

A win-win for sellers and customers Video review platform Vogumo

Whitepaper(version 0.8)







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01

Problem & Solution

Define market opportunities, customer problems, and solutions

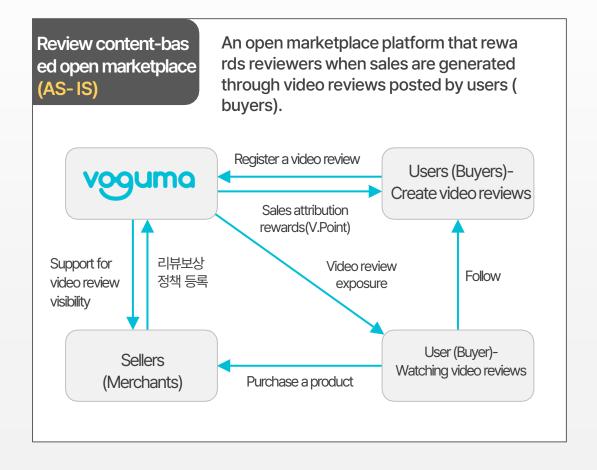
Service Concept Content Based Open Market, Voguma

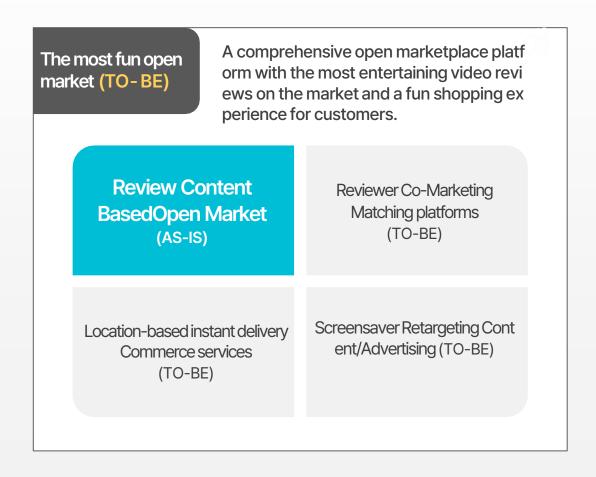


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Unlike existing online general malls and open market platforms, Fun Lab's 'Voguma' is an open market service that maximizes the fun of posting video reviews by buyers.

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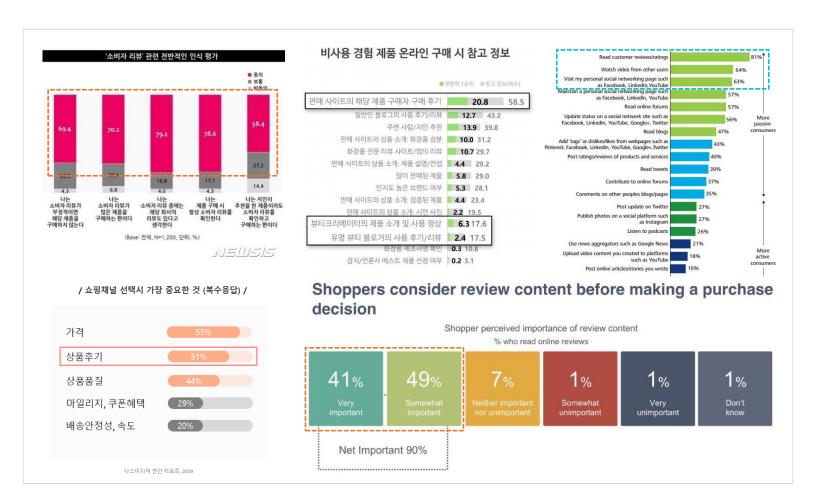


The growing importance of reviews in online shopping



Due to the nature of online shopping, where goods and services are purchased without checking them out in person, it's nothing new that reviews from other buyers/users are important for buyers to purchase products online.







(30s, married, 1 child, Gmarket/Curly) "When I buy something, I look at the re views, and sometimes they're not ver y informative. but I search as much as I can before making a purchase."

"When I buy things like appliances or elec tronics, I turn to Instagram and YouTube for sound and sensory information."



(30s, single, mostly shop ping on Coupang/Naver)



"I've found trendy items in shorts or lululemon and bought them."

*Excerpts from our own customer interviews

Market opportunities There's been a recent movement toward enforcing customer reviews



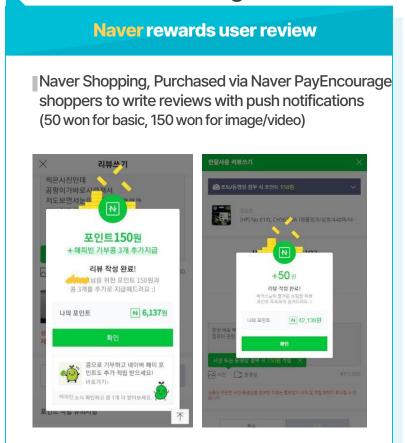
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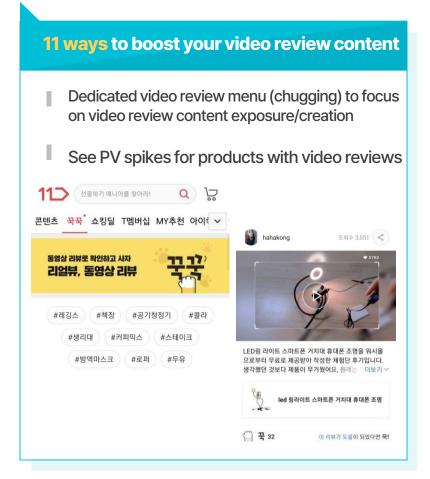
Leading commerce platforms such as Naver Shopping, Coupang, and 11street have already recognized the importance of customer reviews and are making efforts to turn review content into a differentiating competitive

(commerce businesses)

advantage.

Coupang offers a friendly user review guide Encourage content-rich reviews with detailed prod uct-specific questions and guides, not generic articl e editors 상품 품질 및 서비스 평가 〈 상품 품질 평가 남기기 이 상품의 품질에 대해 얼마나 만족하시나요? 상품 품질 평가 이 상품의 품질에 대해 얼마나 만족하시나요? **★★★★★** 베스트리뷰를 참고해보세요! 지당히 튼튼해요 이 아주 딱딱해요 🔼 쿠팡(주) 서비스 평기 생산지 및 수워지가 잘 표기되어 있나요? 배송, 포장, 질문 응대 등 전체적인 서비스는 어떠셨나요? 안 적하였어요 CI CĞ 보고의 단단 및 역구와, 보고도 역약보역적 역약 사급세 없 안에서 없어지네요., 몇 번 법지도 않았는데^ 집 첨부하기 평가를 완료해주세요





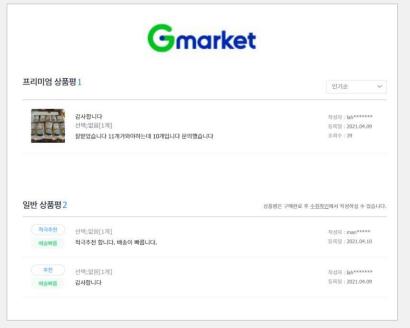
Market opportunities Most operators' oversight of review content



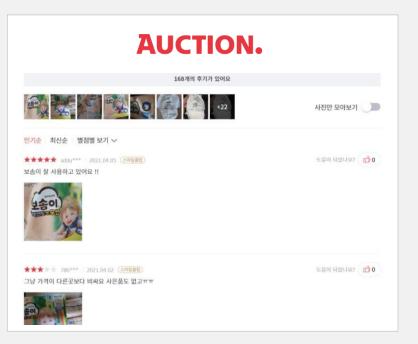
However, with the exception of a few operators, such as Coupang and Naver Shopping, most general malls and open marketplaces still treat consumer reviews as a basic feature rather than a valuable asset, and have not innovated from a customer perspective.



- Regardless of the size of open market and commerce, most shopping malls' review Uls are similar in the form of assortment rather than showing innovation from the customer's perspective.
- Most reviews are short, with very little information/content that can be referenced from the customer's perspective other than the overall review rating.









While review content provides a differentiating competitive advantage for commerce operators, no one is really rewarding the customers who "produce" reviews (especially video reviews) and making them inherently fun.

"

Platform Low or no financial rewards for quality reviews

- Naver is the only one that offers cash rewards for reviews, but it's usually 50-150 won per review.
- Most commerce platforms encourage reviews, but without
- financial rewards



- 50 for a regular review, 15
- O for attaching an image or video
- You can add a '1 month re view' 1 month after purch ase, but same reward
- Reward 50 to 300 wons per r

Seller One-time review rewards Sometimes, there are events that reward buy 5,000 won for writing a review, but there is a

Sometimes, there are events that reward buyers with 3,000 to 5,000 won for writing a review, but there is no way to know how much your review contributed to the seller or how much additional reward you received afterward.







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Voguma's core target audience is Generation MZ, who enjoy self-expression on social media such as Instagram and TikTok, and are characterized as prosumers who actively consume and produce video review content.

"



03 Some comments from users of video review apps

근데 사실 제 개인적으로...이 앱을 제가 자꾸 이용하게 되는 이유는 리워드 수익금 3%가 아니라, 다른 유저들이 말해주는 좋은 코멘트예 요 ㅋㅋㅋ

댓글 기능으로 다른 유저들이 각자 의 동영상에 말해주는 말들이 너무 예쁘고 기분 좋아져요

정수님 말씀대로 앱 이용하는 크리에이터나, 리뷰 보는 구독자나... 둘다 MZ세대들이라 그런지 타인이만드는 컨텐츠에 대해 굉장히 존중하는 자세를 취해요

Merchants focused on increasing revenue (merchants)



A typical seller who joins an open marketplace is someone who already sells on a variety of open marketplace platforms. and are feeling the cost burden and fatigue of running various promotions to boost sales.

Increased costs and fatigue due to excessive marketing (performance) activity

- Run various paid marketing programs to promote your own shoppi ng mall and increase sales
 - Social media impression ads on Facebook, Instagram, Tiktok, etc. Search engine keyword ads on Naver, Google, etc.
- Execute marketing for category top placement in open marketplaces, etc.
- Not just the cost, but also the fatigue of the entire process of creating and ex ecuting a marketing strategy.

https://m.mtn.co.kr > news > news view •

머니투데이방송 MTN 모바일

2015. 9. 9. — 오픈마켓 판매수수료는 8~12% 수준이지만 실제 광고비를 감안하면 백화점 수수료 (평균 28.32%)보다 높아진다고 판매자들은 입을 모읍니다.

"Advertising is advertising, but it's also about creating cre ative, registering and running ads according to Google a nd Facebook. Honestly, I've had a lot of training, but I still don't understand it."



*Excerpts from our own customer interviews

Lack of a content management system for merchant-specific sales enhancements

- "Customer reviews" are effective for new sales, but you do n't have a system for systematically writing, aggregating, an d managing them
- If your product details, reviews, etc. are locked to a specific platform, other sellers can use them indiscriminately withou t exclusivity.



Solutions to customer problems Reward video review content properly



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You want to maximize the fun of posting video reviews by allowing them to be seen by a large audience, receive helpful feedback, and even be financially rewarded if they lead to a sale.

"

User video reviews, respond properly! | Emotional



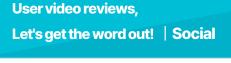
Maximize customer "engagement" with per sonalized thank-you notes, feedback, and promises of product improvements in resp onse to users' video reviews.



잘 받았습니다. 지퍼백이면 더 좋을듯합니다.



Examples of using customer feedback in reviews to plan and improve products (Minced garlic, zipper bag complement)





Video reviews are visible on and off the platf orm without any effort on the part of the revi ewer (customer) or seller, allowing custome rs' video reviews to be seen by as many peo ple as possible.





User video reviews, We reward you! | Economic



- Reward customers who write reviews with points if their video review results in an act ual sale.
- 3-5% reward based on final payment (selle r discretion)
- Points can be redeemed like cash on the o pen market instantly or by direct deposit af ter tax withholding.
- A kind of 'review pension' is possible for avid users-Based on an average monthly earnings of \$1 per review,-100 reviews = 1 million won per month-200 reviews = 2 million won per month

Reward video review content properly



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In Voguma, shoppers can fully experience the emotional, social, and economic rewards of their video review content, allowing them to enjoy the joy of shopping and content creation, and ultimately experience the most enjoyable shopping life as a video review content creator from a simple shopping mall user.



Problem & Solution



Provide a unified dashboard for monitoring and managing review content, including video reviews, so that reviewers can see how much interaction and actual revenue their review content is generating and diagnose/analyze/improve traffic if desired.

> View overall/individual traffic to review content and provide analytics/insights 오늘 일주임 15일 1개월 2개월 전체 2020.09.11 日 - 2020.09.11 日 조회 3 구매일/작성일 상품/리부내용 리분절보 영상리뷰 벤타 공기 청정기 기화식 가습 LW15 블랙 / 화이트 사이즈 (S) / 색상 (Blue) ▶ 개념수 제목: 제품이 2봉인데 녹아서 호물호물하요 D재생 2020-09-09 R 구매도용 내용: 스티로폼 상자와 아이스펙으로 포장은 했으나 포장화 <URL 목사 ME RP HOLE ORP 벤타 공기 청정기 기화식 가습 LW15 블랙 / 화이트 사이즈(S) / 색상(Blue) ▷ 개선수 2020-09-09 수 유미요 제품이 2봄인데 녹아서 호몰호몰래요 2020-09-09 R 구매도를 스티로품 삼자와 이이스펙으로 포장은 했으나 조장호과가 <URL 목사 AR BE TOLE 🗭 🕶 💟 ♡도움이 돼요 벤타 공기 청정기 기화식 가습 LW15 블랙 / 화이트 / 미세 영향업로드 2020-09-09 2020-09-09 제품이 2통인데 녹아서 효물호물해요 언론 마하 본 산인 교육 등에 영심의류 적립 금은 적립되지 않습니다. 상품구매시 포인트 적립!



Monitor the overall revenue generated by video reviews

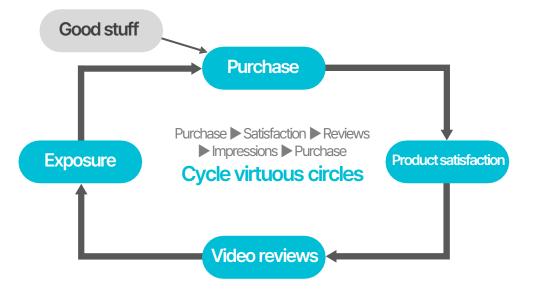
View/manage content, including user reactions to individual review content and sharing on their own social networks

Solutions to customer problems Sellers focus on sourcing good products

If the product is good, it will naturally attract reviews, spread, and lead to actual sales. It's a virtuous cycle that allows us to focus on our core business of sourcing good products for our customers without the need for promotion/promotion.

Productivity alone can create a virtuous cycle of continuous growth

Video reviews are voluntarily left by buyers who have had a great experience with a product to other potential customers, leading to purchases, and other satisfied customers leaving video reviews, which in turn leads to more sales of the product.



Focus on being a seller, sourcing and improving products

- Good products create buyers on their own, minimizing promotio n/promotion efforts
- Get specific feedback on products from real users so you can fo cus on improving existing products and sourcing good ones

Focus on sourcing and improving what customers want



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Problem & Competition

Analyze key service features and competition, define differentiating competitive advantage





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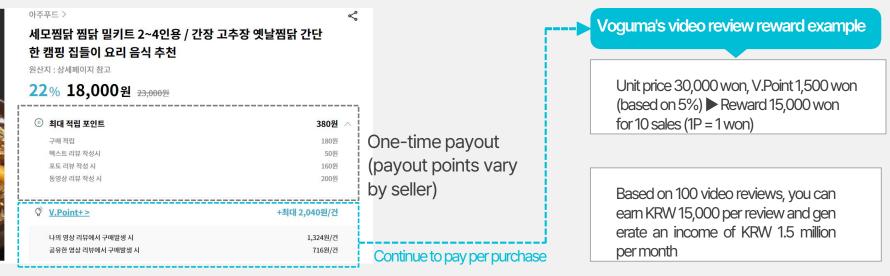
Voguma features a video review system that allows sellers to offer rewards for product-specific video reviews, and when a customer's video review results in an actual sale, the seller is rewarded with points (usually 3-5% of the purchase price).

Voguma's Video Review Reward Structure

Points for first-time product purchases (varies by seller, general purchase credit system) and points for text reviews (similar to Naver Shopping review rewards)

Earn points for creating a video review (varies by seller) or a percentage of the checkout (varies by seller, typically 3-5%) when a prospect who watches a video review purchases a product (perpetual, with no limits).





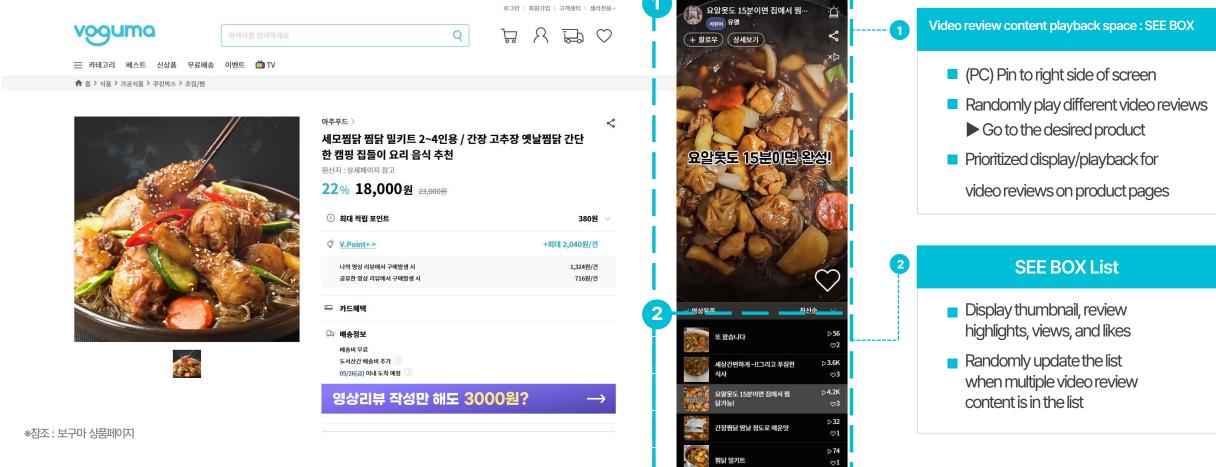
Service details



Video review content space, SEE BOX

On product detail pages with video reviews, you can organize the product's introduction and the actual video review at the same time with a convenient UI that allows video reviews to directly contribute to the product purchase decision.



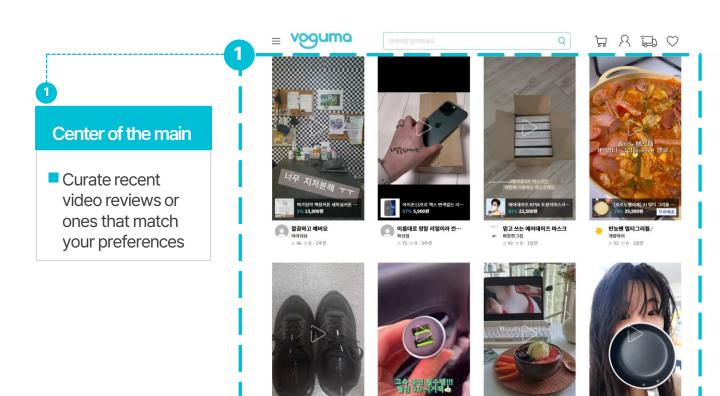


24/7 A non-stop box of random video reviews



By randomly playing entertaining video reviews like a jukebox, it gives users something to watch even if they don't plan to buy anything, keeping them on the site for a long time and giving them a "serendipity" experience.

"





SEEBOX

- Randomly play video reviews tailored to user preferences when on site or mobile
- Maximize your shopping experience

Review Markets



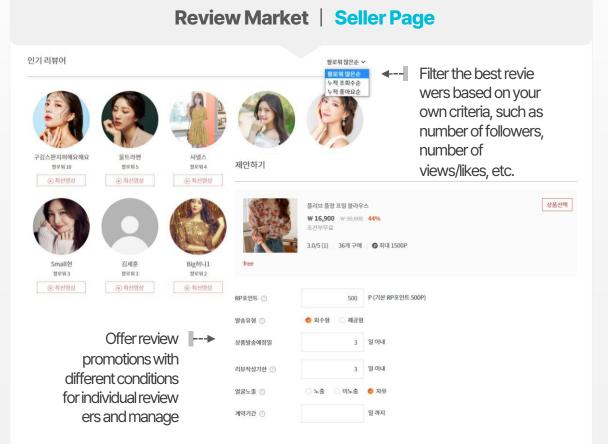
To facilitate customized collaboration between reviewers and sellers, Review Market provides a one-stop shop for everything needed for collaboration (reviewer search, e-contract, third-party guarantee, etc.) so that reviewers and sellers can focus on working with each other.



Review Market | Reviewer Page

Focusing on video reviews naturally leads to consolidating and managing individual offers from sellers that fit the reviewer's personality.





① Investment costs

Competitive analysis Competing for video review monetization

② Commitment time



Featured services

By making it easy to earn money just by consistently posting video reviews, we want to position ourselves as the most "cool side hustle" for Gen MZ. (Cool side hustle with high return on investment/effort)

3 the rate of return

Marketing/CS

⑤ ETC
riting reviews fun , reputation, seller back, and more)
ess registration ing of mail order ness) required
s Registration(Mail business filing) Required
ive channels up and

Voguma Video review rewards	0 Won	30 Minutes or Less/ Create a video review	3-5% of sales(Varies by seller, no maximum)	Extra effort X (Help drive video review traffic on your platform)	Make writing reviews fun (Views, reputation, seller feedback, and more)
Direct commerce operations	more than 1 million won (Depending on the size of your initial product acquisition)	4 to 12 hours per day on average (It depends on the size)	5% to 20% of sales (Depending on the item)	Perform Marketing/CS Directly	Business registration (reporting of mail order business) required
Consignment sales operations	Around 1 million won (Shopping mall page development, web hosting, domain, etc)	4 to 12 hours per day on average(depending on scale)	5-10% of sales(Depending on the item/competition)	Do your own marketingDo some CS (However, some outsourcers also do CS for you)	Business Registration(Mail order business filing) Required
Affiliate	0 Won	1-3 hours / content creation	2-3% of sales	Direct marketing for content exposure	Must have channels up and running for marketing (homepage,social media, etc.)

Competitive analysis Review Content-Based Open Market, Voguma



As long as the product is good enough for the seller, it enables organic growth, making marketing more ROI than any other marketing solution.

(Paid Marketing and Marketing Agency options can be combined for initial immediate results)

	Featured services	① Methods	② Marketing fixed costs	Marketing	Expected ROAS	⑤ ETC
	T data da da 11000		o mantoting fixed coots	variable expenses	Ο Ελφοσίσα πολίσ	0210
Vi	보구마 영 Voguma /ideo review rewards	Determine your reward policy for reviewers → Reward reviewers for reviews and purchases	• O Won	Between 3-5% of sales (percentage determined by seller)	2,000(Based on V.Point ,assuming no additional marketing)	Video reviews continue to accumulate as their own content
	Paid Marketing Direct operations	Execute advertising directly to advertising media such as Facebook, Google, etc	Cost of creative materials	50 to \$1,000 per month (depending on the size of your ad spend)	300~1,000% (대개 500% 내외 목표)	Requires dedicated marketing staff
٠	performance marketing agency	Run ads directly on Facebook, Google, and other advertising media	Create or support creative materials	500~2,000 KRW per month(Includes 15- 20% Markup)	300 to 1,000(usually aim for around 500%)	Issues with finding a trusted agency
	Influencer marketing	Find influencers and run PPL on live commerce or content	Approximately 5 to 5.5 million (including planning and placement fees, depending on influencer level)	Paying for impressions after content creation	Not measurable	Especially helpful for brand awareness





In particular, we're seeing growth from other providers, such as NAVER Shopping, Coupang, and 11th Ave nue, which are showing growth compared to other providers.





- Review rewards on NAVER Shopping Differentiating policies
- Text Review Rewards (50Won vs 200~500P)
- (Voguma) Continuous rewards whe n sales are generated through video r eviews (150 won vs. reward per sale)

coupang

- Increase indirect rewards for review contentindirect rewards for content
- For 'Coupang Experience Corps', only experience products are offered
- (Voguma) Enabling the Review Mark et feature to enable greater scope for collaboration between reviewers and sellers



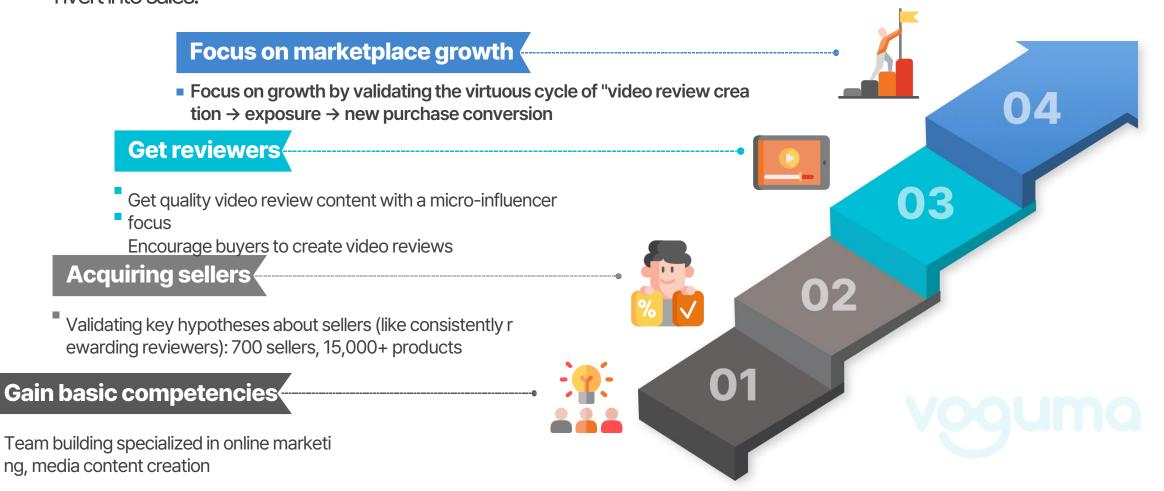
- Focusing on video reviews with 11 th Avenue 'nukes'
- (Voguma) Differentiate with reward s for creating and contributing video reviews

Key achievements



We have 700 sellers and more than 15,000 products (23 years old) based on a prototype that fleshed out the ser vice concept, We will validate our core hypothesis that quality video reviews can generate traffic and eventually convert into sales.







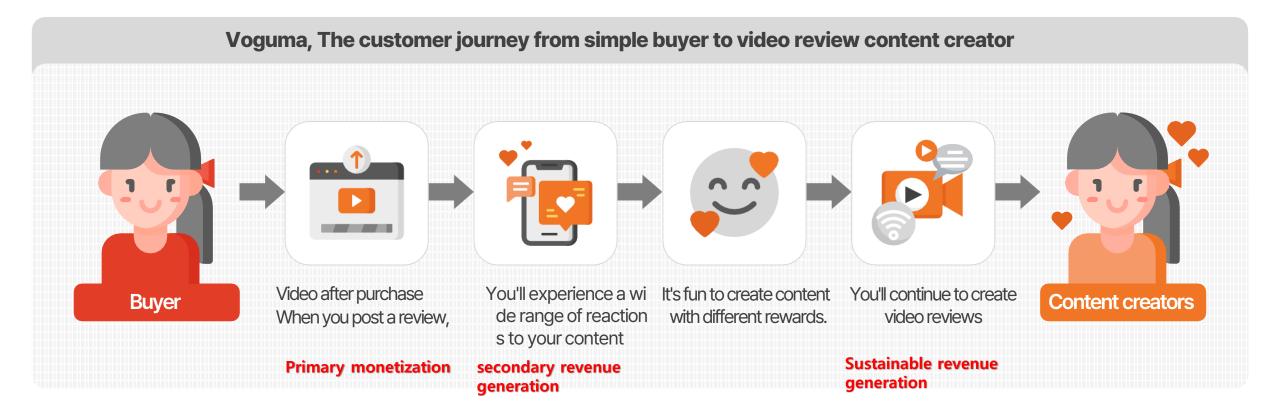


Token Ecosystem

05 Token Ecosystem



Voguma Service recognizes video reviews created by customers as digital assets, We aim to realize the video review ecosystem (digital asset ecosystem), which means that the reasonable value and appropriate rights (ownership, etc.) of video reviews as digital assets are returned to customers, and through this, video review customers can start their journey as content creators while earning revenue.



05 Token Ecosystem



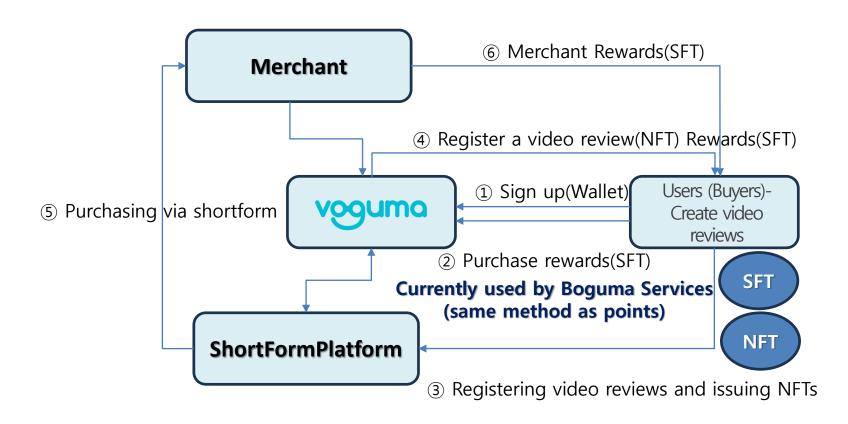
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- First, Boguma Service issues the cryptocurrency **SFT (Shortform Token)** and utilizes it as the basic asset of the video review ecosystem, We will issue video review content as **a digital asset(NFT: Non-Fungible Token)** and gradually build **a short form NFT marketplace** to utilize the video review itself as a digital asset.
- "

- O Total Supply: 1 Billion
- Issuance method: Korea's only public permissionless blockchain and token on EarthChain (ARC-20)
- Cryptocurrency name: SFT (ShortForm Token)
- Distribution policies
 - ⇒ Teams and team members: 8%
 - \Rightarrow Partner: 7%
 - ⇒ PR & Marketing: 20%
 - ⇒ Development Costs: 15%
 - \Rightarrow Rewards: 20%
 - \Rightarrow Public sale: 30%

05





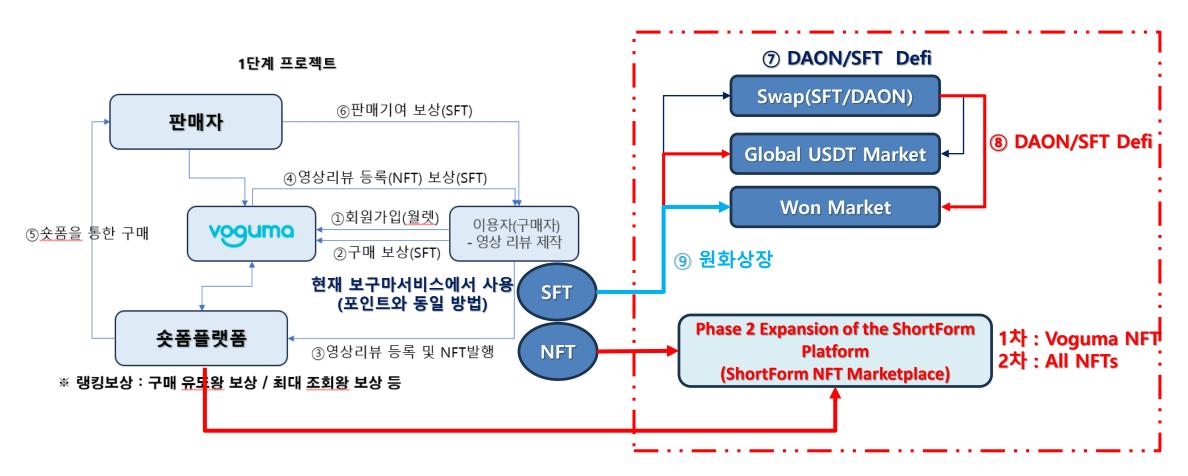


* Ranking Rewards: Reward for driving purchases / Reward for most views, etc.

SFT: Shortform Token, **NFT**: Non-Fungible Token

Token Ecosystem Phase 2: Expand token availability and build a short-form NFT marketplace





"Enhancing cash-out support" and "Maximizing the use of digital assets (NFTs)"

SFT: Shortform Token, NFT: Non-Fungible Token

04

Market Size & business plan

Market size and go-to-market plans

Market size Primary target market (Serviceable Obtainable Market)



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The primary target market is 1,000 content-producing members who post at least 10 video reviews per month, and we want to capture the e-commerce market with an annual transaction volume of around 100 to 150 billion won.

"

Domestic e-commerce markets | 210 trillion won per year

(A growing market with a CAGR of around 20% through 2023)

Primary target market for Voguma

1,000 enthusiastic reviewers (average of 10 reviews per month)

Sales per review around 1 million won

1,000 (person) x 10 (person) x 12 (months) x 1,000,000 won = 120 billion won



120 billion won

Market size All markets (Total Addressable Market)



"

won

Ultimately, as a commerce platform with the most things to see, we want to grow into a comprehensive open market platform that has the most video reviews in Korea and brokers 2-3 trillion won per year.

Domestic e-commerce markets | 210 trillion won per year (A growing market with a CAGR of around 20% through 2023) Market 3 : 2.4 trillion won Market 2 : 0.9 trillion won SOM

Voguma 3rd Target Market

10,000 avid reviewers (averaging 20 reviews per month)

KRW 2.4 trillion in annual transactions

Voguma secondary target market

5,000 avid reviewers (averaging 15 reviews per month)

900 billion won in annual transactions

Voguma primary target market

1,000 enthusiastic reviewers (average of 10 reviews per month) annual transaction amount of 120 billion 66

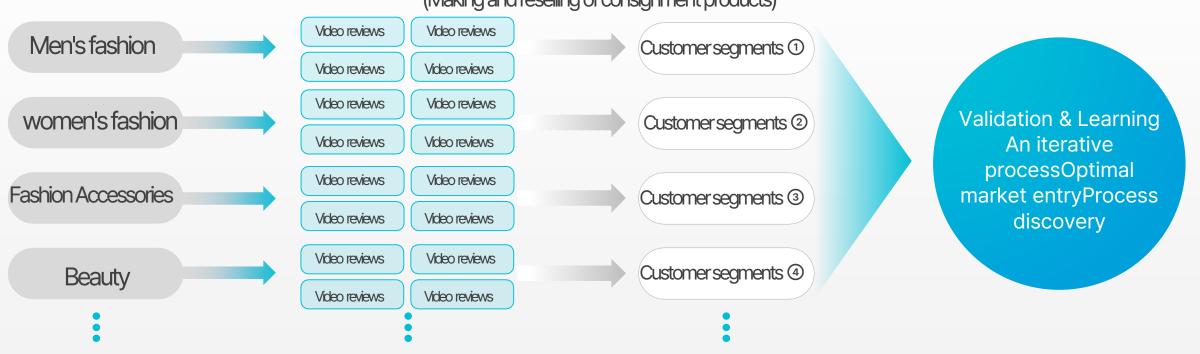


market entry strategy Initial market entry strategy

In the early days, reviews are particularly influential in purchasing decisions in some categories, such as beauty, fashion, and household goods

We want to acquire early adopter-centered early users while securing high-quality review videos to see and creating traffic.

(Making and reselling of consignment products)

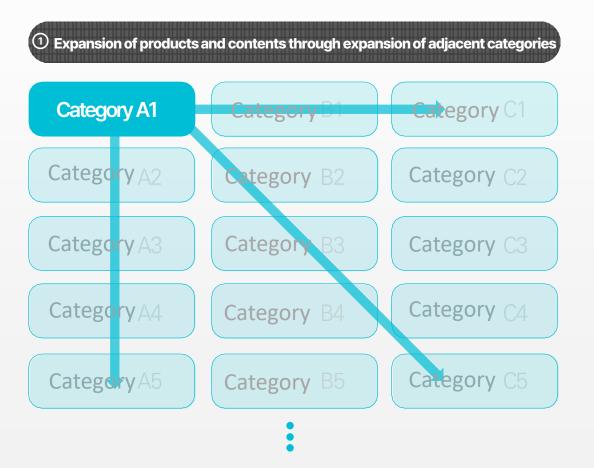


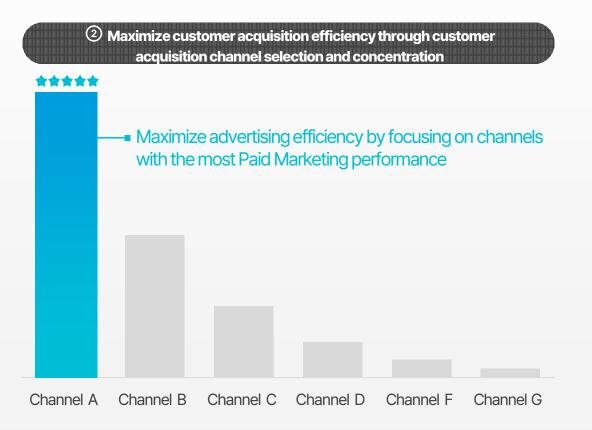
Focusing on categories where reviews are the primary influencers of purchase decisions, we want to create video reviews of various content and styles You want to enter the market with initial customer acquisition through acquisition/exposure and discovering/learning the optimal customer acquisition/activation process.



market entry strategy Adjacent market expansion strategy

After verifying/securing a certain size of customers, review content, and transactions in a small number of categories, we want to gradually expand our transactions with users by focusing on category expansion and proven Paid Marketing methods.





Platform Growth Strategy Expanding the supply and demand of video review content

In order to supply and demand high-quality video review content in the initial specific category, we actively discover/apply producers who actively produce review content, while improving our capabilities so that we can easily share existing video reviews.

Get your own video review content (maximize efficiency)

Securing review video content for the same product as the store pr oduct, recruiting professional content producers (micro influencer) a nd encouraging content production, and creating reviews of private products using their own content production teams

Existing Video review

- Check the video review by searching for the pro duct name of the store
- After contacting the video producer Register video on Voguma platform

micro influencer

- Securing micro influencer for around 50 peo
- Payment of 300,000 won to 500,000 won based on 10 video reviews per month (studi o support)

self-production

Produce your own video only for products t hat you buy and sell directly (More than 200 per month)

1,000 per month ideal goal



Platform Growth Strategy Expanding video review content traffic



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In order to bring more customers' video review content to the site, we are exposing registered content on Voguma to YouTube, Reels, and TikTok, and we want to encourage customers to share video reviews on their social media accounts, such as Instagram and Twitter.

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Help increase user's video review traffic

On Voguma's own channel, video review content is constantly exposed on YouTube, Reels, and TikTok



Users' video reviews are shared according to each SNS channel standard

Voguma is a kind of video review content CDP (Content Delivery Platform) First, after registering video review contents, we plan to support users to share them according to the standard on their SNS channels such as Instagram, TikTok, Facebook, and Twitter



minutes or less, Insert a repertory link into the story, etc

Less than a mi nute, simplified referral links, et

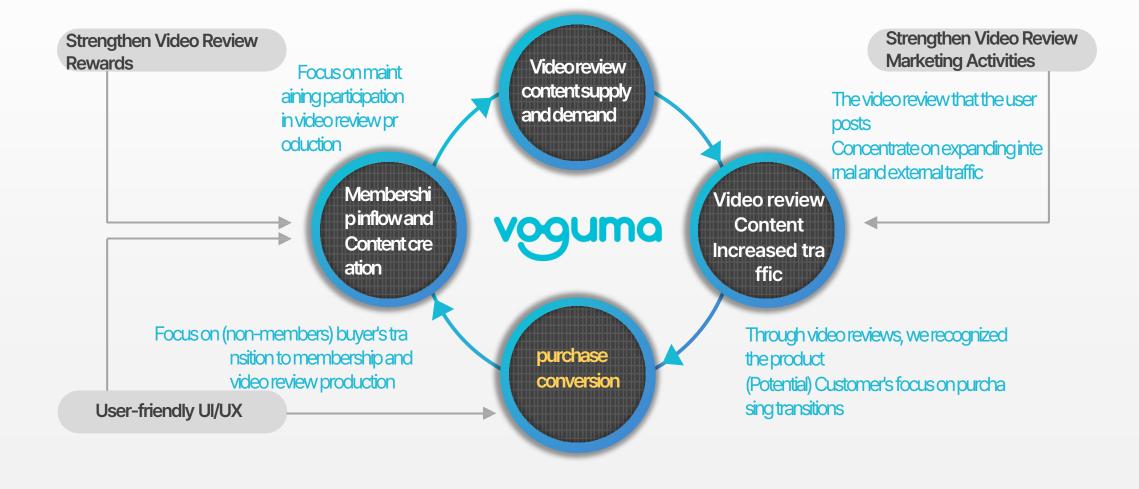
140 characters or I ess, Insert a reper tory link, etc

The Flywheel of Organic Growth in Voguma



To sum up our organic growth strategy, we build a kind of growth flywheel as an organic growth engine that attracts new customers and produces video reviews based on video review content to watch.

"



FUNLAB

Growth milestones and key goals KPI

First of all, the first milestone will be to achieve the target transaction amount of KRW 3.6 billion in 2024 based on securin g an average of more than 1,000 video reviews per month, In order to achieve 410 billion won in transactions by 2027, we will focus on the number of members, video reviews, and traffic spread.

	2023	2024	2025	2026	2027
Number of members	2,274	132,521	6,222,410	20,825,753	45,063,290
Number of new video reviews	10	12,254	250,028	665,984	1,395,638
Number of transactions	143	122,538	2,500,280	6,659,843	13,956,383
Transaction amount (billion won)	0.03	36.7	750	1,997.9	4,186.9
Sales (billion won)	0.004	4.4	90	239.7	502.4
Operating profit (billion won)	(0.4)	(6.6)	23.6	95.5	221.9



05

Teams and Partners

Define team and core competencies

Introduce the team Introduction to key management





Both our CEO and COO have been in the online/mobile marketing market for a long time and have the ability and experience to grow their commerce business faster than anyone else based on a high understanding of the online commerce and performance marketing industry as a whole.





Choi Seung Hyun
CEO

a major career

- 7 years of related experience
- Interesting Research Institute Foundation and CEO (General operation of AD Fun Lab and flux image b usiness units)
- Heeil Co., Ltd. Start-up and CEO (2005 ~ present)

Key references

Have various experiences and track record related t o content planning and production

Daum Video Sponsor Product Planning

Planning and Operation of Tom & Toms Advertising Contest

Environment Minister Award, National Assembly M ember's Yoo Seung Min Commendation Award, etc



Park Jae Hyun COO

a major career

- 14 years of related experience
- Interesting Research Institute COO (General operation of Bogum a Business Division)
- Head of the Daegu Gyeongbuk LP Center in eBay Korea (2016) Start-up and CEO of H Communications Co., Ltd. (2008-2017)

Key references

Organizational organization, scale-up, and experience in the e-commerce industry

Previous start-up companies achieve annual sales of KR W 35 billion

Experience in managing 130 employees of previous star t-up companies

Have previous experience in Exit for start-up companies

Team

Introduce the team

Member





We already operate performance marketing agencies and video content production businesses, and we already have the organizational capabilities needed to develop and operate open market platforms.





manager of development

- * a cryptocurrency exchange
- * Point Promotional System
- * Blockchain-based viewpoint verification service
- * Distributed identity information management platform
- Choi Se-woong * Consultation Management System
 - * Image Transfer Solution



Kang yucheon

Development



Lee Sun-hoo
Online advertiser



service planning

- *Planning a search advertisement for tree communication
- *Café 24 Business Planning
- *Online search company level 1

Kim Nam-jeong



Song In-cheol



Lee Jae-seok
Publisher



Lee Aju

MD General Manager

- *Very Food CEO
- *Heeil Communication Strategy Planning
- *Hantee Rest Area Customer Operation Team Manager

팀 소개 핵심 파트너



66

We are with ANDUS Co., Ltd., which runs ANDUS Chain, which was created by Park Sung-joon, director of the Blockchain Research Center at Dongguk University, Korea's top blockchain and cryptocurrency expert.



Current) Professor, Graduate School of International Information Protection, **Dongguk University (Cryptology and Blockchain)**

Current) CEO of Andus Co., Ltd. (Creator of the fair public blockchain Andus chain)

Former) Head of the Korea Internet & Security Agency (KISA)-based technology team

Former) Senior Researcher of National Security Research Institute (NSRI)





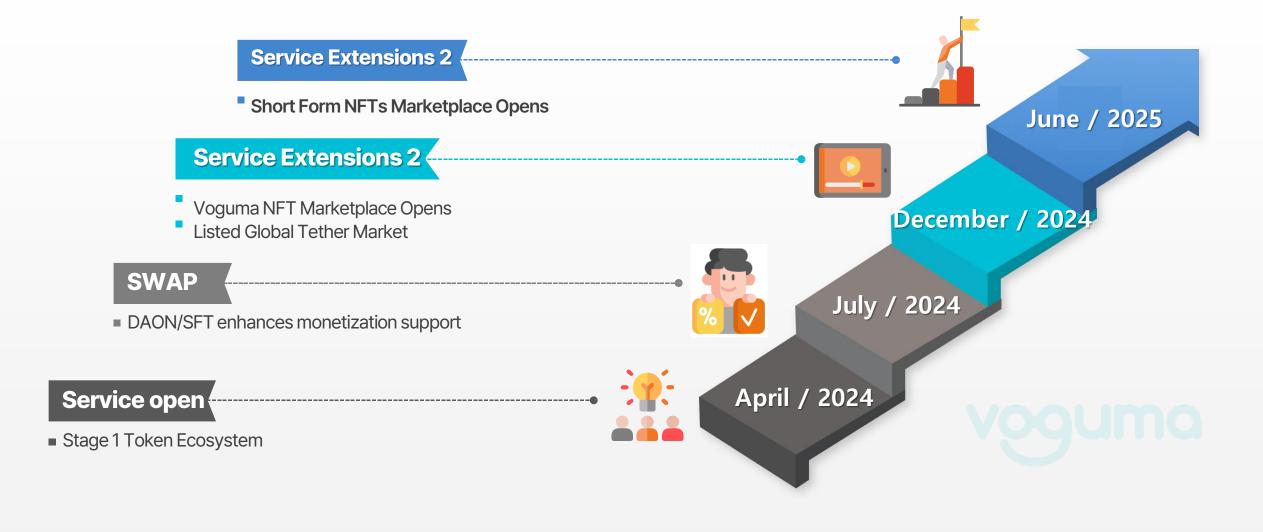




06 Roadmap

Phase 1 and Phase 2 Service Expansion Plan







07 DISCLAINER

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Thank you. THE END OF DOCUMENT

COO Park Jae-hyun

010-4524-9715

Email | funlab79@daum.net