

ZOYA.NINJA TM
CRYPTO-BASED VIRTUAL E-SPORT ASSOCIATION
DECENTRALIZED AUTONOMOUS GAMING ORGANIZATION
(DAGO)



WHITEPAPER



2024.
Version: 1.0

Legal Statement

The operator of ZOYA.NINJA, the ZOYA.NINJA (RPS) Virtual E-Sports Association, as a civil law association, declares that the ZOYA.NINJA platform and all its elements comply with the **REGULATION (EU) 2023/1114 OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL of 31 May 2023 on markets in crypto-assets, and amending Regulations (EU) No 1093/2010 and (EU) No 1095/2010 and Directives 2013/36/EU and (EU) 2019/1937 (MICA REGULATIONS)** and the ZOYA.NINJA platform and none of its elements are classified as licensed activities.

We declare that the activities of ZOYA.NINJA also comply with the VIITH ACT of 2024. on the market of crypto-assets adopted in Hungary, its provisions.

We also declare that - although there is no legal obligation to do so - in order to ensure continued legal activity, the Operator of ZOYA.NINJA is considered to be a person who complies with Hungarian Government Regulation 294/2024. (X.9.) also to the qualification requirements specified in the decree.

ZOYA.NINJA is proud to carry out its work in the current legal environment, in compliance with all legal requirements.

Contacts and Social Media

Website: zoya.ninja
Battlefield: dojo.zoya.ninja
Linktree: <https://linktr.ee/zoya.ninja>
X: <https://x.com/ZoyaNinja>
Telegram: <https://t.me/zoyaninja>
Instagram: <https://www.instagram.com/zoyaninja/>
Facebook: <https://www.facebook.com/profile.php?id=61566195519261>
YouTube: <https://www.youtube.com/@ZOYANINJAOFFICIAL>
YouTube (Hungarian language) : <https://www.youtube.com/@ZOYANINJAHUNGARY>
Support: support@zoya.ninja

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The ZOYA.NINJA MYTH

At the dawn of time, in the realm of the Crystal Light, there lived a wise ruler, Azuron, who possessed the Emerald of Cosmic Knowledge. This magical stone held the secrets of the galaxies and the strategies of the stars. Azuron planned to pass this treasure on to his twin children, Aiko and Takasi, when they reached the Age of Light.

But the ruler of the Dark Empire, Umbranox, the Bearded Dragon King, envied this power. In a shadowy twilight, Umbranox crossed dimensions and burned Azuron's crystal palace to the ground with his fiery breath. He seized the Emerald and fled back to the Realm of Darkness, changing the fate of the Realm of Crystal Light and the Children of Light.

Aiko and Takasi's wanderings took them to the heart of the Ancient Forest, where they met Master Li, the Turtle of Wisdom. Li, seeing the potential in the twins, taught them the "Three-Way Blindfold Fist Game", one of the most secret fighting techniques, which is not only fun, but also develops the mind and concentration.

It's not a simple game, Master Li said. To become a true master, it is not enough to rely on luck! You must also train your minds like the finest ninjas. Patience and perseverance are the key. As the tortoise slowly but surely reaches its goal, you will get better and better. Watch your opponent, try to guess his thoughts, and feel which sign he will choose - and if you can do that, you will master the uncontrollable, and you will have the greatest glory.



The twins, having mastered this knowledge, realized that Master Li had taught them the technique to defeat Umbranox. So they visited the Realm of Darkness, where they challenged the Dragon King to a great duel. The game began, and the dragon was surprised to find that the twins could anticipate his every move. They were calm and focused, and their every move was thoughtful and deliberate. During the battle, Aiko and Takasi moved in perfect harmony, their minds merging, defeating Umbranox at his own game. Reclaiming the Emerald of Cosmic Knowledge, the twins returned to Master Li, who looked proudly at his students. "Use this power wisely to rebalance the universe."

And so Aiko and Takasi became legendary heroes whose story told from generation to generation, so that everyone learns: the greatest power lies in our minds, which in harmony with nature, will bring us the realm of Crystal Light wherever we live on earth.



Chapter 1 Introducing ZOYA.NINJA™

The ZOYA.NINJA™ – (RPS) virtual E-Sports League, as a virtual sports association, was created for the purpose of practicing E-sports activities using computer equipment and software, creating competitive activities that serve to maintain and develop mental performance and where according to the rules defined in the competition notice, the competitors can achieve success by using their mental abilities and thanks to the results of their strategic decision-making.

As a result of the competitions, successful decision-making based on statistics and previous results and the information provided is recognized and rewarded. Competitors make decisions based on their own strategy and the collected information, perform various actions and can build their own virtual ecosystem.

Competitors' reward is NFT that they can sell, collect, or use to participate in further competitions.

The goals of the ZOYA.NINJA™ – (RPS) VIRTUAL E-Sports Association:

- Promotion of E-sport activity
- Provision of the server system necessary for the practice of activities related to E-sports
- Organizing competitions (Weekly Championship, Seasonal Championship, World Championship, occasional competitions)
- Providing related intellectual activities (GYM, strategy manuals, etc.) in order to maintain and develop the intellectual performance capabilities of the competitors.
- Creating a value-based racing community
- Sales of products related to E-Sort camel coercion
- Organization and support of environmental protection events
- Support and implementation of environmental protection projects

The purpose of the E-sports competitions of the ZOYA.NINJA™ – (RPS) VIRTUAL E-Sports Association:

- supporting the construction of a virtual ecosystem for competitors (the ecosystem can be: virtual mountain, forest, ore mine)
- the most successful competitors: selecting and awarding the winners of the daily DOJO competitions, the weekly champion, the Champions of the Seasons and the World Champion
- support and implementation of an environmental protection project in the country specified by the World Champion

Virtual ecosystems in ZOYA.NINJA

You can choose them on your profile page to represent your personality and strategy.



MOUNTAINS ECOSYSTEM - The Ore; The Rock

Members of this ecosystem are known for their unwavering determination and ability to withstand challenges, much like the enduring mountains and solid ore. They possess physical, mental, or emotional strength, making them formidable and reliable. These individuals are dependable and provide a sense of security and steadiness to those around them.

Leaders, those who can take charge and stand firm in their decisions. Protectors, individuals who act as the foundation of their groups, offering support and protection. Endurance athletes, people who excel in activities that require long-term dedication and perseverance.



FORESTS ECOSYSTEM - The Wood; The Paper

Like the forests that inspire countless forms of life and the wood used in crafting, members of this ecosystem are imaginative and innovative. They can adjust to new situations and think on their feet, reflecting the versatile nature of wood and trees that bend with the wind. Valuing learning and wisdom, these individuals are often well-read and articulate.

Artists and writers, those who express their creativity through various mediums. Scholars, individuals who pursue knowledge and intellectual growth. Inventors, people who come up with novel ideas and solutions.



FIELDS ECOSYSTEM - The Soil; The Scissors

Members of this ecosystem are meticulous and detail-oriented, much like the sharpness required in cutting. They are down-to-earth and focused on tangible results, akin to the productive fields and soil. These individuals make the best use of what they have, showing ingenuity in various situations.

Engineers and Technicians, those who work with precision and technical skills. Farmers and Gardeners, individuals who cultivate and care for the land. Problem Solvers, people who find practical solutions to everyday challenges.

Ecosystems for environmental projects

Every battle is another step towards saving the planet! The goal of ZOYA.NINJA is to use the power of our virtual e-sports community to support the implementation of environmental projects. Each year, in the country chosen by the WORLD CHAMPION, we will support a project aimed at protecting or developing terrestrial ecosystems (forests, deserts, grasslands, etc.) or aquatic ecosystems (organisms living in rivers and seas and their environment), whose protection is essential for the production of oxygen, from the point of view of climate change, the supply of food and raw materials, and the maintenance of the ecological balance of our planet.



WATER ECOSYSTEM

To improve water quality, protect water resources and promote sustainable water use.



Preserving nature, maintaining ecosystems and mitigating the effects of climate change.

Chapter 2 Introduction of the DAGO system

ZOYA.NINJA TM – (RPS) VIRTUAL E-Sports Association is a DECENTRALIZED AUTONOMOUS GAMING ORGANIZATION.

A DAO is a concept rooted in blockchain technology that allows the creation of organizations that are governed by code rather than central authorities or individuals.

In other words, a DAO is a community-driven entity controlled by computer code. Since the rules determining its operation have been integrated into the organization, it is able to operate independently without central management.

Unlike traditional organizations, DAOs have no individual or group that can unilaterally implement decisions. Instead, everyone in the community can vote on decisions. This ensures that decisions are made by the whole group, not just a few powerful individuals.

Cryptocurrency enthusiasts typically like DAOs because they make teamwork fairer, and instead of a few people making decisions, everyone has a say in how things go. This is a big change from traditional companies, where senior managers and major shareholders usually have all the power.

In a DAO, the rules and guidelines for how an organization operates are written in code, typically using smart contracts on the blockchain. These smart contracts automatically perform operations based on pre-defined conditions, thereby ensuring that the organization operates according to agreed upon rules without human intervention.

The members of the DAO typically participate in decision-making by being given the right to vote if predetermined conditions are met, and it is also possible for certain members to have more votes than others in a predetermined manner.

This democratic process ensures that decisions reflect the collective will of the community.

Transparency and accountability are fundamental principles of DAOs. All transactions and decisions are recorded on the blockchain, making them publicly accessible and verifiable for anyone. This transparency ensures that members can trust the integrity of the organization and are held accountable for their actions.

Additionally, DAOs operating on a decentralized network, are resistant to censorship and manipulation, which further increases trust and reliability.

ZOYA.NINJA™ – (RPS) VIRTUAL E-Sports Association also operates as a DAO, DAGO.

This means that the ZOYA.NINJA™ – (RPS) VIRTUAL E-Sports Association is a sports community created through the voluntary joining of natural persons, but at the same time it is not considered an independent legal entity, it does not have independent organizational units, nor does it have an executive.

Decisions related to developments are made by the members through voting, and the Operator is responsible for the implementation of these decisions.

If unified representation of the ZOYA.NINJA™ – (RPS) Virtual E-Sports Association as a community anywhere and at any time, the community of independent members will be represented by a person appointed by the Operator.

Chapter 3 How to join the ZOYA.NINJA TM – (RPS) Virtul E-Sports Association?

Any natural person who agrees with the association's objective and joins the community can become a member of the Virtual Sports Association.

A natural person can be a member of the community

- has reached the age of 14,
- has a web 3 cryptocurrency wallet (Recommended wallet: Metapro wallet, but several other wallets can also be used, e.g.: Metamask)
- completed the registration
- accepts the General Terms and Conditions and Regulations

Attention! One person can only register with one wallet!

There is no KYC procedure during registration.

Creation of the membership relationship

Membership of the Virtual Sports Association is created by registration (accepting the entry statement). During registration, the member provides the wallet address of the cryptocurrency wallet he uses, the user name he wants to use, and the country he wants to represent in the competition, and also declares his acceptance of the terms and conditions. The member does not provide more data, and the Operator does not ask for it.

The declaration of entry is issued automatically during registration, and the registered member is notified of its assessment by issuing a certificate.

The member acknowledges that it is not recommended to transfer any data of the profile to third parties, they are transferred solely at their own risk. The Operator is not responsible for the loss or disclosure of login data by the member. In all cases, the member is obliged to notify the Operator immediately of any possible loss of data or misuse of the Account.

Chapter 4 Termination of membership

Membership is terminated:

- a./ The member cancels his own profile
- b./ With the death of the member,
- c./ Excluding the member.

1. The member can cancel his membership of the Virtual Spot Association at any time by canceling his digital profile confirming his membership.

2. The Board of Directors of the company operating the platform of the Virtual Sports Association may exclude any member of the association (terminate his profile) if it detects that the member violates the rules established by the Virtual Sports Association, in particular:

- makes statements or comment that harm the Virtual Sports Association on any social channel
- uses unauthorized IT tools (e.g. robots)
- violates the competition rules of the Virtual Sports Association,
- violates the rules regarding the recommendation system of the Virtual Sports Association
- displays disrespectful behavior towards any other member
- exhibits any behavior that adversely affects the member, the Virtual Sports Association or the Operator

Exclusion can be initiated by anyone who has credible knowledge of the above.

Chapter 5 Members' rights

A member of the Virtual Sports Association is entitled to:

- a./ after the association registration, you can choose your Avatar, change your username, define the country you are playing from, and before the start of the competition, you can define the environmental protection ecosystem you want to build. These data can be modified again at any time after the account has been set up. After each entry and before each fight, the competitor is entitled to select the cryptocurrency he prefers, in which he pays the entry fee and in which he wishes to receive the prizes after the possible sale of the prize NFT.
- b./ Rent NINJAs and then participate in the competitions of his choice
- c./ to collect and sell the NFT received for the result achieved in the competition, to use it to participate in VIP competitions, to use it to redeem a permanent membership
- d./ the Champions of the Seasons are entitled to 3, while the World Champions are entitled to monthly remuneration for 12 months
- e./ the Weekly Champion, Seasonal Champions and World Champions are entitled to wear the title
- f./The World Champion has the right to choose the country he prefers and the desired environmental protection development, which will be implemented by the company creating the Virtual Sports Association
- g./ members are also entitled to participate in reward competitions by fulfilling the conditions
- h./ members are entitled to obtain a belt level corresponding to their experience
- i./ members are entitled to participate in DAGO's decisions with the number of votes corresponding to their belt rank, they are entitled to vote
- j./ members are entitled to receive free NINJAs and to participate in fights with them if they meet the required conditions

k./ members who rent at least one NINJA clan of 20 people in a given month are entitled to carry out affiliate marketing activities and become entitled to rewards from affiliate marketing activities

l./ members performing affiliate activities are entitled to hold management ranks if the prescribed conditions are met

m./ members are entitled to directly challenge the weekly champion to the public

n./ the member is entitled to participate in the Association's online and offline events in possession of the NFT obtained by him

Chapter 6 Obligations of members

Member of the Virtual Sports Association:

a./ It cannot jeopardize the realization of the association's goal and the association's activities.

b./ Obligation to comply with the prescribed competition rules and regulation systems

c./ He/She is obliged to compete fairly and respect his competitors

Chapter 7 Decision, voting

ZOYA.NINJA™ – (RPS) VIRTUAL E-Sports Association operates as a DAGO, so decisions regarding the Sports Association and the activities of the association are made by the members.

The Operator publishes the individual questions that require a decision on the registration interface, which is accessed by all registered members after logging in.

On the <https://dojo.zoya.ninja/profile> page, every member will find the "Vote" sign-in authorization button, by pressing which the questions put to the vote at the moment become visible and on the same interface the questions already put to the vote and their results are also visible .

The questions, the answers that can be given during the voting, the decision options, and the results of the votes are public.

The point value of each member's vote depends on the voting member's belt rank.

The voting points related to each belt level are as follows:

- White belt: 1 point.
- Yellow belt: 5 points.
- Orange belt: 10 points.
- Green belt: 25 points.
- Blue belt: 50 points.
- Brown belt: 80 points.
- Black belt: 100 points.

The decision option with the most points in the given vote determines the direction of the development.

Chapter 8 AML rules

- The member acknowledges that the Operator, pursuant to the relevant legislation related to AML, so-called is considered an obligated service provider. The member acknowledges that the Operator, as an obliged service provider, has the right to screen the member, and is also obliged to preserve the data relating to the member and the transactions executed by him, to report suspicious transactions, and possibly to postpone the fulfillment of an order.
- The member declares that, at the request of the Operator, he will provide the necessary cooperation to fulfill his obligations stipulated in the relevant legislation regarding AML, in particular he will immediately provide any documents and data necessary to verify the identity of the member, as well as documents relating to the source of the funds and Cryptocurrencies used. and data.
- The Member declares that the Cryptocurrencies sent by him are not derived from criminal activity and that the funds sent to the Operator are not for the purpose of money laundering or the execution of transactions aimed at supporting or financing terrorism in accordance with the relevant AML legislation.
- The member further declares that he is not a political figure or a person subject to international sanctions. The member undertakes to inform the Operator immediately if there is a change in his legal status according to the previous sentence.

Chapter 9 Protection of intellectual property

Rights to the Website

The Website, the User interface and all its contents are protected by the Operator's intellectual property rights. The member may only browse and download the content of the Website for personal, non-commercial purposes.

The member may not reproduce, copy, distribute, sell, forward, modify, edit the content of the Website, interfere with it, or use it for purposes contrary to or different from the goals of the website and the Virtual Sports Association.

The trademarks, trade names, logos, graphic elements, design, page layout, photos, videos, software, texts or other elements placed on the Website - regardless of whether they are registered elements or not - are the intellectual property of the Operator, they are subject to the prior written consent of the member you may not use it without consent.

The member assumes responsibility for any damage to the Operator caused by the illegal use of the Website or any of its contents.

Other prohibited uses

The member undertakes to comply with the applicable laws and these Terms and Conditions when using the Website, the User Interface and the Account, and not to damage the good reputation of the Operator in any way.

The member undertakes not to interfere with the protection, technical essence or content of the Website, not to disassemble or decipher the Website (reverse engineering), not to collect data from the Website (web mining), not to use the Website for unsolicited messages (spam) and will not send messages containing viruses or any dangerous or harmful programs to the Website.

Chapter 10 Definitions

- **AML:** Regulations regulating the fight against money laundering - so-called Anti Money Laundering.
- **USDC:** Stablecoin, an independent cryptocurrency unit that operates independently of state and banking institutions
- **MPRO token:** The official own cryptocurrency of the Metapro ecosystem (<https://coinmarketcap.com/currencies/mpro-lab/>)
- **NFT:** Non Fungable Token. Award for the winners of the fights.
- **Rank:** Leadership levels achieved by the business building affiliate
- **Blockchain:** Decentralized distributed database containing continuously expanding entries protected against unauthorized intervention by third parties – inside or outside the network.
- **Website:** website means the zoja.ninja page and the related pages that open from this page
- **Cryptocurrency:** A type of digital currency based on cryptography for chaining digital signatures and used by ZOYA.NINJA™ - RPS E-Sport League.
- **Affiliate:** A natural person who, after accepting the conditions set by the Operator, is entrusted with business relations with members and marketing activities for the Community based on the contract concluded with the Operator.
- **Product:** Products that can be purchased in the webshop operating on the website
- **NINJA:** The fighter hired by the contestant who fights the fight
- **DOJO:** the name of the virtual fighting arenas
- **Competition:** Fights taking place in the DOJOs on the website
- **Championship:** weekly, seasonal and world championship
- **Registration:** Creating a profile on the User interface
- **Contract:** Any agreement between the competitor and the Operator

- **Account:** The registered member's profile account on the Website's User Interface,
- **User interface:** The part of the Website to which the member gains access after Registration
- **Prohibited territories:** Countries, territories or jurisdictions where the possession or use of virtual currencies or tokens is prohibited by law or other regulation,
- **Member:** A consumer who registers and has his own profile and who undertakes to abide by the rules of Virtual Sports United
- **Special conditions:** The user interface contains the entire set of competition and participation conditions, regardless of their form. By accepting the registration, the member also accepts the General Terms and Conditions, the rules and these Special Conditions. By registering, the member declares that he has the rights necessary for registration and that nothing prevents him from exercising them.
- **Force Majeure, Risk of Website Downtime:** The Operator will do everything possible to ensure that the Website, the User Interface and the Account are continuously available and to protect them from normal risks, but is not responsible for the Website and User Interface down or for the unavailability of the member account as a result of a force majeure event that the Operator was unable to influence or prevent in any way. Furthermore, the Operator is not responsible for modifications or inoperability of the Website caused by unauthorized access - primarily hacker attacks or denial of service type attacks. The Operator is not responsible for any damage to the member that may arise as a result of downtime or unauthorized access. Furthermore, the Operator does not assume the risk of damage (that is, it is not responsible for the damage) if it is proven that a violation of the member's rights would have occurred anyway or that the damage was caused by the member's own behavior or carelessness.
- **Passive income:**

Daily remuneration paid to the Champion of Seasons (personal champion) over three months and to the World Champion over 12 months,

furthermore

Monthly payments related to the achieved ranks of affiliate managers who meet predetermined conditions.

Chapter 11 Fees and costs to be paid

Registration is free.

The GYM DOJO is free to use and accessible to any registered member without limits. A minimum of 10 people are required in the GYM DOJO to start the fight. If fewer members sign up to exercise in the GYM DOJO, the system automatically replaces the missing staff with robots. The Operator does NOT use robots in other DOJOs, and the use of robots for members is FORBIDDEN!



The condition for participation in NFT prize fights is the existence of gift NINJAs or rented NINJAs.

The free NINJAs are sent to the registered user free of charge.

In each DOJO, you need to hire NINJA clans to fight when the gift NINJAs are used up.

The opponent of each NINJA clan:

Clan of 5: 10 USDC or equivalent MPRO tokens*

Clan of 10: 16 USDC or equivalent MPRO tokens*

Clan of 20: 30 USDC or equivalent MPRO tokens*

There is an entry fee to fight in each DOJO.

Entry fees are different for each DOJO.

The fixed DOJOs are as follows:

GATE DOJO: entry fee 1USDC or equivalent MPRO token*

DOJO 1 : entry fee 1 USDC or equivalent MPRO token*

DOJO 2 : entry fee 3 USDC or equivalent MPRO token*

DOJO 3: entry fee 5 USDC or equivalent MPRO token*

DOJO 4 : entry fee 10 USDC or equivalent MPRO token*

DOJO 5 : entry fee 20 USDC or equivalent MPRO token*

DOJO 6 : entry fee 50 USDC or equivalent MPRO token*

DOJO 7 : entry fee 100 USDC or equivalent MPRO token*

CHAMIONSHIP DOJO: entry fee 5 USDC or equivalent MPRO token*.

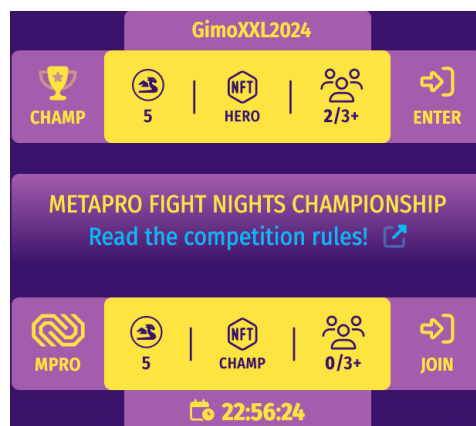
Championship DOJO is affiliated with the Metapro Fight Nights Championship event. In the Championship, you can ONLY participate in the fight with MPRO tokens.

Championship dates:

Date	Timeframe CET
2024-10-25	19:00 - 20:00
2024-11-02	19:00 - 20:00
2024-11-08	19:00 - 20:00
2024-11-15	19:00 - 20:00
2024-11-22	19:00 - 20:00
2024-11-29	19:00 - 21:00
2024-12-06	19:00 - 20:00
2024-12-13	19:00 - 20:00
2024-12-27	19:00 - 21:00

The Championship is open to any member who participates in at least 5 fights in any DOJO at the specified time and then pays the 5 USDC or equivalent MPRO token* entry fee.

The username of the WINNER, the CHAMPION, will be added to the wall of fame, and he will receive a DOJO named after his own username, where anyone can challenge the Champion for a week! The champion challenge fee is 5 USDC or equivalent MPRO tokens*



VIP DOJO



Anyone can rent VIP DOJO for free until December 31, 2024.

After that, VIP DOJO rent will be 20 USDC or equivalent MPRO tokens* until March 31, 2025.

Starting April 01, 2025, VIP DOJO rental fee will be 50 USDC or equivalent MPRO token*.

The rented VIP DOJO lives for one week.

It allows unlimited fights through the week.

The player renting the VIP DOJO will be entitled to determine the entry fee for the fight in the VIP DOJO. The entry fee is an amount determined by the person renting the DOJO, between 2 - 1000 USDC or equivalent MPRO tokens*. The amount determined at the time of rental cannot be changed for one week.

A user can rent one VIP DOJO during the one-week period, but the user can be a member of an unlimited number of VIP DOJOs.

The VIP DOJO can be joined with the code received by the renter, which code can be sent by the renter to an unlimited number of players, or can even be made public.

In the VIP DOJO, the game starts after two main entrances. The waiting time is 30 seconds, which starts after each new entry. If the 30 seconds expires without a new entrant, the fight starts. In the VIP DOJO, the fight will start even after the 30 seconds have passed without results, even if the barrister is not present in the VIP DOJO.

The winner will receive NFT worth 58% of the total value of the entry fees paid for the given fight.

ATTENTION! * = Depending on the MPRO token exchange rate, exchange costs, burning percentage, GAS FEE, the actual withdrawal when paying with MPRO tokens may exceed 1 USDC. In parallel, since the NFT value of the prize is based on the payment of the entire entry fee, the value of the NFTs won while playing with the MPRO token is typically higher.

Selection of the Champions of the Seasons and the World Champion

The process of selecting the World Champion competitor

The competitors are the so-called They fight each other in DOJOs.

The aim of the contestants is to win the given competition as a result of their strategic decisions and win the NFT that forms the basis of the virtual ecosystem, which can be a virtual mountain, forest or ore mine. The competitor can later sell the NFT or use it to participate in further competitions. The sole purpose of the NFTs won by the contestant is to be used in the competition ecosystem.

A new Season Championship starts every quarter in each DOJOs.

The best 2% of the contestants of the DOJO level automatically nominated for the Season Championship. Every fighter who is in the best 2% of the DOJO fighters can be a contestant of the season championship. The winner will be the Champion of the given DOJO season.

In one year, these four competitors per DOJO will be the SPRING, SUMMER, FALL and WINTER CHAMPIONS of the given DOJO. The first season championship will start in December 2024.

A total of 7 DOJOs operate, so a total of 28 people achieve the title of season's champion during the year.

Every year on February 12 - the day of the Chinese Lunar New Year - the players who won the quarterly championships are invited (all 28 competitors) to the Tournament of Nations, which is an invitation-only tournament.

The winner of this competition will be the World Champion and he will be able to decide in one person on the selection of the year's environmental protection project. The first Zoya Ninja World Championship will be on the 12nd of February, 2026.

Chapter 12 How to fight

Support for the development of the competitive strategy

Before the fight, the competitor has the opportunity to get to know the previous competition statistics, to learn about the previous strategic decisions of the opponents, he can monitor the fight taking place in the DOJO to help develop the strategy, each fight has three with a practice match starts, and regardless of the results of the three matches, all NINJAs participating in the given fight will advance to the fourth match, which is already live.

After the three training matches, the competitor - based on the previous statistics and the strategy formed by knowing the previous decisions of the competitors - enters into a sharp fight. In the fight, the competitor decides his move by selecting the rock, paper or scissors icons.

Basic rules

- Rock beats scissors.
- Paper beats rock.
- Scissors beats paper.

Supplementary rules

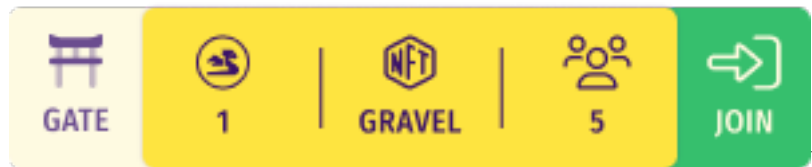
- If all items are selected, the item with the most selections is eliminated, and the basic rules apply to the others.
- If all items are chosen by the same number, it is a draw. Everyone moves on.
- If the two items with the most selections are the same, the third item wins.
- If one item is not chosen, the basic rules apply to the others.
- If everyone picks the same item, it's a draw. Everyone moves on.
- If no one chooses any item, the contest ends with no winner.
- Anyone who does not choose is eliminated.

The goal

The goal in the competition is to get there until then, until there is only one competitor left, he will receive the prize of the given DOJO.

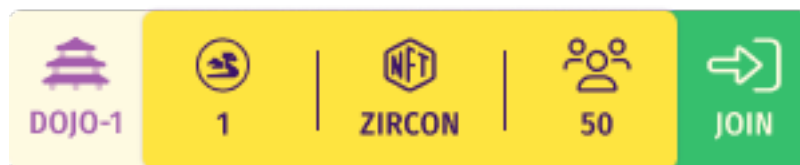
The DOJOs

GATE



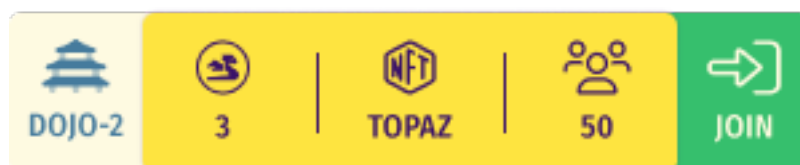
If you do not want to wait for more people, the GATE is for you! Rapid death fights! 5 people, based on 1 USDC or equal MPRO token. The best warrior will win a GRAVEL NFT. You can keep it or sell it. The value of the NFT is 2.9 units.

- **DOJO-1**



50 NINJAs will participate in the competition, in order to participate in the competition, 1 GOLDEN DRAGON COINS must be obtained for the NINJA salary. The prize of the competition is ZIRCON - mountain, forest or mine - NFT, which embodies 29 units of construction elements.

- **DOJO-2**



50 NINJAs will start the competition, to participate in the competition you need to get 3 GOLDEN DRAGON COINS for the NINJA wages. The prize of the competition is TOPAZ - mountain, forest or mine - NFT, which embodies 87 units of construction elements.

- **DOJO-3**



50 NINJAs take part in the competition, to participate you need to earn 5 GOLDEN DRAGON COINS for the NINJA salary. The prize of the competition is 145 units of AMETHYST - mountain, forest or mine - NFT.

- **DOJO-4**



40 NINJAs take part in the competition, to participate you need to earn 10 GOLDEN DRAGON COINS for the NINJA wages. The prize of the competition is JADE - mountain, forest or mine - NFT, which embodies 232 units of construction elements.

- **DOJO-5**



40 NINJAs take part in the competition, to participate you need to earn 20 GOLDEN DRAGON COINS for the NINJA wages. The prize of the competition is SAPPHIRE, representing 464 units of construction elements - mountain, forest or mine - NFT.

- **DOJO-6**



30 NINJAs will participate in the competition, to participate you must earn 50 GOLDEN DRAGON COINS for the NINJA wages. The competition prize is an EMERALD representing 870 units of construction elements - mountain, forest or mine - NFT.

- **DOJO-7**



15 NINJAs will participate in the competition, to participate, 100 GOLDEN DRAGON COINS must be obtained for the NINJA's salary. The competition prize is an EMERALD representing 870 units of construction elements - mountain, forest or mine - NFT.

DOJO 1-7

- The contest starts as soon as the number of players is reached.
- In a round, contestants must choose from the items within the allotted time; if everyone chooses sooner, the selection ends immediately.

Preparation for the competition

The competitor prepares for the matches based on the statistics available in the DOJO.

- Go to the GYM and practice
- Study previous matches,
- You can find out the results of your competitors,
- You can get to know the previous strategies of competitors,
- You can get to know the experience of your competitors based on the number of matches they have played,
- As a spectator, you can sit in on the matches taking place and study the decision-making mechanism of the competitors.

The competitor develops his own strategy based on the results and previous statistics of the competitors participating in the given match, enters the DOJO with it, and then participates in three training matches, where he can get to know the competitors' strategies even better and adapt his own for the first live fight.

A competitor's success requires strategic knowledge and complex decision-making. The winner of the competition can achieve victory solely on the basis of the strategy developed by him, using his mental abilities.

By participating in competitions, players continuously improve their strategic thinking, decision-making abilities and the ability to analyze previous data, so participating in competitions contributes to maintaining and developing mental performance.

Used icons



Informations during the fights



Chapter 13 Presentation of NFTs and rewards



Competitive Grades

Competitors, based on the number of fights played, reach a belt level.

Belt steps

- yellow belt from 50 competitions
- orange belt from 100 competitions
- green belt from 250 competitions
- blue belt from 500 competitions
- brown belt from 800 competitions
- black belt from 1000 competitions

After the contestant reaches the black belt, there will be infinity NINJAs!

Consolation prize

The contestant who is eliminated in the first head-to-head fight after three practice matches is automatically get immediately a new competitive opportunity in a higher level DOJO, but you don't need to use additional NINJAs to play.

The NFT of the winners

After the battle, the winner is rewarded with an NFT, the value of which depends on the DOJO in which the battle took place.



GATE: GRAVEL
2.9 units (2.9 USDC)



DOJO-1: ZIRCON
Fight for 1 USDC and earn an NFT with 29 units (29 USDC) value!



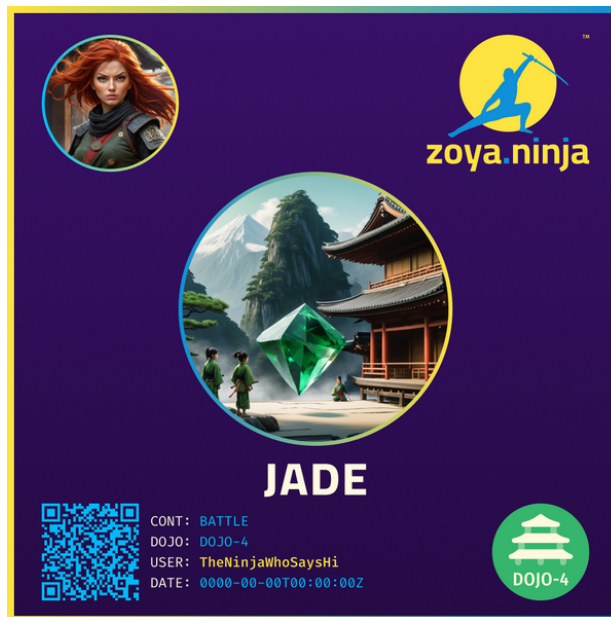
DOJO-2: TOPAZ

Fight for 3 USDC and earn an NFT with 87 units (87 USDC) value!



DOJO-3: AMETHYST

Fight for 5 USDC and earn an NFT with 145 units (145 USDC) value!



DOJO-4: JADE

Fight for 10 USDC and earn an NFT with 232 units (232 USDC) value!



DOJO-5: SAPPHIRE

Fight for 20 USDC and earn an NFT with 464 units (464 USDC) value!



DOJO-6: EMERALD

Fight for 50 USDC and earn an NFT with 870 units (870 USDC) value!



DOJO-7: EMERALD

Fight for 50 USDC and earn an NFT with 870 units (870 USDC) value!

At the end of the fight, the winner has the option not to take the NFT, but to receive its value. This option is only available then, not later.

Rewards

For the returning contestants, the Guardian of the Dragons – a competition platform operating company – sends free NINJAs.

Competitors who rent a clan of 20 NINJAs for battles at least once a month after registering as a competitor will receive the continuous return after purchase for their participation are eligible for a NINJAs gift. Free NINJAs will be awarded as follows:

Return rewards

1. daily return 1 NINJA
2. daily return 1 NINJA
3. daily return 2 NINJA
4. daily return 2 NINJA
5. daily return 2 NINJA
6. daily return 2 NINJA
7. daily return 5 NINJA

IMPORTANT! Return rewards, only after purchasing a team of 20 per month and only live for one week.

Ecosystems

2,500 building blocks are required to build any independent ecosystem – mountain, forest or ore mine. Anyone who builds their own ecosystem of 2,500 building blocks within 3 months of registration will automatically receive unlimited perpetual membership.

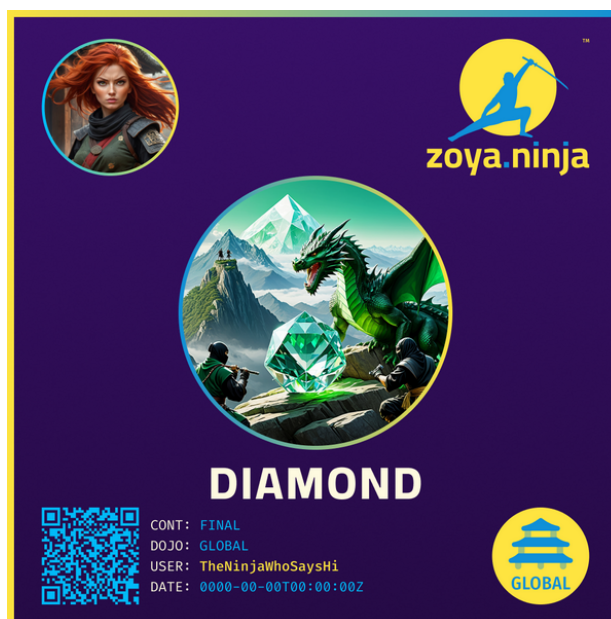
Passive income of champions

SPRING, SUMMER, FALL and WINTER CHAMPIONS will each receive 1% of ALL THE DOJO INCOME income – in the champion wins – for 3 months after win the title. For example, if you are the Spring Champion in the 2nd DOJO, you will have 1% income after all of the income of the 2nd DOJOs for 3 months!

The World Champion receive 1% OF ALL DOJOS TOTAL INCOME IN THE SYSTEM (1-7th!!!) for 12 months. YES!!!! It REALLY MEANS that if YOU ARE THE WORLD CHAMPION you will have 1% income from ALL OF THE DOJOS FOR 12 MONTHS!



SEMI-FINAL (Season Champion) : RUBY
 1% income from the dojo where won for 3 months



FINAL: DIAMOND
 1% income from all of the dojos
 for 12 months

The World Champion can hold the following title for one year:
"ZOYA.NINJA - RPS E-Sports League World Champion"

Chapter 14 Affiliate activity, business partnership agreement

Rights and obligations

Accepting the rules, you request legal authorization to become a merchant and enter into a contract with the Operator. You acknowledge that you have received, read and understand the Policies and Procedures. You have read and accept all the terms contained in this chapter.

2. Expiration, Renewal and Termination.

The condition for participating in the affiliate system is to hire a clan of 20 NINJAs every 30 days. By paying the fee, the business builder acquires business partner status for 30 days after the purchase. The quality of a business partner can only be limited or terminated in accordance with the regulations in force. The Operator reserves the right to terminate any business partnership agreement with 30 days' notice if the Operator decides to:

- (1) ceases all or part of its business activities;
- (2) the company providing the Operator service ceases or ceases to exist, or
- (3) the Virtual Sports Association decides on dissolution.

Business Partners may terminate this Agreement at any time and for any reason by deleting their profiles.

3. Independent entrepreneur status.

You agree that this agreement does not make you an employee, agent or representative of Virtual Sports Association or the Operator. As a self-employed person, you will operate your own independent business. You have complete freedom to determine the number of hours you devote to your business and schedule those hours at your sole discretion. Accounting for income in your individual income tax return will be your sole responsibility.

4. Presentation of the Compensation Plan.

You agree that when presenting the Compensation Plan, you will present it in its entirety as described in the official materials, emphasizing that you will be compensated in the form of bonuses for sales to prospective members outside the sales network. By presenting the plan to potential customers, you agree not to use any literature, material or support material that has not been prepared by the Operator or specifically authorized in writing. You understand that success in the community requires hard work, dedication and sales skills. With this understanding, you agree to refrain from presenting the opportunity as a passive investment program.

5. Sale of the Service.

You agree not to make any representations or claims regarding the Services other than those stated in the official literature. You further agree to only sell services available in authorized territories.

6. Proprietary Information and Trade Secrets.

You acknowledge and agree that information compiled or maintained by the Operator, including Line of Sponsorship (LOS) information (i.e., information that discloses or relates to a specific arrangement for in-store sponsorship, including without limitation) as set forth in the Policies and Procedures, lists of affiliates, sponsorship tickets and all information derived from them, in their current or future forms), constitutes the commercially beneficial, unique and protected secret of the Operator, which it will treat as proprietary and confidential, and treat as a trade secret during the term of the contract.

The Operator grants you a personal, non-exclusive, non-transferable and revocable right to use the trade secret, confidential and proprietary business information, which includes without limitation the LOS information, business reports, service improvements and affiliate sales, revenue and other financial reports that facilitate your business.

7. Agreement without invitation.

In accordance with the Policies and Procedures, you agree not to solicit, solicit or otherwise attempt to recruit or induce any other company to compete with the business during the existence of the Operator and for one calendar year after the resignation, renewal or termination of the business .

8. Jurisdiction and Governing Law.

The creation, structure, interpretation and enforceability of the contract concluded with the Operator, as this affiliate agreement and the incorporated documents are regulated in all respects by the international laws, and they can be interpreted in all respects.

9. Online copy.

The online copy of the Agreement is considered original in all respects and is valid even without signatures.

10. Dispute resolution.

All disputes and claims related to the Operator, its services, the Operator's rights and obligations, or any other claim related to the performance of an Affiliate or Operator pursuant to the Agreement shall be fully and definitively settled by arbitration.

This arbitration agreement will survive termination or expiration of this Agreement. Nothing in the Agreement shall prevent the Operator from applying to any court of competent jurisdiction and obtaining a writ of attachment, injunction, temporary injunction, preliminary injunction, final injunction or other equitable remedy to protect and defend its interests before, during or thereafter. pending the filing of any arbitration or other proceeding, or the issuance of any decision or award related to any arbitration or other proceeding.

11. Time limitation.

If a Merchant wishes to bring an action against the Operator for any act or omission related to or arising from the Agreement, such action must be brought within one month of the date of the alleged conduct giving rise to the action. The business partner waives all other statutes of limitations.

12. Non-refundable administration fees and purchases.

You acknowledge and agree that any purchase you make is a non-refundable payment. Due to the digital nature of the service and the immediacy of the benefits, refunds are not commercially possible.

13. Miscellaneous Provisions

If any provision of the Agreement is found to be invalid or unenforceable, such provision shall be amended only to the extent necessary to make it enforceable and the remainder of the Agreement shall remain in full force and effect. This Agreement may be executed in any number of counterparts, each of which shall be deemed an original, but all of which together shall constitute one instrument.

The provisions of this Agreement, including all documents incorporated herein by reference, constitute the entire agreement between you and the Operator and supersede all prior agreements, understandings and obligations between you and the Operator relating to the subject matter of this Agreement.

14. Right of Withdrawal.

You can cancel your participation as a partner at any time. Business Partners may terminate this Agreement at any time and for any reason by deleting their profiles.

Chapter 15 Marketing and business plan

This chapter presents and regulates the benefits of affiliates (Business Builders).



1. Concept definitions

Affiliate: (Business Builder) A person who, based on the contract with the Operator, is entrusted with business relations with members and marketing activities for the Community.

Ranks and management levels: Management levels presented by the table linked to the activities and performance of the Affiliates

Rank: A summary of the available leadership levels

Leader levels: Sensei, Samurai, Shogun, Daijin, Emperor

Personal referral / Direct partner: A person who was registered with the Business Builder's own registration link and is directly connected to the Business Builder in the structure.

Matching team: A system formed by personal referrals

PV: Personal point value: the point value produced by Personal Referrals/Direct Partners/ Matching Team (1 point = 1 USDC)

TPV: Total income: Income of the 10 level structure of the Affiliate.



2. Bonuses paid to Affiliates

REFERRAL BONUS

It is paid up to 10 levels deep in the structure of the Business Builder after the rental fee of the NINJAs hired in the structure. **IMPORTANT! ONLY THOSE WHO CONTINUOUSLY HAVE A CLAN OF AT LEAST 20 NINJAS ARE ELIGIBLE FOR THE REFERRAL BONUS. IF THE AFFILIATE DOES NOT HAVE A CLAN OF 20 NINJAS, THEN NO COMMISSION WILL BE PAID FOR THAT MONTH.**

The commissions to be paid are listed below:

- Level 1: 11%
- Level 2: 10%
- Level 3: 8%
- Level 4: 7%
- Level 5: 6%
- Level 6: 4%
- Level 7: 1%
- Level 8: 1%
- Level 9: 1%
- Level 10: 1%

RESIDUAL BONUS

The Business Builders also benefit from the entry fees of the individual DOJO competitions up to 10 levels deep. **IMPORTANT! ONLY THOSE WHO CONTINUOUSLY HAVE A CLAN OF AT LEAST 20 NINJAS ARE ELIGIBLE FOR THE RESIDUAL BONUS. IF THE AFFILIATE DOES NOT HAVE A CLAN OF 20 NINJAS, THEN NO COMMISSION WILL BE PAID FOR THAT MONTH.**

The commissions to be paid are listed below:

- Level 1: 2,5%
- Level 2: 2%
- Level 3: 1,5%
- Level 4: 1%
- Level 5: 1%
- Level 6: 1%
- Level 7: 0,5%
- Level 8: 0,25%
- Level 9: 0.125%
- Level 10: 0.125%

FAST START BONUS

It is valid for the first 90 days after the registration of the Business Builder and applies to direct sales. **IMPORTANT! ONLY THOSE WHO HAVE A CLAN OF AT LEAST 20 PERSONS DURING THE WHOLE 90 DAYS ARE ELIGIBLE FOR THE FAST START BONUS. IF THE AFFILIATE DOES NOT HAVE A CLAN OF 20 PEOPLE ON THE 90TH DAY, THEN THE FAST START BONUS COMMISSION WILL NOT BE PAYED.**

FAST START BONUS rate:

- A one-time bonus of USDC 200 for a minimum direct income generation (PV) of USDC 2500 in 90 days.
- A one-time bonus of USDC 400 for a minimum direct income generation (PV) of USDC 5,000 in 90 days.

- A one-time bonus of USDC 1,000 for a minimum direct income generation (PV) of USDC 10,000 in 90 days.
- A one-time bonus of USDC 3,000 for a minimum direct income generation (PV) of USDC 25,000 in 90 days.
- Minimum 50,000 USDC or above total income (PV) in 90 days, the one time bonus is 7,500 USDC.

After 90 days, the business builder is not entitled to the fast start bonus.

EXECUTIVE BONUS

The level of the executive bonus depends on the specific executive rank that counted by the number of Matching Team members and the TPV of the 10 level structure. Affiliates, who have reached at least Manager level are entitled to the EXECUTIVE bonus. **IMPORTANT! ONLY THOSE WHO HAVE A CLAN OF AT LEAST 20 NINJAS ON THE LAST DAY OF THE MONTH ARE ELIGIBLE FOR THE LEADERSHIP BONUS. IF THE AFFILIATE DOES NOT HAVE A CLAN OF 20 NINJAS ON THE END OF THE MONTH, THEN NO COMMISSION WILL BE PAID FOR THAT MONTH.**

- Sensei: Matching Team of at least 50 people and TPV of at least 250,000 USDC.
- Samurai: Matching Team of at least 100 people and TPV of at least 500,000USDC.
- Shogun: Matching Team of at least 250 people and TPV of at least 1,000,000USDC.
- Daijin: Matching Team of at least 500 people and TPV of at least 2,000,000 USDC.
- Emperor: Matching Team of at least 1000 people and TPV of at least 5,000,000USDC.

Those registered who have at least one valid NINJA pass for a 5 NINJAs package at the time of qualification are **ONLY** included in the Matching Team.

TPV is continuously added after registration. Level of executive bonuses:

5% of the total sales revenue will be distributed among qualified each month as follows:

zoʻya.ninja



SENSEI

SENSEI

0.3% of the total monthly sales is distributed among the Senseis.

zoʻya.ninja



SAMURAI

SAMURAI

0.6% of the total monthly sales is distributed among the Samurais.

zoya.ninja



SHOGUN

SHOGUN

0.85% of the total monthly sales is distributed among the Shoguns.

zoya.ninja



DAIJIN

DAIJIN

1.25% of the total monthly sales is distributed among the Daijins.

zoya.ninja



EMPEROR

EMPEROR

2.00% of the total monthly sales is distributed among the Emperors.

We would like to draw the attention of Business Owners that, after the income earned as a result of their business activities, the Operator neither prepares a tax return nor pays tax on behalf of or on behalf of the Business Owners, so both the tax declaration and tax payment obligations are borne by the Business Owner.

Chapter 16 Privacy Policy

In these Regulations, the Data Controller (the Operator) provides information on how it handles your personal data. With these Regulations, the Data Controller fulfills its obligation to inform the data subjects.

1. CATEGORIES OF PERSONAL DATA

In accordance with the principle of data saving, the Data Controller decided not to process personal data as a general rule. With the exception of an investigation covering possible violations of the AML rules, you do not have to provide the Operator with any personal data. The Operator does not collect or store personal data.

2. SOURCE OF PERSONAL DATA

The Data Controller only requests personal data directly from you during the AML procedure. In the case of the AML procedure, your name, place and time of birth, address and ID number may be requested. In this procedure, you are obliged to provide truthful information. If you do not provide the requested data, your profile can be terminated immediately.

3. DURATION OF DATA STORAGE

Duration of data storage

Accounting documents: 5 years

Contracts: Until the contracts are fulfilled, or until all disputes related to them are settled.

Account data of registered users: Up to 24 months from the last login

Data and documents related to complaint problems: 3 years

AML documents, data, for protection against money laundering: 2 years from the date of data provision.

Payment transaction data, data generated in connection with bonuses and commissions: 3 years

Credit card data: We do not store credit card data on our website or servers.

Information sheets, newsletters: 3 years

Content of contact forms, support data, documents: 3 years

Data and documents related to prize games: 2 years

Data generated in connection with websites and social media sites: 2 years

Aggregate information: 2 years

This applies to information that does not in itself identify you as a specific person. Such information includes the Uniform Resource Locator ("URL") of the website that referred you to our website, your Internet Protocol ("IP") address (the number automatically assigned to your computer when you browse the Internet), your operating system and browser type, and the search terms you enter on our website. Our web server aggregates this information in order to monitor the level of activity on our website, evaluate its effectiveness, and improve the content of our Website to make your visit an easy and enjoyable experience. We may collect, compile, store, publish, promote, report or otherwise disclose or use any aggregate information provided that such information does not identify you. We do not associate any personally identifiable information with the aggregate information collected on our Website. If we disclose any aggregated information to you, it will be protected under this Privacy Statement in the same way as any other personally identifiable information.

Passive information: 3 years

Collecting passive information

Cookies are features of web browser software that allow web servers to recognize the computer used to access a website. These are small pieces of data stored by the user's browser to simplify subsequent interactions with the website. This makes it easy for the user to move from one site to another and transact over the internet. Cookies should make your online experience easier and more personalized.

Our website uses cookies to collect information about the use of our website. Passive information collected may include the date and time of visits, pages viewed, time spent on our site, pages visited immediately before and after visiting our site. If you do not wish to transmit "cookie" information about yourself, you can turn off the cookie function in your browser.

Our website's servers also automatically identify your computer based on its Internet Protocol address, which is a unique number assigned to your computer by your Internet service provider. The IP address may be used to resolve problems with our server or to collect broad demographic information about users. Your IP address is automatically collected.

How do we use the collected information? In general, the people we employ directly or on our behalf as contractors or agents use Active Information to administer our business, provide customer support, and make available other products or services that we believe may be of interest to users.

We may use the Active or Passive Information you provide to contact you about various changes to our website, new services, features or products we offer. If at any time you do not wish to receive such information, you can "opt out" of this by changing your email preferences in the back office of the website.

We use passive information to collect information about users and improve our website to make it easier, faster and more user-friendly. In addition, cookies help us better understand the usage patterns of people who visit our website, which helps us improve our services. Passive information may result in you viewing certain advertisements based on your user habits.

Your data in relation to those to whom we refer You may be able to access other websites through our website through hyperlinks. When you do so, you are subject to their privacy policy and data collection. Please read the privacy policies of those websites to make sure you agree to their terms before using those websites.

Sharing information with advertisers or other third parties

We may disclose anonymous information about user behavior to advertisers on our website. The parties providing services to us (Internet Service Providers) may also access your data during the provision of such services. If we buy or sell our company's assets, another company will need to review our company's assets, which may include your information, to make business decisions about acquiring those assets.

Sharing information with the government or as required by law

We may be required by subpoena, law or government agency to disclose both active and passive information that you have provided to us.

4. DOES THE DATA PROCESSOR USE PROFILING AND AUTOMATED DECISION MAKING?

The Data Controller does not use profiling or automated decision-making.

5. ADDRESSED

We may transfer your personal data to recipients – state administration bodies, courts, law enforcement agencies, supervisory authorities in the field of anti-money laundering protection, consumer protection or payment services, which in certain cases are entitled to process your personal data.

6. COMMUNITY SITES AND LINKS TO OTHER WEBSITES

In the context of marketing and advertising support, the Data Controller's website contains links to various social media sites, such as Facebook, INSTAGRAM, Twitter, LinkedIn or other online communication channels, such as YouTube.

The Data Controller hereby informs you that after clicking on the add-on on the website and redirecting to the social media site or communication channel, the privacy policy of the data manager of the social media site or communication channel is applicable, except in cases where you include it in a message sent via social media sites the relationship with the Data Controller (in this case, the handling of your personal data is also governed by these Regulations, and the Data Controller handles your personal data in accordance with the above).

You can find more detailed information on the data management carried out by the data controllers of the social networking sites at the following links: (i) Facebook: <https://hu-hu.facebook.com/privacy/explanation>,
(ii) Instagram: <https://hu-hu.facebook.com/help/instagram/155833707900388/>,
(iii) LinkedIn: <https://www.linkedin.com/legal/privacy-policy>
(iv) Twitter: <https://twitter.com/en/privacy>
Youtube: <https://policies.google.com/technologies/product-privacy?hl=hu>.

7. PROTECTION OF CHILDREN'S DATA AND PRIVACY

We take special care to protect children's privacy needs and encourage parents to actively participate in their children's online activities. Our website does not target or solicit children under the age of 18, and we do not knowingly collect any personally identifiable information from them.

8. TEMPORARY EFFECT

These Regulations are valid from August 1, 2024.

Considering that it may become necessary to update the contents of these Regulations in the future, the Data Controller reserves the right to update these Regulations at any time. In such a case, the Data Controller will inform you in an appropriate manner in advance.

ACCESSING AND USING OUR WEBSITE FOR ANY PURPOSE INDICATES YOUR ACCEPTANCE OF THE TERMS AND CONDITIONS PROVIDED IN THESE RULES AND AUTOMATICALLY CONSTITUTES ACCEPTANCE OF THESE TERMS IN FULL.

Web policy

The purpose of these rules is to regulate the business web activities of the members of the Community.

It is the duty of the member to ensure that the information provided within the framework of the online marketing activity is true, does not mislead or mislead customers or potential members.

It is also forbidden to engage in any deceptive or misleading online promotional activities. (For example: spam, spam linking, blog spam, unethical search engine optimization (SEO), misleading click-through ads, unethical or disapproved banner ads, unauthorized press releases, etc.) Whether an activity is unauthorized or misleading is the sole responsibility of the Operator.

Spam Linking: Spam linking is the multiple, sequential posting of the same or similar content to blogs, guestbooks, websites, groups, or other publicly available online discussion boards or forums. Spam linking is prohibited.

Any comments you make on blogs, forums, guestbooks, groups should be real, unique, informative and relevant.

It is forbidden to register any domain name, email address, online name or alias that contains the text ZOYA.NINJA - RPS Virtual E-Sport Association or any compound abbreviation thereof.

The member must request approval and permission from the Operator before using any advertising text or banner text not issued by the Operator.

The member is also required to seek prior approval before registering any domain name or email address that may be associated with a Community-related activity.

The above provisions apply to Facebook, MySpace.com, Twitter.com, YouTube.com, Reditt.com, Tik-Tok, Linkedin, any personal blog or other personal websites, online advertisements and any other also for electronic or social web interfaces not marked here. The use of Online Classifieds is prohibited.

Only logos and images approved in advance by the Community or the Operator may be used for advertising activities.

Community services may only be sold through the Community website.

Social sites (Facebook, X, MySpace, LinkedIn, blogs, forums, and other social sites) are allowed. On these sites you can share the goals, mission, experience of the Community, but on these sites, sales are prohibited.

The member must avoid displaying obscene, discriminatory or vulgar content.

Sponsored links, Pay-Per-Click (PPC) ads, are acceptable if they lead to the member's own website or social networking site, but only if all of the following conditions are met:

- a.) the member presents himself as a member of the Community,
- b.) use only the allowed logo or image
- c.) only real data and information will be deleted

When using social media or an external website, you should include the following about your community appearance:

- a.) the Community logo from the approved templates
- b.) the name and managerial rank of the member
- c.) a clear indication that the member is independent of the Community and the Operator

General business ads

If the member advertises in a newspaper or other advertising space, the following rules apply: No advertisement may indicate that it is for a job, position, salary or any other employment purpose

No advertisement may promote, represent, or suggest paid positions, managerial positions, hourly wages, full-time or part-time employment, or guaranteed income.

The use of terms related to employment or managerial position is prohibited (eg “senior trainee”, “available managerial positions”, “travel”, “interview invitation”, “available positions”, etc.)

Media and media interest

Members may not initiate any interaction with the media or attempt to respond to the media on matters relating to the Community or the Operator. All media inquiries must be forwarded to the Operator immediately.

Unsolicited e-mail communication

The Community and the Operator shall not permit Members to send unsolicited e-mails unless such e-mails are in strict compliance with applicable laws.

All unsolicited email must meet the following requirements:

- The sender must be a real person and have a working e-mail address,
- The email must inform the recipient that they can reply to the email or request that their email address be deleted
- The e-mail must clearly and conspicuously indicate that the message is one • advertisement or inquiry.
- All unsubscribe requests, whether received by email or regular mail, must be completed.

ATTENTION!

Violation of any provision set forth in these rules is a serious ethical violation.

The Member acknowledges that a serious ethical violation may result in the suspension of its account for 3 to 6 months and / or the closure of the account and the expulsion of the member from the Community.

Chapter 17 Code of Ethics

A ZOYA.NINJA - RPS E-Sport League, Virtual Sports Association aims to create a value-based community.

The basic values of the Community are the ideals of respect, acceptance, equality, helping members, ethical competition, legality and good faith.

In view of all these basic values, as a member of the Community, I undertake to comply with the following ethical standards:

I treat all people with respect. I understood and acknowledged that the Community is a value-based organization where respect is one of the most important pillars.

I exercise my rights in good faith, I fulfill my obligations to the best of my knowledge.

I have understood and acknowledged the legal framework of the Community, I act within the framework of the law during both community and related business activities.

I did not create a bad reputation for the Community or the Operator.

I will not engage in any activity that undermines the principles of the Virtual Sports Association or the Community.

I would like to express my respect for my managers, fellow members, and the staff of the Operating Organization.

I refrain from slander and rumours, I am obliged to check the veracity of all negative information and to request information from my superiors in this regard.

I provide support and encouragement to my fellow members!

I only give correct and authentic information to prospective members who intend to join.

I only use marketing materials issued by or authorized by the Operator.

A ZOYA.NINJA - RPS E-Sport League, I follow the guidelines and rules of the Virtual Sports Association.

I understand that violating any provision of the Code of Ethics is considered a serious ethical offense.

I understand and acknowledge that serious ethical misconduct may result in the suspension of my account for 3-6 months and/or the blocking of my account and my exclusion from the Community.

I understand and acknowledge that anyone can report suspected ethical misconduct to the Operator.

I acknowledge that a member convicted of a serious ethical offense is not entitled to compensation, reimbursement of costs, or any compensation due to the suspension, blocking or exclusion of his account from the Community, and the existing claims of the convicted member against the Operator are considered null and void.

Chapter 18 Miscellaneous Provisions

Applicable law The parties agree that their contractual relationship shall be governed by the law of the seat of the Operator.

The documents are prepared in several languages. In the event of a discrepancy, the English language version shall prevail.

Contact information

Contact is made in English. Contact between the Parties is made exclusively in writing. Electronic contact, i.e. communication by e-mail, is also considered written contact.

Contact details

The Operator's contact information can be found under the Support menu item on the Website. The member can contact the Operator via e-mail.

Chapter 19 The end of ZOYA.NINJA

The ZOYA.NINJA TM – (RPS) VIRTUAL E-Sports Association will be terminated if the Operator decides to terminate it. Cancellation must be announced at least three months in advance and it must be ensured that the game can be completed with the already rented NINJA. ZOYA.NINJA TM – (RPS) VIRTUAL E-Sports Association does not store any money or cryptocurrency, members have no pending payments, and members have no expectations of ZOYA.NINJA TM – (RPS) VIRTUAL E-Sports Association. If any member submits a claim after the date of termination has been announced, the Operator will investigate it within 30 days and fully settle the account with the member.²⁰. fejezet Rodmap

- **Collaboration agreements with the world's largest web3 player communities at least till 31st of December 2024. (Done, we are the partners of Metapro)**
- **Open VIP DOJOS till at least till 31st of December 2024. (Done, we opened the VIP DOJOS on the 29th of October, 2024.)**
- **Start an own web shop at least till 31st of December 2024.**
- **First 4 days international Zoya Ninja Event in Dubai, December 2025.**
- **Development and exchange listing of our own crypto currencyat least till 31st of December 2025.**
- **On 12th of February, 2026 - First ZOYA.NINJA World Championship!**

TRANSPARENCY STATEMENT

Dear Virtual Sports Club! Dear Competitor Community!

We believe that transparency today is as essential to the successful operation of a Sports Club and fair practices as integrity and honesty.

We believe that every member of the Virtual Sports Club has the right to receive full information about the activities carried out by the Operator.

We believe that ensuring financial transparency can strengthen trust in the Virtual Sports Club and the Operator, and reinforce the members' belief that they made the right choice by joining this Community.

The goal is to achieve complete transparency.

On behalf of the Community, the Operator commits to publishing a full financial report every six months.

Professional activity reports will be made public quarterly.

The membership numbers of those joining the Virtual Sports Club are public.

The definition and extent of individual costs are public.

All regulations and documents arising from the operation of the Virtual Sports Club are public. Significant operational disruptions and the measures taken to resolve them are public.

Measures to ensure stability in the first year of operation:

- Provision of \$100,000 in immediately available capital assets.
- Allocation of 5% of total revenue to an operational fund.

Documents required for the operation of the entire system:

- Terms and Conditions
- Privacy Policy
- Marketing and Bonus Plan
- Affiliate Agreement
- Website Policy
- Transparency Statement
- Code of Ethics
- List of Fees and Costs

Revenue and expenditure structure: The Operator intends to carry out the activities of the Virtual Sports Club with full transparency. To this end, we present the revenue and expenditure structure through the Virtual Sports Club, structured as follows:

Revenues:

- Rental fees from NINJAs
- DOJO entry fees
- Product sales through the webshop (if launched)
- Advertising revenues
- Revenue allocation plan (payments):

Allocation of revenue from NINJA rentals:

- 50% of the revenue from NINJA rentals will be paid to Affiliates as a referral bonus.
- 5% of the revenue from NINJA rentals will go to the operational reserve account.

- 5% will go to the Manager bonus account.
- 15% will go to the Fast Start bonus account.
- 25% will go to the Operator's account (from which IT developments, system improvements, game experience enhancements, crypto developments, webshop launch, advertising and marketing expenses, expert fees, legal fees, accounting fees, server rentals, telecommunications costs, prize games, and environmental projects are paid). The Operator's fee, which is 5% of the total revenue, will also be paid from this account.

95% of the total revenue from NINJA rentals is returned to the player and affiliate community.

Allocation of revenue from DOJO:

- 10% of DOJO revenue will be paid to Affiliates as a Residual bonus.
- 58% of DOJO revenue will go to the NFT purchasing fund if the winning competitor wishes to sell the awarded NFT to the Operator.
- 1% will go to the Champions of the Season.
- 1% will go to the World Champion.
- 5% of DOJO revenue will go to the operational reserve account.
- 25% will go to the Operator's account (for IT developments, system improvements, game experience enhancements, crypto developments, webshop launch, advertising and marketing expenses, expert fees, legal fees, accounting fees, server rentals, telecommunications costs, prize games, environmental projects, etc.). The Operator's fee, which is 5% of the total revenue, will also be paid from this account.

95% of the total revenue from DOJO is returned to the player and affiliate community.

Webshop revenue: 100% of the profit from webshop revenue (after deducting costs) will be used for the development of webshop products.

Advertising revenue:

100% of advertising revenue will go to the Operator's account (to cover IT developments, system improvements, game experience enhancements, crypto developments, webshop launch, advertising and marketing expenses, expert fees, legal fees, accounting fees, server rentals, telecommunications costs, prize games, environmental projects, etc.). The Operator's fee, which is 5% of the total revenue, will also be paid from this account.

Utilized wallet addresses:

NinjaDivider: [0x24DE9d2Fdbbb6aec6A3c73e640174A910BB684D9](#)

BattleFixDivider: [0xCb3C52f1F950c9be81Bde42408A4CcB4038aaf8A](#)

ChampionBase: [0x94fBf2D074D5418A30158246eb7fbdaBd8E6E38e](#)

Operator: [0xf40E196BC4a07bEEFaA3CC9F263a47f2dCf9E3C4](#)

AffiliateBase: [0x8CfCc662CE30ba386FC3E99e480198f564880593](#)

ManagerBase: [0x987E103A4dE9344B7B9d5401B4fA4cE96aDa3655](#)

FastStartBase: [0x9fdE3F5EbBC9c2da7eD6f8F1bc2e7Ab1d743c069B](#)

SUSTAINABILITY STATEMENT

1. SECURITY

ZOYA.NINJA TM considers the issue of safety to be extremely important.

Using decentralized, non-custodial wallets such as MetaMask, Metapro, users can exercise full control over their own private keys. Users can reduce the risk of abuse by using so-called multi-sign wallets, since they require several signatures to execute transactions.

In order to increase security, we recommend setting up two-step identification on devices with wallets.

If you already have a cryptocurrency wallet, we recommend that you separate your activities related to the ZOYA_NINJA page from your other activities and open a new, independent ZOYA.NINJA TM wallet, so you can accurately track transactions.

It is important to know that ZOYA.NINJA TM does not ask users for any referrals or transactions. All transactions are solely based on the user's decision. The user does not transfer any amount to ZOYA.NINJA TM, after which he does not receive an immediate product or service. ZOYA.NINJA TM does not manage or store users' money. users' money, does not collect deposits or deposits, and does not promise any returns or profits.

ZOYA.NINJA TM does not store money or crypto-currency, because incoming transfers are immediately distributed based on smart contracts, as stated in the Transparency statement.

Users get real services through payments.

By purchasing NINJAs, you get fighters to start your battles with. Based on the DOJO entry fees, the opportunity to participate in the fight opens up for users.

After the online store is launched, payments will mean the purchase of specific products.

It can be stated that ZOYA.NINJA TM gives users a product or service in return for all payments.

Strategic partnership

ZOYA.NINJA TM entered into a strategic partnership with METAPROVAL and HIVETECH.

METAPRO is now the world's largest web3 platform! And HIVETECH is a new, up-and-coming company committed to spreading web3 technology.

Through the strategic partnership, ZOYA.NINJA TM was added to the METAPRO marketplace as a web3 toy, and METAPRO developed the ZOY.NINJA app, which is available in the METAPRO wallet.

Through the cooperation between HIVETECH and ZOYA.NINJA TM, the promotion of HIVETECH WEBEE NFTs has started and through the strategic cooperation of the parties, the ZOYA.NINJA TM Operator can represent the HIVETECH system in Hungary.

METAPRO, HIVETECH and ZOYA.NINJA TM have built an ecosystem that already includes:

- web3 gaming system
- own game launcher platform
- own node system
- own cryptocurrency
- own wallet system
- open development system
- education system

and a number of developments over the next 12 months will also create an RWA ecosystem unique in the world.

2.FAIR PLAY

In the ZOYA.NINJA TM game, the chances are equal for everyone, regardless of your financial situation as a user.

In the GYM DOJO, anyone can fight and practice for live battles without restrictions.

The minimum buy-in fee is 1 USDC or equivalent MPRO tokens.

Based on the created competition system, anyone can be the Champion of the Seasons and even the World Champion, regardless of which DOJO they compete in.

In live DOJOs, the use of unauthorized aids, e.g. operation of robots, is prohibited. With the monitor system, these attempts are filtered out and the given account is immediately deleted from the system.

Before the fight, you can get to know the habits of all your opponents and take part in three training matches.

Reports of abuse are immediately investigated by the Operator.

We are building a value-based, ethical community, where fair play is one of the most important ideas.

3. SUSTAINABLE ECONOMIC MODEL

We believe that the long-term operation of ZOYA.NINJA TM lies in the sustainable economic model.

ZOYA.NINJA TM considers it extremely important that a significant part of the income goes back to the users and the players.

To this end, as stated in the Transparency Statement, only 5% of the revenues remain with the Operator.

The smart contracts ensure that after the incoming transactions, the amount received is immediately distributed to the designated accounts, which fully ensure stability and also ensure the presence of the funds necessary for continuous and necessary development.

Smart contracts ensure sustainability even in the face of market volatility.

The cryptocurrency rewards used in the game ensure the system's operation is transparent, so users can see exactly how the received referrals and rewards are distributed.

An important rule is that the financial stability of the system does NOT require more and more "recruitment". The system is completely self-sustaining, regardless of the number of players or games.

The operator maintains a capital of USD 100,000 to handle unexpected expenses and 5% of the revenues are continuously deposited into the operator's fund, ensuring the necessary funds for operation.

It is important that only as many payments are programmed in the system as are based on the distribution of the given specific payment. The system distributes only as much money as it receives, i.e. payments do not require additional funds or new entrants.

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Based on the above, it can be seen that the income is managed and distributed according to the so-called "hat principle". Each payment constitutes an independent "hat", and the payment structure assigned to a given payment, in each case, only manages a specific payment, a specific "hat".

In each case, the individual payments form an independent unit, and this independent unit is matched in each case by the payment and cost structure detailed above.

One of the most important principles of sustainable development: stretch as long as your blanket lasts. ZOYA.NINJA TM is thus able to keep the total income-cost structure in 100% balance based on the details detailed above.

4. FUN AND PROFITABLE

ZOYA.NINJA TM is dedicated to entertainment with web3 gaming system. Through its strategic partners, ZOYA.NINJA TM will be presented to millions of potential users by the end of 2025.

In the GYM DOJO, anyone can participate in unregistered fights and learn strategy-building skills.

By fighting, users can acquire NFTs, which NFTs can be sold immediately.

When conditions are met, both players and business builders can earn passive income!

Daily remuneration paid to the Champion of Seasons (personal champion) over three months and to the World Champion over 12 months, and

Monthly payments related to the achieved ranks of affiliate managers who meet predetermined conditions.

ZOYA.NINJA™ attaches great importance to rewarding players, therefore, unlike many other projects, the largest payouts, prizes, rewards and passive income are paid out to players. NFT equivalent to 58% of DOJO's income goes to the winning fighter immediately, while the Champion of the Seasons and the World Champion receive passive income for 3 and 12 months respectively.

5. SUPPORT

ZOYA.NINJA™ strives to create a value-based, ethical E-sports community.

Within the community, users can participate in free GYM battles, take part in strategy training, and get answers to all your questions, whether related to business building or battles.

The WHITEPAPER and other prepared documents serve the purpose of getting to know the ZOYA.NINJA™ ecosystem in its entirety.

Users can find information in the FAQ's section, by sending an email to the official contact email address, by following the News and promotions menu item.

By connecting to the Telegram channel, users are immediately notified of the events of each DOJOK.

The goal of ZOYA.NINJA™ is that all data and information reach users immediately.

6. TRANSPARENCY

The biggest advantage of ZOYA.NINJA™ compared to traditional strategy games is blockchain-based technology, which guarantees transparency.

ZOYA.NINJA™'s smart contracts and its traffic are immediately visible to everyone.

The WHITEPAPER, the rules of the rules, the rules of the fights, the distribution of prizes, the rules for the selection of champions, the system of commissions for business builders and the system of passive income are all public information.

ZOYA.NINJA™ publishes a professional report quarterly, while a full financial report is published every six months.

The first professional report will be published by December 15, 2024 at the latest.

The first financial report will be published no later than March 15, 2025.

ZOYA.NINJA™ has summarized and published its transparency-related measures in a Transparency Statement.