distribution



Liquidity

Utilized in DEX and CEX listings.

Public Sale

Conducted through Launchpad Partners. Not all allocated tokens may be sold. Remaining tokens may be absorbed by the Treasury.

Angel, Private, Team, and Advisory

Vested based on a predetermined schedule.

Scalability Solutions

20% of the supply is reserved in case of bridges to another Layer 1 or Layer 2.

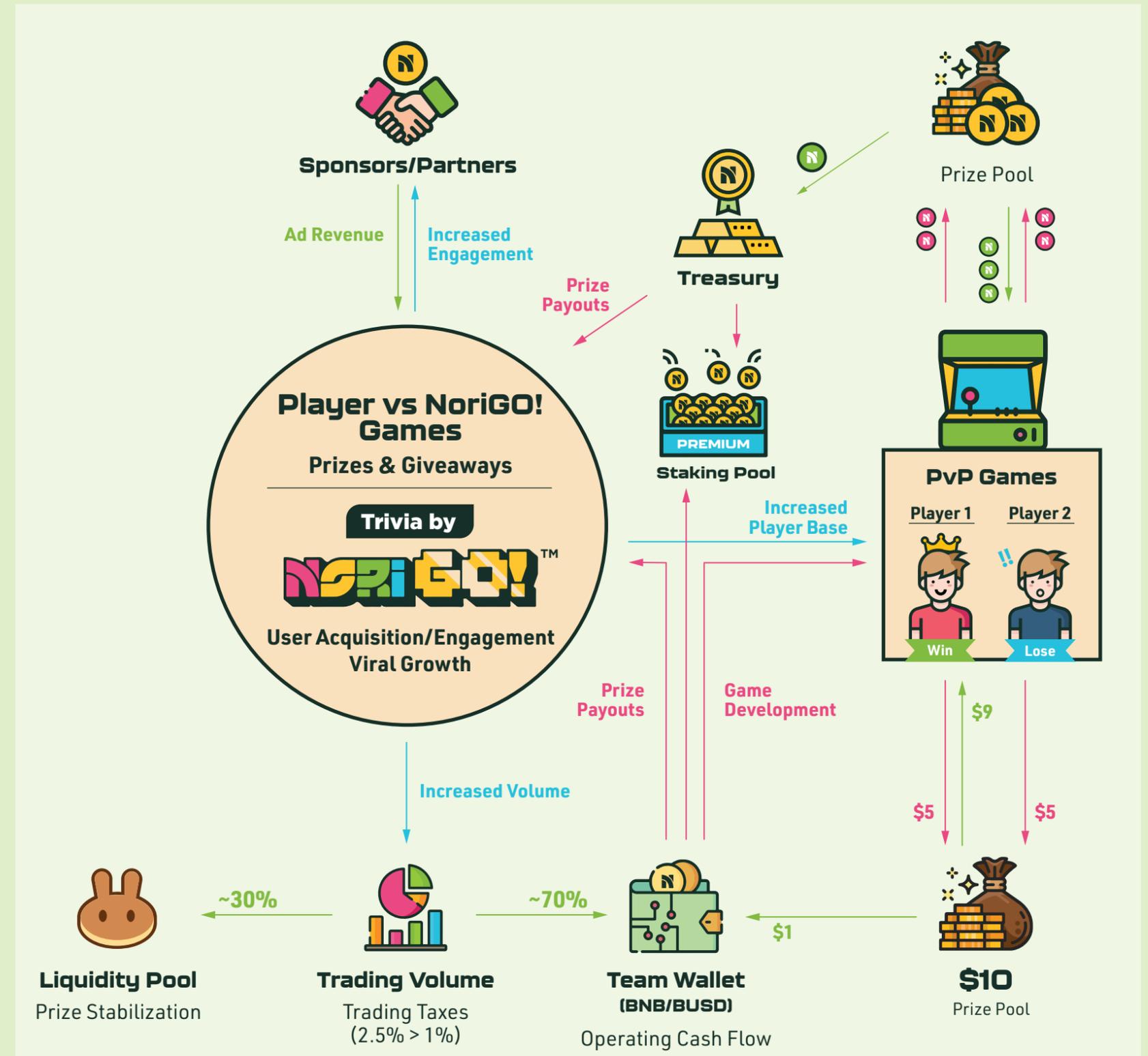


7.4 Token Taxes

Graduated Taxes:

- Our taxes will be lowered as we achieve higher market caps.

Market Cap	Tax	Tax Breakdown
<\$15M	2.5%	PROJECT 1.67% + LIQUIDITY 0.83%
<\$15M-\$25M	2.0%	PROJECT 1.35% + LIQUIDITY 0.65%
\$25M-\$35M	1.5%	PROJECT 1.00% + LIQUIDITY 0.50%
\$35M+	1.0%	PROJECT 0.67% + LIQUIDITY 0.33%



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