

<https://ateon.io>



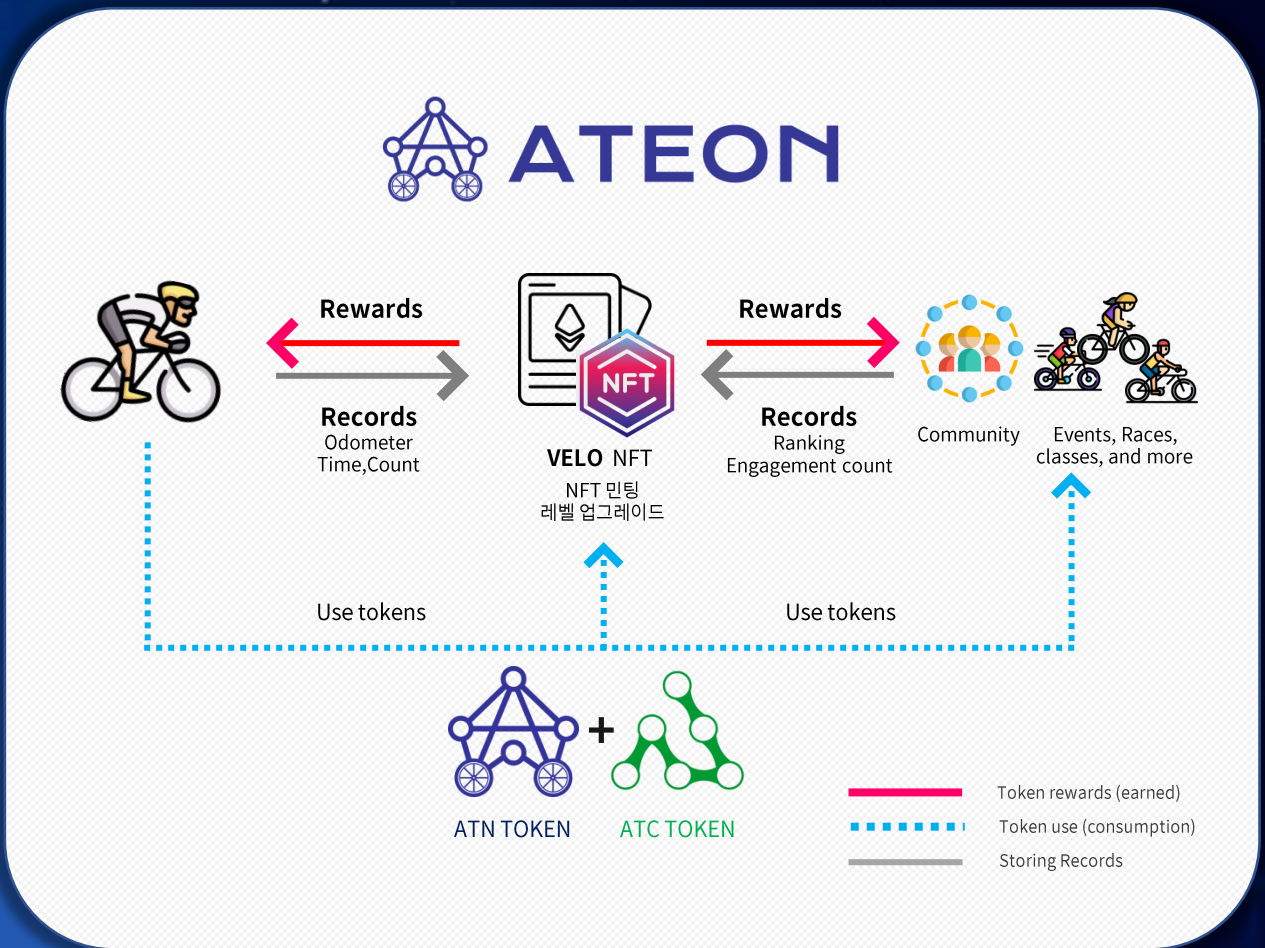
# ATEON

## White Paper Ver. 1.2

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# ATEON Abstract

ATEON enables the largest cycling society based on blockchain and token economy.



ATEON aims to realize the largest cycling society.

ATEON bundles the act of riding a bike (R2E), community/favorite activities, and participation in events and competitions into a blockchain token economy and NFTs, providing participants with a strong incentive to participate.

Participants can earn ATEON tokens and higher tier NFTs as rewards for the act of cycling, community activities, and various behaviors.

These rewards can be used as real-world goods, as well as used or invested to participate in events and competitions, increase their NFT tier, and more.

Through this process, participants can gain not only material rewards, but also greater influence and honor.

ATEON creates a virtuous cycle where financial security through the token economy enables ATEON to constantly host real-world competitions and classes, which in turn attracts more participants.

Through this process, ATEON will reach 500,000+ wallet users and 100,000+ daily visitors by the end of 2024.

## Attempts to combine blockchain with cycling

There have been several attempts to combine blockchain with cycling.

Blockchain technology is a decentralized, distributed system that allows multiple participants to collaboratively record and manage data. It is currently being used in a variety of fields, and it can also be applied to cycling.

One of the earliest attempts to combine cycling with blockchain technology was the creation of bike-sharing services. Bike-sharing services have emerged to solve the problems associated with renting bicycles in general, and blockchain technology can help them operate more efficiently.

For example, by using blockchain technology to operate a bike-sharing service, data such as the time and place of pick-up and drop-off, and rental fees are recorded in a decentralized ledger that can be shared by all participants. This can solve many of the problems associated with bicycle rentals and provide a more transparent and secure service.

Blockchain technology can also be used to collect and manage data related to bicycle exercise. For example, by recording data such as distance traveled, speed, and calories burned on the blockchain, we can provide new services such as managing exercise levels and competing with other users.

It also introduces the concept of Move to Earn (M2E), which rewards users with tokens for performing exercises, similar to the concept of Play to Earn (P2E), which the gaming industry has combined with blockchain to earn tokens for playing games.

Lisk.Bike is an example of this combination of bicycle sharing and blockchain. They use blockchain to provide bike rental services. Users can use Lisk.Bike to rent a bike and get rewarded when they return the bike after use. Since all rentals are recorded and managed on the blockchain, all information is transparent, including rewards and rental history.





## Attempts to combine blockchain with cycling

There have been several attempts to combine blockchain with cycling.

A different approach to combining exercise and blockchain is Bikecoin. Bikecoin is a platform that uses the blockchain to measure and reward electricity generated while cycling. You mine cryptocurrency on the blockchain using the electricity generated by your bike ride, which you record in a timer app to earn rewards.

Bitbike is a platform that allows you to earn blockchain-based tokens by traveling a certain distance on your bike. These tokens can be used to purchase bikes or other goods. It uses the blockchain to manage information about all the distances traveled and tokens earned, and allows users to receive rewards.

A service that combines cycling exercise with blockchain technology is an app called "Sweatcoin". The app allows users to measure the amount of exercise they do, such as walking or cycling, and record it on the blockchain to receive virtual currency (Sweatcoin), which can now be exchanged for real goods in some stores, allowing users to earn money while exercising.

One example of combining cycling and blockchain is "BitRide". BitRide is a platform that utilizes blockchain technology to reward people for riding their bikes.

Users install the BitRide app and record the data they produce while cycling on the blockchain. This data includes distance, time, speed, and other information about the bicycle exercise. This data is recorded on the blockchain, and users are rewarded based on it.

This reward is paid in cryptocurrency. Users can earn cryptocurrency based on the amount of data they produce while cycling. These rewards can also be shared with others, allowing users to compete with others to earn rewards.

BitRide also uses data about bike rides to support health and fitness tracking. Based on the data you produce while cycling, BitRide tracks your health, provides exercise plans, and offers nutrition advice.

In this way, BitRide provides a fun and motivating platform to earn rewards while cycling. Utilizing blockchain technology to securely store data and reward users via cryptocurrency is a great use of blockchain.



# ATEON OVERVIEW

## Existing M2E limitations

There have been attempts to combine cycling with blockchain technology, which has been touted as a new paradigm in many of the fields described above. Most of them have been launched in the form of Move to Earn (M2E) and have had some resonance, but are now facing challenges due to a number of inherent problems.

Cryptocurrencies used in M2E are traded on the blockchain. However, blockchain markets are unstable, and asset values can rise and fall rapidly, and drops in asset values can occur. Due to this market instability, the value of virtual assets acquired within the ecosystem may decrease significantly, causing users to suffer significant losses.

In blockchain M2E, virtual assets are traded on the blockchain. This can make it easier for illegal activity to occur, and even easier for illegal activity to occur within the system.

**Market  
instability**

**Torts  
Risks**

**Regulation  
Challenge**

**Economy  
Balance**

Because of the risk of illegal activity, blockchain M2E can present regulatory challenges. Since virtual asset transactions that occur within the system are not a legally recognized form of transaction, legal mechanisms are needed to regulate and protect them.

The M2E system is a model that allows users to earn virtual assets by cycling through the system. This can make it difficult to keep the economic system balanced, and can make M2E services less competitive in that assets can be easily acquired or sold within the system.

Because of these limitations and risks, the success of most M2E systems is not determined by their configuration or fun.

Rather, the value of the virtual assets used in M2E determines the success of the system. If the value of M2E is predicted to increase, many users will flock to it, but if the value is predicted to decrease, users will leave in an instant, and this phenomenon will cause the value to decrease again, jeopardizing the operation.

To prevent this, it is often reported that operations are aimed more at defending the value of virtual assets than overall operations, which disrupts the economic balance and reduces the value of M2E services. In some cases, companies focus only on the value of these virtual assets and use low-quality M2E services to earn profits in the virtual asset market, while neglecting their operations.

# ATEON OVERVIEW

## ATEON's Goals

**ATEON pursues a blockchain-based self-authentication cycling society.**

Cycling blockchain platforms that operate on top of traditional M2E have a fatal flaw: the system relies on maintaining the asset value of the token to keep the system running. to maintain the asset value of the token. Platform services focused on maintaining the value of tokens rather than normal operations, and when the value maintenance was limited, the services collapsed. This is because most of them operated their services by prioritizing the economics of blockchain-based tokens and combining cycling with it.

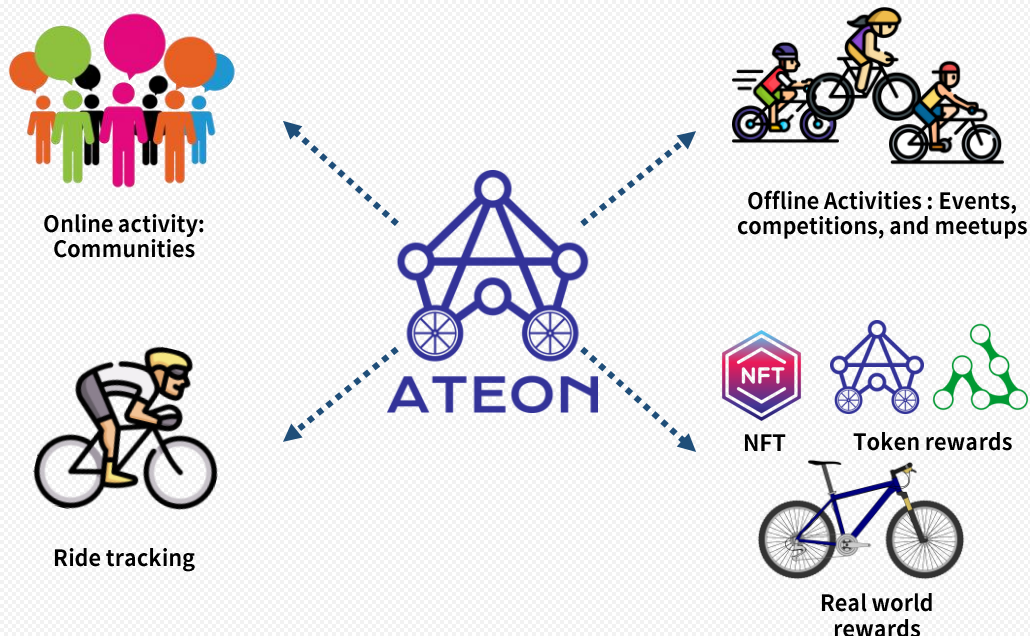
Unlike this approach, ATEON focuses on cycling societies, and the blockchain is designed to be an ecosystem that allows societies to scale continuously and reliably.

More than just an online club, ATEON aims to fulfill the following roles

1. Conversation, opinion, and information sharing through an online community
2. Record, compare, share, and compete through self-certifying NFTs and tracking features
3. An ecosystem for earning rewards for riding and community halves
4. Opportunities to participate in various offline activities with the rewards earned

ATEON will fulfill the above roles to create a society where everyone from cycling beginners to athletes can actively participate.

In particular, it will be an essential service for the majority of people who enjoy cycling as a hobby, as it has an economic structure that allows them to earn physical goods as well as hold offline competitions and events that can last for a long time using the stable ATEON ecosystem.



# ATEON OVERVIEW

## ATEON's Goals

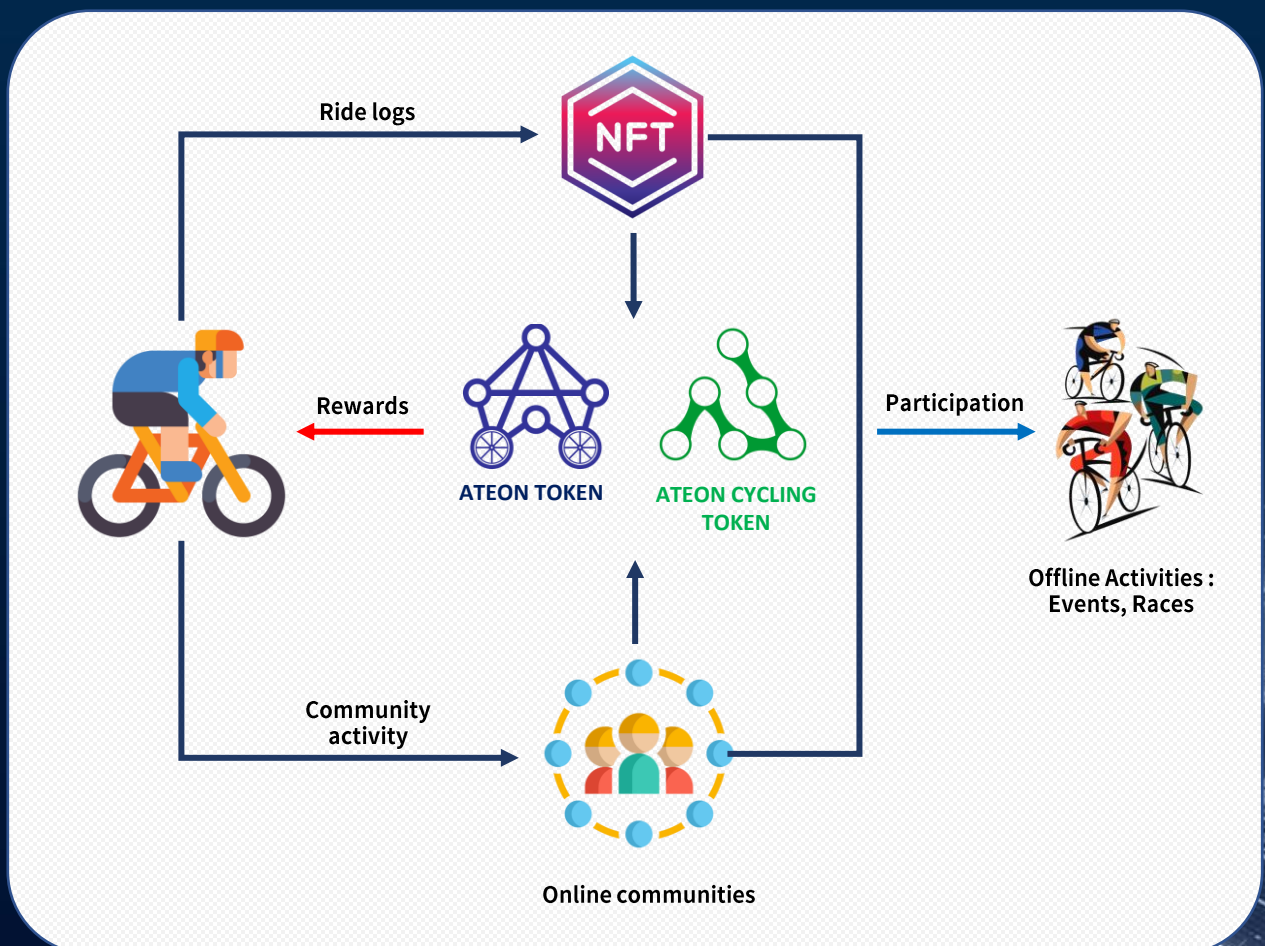
**ATEON pursues a blockchain-based self-authentication cycling society.**

ATEON provides a variety of online and offline services to support the cycling community.

1. Riding to Earn (R2E) beyond simple Move to Earn (M2E)
2. Self-authenticating NFT – Velo
3. Riding Activity Tracking
4. Community Support
5. Ecosystem based on virtual assets

ATEON has a closed loop where every action a participant takes while riding a bike and in the community is combined with the blockchain, where these actions are rewarded with the most assets, and where the given virtual assets can be used to have more influence and voting rights in the cycling society.

Such a circle will make cycling a more enriching activity by building a more immersive online and offline cycling society environment beyond just recreational cycling.





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# Polygon

## ATEON's picks for the most promising blockchain protocols Polygon

Active transactions are essential for bikers to connect and engage online, and to be rewarded for every action they take on ATEON.

To do this, we need an infrastructure that can support high speeds at low cost.

We also wanted to keep this project in a more long-term and sustainable environment, so the promise of the solution and the number of active participants were also important criteria.

Polygon is an L2 scaling solution that connects blockchain projects that best fit our thinking. Polygon is a framework for creating and connecting blockchain networks compatible with Ethereum.

It is a modular, interoperable protocol that guarantees the deterministic finality of Ethereum on a fast, scalable network of nodes. interoperability protocol while ensuring the deterministic finality of Ethereum on a fast, scalable network of nodes.

Polygons enable a large amount of transactions to be used quickly at a very low cost.

In ATEON, many transactions occur, and processing them on a network like the Ethereum blockchain would be very expensive.

Polygon has the advantage of having very low transaction fees.

It also has much higher throughput than the Ethereum blockchain, making it better suited to quickly handle the high volume processing demands of many participants.

At the same time, it's highly compatible with Ethereum because it's based on the Ethereum Virtual Machine (EVM), which means you can easily move or add smart contracts on top of the Ethereum blockchain.



# Polygon

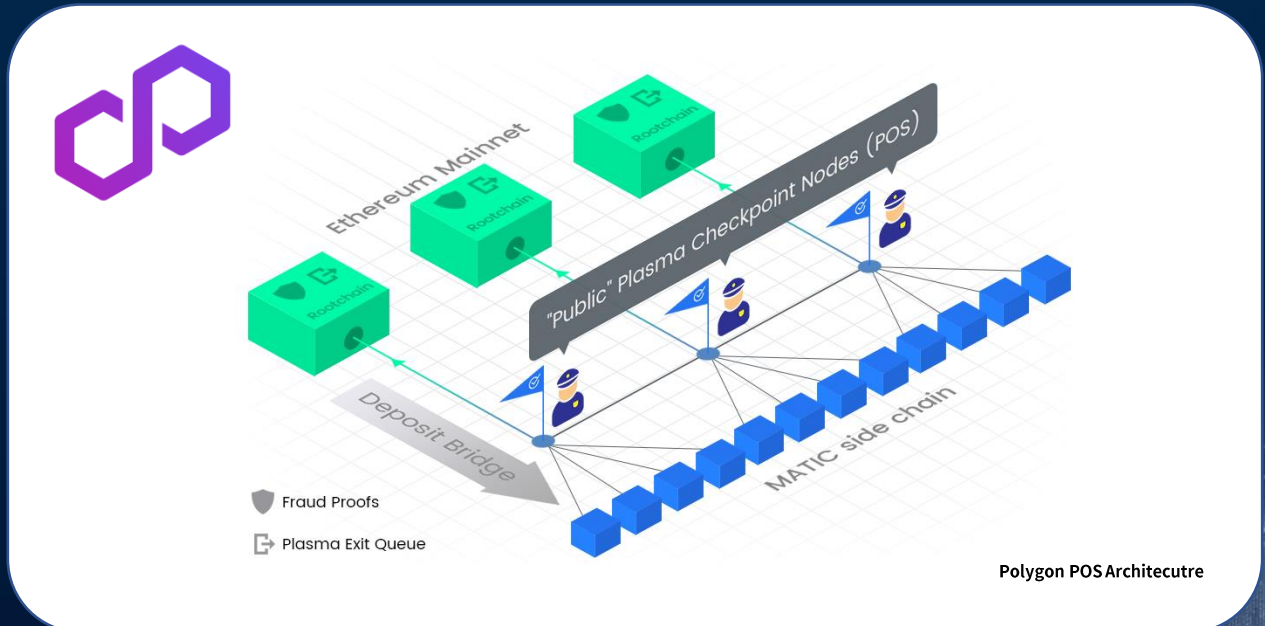
## ATEON's picks for the most promising blockchain protocols Polygon

It offers a wide range of development tools and libraries, and its compatibility with leading existing blockchain tools such as MetaMask, Remix, and Chainlink further enhances its reliability.

Compared to sidechains and other means, Polygon offers compatibility, scalability, security, control over assets (sovereignty), and interoperability.

It has all the characteristics of compatibility, scalability, security, control over assets (sovereignty), and interoperability, while providing a rich environment for users and developers. It also has the stability of a large number of participants and a large pool of specialized validators.

These characteristics make Polygon a perfect fit for ATEON, and it is a promising and sustainable blockchain that is being used in a variety of fields, not just ATEON.



# ATEON

**ATEON TOKEN: The main token of the ATEON ecosystem**



**ATEON**  
ATEON Platform Token

Name	ATEON TOKEN : ATN
Address	0xC77Ea93706221bbEF656E3Ae06bDEC679d4AD41e
Use	The main currency of the ATEON ecosystem : buying and trading assets
Specification	ERC-20 standard token, Polygon Network

ATEON is a token implemented with the ERC-20 standard on the Polygon Network. ERC-20 is a standard for fungible tokens, where each token has the same properties of type and value as the other.

As the main currency in the ATEON ecosystem, ATEON is a key means of exchange for purchasing assets, creating NFTs, and participating in various events. It is also a token that holds the value of assets, so it will also serve as an incentive for R2E and community activities.

The economic system, carefully designed by the ATEON team, will work as part of the ecosystem, with rewards automatically calculated based on the number of participants and difficulty levels of the game, as well as statistics from the entire ecosystem.

Users will be rewarded for their efforts with ATEON, and the amount of this reward will be neither too much nor too little, and will be structured to minimize discrimination based on order of entry.

## Defi & Vesting

### The ATEON Ecosystem Steadily Expands

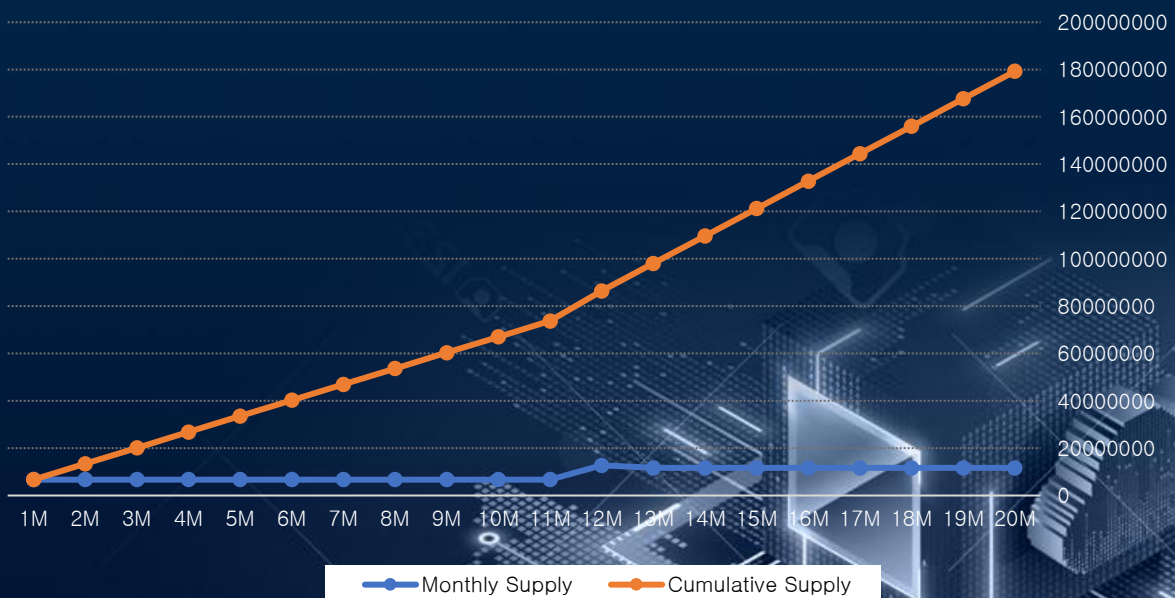
ATEON will continue to evolve and sustain itself for many years to come, and we will build a sustainable economic ecosystem by providing various DEFI services to provide the foundation for this.

In order to maintain a sustainable economic ecosystem while expanding, we need to find a sweet spot where the rewarded ATEON can be absorbed by the system. If too many ATEON appear on the market, it will deplete the energy of too much of the economic system in the early stages, threatening its sustainability. In addition, there is an unreasonable disadvantage for those who join later. Conversely, if too few ATEON appear on the market, the system's expansion will be too limited. A small number of front-runners may gain, but the participation of laggards will be restricted, and the economic system will not expand. An economic system that does not expand will lose energy and immediately regress. To prevent this, each ATEON will have appropriate trading conditions to regulate the appearance of ATEONs. These terms, such as duration and number, will help keep the number of ATEON on the market at a reasonable level.

ATEON aims to be sustainable for at least 10 years. Therefore, we have provided a 5-year vesting schedule to benefit ATEON holders with the goal of stability and scalability.

There will be approximately 946 million ATEON in circulation, which is less than the average amount of coins issued.

### ATEON Supply



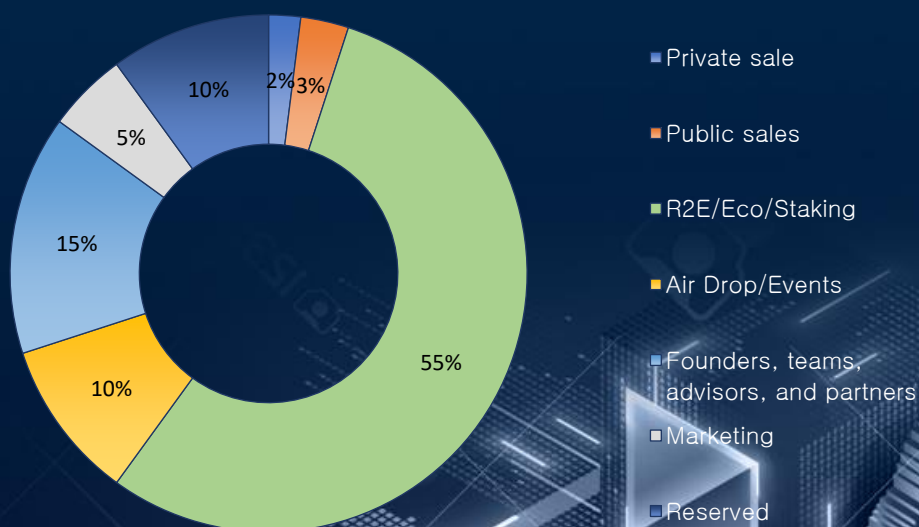


# Defi & Vesting

## Issuing ATEON Tokens

A total of 946,073,047 ATEON have been issued.  
The issued ATEON will be distributed over a five-year period as follows

Purpose	%	Counts	Use for
Private sale	2%	18,921,461	Private sale
Public sales	3%	28,382,191	Public sales
R2E/Eco/Staking	55%	520,340,176	Riding to Earn, Ecosystem, Staking Rewards
Air Drop/Events	10%	94,607,305	Air Drop/Events
Founders, teams, advisors, and partners	15%	141,910,957	Foundation, development, operations, etc.
Marketing	5%	47,303,652	Marketing uses
Reserved	10%	94,607,305	대비용
<b>Total</b>	<b>100%</b>	<b>946,073,047</b>	



## Defi & Vesting

### ATEON Token Unlock Schedule

In order to maintain a healthy and sustainable ecosystem, ATEON will be distributed with contractual term conditions in the transaction.

Holders who have received or acquired ATEON will be released according to the schedule below.

Private sale	It is unlocked for 12 months in 1-month increments.
Public sales	It is unlocked for 12 months in 1-month increments.
R2E/Eco/Staking	They are unlocked sequentially as the service is launched and mined. Staking is described in the following sections.
Air Drop/Events	It is used to revitalize the ecosystem and is a five-year sequential plan.
Founders, teams , advisors, and partners	They will be unlocked in equal installments for 5 years starting after 1 year. Strictly limited for the sake of a long-term, stable ecosystem.
Marketing	Used based on marketing execution.
Reserved	It is retained by the Foundation for further activities in the future.

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## Defi & Vesting

### ATEON Staking & Governance

#### ATEON Staking

Any ATEON holder can stake their ATEON.

When staking, holders must choose a lockup period of 1 month, 3 months, 6 months, or 12 months for greater stability.

Each period has a set percentage to choose from, and holders can choose any period that is not exhausted.

The longer the lock-up period, the more rewards you will receive at the end of the period. This will help smooth out the volatility of ATEON, contributing to a more stable and sustainable ecosystem.

#### ATEON Governance

ATEON naturally seeks to establish global governance.

When ATEON is successfully established, the number of R2E participants and community members increases, and the number of ATEON holders is deemed sufficient, we will allow participants in ATEON to make decentralized, autonomous, and democratic decisions with ownership and governance.

We will do this by establishing policies to support the community, providing a community platform, and explaining Web3 governance.

These autonomous DAOs will be able to make suggestions and comments on the operation and future of the community.

Smaller DAOs will also be organized, which may be organized to achieve a specific purpose and may be organized on a regional basis.

These smaller DAOs will try to influence the entire DAO to achieve their own goals.

In particular, DAOs organized around ATEON's community participants will play the largest role among the small DAOs. Each small DAO with its own purpose will make suggestions and comments on the overall operation and development, and will try to ensure that their suggestions are reflected in the ATEON ecosystem, so that they can be more rewarding.

We want these small DAOs to be able to voice their opinions, share their opinions with other small DAOs, and coordinate and collaborate to create an ecosystem where DAOs' opinions are reflected not only in large-scale operations and policies, but also in individual details.



# ATEONCYCLE

## ATEONCYCLE (ATC): Utility token of the ATEON ecosystem

In addition to ATN, the governance token, ATEON has ATEONCYCLE (ATC) tokens that can be used in the ATEON ecosystem. This token is a reward token that is given out linearly based on the participant's activity on ATEON.

Earned tokens can be swapped for NFTs or other tokens through the DEX.

These tokens utilize the Polygon network, which has low gas costs due to frequent issuance and destruction.

In principle, they are free to trade, but there are no fees for participants; instead, the operator pays a fee. However, in exchange for no fees, there is a limit on the number of transactions in a given period of time.

Objectives	<ul style="list-style-type: none"> <li>▪ A token that can be earned daily and is the base coin for R2E.</li> </ul>
Specification	<ul style="list-style-type: none"> <li>▪ Polygon, an ERC-20 token</li> </ul>
Address	<ul style="list-style-type: none"> <li>▪ 0xCb6BfD16bf44783d4039F5339D268Fc1FA697A7</li> </ul>
Acquisition	<ul style="list-style-type: none"> <li>▪ R2E: Riding distance Earned, Geo-location Earned, Mission Earned</li> <li>▪ Community activities</li> <li>▪ Rewards: Event Rewards, Ranking Rewards</li> </ul>
Inflation Control Policy	<ul style="list-style-type: none"> <li>▪ A secondary good for creating new NFTs, such as NFT production / evolution / synthesis.</li> <li>▪ Primary goods for enhancing and leveling up NFTs</li> <li>▪ Participation in various events</li> <li>▪ Recovered tokens will be burned according to the price maintenance algorithm.</li> </ul>
Transactions	<ul style="list-style-type: none"> <li>▪ Direct transactions between users</li> <li>▪ Create an NFT and exchange it for another token</li> </ul>
Total Supply	<ul style="list-style-type: none"> <li>▪ Unrestricted</li> </ul>

# Velo

## NFTs for Self-Authentication: Velo

ATEON provides the ability for each participant to own their own NFTs. Participants can create a new NFT with ATN and ATC, which we call Velo.

Velo can be created by participants with real photos of their bikes and various data, and can even serve as a form of self-authentication. Of course, you can add virtual data if you don't want to, but it is recommended that you add real data because it has a role in representing yourself in community activities and offline activities.

Velo will display the staking rate of participants in the ATEON ecosystem and the probability of acquiring ATEON CYCLE tokens (ATC) and ATEON tokens (ATN) in the ATEON ecosystem.

Velo has the following metadata as standard.

- **Level:** There are 5 levels of C, B, A, S, and SS.
- **Rarity:** There are 5 rarity levels: Common, Advanced, Rare, Epic, and Legendary.
- **Durability:** Each Velo consumes durability with each activity. Once it reaches zero, it no longer earns rewards.
- **Type:** Each Velo has the following types: Riding, Community, Event, and Idle.
- **Unique Image:** Participants can enter an image when minting a Velo. The entered image will be converted to an AI image generator owned by ATEON. Participants can choose their favorite one from the converted images and assign it to the Velo.
- **Meta Data:** You can enter information about the bikes you own and utilize it for self-authentication.



Photos taken



Illustration with AI



ATEON Tokens



Bikes Infos



New Velo

# Velo

## How Velo works

Velo is the core of the ATEON ecosystem. Velo's grade, rarity, type, etc. determine the amount of ATN, ATC, etc. earned. Therefore, when a participant has a Velo and performs the following actions, they will earn ATN or ATC.

- Riding: Riding a bike and doing activities
- Community activity: Creating posts, comments
- Participating in/winning an online event
- Participating in/winning an online competition
- Attending/winning an offline event
- Participate in/win an offline competition
- Opening random boxes

There are limited places to earn ATN and ATC for each type of Velo.

- Riding type: Earned while riding a bike and participating in activities.
- Community type: Earned while participating in community activities
- Event Type: Earned while participating in various online/offline events.
- Idle type: Earned when you are not active and resting.

Velo has endurance. It starts at 100% and decreases with activity. Once your endurance reaches 0, you can no longer earn rewards. Participants can use ATCs to bring their endurance back to 100%.

If a participant has multiple Velos, they can choose one Velo of each type to use. A total of four Velos can be equipped at once, one for each of the four types.





# Velo

## Earn tokens based on your Velo level

You must own a Velo to earn ATEON tokens.

You can earn them not only through normal riding activities, but also by engaging with the community, participating in events or competitions, and even by doing nothing at all.

Velo has a tier and rarity, and the higher the tier or rarer the token, the relatively more you can earn.

The grade and rarity are determined at minting time and are based on entirely random probabilities.

	C	B	A	S	SS
Normal	Earn Minimum ATN Earn Minimum ATC Endurance +0%	ATN +5% ATC +5% Endurance +0%	ATN +12% ATC +12% Endurance +0%	ATN +20% ATC +20% Endurance +0%	ATN +30% ATC +30% Endurance +0%
Advanced	ATN +1% ATC +2% Endurance +5%	ATN +6% ATC +7% Endurance +5%	ATN +13% ATC +15% Endurance +5%	ATN +21% ATC +23% Endurance +5%	ATN +31% ATC +33% Endurance +5%
Rare	ATN +2% ATC +4% Endurance +10%	ATN +7% ATC +9% Endurance +10%	ATN +14% ATC +18% Endurance +10%	ATN +22% ATC +26% Endurance +10%	ATN +32% ATC +36% Endurance +10%
Epic	ATN +3% ATC +6% Endurance +20%	ATN +8% ATC +12% Endurance +20%	ATN +15% ATC +22% Endurance +20%	ATN +23% ATC +30% Endurance +20%	ATN +33% ATC +40% Endurance +20%
Legend	ATN +4% ATC +8% Endurance +40%	ATN +9% ATC +16% Endurance +40%	ATN +16% ATC +26% Endurance +40%	ATN +24% ATC +35% Endurance +40%	ATN +34% ATC +45% Endurance +40%

# Velo

## Create a new Velo

To create a new Velo, you will need a material Velo, ATN, and ATC.

\* Material Velo + ATN + ATC → minting → same / higher tier Velo

However, a C-grade Velo only requires an ATN and ATC without a material Velo. The ATN and ATC requirements are not fixed, but fluctuate based on currency and market value.

When a new Velo is minted, it is generated according to the probability table below. Additional Velos can be included in addition to the material Velo, and the probability will change depending on the additional Velo.

In cases where minting is not possible, such as when an SS-grade Epic cannot become a +1 or +2 grade, this probability will be divided by the rest of the limiting probabilities again as a percentage.

	Same Grade +1 Rarity	Same Grade +2 Rarity	+1 Grade Same Rarity	+1 Grade +1 Rarity	+2 Grade Same Rarity
Normal	35%	35%	25%	4.9%	0.1%
Advanced	34%	35%	25%	5.8%	0.2%
Rare	33%	35%	25%	6.5%	0.5%
Epic	50%	NA	40%	8%	1%
Legend	NA	NA	88%	10%	2%



## Riding Activity Tracking

**Log your bike activity, the technology behind ATEON**

All of ATEON's services are based on a technology called Riding Activity Tracking. The idea is that when participants engage in the activity of riding a bicycle, all of their activity is recorded, including route, speed, and time.

ATEON's unique technology enables it to go beyond simple GPS location storage to systematically record activities in a more complex and detailed manner.

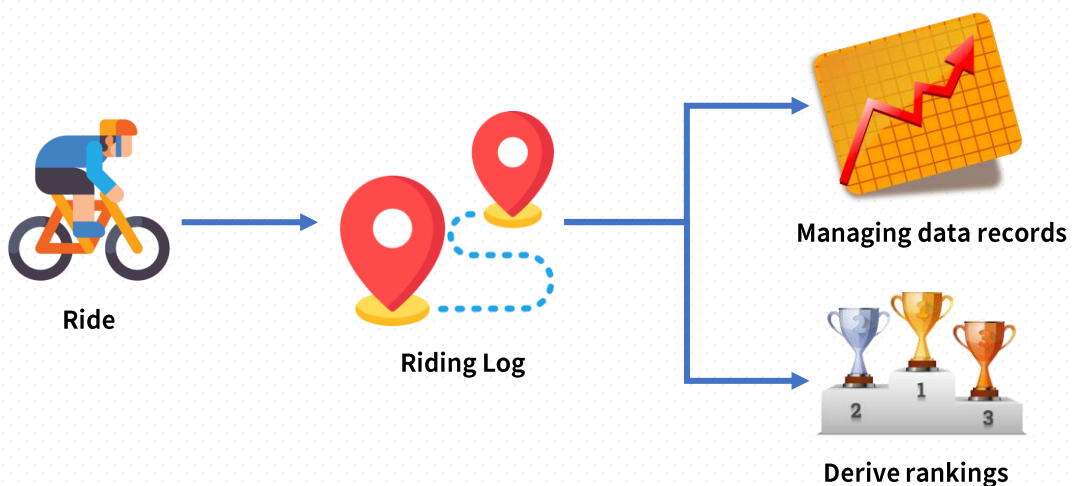
ATEON offers the following differentiated technologies

- Distinguish between bike lanes and general roads
- Active distinction between cycling and other activities (car, motorcycle, walking, running)
- Storing information using GPS and gyro sensors
- Storing height and incline

With ATEON, participants can view their cycling history in an organized way.

- View cycling routes, average speed, fastest and slowest speed times
- Average speed and time per day and month
- Average speed and time for specific segments by day and month
- Compare and rank your performance with other participants' for a specific segment.

The information collected is stored in conjunction with the participant's wallet.





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## Riding to Earn : R2E

### Ride to Earn with Riding Activity Tracking

Due to the unique technology implemented by ATEON, Riding Activity Tracking is designed to allow ATEON to try different things. First, we implemented Riding to Earn by default. ATEON participants have all the information they record while riding their bikes stored as metadata in their wallet. Based on this metadata, participants can earn tokens that can be used in ATEON's ecosystem.

#### **Earn ATEON tokens (ATN)**

- Rewards for ranking in a specific section on a daily/weekly/monthly basis
- Rewards for participating in event competitions/tournaments
- Distance-specific rewards

#### **Earn ATEONCYCLE tokens (ATC)**

- Daily/weekly/monthly mission rewards
- Rewards for passing certain points and regions
- Rewards by distance
- Time rewards for having a high ranked Velo

#### ◆ **Daily/weekly/monthly route ranking rewards**

ATEON specially manages specific route information from the data collected by Riding Activity Tracking. Specially managed routes are sections that are commonly used by bicyclists, such as the Han River Bikeway, national races, and bicycle-only roads.

Your performance on specially managed routes is reflected in daily, weekly, and monthly rankings for each route.

You can earn ATNs based on the results of these rankings.

#### ◆ **Rewards for participating in event competitions/tournaments**

ATEON will hold occasional event competitions or tournaments for participants.

Participants may be eligible to participate based on their regular activity history on ATEON.

Participants can purchase tickets for the competitions they are eligible to participate in using ATN and ATC.

Participants will be rewarded based on their performance and participation rate in the competition.

# Community

## ATEON's self-governing community

At ATEON, we strive for a community that carries on the spirit of a DAO. The community encourages participants to run, communicate, and develop themselves. ATEON provides the foundation for running a community. Participants can use it to run their own communities.

ATEON provides the following community features

- Community creation
- Community management
- Community joining/leaving
- Community message boards

ATEON provides rewards for community activities. Community activities include posting, commenting, etc. Participants are rewarded with ATC tokens based on their community activities. However, activities such as community creation require token consumption.

## Community ATC consumption

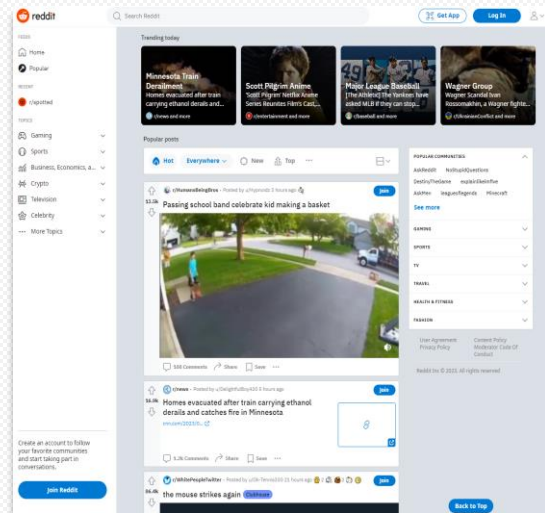
- Creating a community
- Ask a question with a reward

## Earning community ATC

- Creating a new post
- Write a comment



커뮤니티 예시 : 네이버 카페



커뮤니티 예시 : Reddit

## Events

### Events to Bring ATEON to the Real World - Offline

ATEON does not aim to be an online-only community.

We will gradually encourage ATEON participants to go offline and increase the amount of offline activity.

Once participants have an offline experience, they will most likely become more active participants.

They will help keep the community active online as well.

Examples of offline events include

#### - **Cycling competitions**

We will hold cycling competitions on a regular and irregular basis. There will be certain requirements to participate in the competition, which will be verified by your usual Riding Activity Tracking records. Once qualified, you will need to buy a ticket using ATN, ATC.

#### - **Offline space rental**

We will prepare offline spaces for ATEON participants. They will be located near major bicycle routes or areas, and participants can use the facilities using ATN, ATC, etc.

#### - **Classes**

We will organize training events for ATEON participants. There will be classes for advanced, intermediate, and beginners, and participants can purchase tickets using ATN and ATC.



Cycling competitions



Offline space rental



Classes

## Where to use tokens

### Various devices that consume earned tokens

ATN and ATC tokens acquired from ATEON can be used for various purposes.

In general, tokens, which are virtual assets, show a large difference in liquidity in the real market depending on their price.

If the price is predicted to rise, participants will try to stockpile cryptocurrency without using it, and if the price is predicted to fall, the market will be overly liquid, making it difficult to use it as a stable medium of exchange.

ATEON has created an ecosystem to overcome this imbalance and ensure that the utilization of virtual assets as a means of exchange is smooth.

#### Where to use tokens

Tokens are primarily used to increase one's influence in the community. Influence is defined as being known to more participants in the community, being more active than others, and receiving more rewards.

You can use tokens to earn more tokens by upgrading your Velo's status, purchase bike-related items from online and offline stores, or participate in offline and online events or competitions to gain more prestige in the community.

- Upgrade your Velo: Earn more tokens
- Participate in offline events: expand your community influence and earn honor
- Participate in online events: expand your community influence and earn honor
- Purchase in the ATEON exclusive store: Purchase physical goods

Used tokens will be returned to the foundation, ATN will be used for R2E/ecosystem/staking, and ATC will be incinerated.





# RoadMap

## Roadmap for ATEON



# RoadMap

## Roadmap for ATEON



## Members



**Okamura, Takashi.**  
**Founder**

- CEO RocWorks in Japan
- CEO SunShine, Japan
- CEO of Royal, Japan
- Entertainment industry expert



**Seo. Peter**  
**CEO Business Lead**

- Ph.D., Department of Computer Science and Engineering / Electrical Engineering, Seoul National University
- Produced over 100 MMORPG and various platform games
- Founder of 4 game companies since 1992
- 30 years of industry experience
- Specialist in cryptography and blockchain technology



**Cho. Silver**  
**CTO**

- Ph.D., Department of Electrical Engineering, Seoul National University (Specialized in Artificial Intelligence and 3D Engine)
- 25 years of experience in the game industry
- Token and NFT design, NFT market and platform creation



**Cho. Andrew**  
**COO**

- Department of Living Design, Yonsei University (Yonsei University Design Media Institute)
- 25 years of e-business PM and Platform planning and operation
- Community and e-business expert