THE LAND

White Paper

HashPalette

Contents

01 | Introduction

1.1 | Game Overview

"THE LAND Elf Crossing" ("THE LAND" for followings) is a metaverse farming blockchain game that was developed as a major update of "ELF Masters - Arena of Light and Darkness".

Players get to enjoy farming in new ways in THE LAND that utilize tokens, including crop production, city-building by expanding farms, trading NFT crops, and various competitions such as fishing tournaments between cities and guilds.

The Metaverse feature is also a significant aspect of THE LAND. ELF Masters NFTs and many other NFTs are available for avatars of THE LANDHello. Players can also develop their lands, which are LAND NFTs in the game, and certified LAND partners/development companies can design their LANDs or work together on advanced developments. It is planned to include "ELF Masters - Arena of Light and Darkness" and other games within the Palette Chain ecosystem as LANDs, functioning as a hub for player interaction and introduction to other games.

THE LAND is a blockchain game that is designed to be free for everyone to enjoy, regardless of their experience level. It takes advantage of Pallet Chain's unique features, such as no network fees and support for off-chain payments like credit cards and mobile carrier payments. By using Master NFTs and Land NFTs, the game offers more efficient production activities and special effects that enhance the overall Game experience for blockchain game fans.

In this game, you can make friends with other players, trade items, and communicate in the game through the chat feature. Connecting with allies in the game enhances the enjoyment of the gaming experience. As a safe and secure metaverse farming blockchain game compliant with Japanese laws and regulations, we aim to realize a "Metaverse with Destination" where communities and creations will be developed through THE LAND.

*The game contents and images in the white paper are under development. Please be aware that it may differ from the actual specifications or be changed as necessary.
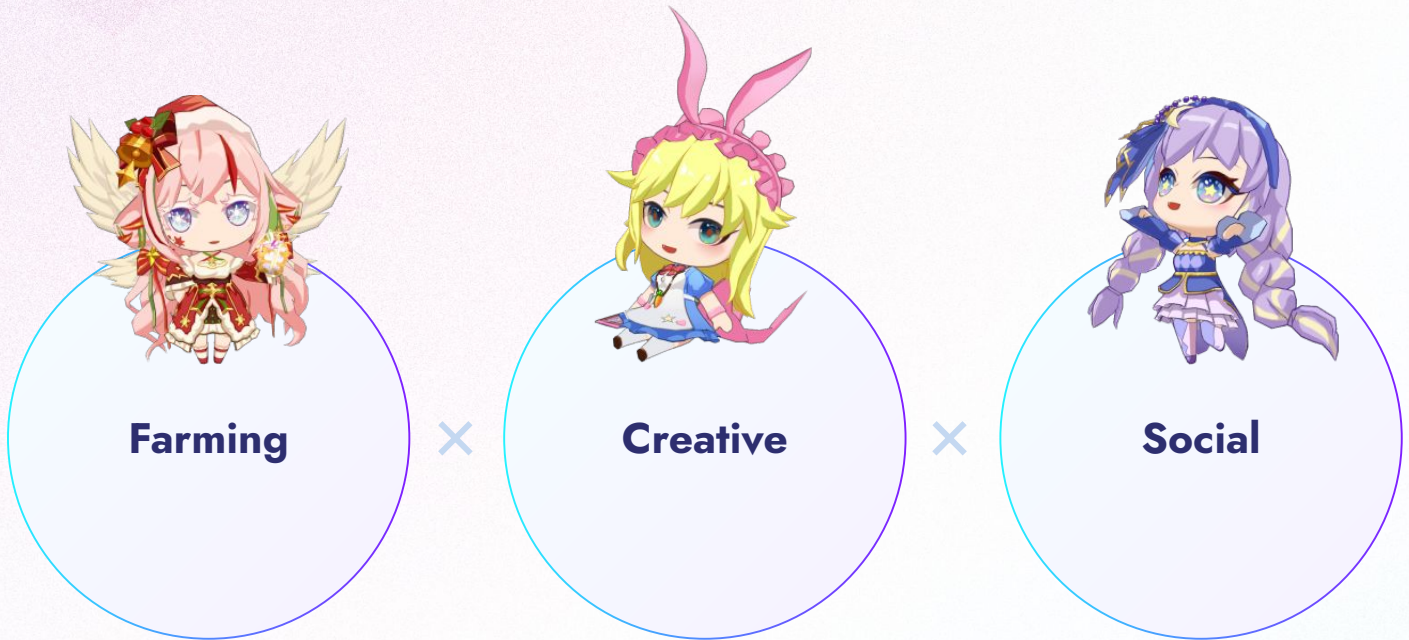
02 | Game System

2.1 | Basic Game Systems

Farming × Creative × Social

There are three main game sub-systems: Farming, Creative, Social.

In terms of Farming system, players get to grow in-game crops and produce goods. Players can gain experience points through production activities, and they will be leveled up based on experience points. New facilities and crops will be unlocked as players' level meets certain criteria. Each land point will increase as more facilities are built and upgraded. Once the land points reach a certain threshold, a farm is expandable. It increases the amount of crop production and types of processed products that can be produced by building new facilities. The amount of token earnings is going to be increased as the production of crops and processed products increases.

In terms of Creative system, players can customize various elements within the game, including avatars, houses, and the town. Particularly with avatars, players have the freedom to customize features such as hairstyle, facial features, clothing, accessories, and more, allowing them to tailor the appearance according to their personal preferences.

In terms of Social system, players can become friends with other players, engage in item trading, and communicate within the game through the chat feature. Additionally, players can interact through events such as fishing competitions, visit the towns of businesses or creators, and invite companions to spend time together in their towns.
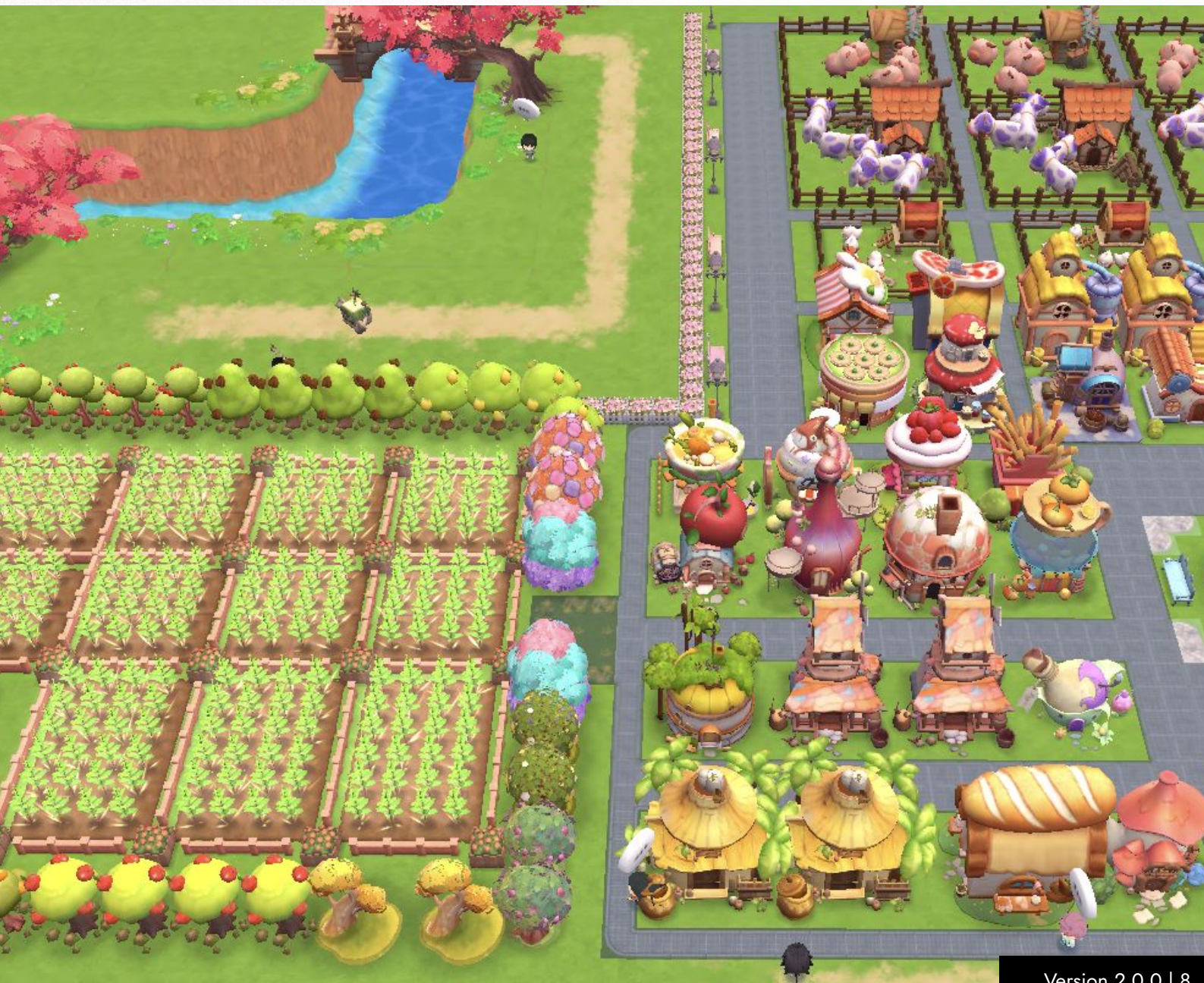
2.1.1 | Farming

There are four types of products in the game: crops (Cabbage, Potato, etc), livestock (Milk, Pork, Egg, etc), fruits (Apple, Peach, etc.), and seafood products (Sea bream, Koi, etc). Players can cultivate a diverse range of crops and raise various animals.

Crops
Tomato, Cabbage, Potato, etc

Fruits
Apple, Orange, Peach, etc.

Livestock products
Milk, Pork, Egg, etc

Seafood products
Sea bream, Snapper, Koi, etc

■ Harvest Crops from the Field

In the game, the farming cycle involves three main steps: planting seeds, nurturing the crops, and harvesting them. However, some crops may not be available for cultivation at the beginning of the game. If needed, players can trade seeds or crops with other players. By constructing facilities, players can process their harvested crops or buy crops to create processed products. When consumed, these processed products can recover the player's energy, but if not consumed within a certain period, they will spoil and become unusable.

Processing
Processing harvested crops and other produce into new items at the facility

&

Over 100 types of processed products!
Consuming processed products restores the player's energy!

■ Harvest Livestock Products from Animals

Players have the option to raise animals. To do so, players need to cultivate crops that serve as feed for each specific type of animal. Harvesting livestock products from the grown animals is possible, and players can also process them into various products.

■ Build Facilities

To develop the town, various facilities are required. There are different types of facilities, including fields, pastures, workshops for producing processed goods, and animal feed. Engaging in farming accumulates experience points, leading to level-ups. Upon leveling up, new facilities are unlocked, allowing players to cultivate new crops and raise new animals.

■ Expand Land

To construct facilities, a substantial amount of funds and resources is required. Additionally, securing a space to cultivate crops necessitates a larger piece of land. By accumulating Land Points to a certain value and obtaining the necessary resources for expansion, players can explore new land for development.

2.1.2 Creative

The player can customize their in-game avatar, house, and land (town) to their liking with a high degree of freedom.

■ Avatar

The player can freely customize the avatar's hairstyle, face, clothing, accessories, and more. Skins and accessories for customization can be obtained through game progression, gacha, and other in-game activities.

■ House

The house is one of the places in this game where players can express player individuality the most. By freely arranging various pieces of furniture, players can create a room that is truly one-of-a-kind in the world.

■ Land

In addition to farming facilities, players can construct a variety of design-oriented decoration facilities and entertainment venues to enjoy with friends, allowing players to decorate the town according to players preferences.
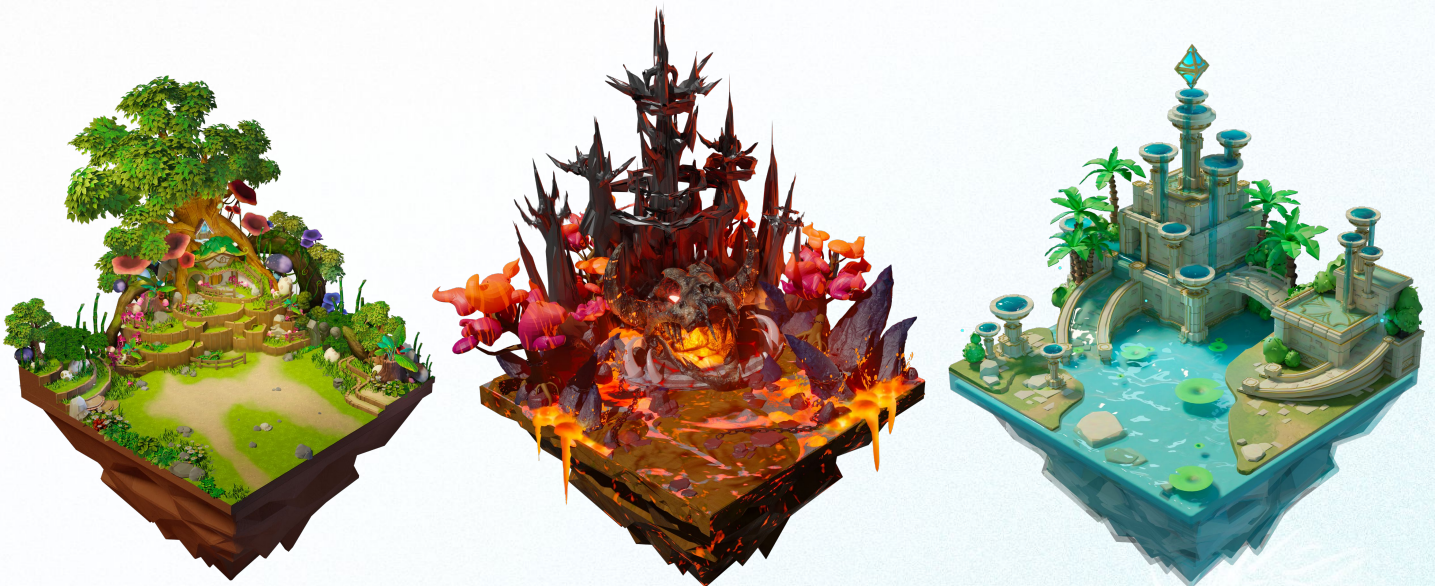
■ Collaboration Land

When collaborating with various companies and creators or hosting events, a Collaboration Land is constructed. Collaboration Land allows companies and creators to create and showcase their lands, buildings, and characters based on pre-established regulations that have been made public in advance.

2.1.3 Social

Players can interact with other players. Players can visit other players' lands and engage in socializing through various in-game events such as tournaments.

When visiting other lands, players can converse with fellow players, tend to crops, and engage in item trading. Inviting friends to one's land enables shared enjoyment of various activities.

■ Social Events

In "THE LAND," players can participate in various social events and compete in fishing tournaments with their friends. Through the matchmaking feature, players can also meet new friends while fishing.

Friends Function

Become friends with other users in the game

Search users directly with ID search

Chat

Communicate with other players through chat in the game
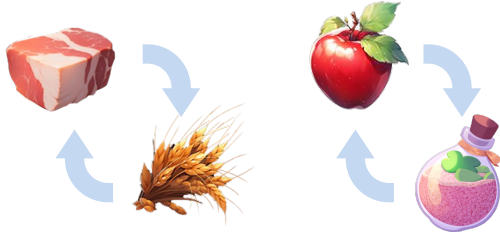

I brought apples~!

Thank you!

Visit other Lands

Visiting other lands and various activities are possible

Item Trade

Participation in Conventions and Events

Showing off the collection

Watering

■ Alliance

"Alliance" refers to a team formed by players in THE LAND.

Players can join an alliance after advancing the game to a certain level, and it's also possible to create one's alliance.

By collectively owning an alliance land, players can work together to build up the land. All members of the alliance can collaborate on alliance missions, and the alliance can be developed by donating items.

Members who participate in alliance missions or make donations receive rewards based on their level of contribution. Additionally, alliances can compete in rankings against each other, earning rewards through the competition.

2.2 | In-Game Economy

2.2.1 Currency and Points in the game

■ELF Token(ELF)

Players can acquire ELF Tokens by buying on the cryptocurrency exchange, exchanging with Star Crops NFTs, participating in ranking events, etc. By staking ELF Tokens, players can utilize the Star System, allowing for a more comfortable.

■ELF Gold(EG)

Players can acquire Elf Gold through in-app buying (occasionally as quest rewards). Elf Gold is used to expedite crop production, buying various items required for crop and livestock production, and it can also be used for buying avatar costumes, accessories, and facilities.

■ELF Silver(ES)

Players can acquire Elf Silver through selling crops or in-game rewards. Elf Silver can be used for constructing facilities and buying items in the in-game market.

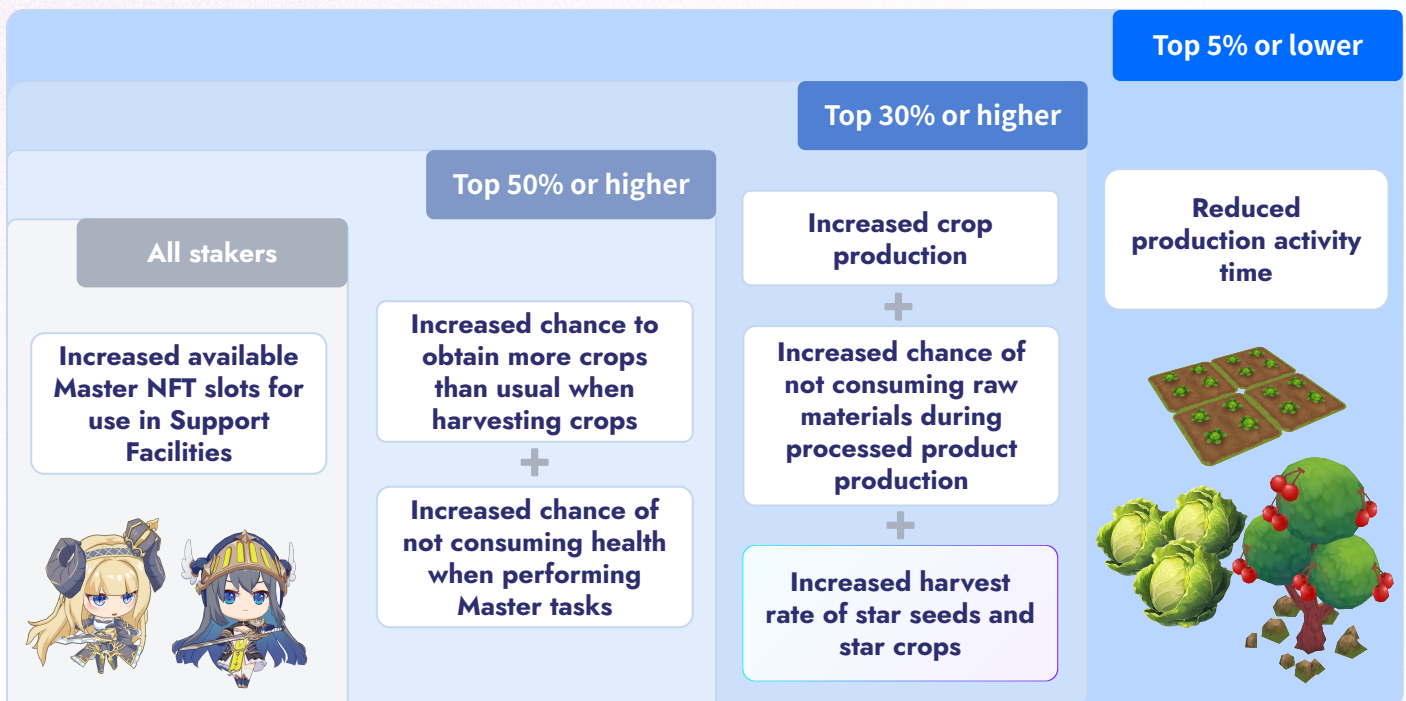| Contents	ELF Token ELF	ELF Gold EG	ELF Silver ES
In-game Positioning	Governance Token	In-Game Paid Coin*	In-Game Free Coin
Legal Classification	Cryptocurrency	Prepaid payment*	Free point
Construct Facility	—	○	○
Expand Land	—	○	—
Star System	○	—	—
Land Activation Fee	○	—	—
Buying Level Up Items	—	○	—
Buying and selling items in the game.	—	—	○
Buying and selling items in PLT Place.	○	—	—

*Some may be provided as complimentary points.

2.2.2 Star System

The Star System is a feature that allows players to stake ELF Tokens, obtaining various benefits to enhance gameplay, such as reducing production activity times.

The higher the staking amount ranking, the more benefits the staker can gain.

			Top 5% or lower
		Top 30% or higher	
	Top 50% or higher		
All stakers		Increased crop production	Reduced production activity time
Increased available Master NFT slots for use in Support Facilities	Increased chance to obtain more crops than usual when harvesting crops	+ Increased chance of not consuming raw materials during processed product production	
	+ Increased chance of not consuming health when performing Master tasks	+ Increased harvest rate of star seeds and star crops	

2.2.3 Land Activation Fee

The Land Activation Fee is a system designed to generate liquidity for ELF Tokens and enhance the ecosystem.

Players are required to pay the Land Activation Fee based on the duration of use of the Land NFT. (The shortest duration is one week.)

The ELF Tokens paid with the activation fee will be used for in-game ranking rewards.

2.2.4 Item NFT Trading System

Players can trade items acquired in the game on both in-game and external marketplaces to earn ELF Tokens and Elf Silver.

■Trading Item NFTs between players

Many of the in-game items can be converted into NFTs by packaging them (e.g., harvested "carrots" → "Carrot NFT"). Tradable NFT items can be exchanged on the PLT Place for ELF Tokens. Alternatively, processed products and expansion materials can be bought and sold within the in-game marketplace using Elf Silver, without being converted into NFTs.

Through buying and selling items, players can obtain crops and livestock products, which serve as raw materials for producing processed products. Additionally, consuming processed products can help replenish energy for the avatar.

Buying and Selling Items

Buying and selling items with in-game currency or tokens with other players
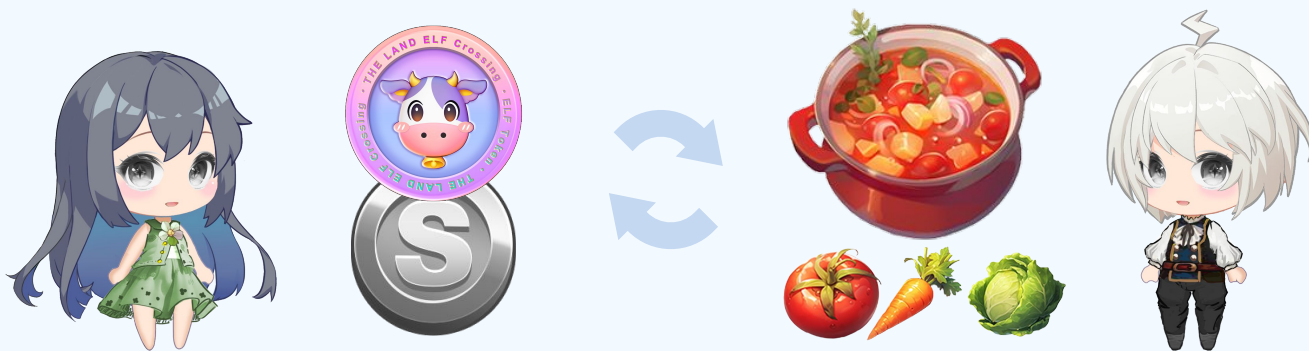
2.2.5 Star Seeds and Star Crops

■Star Seed

"Star Seed" is an item that can be obtained as a bonus with a certain rate when harvesting crops.
By growing star seeds, Star Crops, and elf silver can be obtained.

■Star Crop

"Star Crop" is an item that players can obtain by sprinkling stardust on star seeds. They can also grow star seeds to earn additional Star Jumbo and participate in a lucky draw to win Star Crops. There are four types of Star Crops: Diamond, Gold, Silver, and Copper. Diamond crops can only be obtained through the Star Jumbo lottery. Players can exchange their Star Crops for ELF tokens at PLT Place.

■Stardust

"Stardust" is an item used during crop production that increases the chances of obtaining Star Crops and Star Seeds. When Stardust is used, it grants the following effects to the target:

<When used on growing "Star Seeds">
Increases the chance of obtaining a Star Crop (Gold, Silver, or Copper). If not used, Elf Silver will always be obtained.

<When used on "crops" other than star seeds>
Increases the chance of obtaining Star Seeds upon harvest.
Moreover, Stardust can be stacked on the same target. The more Stardust used on a target, the more additional effects are granted, and the chances of obtaining star items increase for that specific target.

Stardust can be obtained as a bonus in-game through login rewards, various campaigns, and shop incentives.

Stardust
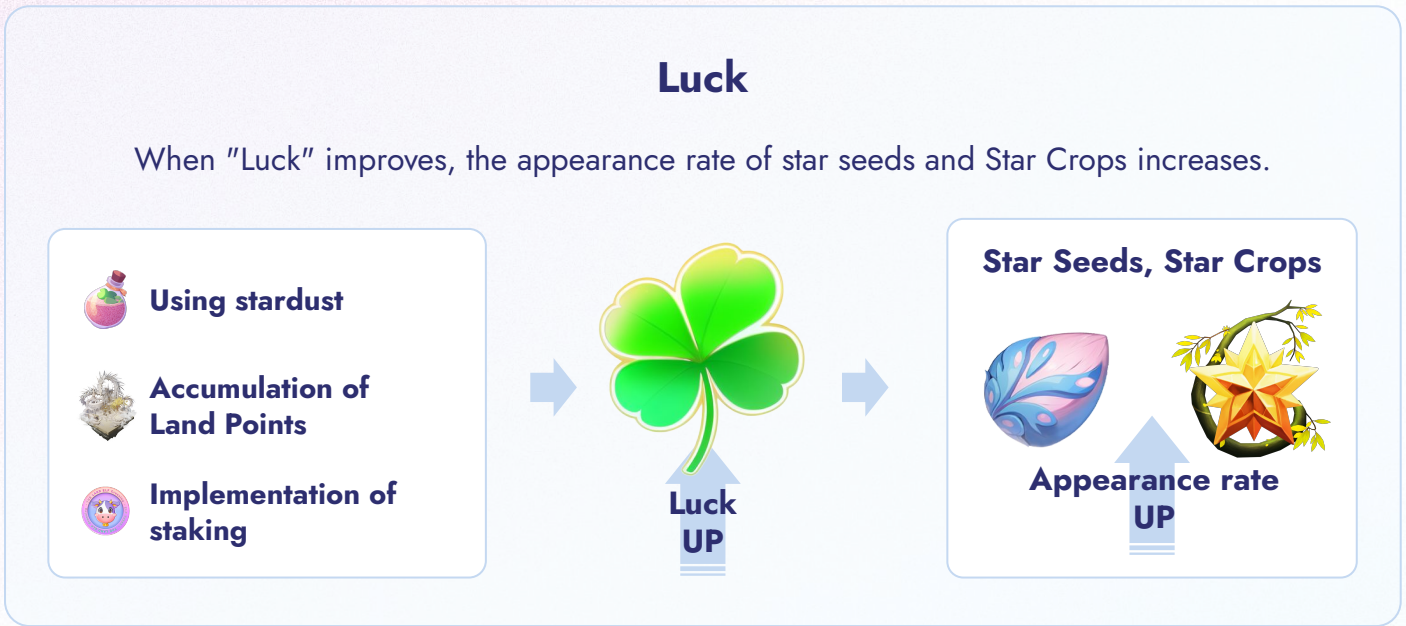
When sprinkled during production, it exhibits a special effect.

Star Crops
Appearance rate
UP

Star Seeds
Appearance rate
UP

■ Luck

"Luck" is a stat that, the higher it is, increases the chances of harvesting Star Seeds and Star Crops. Luck increases based on the accumulation of Land Points and the implementation of staking. Land Points are determined based on the development level of the land.

Luck

When "Luck" improves, the appearance rate of star seeds and Star Crops increases.

- Using stardust
- Accumulation of Land Points
- Implementation of staking

→ Luck UP → Star Seeds, Star Crops

Appearance rate UP

2.2.6 Alliance Ranking

"Alliance Ranking" is a system where alliances compete for positions against each other. Depositing processed products into the alliance's warehouse earns points, and alliances compete for rankings based on the accumulated point totals. Top-ranking alliances receive luxurious rewards such as Elf Silver, Elf Gold, and ELF Tokens.Additionally, deposited processed products will not disappear and can be withdrawn and consumed at any time.

2.3 In-Game Web3 Wallet

In this game, a Web3 wallet, integrated with the social account provided by HashPort Inc., is automatically set up at the same time as creating a game account. This allows for easy management of NFTs and tokens.

A wallet address linked to the email address associated with social accounts like X (formerly Twitter), LINE, Apple, Google, etc., is generated. This allows for seamless operation of the same Web3 wallet even if there are changes in the operating system or device, facilitating easy migration and management. Additionally, when using a different social account, as long as the email address matches, the same wallet address can be utilized.

Furthermore, there is integration with the EXPO 2025 Digital Wallet used at the Osaka-Kansai Expo, enabling the use of the same wallet address.

※Please note that if the social login side does not have an email address configured or if the email address is private, the use of the Web3 wallet may not be possible.

Wallet

Easily manage NFTs and tokens with the built-in wallet in the app!

03 | NFTs Available in Game

3.1 | NFT Overview

In this game, various NFTs are available, with "Master," "Elf," and "Land" being particularly notable NFTs that influence production activities.

The roles of each NFT in the game are explained in the following sections.

Additionally, there are "Item" NFTs that represent in-game items acquired through activities like farming. Players can earn tokens by selling these Item NFTs on the marketplace.

NFTs used in the game

Master NFT

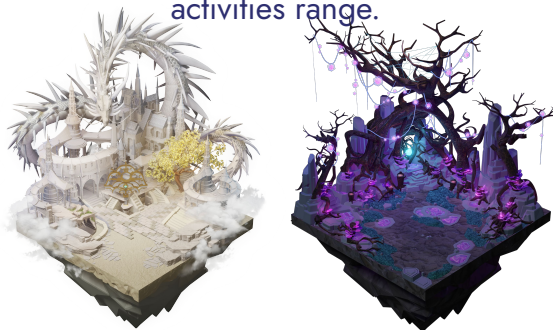Assist players with their tasks. Boost the efficiency of each operation.

Elf NFT

Boost the efficiency of the master's tasks.

Land NFT

Expansion of the production activities range.

Item NFT

Exchangeable for tokens. Available for buying and selling.

3.2 | Master NFT

Players can use the current "ELF Masters" Master NFT.

■ Supporter Function (Automatic Harvesting Function)

Setting a Master NFT as a support avatar allows for the automatic production and harvesting of crops.
The higher the rarity of the Master NFT, the more efficient the work becomes. Additionally, some features of the current ELF Masters will be inherited, and special effects corresponding to the rarity are planned to be set. It's worth noting that there is a limit to the number of available supporters, and it increases based on the number of Land NFTs owned, rarity, and staking amount.
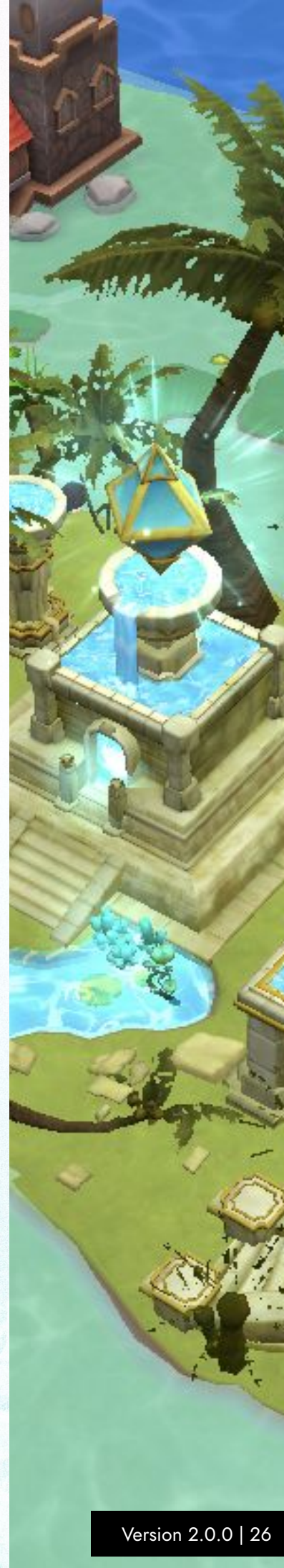
3.3 | Elf NFT

Players can use the current "ELF Masters" Elf NFTs as companions for their Masters.

■ Role of NFT

Players can set Elf NFTs as companions associated with their Master NFTs.

【Effect】
By accompanying Elf NFTs with Master NFTs, players can enhance the efficiency of their Master NFTs. The higher the rarity of the Elf NFT, the greater the support effect on efficiency improvement.

Efficiency UP
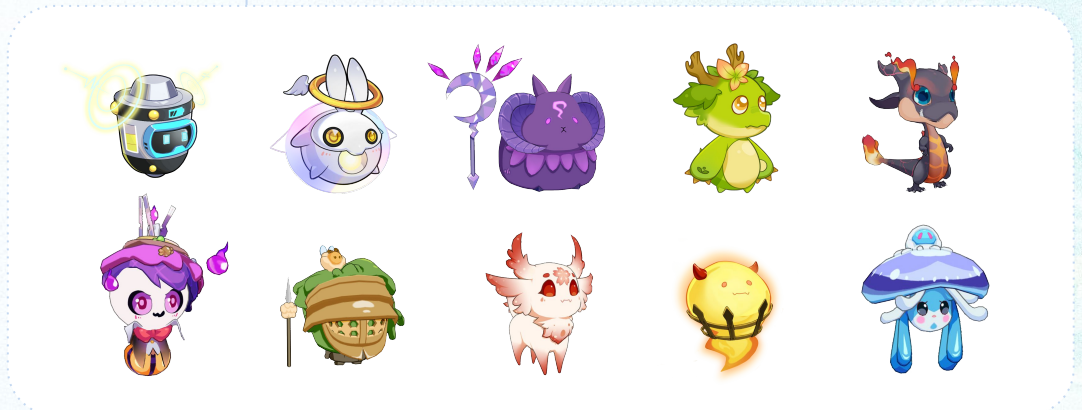
3.4 | Land NFT

The Land consists of two types of territories: the Home Land, which is the player's initial land, and the Colony Land, which can be owned additionally based on the number of Land NFTs owned. Moreover, elements such as fields, facilities, decorations, and more on Colony Land are linked to Land NFTs, enabling players to engage in transactions for their cultivated land, including facilities, on a per-land basis.

■ Home Land

Territory owned by all players. Expansion and unlocking of features are possible as the game progresses.
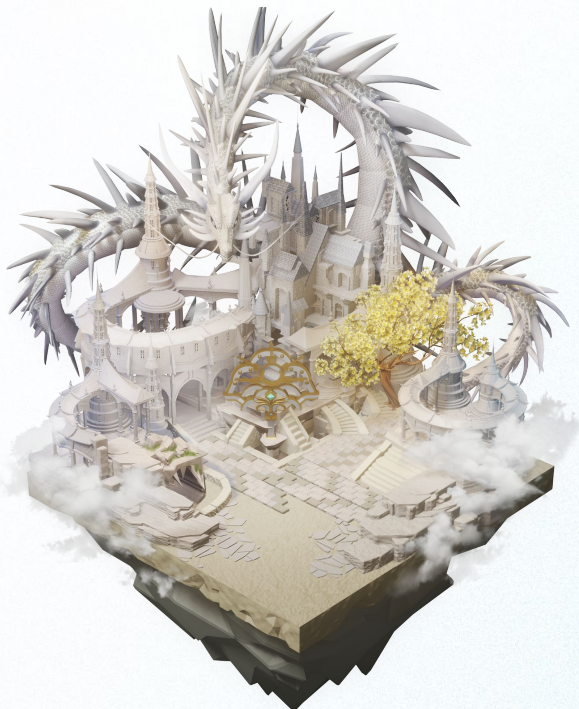
■ Colony Land

Territory is exclusive to Land NFT holders. Various sizes of land with specialties in different agricultural produce.

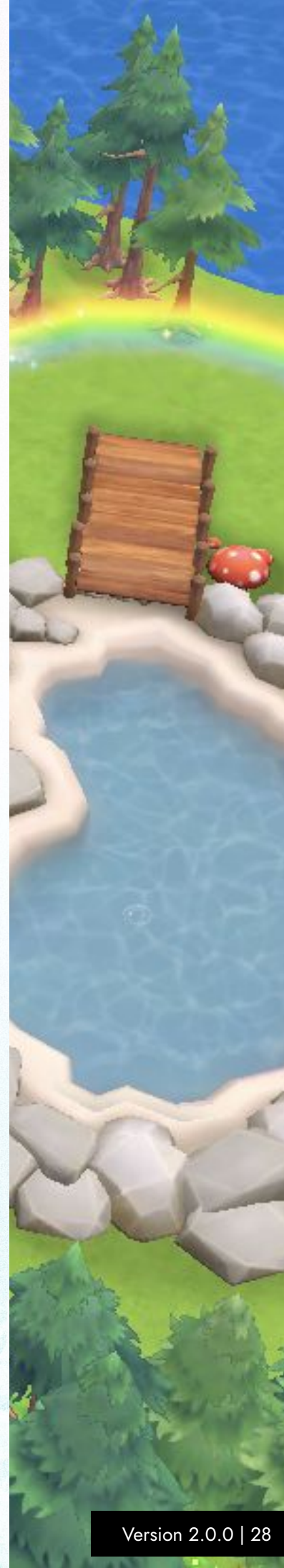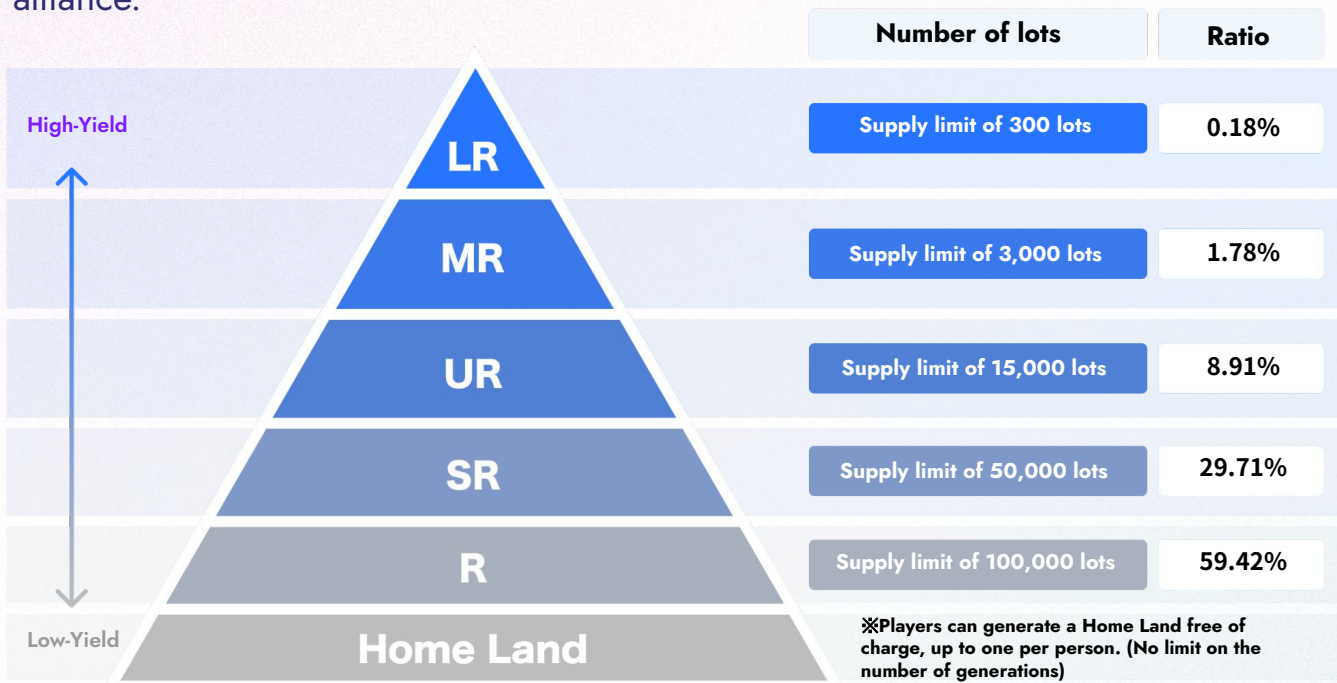# ■ Rarity and Attributes of Land NFT

In the game, there are seven attributes (Fire, Water, Lightning, Nature, Rock, Dark, Light) associated with lands, and lands come in six different rarities. There are two types of lands: the Home land, which can be obtained freely and has no supply limit, and the Colony Land, which is a premium land with high rarity and limited availability. Depending on the type and rarity of the land, the items that can be acquired and production capabilities differ. LR Lands provide effects for the entire alliance.

	Number of lots	Ratio
LR	Supply limit of 300 lots	0.18%
MR	Supply limit of 3,000 lots	1.78%
UR	Supply limit of 15,000 lots	8.91%
SR	Supply limit of 50,000 lots	29.71%
R	Supply limit of 100,000 lots	59.42%
Home Land		

High-Yield

Low-Yield

※Players can generate a Home Land free of charge, up to one per person. (No limit on the number of generations)

In the case of crops that match the attribute of the land, specific effects such as reduced production time and increased production volume can be obtained. Additionally, compatibility with the Master NFT, used as avatars or supporters, further enhances work efficiency. Expanding the land allows for more effective utilization of larger areas, enabling the acquisition of a variety of items.

UP

UP
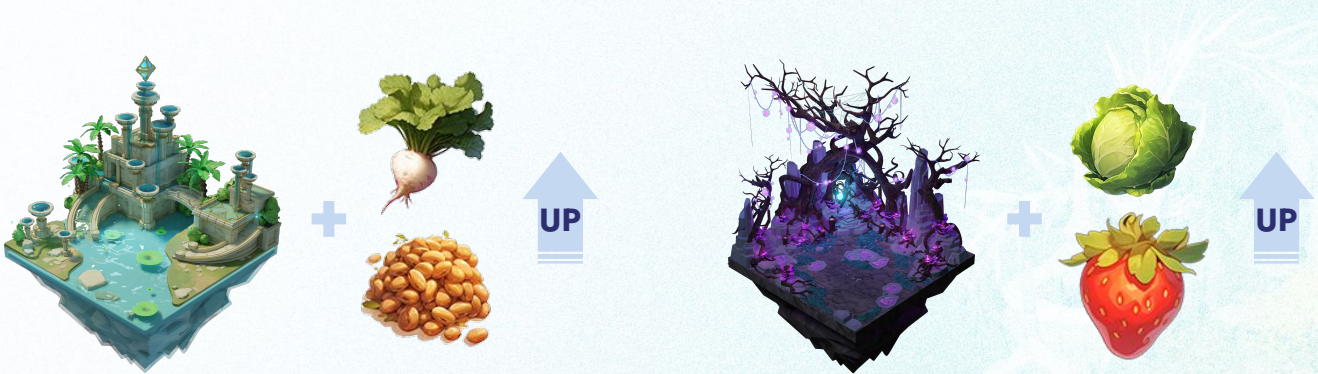
■ Elf

Some Land NFTs are inhabited by Elf, assisting in the production and growth of crops.

■ Resource Item

"Resource item" is elements that positively affect production and processing. In Colony Land, 0 to 3 resource items are placed.

■ Unique Item

"Unique Item" is an item that exists only once on certain Land NFTs. If there is a unique item on a Land NFT, it may lead to special events or rewards in the future.

3.5 | Item NFT

In this game, players can tokenize the products they obtain in-game. Items eligible for tokenization can be withdrawn from the game to the wallet and traded on the PLT Place.

■ Boxed NFT

By using wood to box a certain amount of items, players can convert them into boxed NFTs. (Example: Harvested "carrots" → "carrot NFT")
players can only pack one type of item per box.
Boxed NFTs can be traded on the marketplace and transferred to other wallets.
Additionally, players can open boxed NFTs to use the items in the game.

How to acquire "wood":
・Acquiring fruits may result in drops during fruit collection from orchards
・Login bonus

■ Star Crops NFT

By boxing Star Crops, players can convert them into Star Crop NFTs. Each Star Crop is individually transformed into an NFT. Star Crop NFTs cannot be traded on the marketplace or transferred to other wallets.

3.6 | How to Buy NFTs

NFTs used in "THE LAND" are primarily available for sale on PLT Place, which is the official marketplace of the Palette Chain. However, certain special sales are expected to be offered on other marketplaces such as OpenSea and TofuNFT. Additionally, PLT Place allows not only the purchase of NFTs released by the administration but also facilitates trading among players.

https://pltplace.io
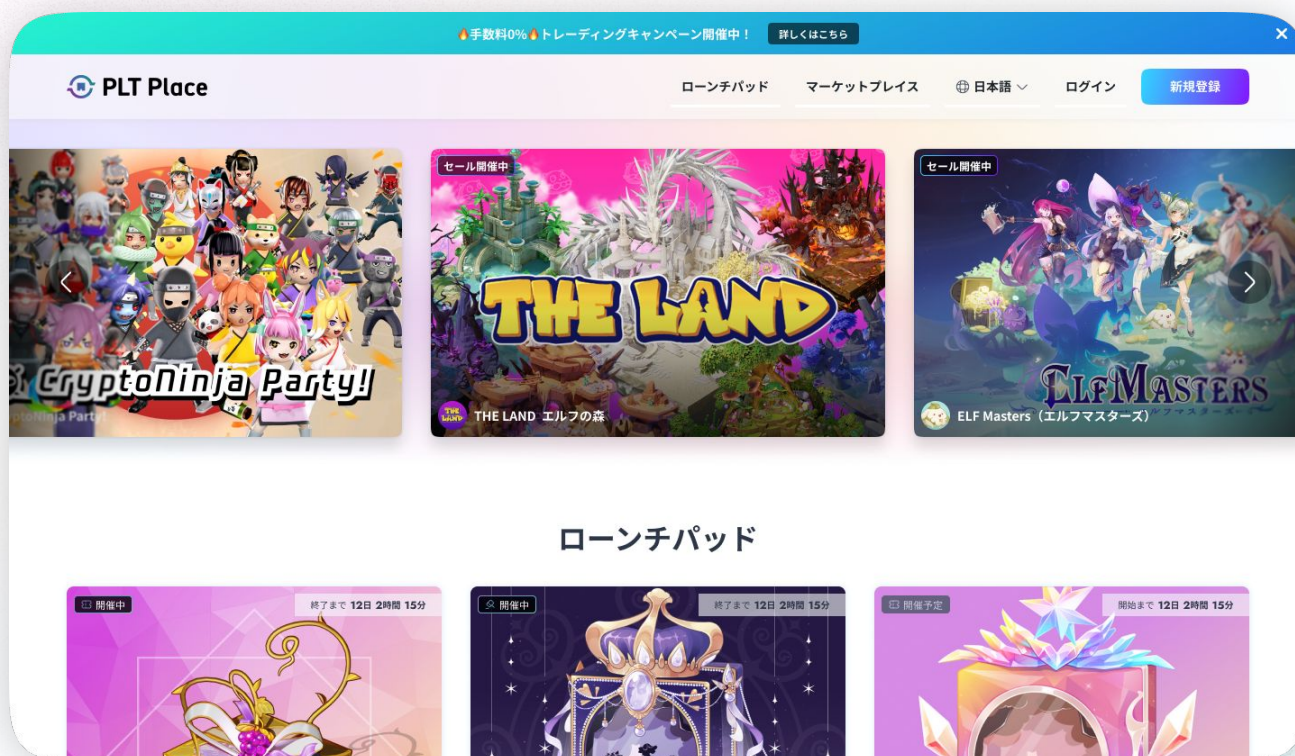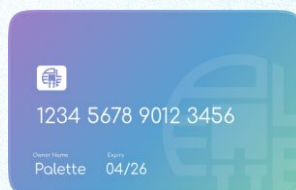
04 | In-Game Token Design

4.1 | Token Overview

■ELF Token Overview

The ELF Token is the main governance token used in the Palette Chain game. Players can obtain ELF Tokens by purchasing them on cryptocurrency exchanges, exchanging them for Star Crop NFTs, or participating in tournament events. Additionally, staking ELF Tokens grants players access to the Star System, which enhances the overall gaming experience. Moreover, ELF Tokens are essential for participating in the game's governance.

The advertising revenue generated within the app is planned to be used for the buyback of ELF Tokens to sustain and develop the ecosystem. Details about the buyback process will be disclosed once implemented.

■Specification of ELF Token

Token Standard	PRC-20 (Compatible with Ethereum Chain ERC-20)
Token Name	ELF Token
Ticker	ELF
Total Supply	1,000,000,000

■Entire Game Ecosystem

The ecosystem of "THE LAND" is designed to circulate tokens and NFTs between HashPalette, the operating entity, and players.

Players can utilize their owned NFTs to engage in gameplay, and the system is designed to allow the buying and selling of NFTs using tokens on the marketplace. A portion of in-game purchases is utilized for rewarding Star Crops, circulating as ELF Tokens. Additionally, advertising revenue generated within the app is planned to be allocated for the buyback of ELF Tokens to support and enhance the ecosystem.

The ELF Tokens paid through Land Activation Fees will be used for in-game ranking rewards, directly contributing to the growth of the ecosystem through player participation and contribution.
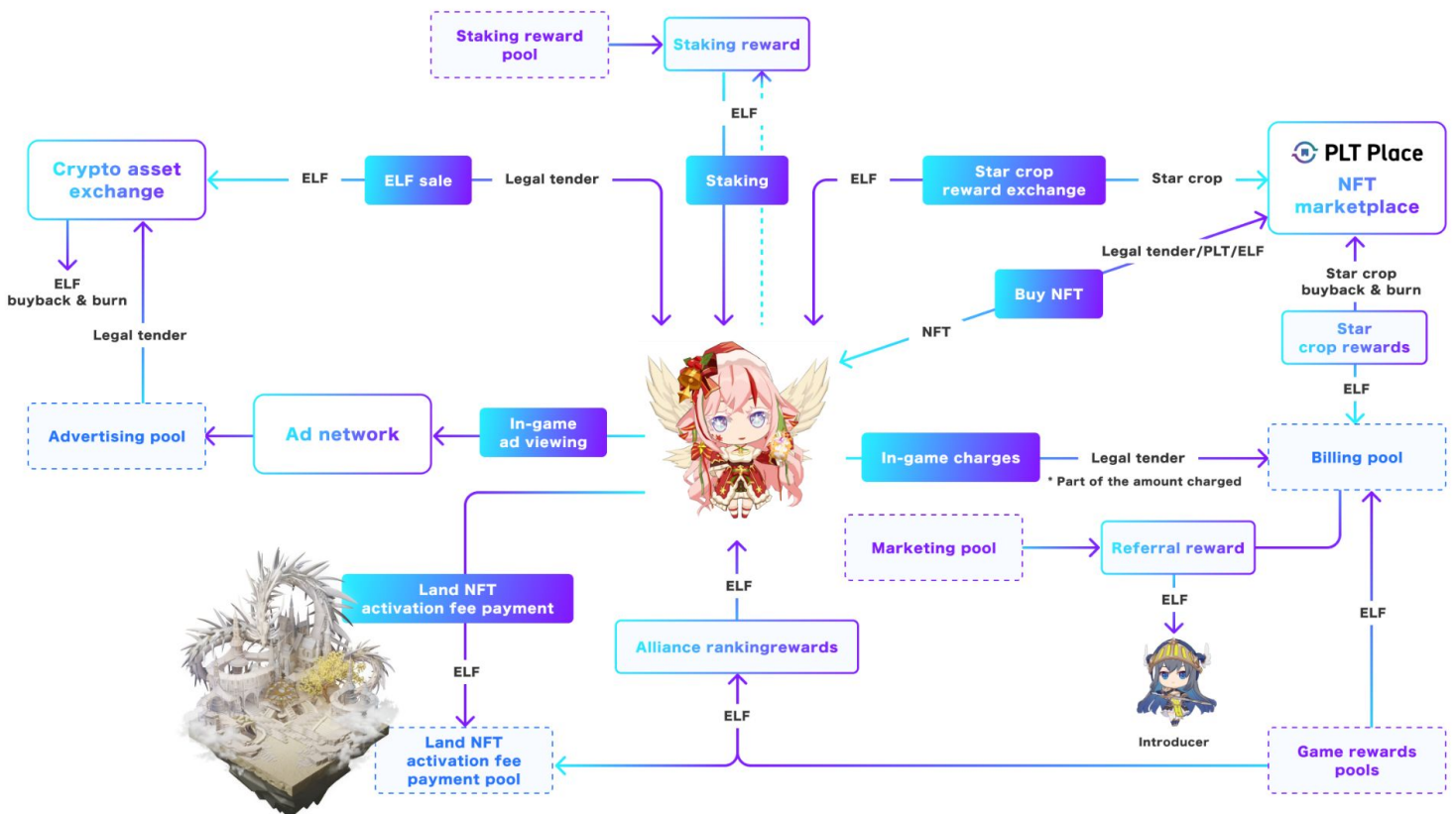
4.2 | Token Usage

■Staking

Staking ELF Tokens unlocks access to a distribution of staking rewards, constituting a fraction of the overall ELF Token issuance. Additionally, Stakers can gain perks from the Star System, such as augmented crop production, which enhances overall gameplay.

Staking　　　　**Earn Rewards**　　　　**Benefits from the Star System**

Production Up

■Payment of Land Activation Fee

ELF Token can be used to pay the Land Activation Fee, which is required depending on the length of Land NFT usage. (The minimum usage period is from 1 week)

■Settlement of NFTs

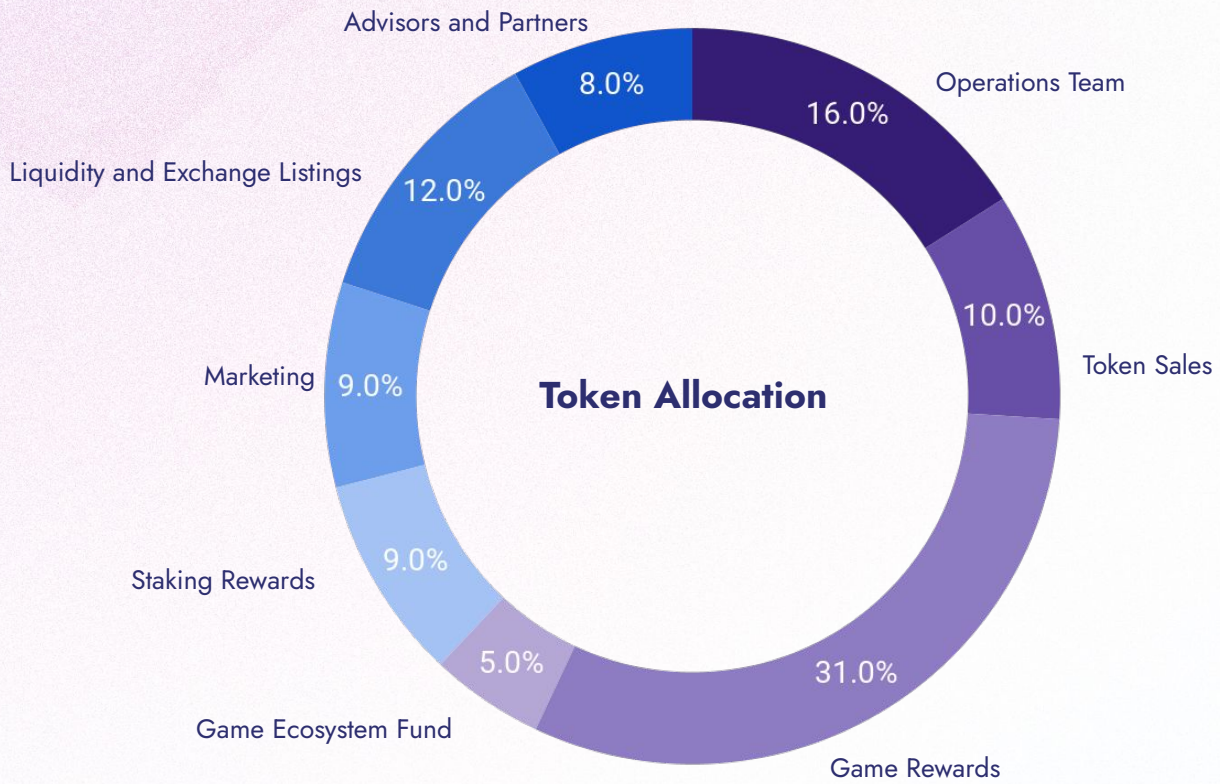ELF Token can be used to settle Master NFT, Elf NFT, Land NFT, and Item NFT at PLT Place.

4.3 | Token Allocation and Emission Plans

■ELF Token

The ELF Token allocation is set as follows.

| Name	Ratio	Overview
Operations Team	16%	It will be used as an incentive for the operations and development team.
Token Sales	10%	It will be sold to investors through an Initial Exchange Offering (IEO).
Game Rewards	31%	It will be used as an in-game reward.
Game Ecosystem Fund	5%	It will be used to stabilize the NFT ecosystem of games.
Staking Rewards	9%	It will be used as a reward for staking function.
Marketing	9%	It will be used for marketing expenses to expand the ecosystem.
Liquidity and Exchange Listings	12%	It will be used for providing liquidity in the event of an exchange listing.
Advisors and Partners	8%	It will be used as an incentive for advisors and partners.

Token Allocation

- Advisors and Partners — 8.0%
- Operations Team — 16.0%
- Token Sales — 10.0%
- Game Rewards — 31.0%
- Game Ecosystem Fund — 5.0%
- Staking Rewards — 9.0%
- Marketing — 9.0%
- Liquidity and Exchange Listings — 12.0%

In addition, the ELF Token lockup release schedule is set as follows.

Name	Vesting / unlock schedule
Operations Team	Lockup for 6 months after IEO, then unlocked by 1/72 every month for 6 years. Full amount unlocked after 6 years and 6 months.
Token Sales	Full amount unlocked after IEO.
Game Rewards	Monthly unlock over 6 years after IEO, unlocking speed adjusted every 6 months.
Game Ecosystem Fund	Yearly unlock over 6 years after IEO
Staking Rewards	Monthly unlock over 6 years after IEO, unlocking speed adjusted every 6 months.
Marketing	Full amount unlocked after IEO.
Liquidity and Exchange Listings	Full amount unlocked after IEO.
Advisors and Partners	5/8 unlocked at the time of IEO, 1/8 unlocked every year for 3 years. Full amount unlocked after 6 years.

## Schedule for unlocking lockups

月
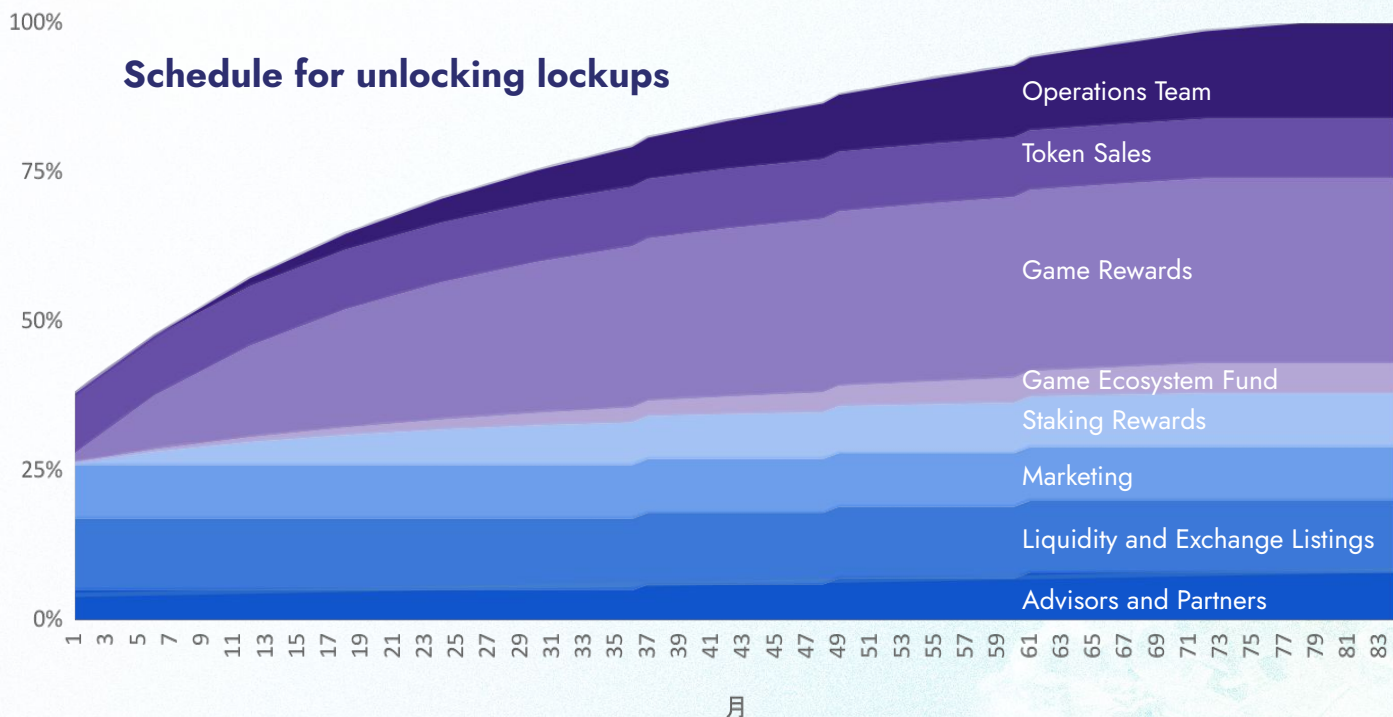
4.4 | ELF Token IEO Fund Use

The use of funds raised in ELF Token IEO is as follows.
Additionally, up to 125 million yen of the funds raised will be allocated to cover the costs of marketing and operations for the project prior to the implementation of the IEO.

Name	Ratio	Overview
Marketing	30%	It will be used for promotion and collaboration for ecosystem activation.
Contractors	35%	It will be used to cover the costs of outside businesses necessary for the operation of "THE LAND".
Operations	20%	It will be used to cover project operating expenses.
Reserve funds	15%	It will be used as a reserve fund.

Reserve funds

15.0%

Marketing

30.0%

Operations

20.0%

IEO Fund Use

35.0%

Contractors
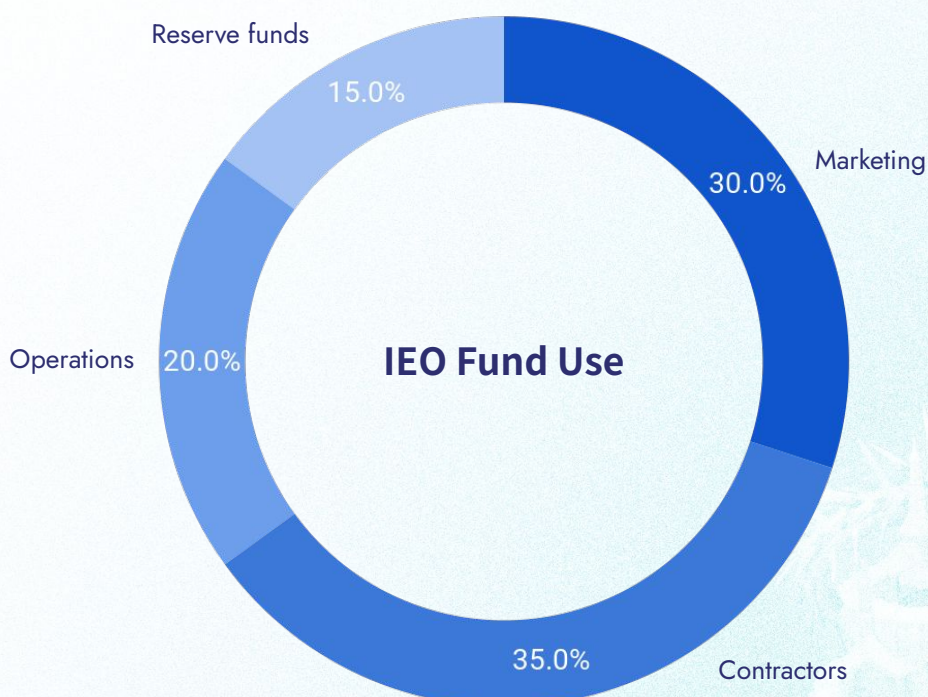
05 | Roadmap

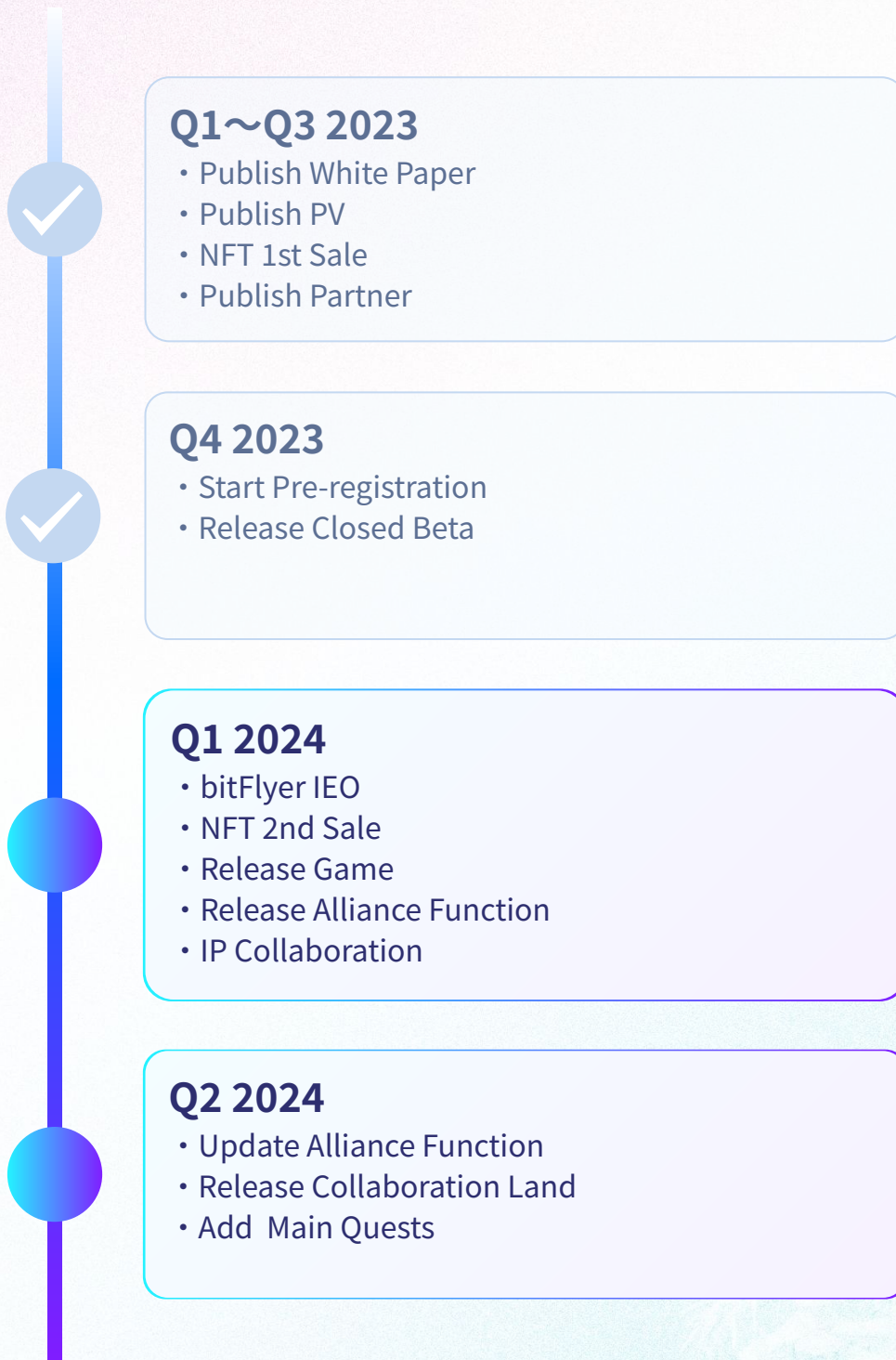# 5.1 | Future Vision of THE LAND ELF Crossing

■THE LAND Vision

THE LAND aims to go beyond the framework of blockchain games and become a "Metaverse with Destination" connecting more people to the world of Web3 and integrating Web3 into their lives. To achieve this goal, HashPalette plans to expand the ecosystem not only with its efforts but also through collaboration with numerous partners. The partnership encompasses three different frameworks.

LAND Partner

Collaborates between THE LAND and IP/companies from all over the world

GAME Partner

Mutual exchange with various game partners centered

DEVELOPMENT Partner

Program to provide for THE LAND with ecosystem partners

5.2 | Project Roadmap

Q1～Q3 2023
- Publish White Paper
- Publish PV
- NFT 1st Sale
- Publish Partner

Q4 2023
- Start Pre-registration
- Release Closed Beta

Q1 2024
- bitFlyer IEO
- NFT 2nd Sale
- Release Game
- Release Alliance Function
- IP Collaboration

Q2 2024
- Update Alliance Function
- Release Collaboration Land
- Add Main Quests

1.LAND Partner: Glorify THE LAND by collaboration

In this game, in addition to lands that Players can own and enjoy, we will establish a "LAND Partner" with various companies and creators to create diverse collaboration lands based on the characteristics of our partners. In these collaboration lands, we envision a variety of landscapes, including lands that maximize the charm of well-loved IPs and lands that replicate real-world services. We plan to collaborate with companies and creators looking to enter the Web3 space to collectively build a diverse range of lands. Additionally, we will distribute tokens to LAND Partners based on their contributions to the ecosystem.

2.GAME Partner: Implementing interoperability of blockchain games

This game aims to be the hub of blockchain games on the Palette Chain. Through social features, players can meet and enjoy the game together with various people who share the same interest in the game. We have established a mechanism to connect blockchain games that have entered into "GAME Partner" envisioning interoperability between games. With this feature, we aim to maximize the potential of NFTs existing on a decentralized infrastructure and strive for sustained growth through mutual player engagement across games.

3.DEVELOPMENT Partner：New creative for NFT

This partner collaborates with us to jointly develop new features, including Land NFTs, that can be used within the game. We have entered into a "DEVELOPMENT Partner" with companies possessing strong development capabilities in the Web3 services domain, and we plan to co-develop new lands and features within the game. Particularly, we aim to create solutions that provide value by interacting with the real world, especially through collaborations related to SBT (Soul Bound Token). We strive to realize tangible use cases with our DEVELOPMENT Partners.

06 | Project Team

HashPalette has achieved the first IEO (Initial Exchange Offering) in Japan. Additionally, they operate the largest NFT marketplace in Japan, along with an NFT game studio, contributing to an NFT ecosystem. They aim to establish the first Play-to-Earn game in Japan that complies with domestic regulations and construct an ecosystem within the NFT gaming space.
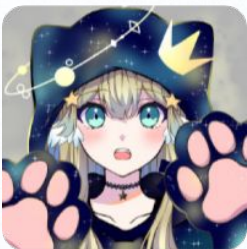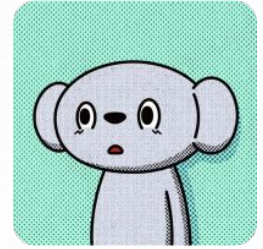
HashPalette

■Strategic Partner

animoca BRANDS   bitFlyer   Tomorrow, Together KDDI   snowpipe japan

■LAND Partner

07 | Information

■ App Information

Supported languages : Japanese, English, Chinese (traditional and simplified)

Supported environment : Smartphones（Android・iOS）

■ Official links

Website   : https://theland.game/en/

X(旧：Twitter) Japanese : https://twitter.com/THELAND_ELF_JP

X(旧：Twitter) English : https://twitter.com/THELAND_ELF_EN

Discord   : http://discord.gg/theland

■ Operating Company

HashPalette official HP : https://hashpalette.com/

08 | Disclaimer

This document is intended for informational purposes only and does not express opinions about investments in "THE LAND" or any other related platforms. It also does not promise profits from gameplay associated with "THE LAND".

The provided information and analysis are not intended to encourage investment decisions, and players should fully understand the associated risks when making investments. In some countries, regulations regarding blockchain projects and cryptocurrencies are not established, and invested capital may be at risk due to legal or policy changes.

Users should fully accept the risks and make decisions with responsibility for all possible outcomes. Possible risks include changes in government policies or regulations, compliance issues, business cycles, hacking, delays or failures in technological development, management risks, and price fluctuations, among others, but are not limited to these. Trading cryptocurrencies and playing blockchain games involve significant risks, and invested capital may be lost. Before investing in "THE LAND" or any other related platforms, users should fully understand the associated risks, consider their own investment experience and objectives, and, if necessary, seek financial advice from independent asset management professionals.