



Boomco Whitepaper

Ver. 1.0



Overview

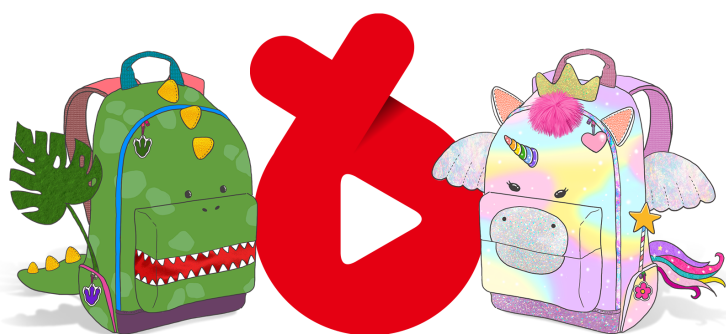
Boomco is a Web 3.0-based Education platform in combination with Edu-Fi¹ and Edutainment² elements to lower the entry barriers and increase the sustainability of engagement.

Boomco's mission is to provide equal educational opportunities for everyone and by building a global educational learn to earn platform. The platform is based on an activity that people are conducting for a lifetime; learning. And after years of building educational services and products, we've found the keys to successful learning. It is repetition and persistence.

Users can learn and repeat chapters by level. They can also earn points to rank on a seasonal ladder board to compete for rewards. Also, users can equip themselves with Backpacks on the marketplace to earn direct rewards. Rewards can be earned while participating in quizzes to check the learning process. Earned rewards in the form of LER³ tokens can be used within the Boomco platform for leveling, upgrading or taking courses and assessments.

Boomco will keep the platform's token economy healthy by increasing the sinking effects with non-mining utilities like Language Certifications, courses, and assessments. This will enable millions of users worldwide to have equal educational opportunities and connect easily with Web 3.0 while learning on Boomco.

Boomco is currently in Alpha Mode. Therefore, the contents and the details may change in the future Whitepaper to adapt to market situations.



¹ Edu-fi : Edu-Fi is a combination of the terms Education and finance which describes the integration of blockchain technology and educational applications for monetization.

² Edutainment : Entertainment that is designed to be educational

³ LER : Utility Token for Boomco

How to Start

Users need to download the Boomco App first. Boomco App can be found on any iOS and Android marketplaces.

- **Download the Boomco App**
[Android Version](#) / [iOS Version](#)
- **Sign-Up**
After downloading and opening the app for the first time, the user can now sign up using their Google or Apple Account (on iOS)
- **Learn**
Choose whatever languages users want to learn. (Users can always change their languages in the setting.) In the Alpha phase, we start with Korean-English / English-Korean. The app has 10 chapters in total to increase the difficulty step by step. The users can repeat the learning process.
- **Quiz**
A user can choose six different levels to check their learning status. While solving a quiz, users can earn points for the ladder board and LER rewards with Backpack NFTs.
- **Backpack NFTs**
Users can upgrade their Backpack NFTs for more rewards.
- **Daily Mission**
Solve different missions on a daily basis to earn points for your ladder board ranking.
- **Marketplace**
Buy, sell, or rent NFTs in the In-App Marketplace
- **Wallet**
Click the button on the top-right corner to create a new wallet. The user will be provided with a 12-word mnemonic code. This code is required to access and recover your Wallet when you uninstall your app or want to install your Wallet on a different device. IMPORTANT - Boomco does NOT save any code nor is able to recover a 12-word mnemonic code. The user needs to note this 12-word mnemonic code and save it somewhere safe. The best way is to write it down on a piece of paper and store it where only the user can access it.
- **Transfer KLAY into the In-App Wallet**
To buy on the In-App Marketplace, a user needs to transfer KLAY from the linked Wallet to the Boomco In-App Wallet. The user needs to ensure that the linked Wallet has enough KLAY for the Gas.
- **Buy or rent Backpack NFTs**
The user needs to move to the internal Marketplace to buy or rent a Backpack with the wanted attributes or level.

Boomco can be used with a Backpack NFT to receive LER rewards directly. Users can also join the Boomco economy while gaining points to climb the seasonal ladder and win LER rewards.

Edu-Fi Components

Education Modes

Ladder Ranking

In Ladder Ranking, users don't need to buy or rent any NFT to earn rewards. But they need to compete with other users to earn points on the Boomco platform. Points can be obtained in different ways, like participating in daily missions or answering questions in the Quiz Module. The Quiz Module has a separate Energy system, which can be found under the My Page section. Every 1 Energy equals one problem set and fully replenishes in 24 hours. Earned points can be found under the My Page section.

Listening comprehension is also required for higher levels as users progress. To earn points, users need to have enough Energy - solving questions alone may not give points.

Seasons: A season starts every 14 days. Users can check past Ranks on their My Page section. Rewards are paid out directly into the Boomco wallet once a season ends, and after the distribution has been calculated.

Backpack Learning Mode

In Backpack Learning Mode, users equipped with Backpack NFTs can solve questions in the Quiz Module and earn LER or BOOM⁴ rewards directly. Rewards are given for every solved Quiz. To earn rewards for a solved Quiz, a user needs to have enough Mana. Quiz solved without any Mana left will have no effect on rewards. Rewards are calculated based on epochs and distributed to each user after the end of an epoch. Reward calculations depend on several factors.

1. **Mana** - A user can gain more Mana when owning Backpack NFTs with a higher rarity or having more Backpack NFTs.
2. **Badge** - Badges can be attached to Backpacks to increase the effectiveness of specific attributes.
3. **Level** - Backpacks can be leveled to gain Backpack points and invest them in enhancing specific attributes.
4. **Attributes** - There are, in total, four different attributes for each Backpack which are influencing the earning efficiency. (Productivity, Fortuna, Time and Recovery)
5. **Item** - Items are dropped while solving a quiz, repairing a Backpack, or participating in the Certification system. Items have temporary effects on different sections while learning on Boomco.
6. **Health** - When the Health status of a Backpack NFT is too low, the earning rate is affected.
7. **Holding Tax** - When the Holding Tax level of a Backpack NFT is at zero, it will affect the number of Backpacks counting against Mana.

⁴ BOOM : Governance Token for Boomco

When there is no more Mana left to earn rewards, the user can decide to repeat lessons on the Learn Module or keep answering questions on the Quiz Module to earn points for the ladder board.

Backpack NFT

Backpack Attributes

- 1. Productivity**
Productivity plays a key part in earning LER rewards. Higher Productivity attribute gives higher LER rewards per Mana spent.
- 2. Fortuna**
This attribute has several effects on the platform. It will influence not only the drop rate and quality of Item Boxes but also the reward rate of wrong answers on the Quiz Module.
- 3. Time**
As Time is one of the most valuable assets a user can have, Boomco measures the time spent learning with each Backpack NFT. The Time attribute is used with the requested minimum time to level up a Backpack NFT. Time also influences Holding Tax and partly the reward rate.
- 4. Recovery**
Answering the questions while using Backpack NFT on the Quiz Module will result in exhaustion of Mana and a decrease in Backpack's health rate. The Recovery attribute directly influences the repair cost of your Backpack. You can repair your Backpack only after an Epoch has been closed.

Backpack Types

There are in total five types of Backpacks having different Holding Tax levels.

Type	Holding Tax Max	Decrease rate per Day
Auditive	100	1.1
Visual	105	1.15
Haptic	105	1.1
Intellect	110	1.15
Allround	120	1.25

Holding Tax

Holding Tax is a separate attribute level for NFTs, which decreases based on a daily term and needs to be paid in LER tokens to refill. There is a cost multiplier for lower Holding Tax levels. The refill cost for Holding Tax is calculated differently for every Epoch. When an NFT reaches Holding Tax level 0, it cannot be used until it is unlocked with BOOM and LER tokens. Higher quality NFTs have a higher refill cost.

Holding Tax Level	Cost Multiplier
90-120	1
60-89.9	1.5
30-59.9	2
10-29.9	3
0-9.9	4

NFTs listed on the marketplace or exported on-chain don't decrease in their Holding Tax level.

Backpack Rarities

There is a total of five different rarities. When a Backpack is minted, the value of each attribute will be chosen randomly according to the Backpack rarity. Backpack NFTs can vary in effectiveness based on the random distribution of points, even within the same rarity.

Rarity	Minimum Point	Maximum Point
Common	1	8
Uncommon	6	14
Rare	12	20
Epic	18	26
Legendary	24	32

Backpack Levels

Users can level up their Backpacks by burning LER, with BOOM tokens required at certain level milestones. There are several requirements for each level and various special requirements for specific levels. To level up a Backpack, each Backpack also needs minimum Time points, which can be obtained while learning and investing in the Time attribute. Each level-up needs a fixed time to complete, and the time increases with each level. The process can be boosted by burning more LER tokens.

General requirements

- Min. solved Daily Quiz No.
- Time Points Level
- Level Up Cost LER and BOOM

Special Level Requirements

- Burning a specific Item

After a level-up, users will attain four points they can use on any attribute they like. There is no rarity difference among points attained after a level-up. Points can't be redistributed after the distribution is finished and must be distributed before the next level up. Different rarities can have different levels of efficiency for distributed attribute points.

Additional perks are released on the following levels.

- Level 10 - Unlocks first Badge Socket
- Level 20 - Unlocks second Badge Socket, Enables Minting
- Level 25 - Unlocks Synthesize
- Level 30 - Unlocks third Badge Socket, Enables Renting
- Level 40 - Unlocks fourth Badge Socket, Enables BOOM Mining

Item Box

As a type of loot box, Item Boxes are randomly dropped while learning and using Boomco. The boxes are dropped 1) after solving a quiz or finishing a test in the Certification Module, OR 2) repairing a Backpack or just repeating chapters on the Learning Module. The drop mechanism implemented an easter egg system. It works on activities in combination with various factors. An Item Box can contain not only items but also badges; they are essential to enhance the quality of each Backpack NFT. Item Boxes have different qualities, which will decide the minimum level of the items within a box.

An Item Box can contain multiple items. Each Item Box will require a preparation time before the user can open it. However, the users can pay an extra fee to speed up the process. After the preparation time, the users can decide to open the box by paying an opening fee.

Badges

Each Backpack NFT has four Badge Sockets with a unique attribute type, which can be unlocked when the Backpack reaches a certain level. The order of Badge Sockets on each Backpack are random. Badges can enhance the Backpack's attributes when connected to an unlocked Badge Socket.

There is a total of four types of badges and each badge represents an attribute.

- Productivity Badge
- Fortuna Badge
- Time Badge
- Recovery Badge

Badges have five different rarities. The higher rarities can be obtained when synthesized to the next rarity.

Badge Rarity	Boost Effect
Steel	1-9%
Bronze	10-50%
Silver	60-110%
Gold	120-200%
Palladium	210%-400%

To synthesize a Badge, a user needs three Badges with the same attribute and rarity. The cost to synthesize to a next rarity level depends on the current rarity. LER, BOOM, and Items can also affect synthesis. Synthesizing comes with the risk of failing. Used badges will be burned.

Badge Rarity	Synthesize Success Rate
Steel	-
Bronze	55%
Silver	35%
Gold	10%
Palladium	1%

Items

Items can be used to boost specific attributes or influence the studying experience. There are also items that can only be used for activities like minting or synthesizing.

Minting

When a Backpack reaches level 20, the user can breed with another Backpack over level 20 and produce a new Backpack. A minting process does not fail but requires LER, BOOM, and Items to be performed.

Users can mint up to **three times per Backpack**. The higher the minting count a Backpack has, the more LER, BOOM, and Items are required. Minting costs vary based on the minting count and rarity of each Backpack used for minting.

After a mint, there is a cool-down time before the user can initiate a new minting process with the same Backpacks.

Backpack Box

When minted, the user will receive a Backpack Box (BB) which can be opened or kept in the inventory. A Backpack Box does not have the attribute of Holding Tax, which means holding a Backpack Box is cost-neutral compared to Backpack NFTs.

The Backpack Box rarity will be determined by the parent Backpacks' rarity.

Parent Backpack 1	Parent Backpack 2	Common BB %	Uncommon BB %	Rare BB %	Epic BB %	Legendary BB %
Common	Common	100	0	0	0	0
Common	Uncommon	80	20	0	0	0
Common	Rare	80	2	17	1	0
Common	Epic	80	2	3	14	1
Common	Legendary	80	2	3	5	10
Uncommon	Uncommon	1	98	1	0	0
Uncommon	Rare	1	80	19	0	0
Uncommon	Epic	1	80	1	18	0
Uncommon	Legendary	1	80	1	1	17
Rare	Rare	0	1	98	1	0
Rare	Epic	0	1	80	18	1
Rare	Legendary	0	1	80	1	18
Epic	Epic	0	0	1	98	1
Epic	Legendary	0	0	1	80	19
Legendary	Legendary	0	0	0	2	98

When a Backpack Box is opened the final rarity of the Backpack is determined.

BB Rarity	Common BB %	Uncommon BB %	Rare BB %	Epic BB %	Legendary BB %
Common	99	1	0	0	0
Uncommon	2	97	1	0	0
Rare	0	2	97	1	0
Epic	0	0	2	97	1
Legendary	0	0	0	2	98

Opening a Backpack Box always brings a small chance to mint a Backpack with a higher rarity. On the other hand, there is also a possibility to mint a Backpack with a lower rarity than the Backpack Box's rarity.

The parent Backpack's type also determines the type of Backpack.

Parent Backpack 1	Parent Backpack 2	Auditive %	Visual %	Haptic %	Intellect %	Allround %
Auditive	Auditive	83	5	5	5	2
Auditive	Visual	41	41	8	8	2
Auditive	Haptic	41	8	41	8	2
Auditive	Intellect	41	8	8	41	2
Auditive	Allround	80	5	5	5	5
Visual	Visual	5	83	5	5	2
Visual	Haptic	8	41	41	8	2
Visual	Intellect	8	41	8	41	2
Visual	Allround	5	80	5	5	5
Haptic	Haptic	5	5	83	5	2
Haptic	Intellect	8	8	41	41	2
Haptic	Allround	5	5	80	5	5
Intellect	Intellect	5	5	5	83	2
Intellect	Allround	5	5	5	80	5
Allround	Allround	15	15	15	15	40

Badge Sockets appear in random order. Attributes are randomized based on their min. and max. value of their rarity.

Item for Minting

To mint a new Backpack Box, the user not only needs to invest LER and BOOM but also needs specific Items for minting, which are dropped in Item Boxes while learning on Boomco.

Items can be traded on the internal market, and a user also can buy necessary items on the marketplace to mint a new Backpack Box.

Synthesizing

When a Backpack NFT reaches level 25, the user can decide to synthesize Backpacks to a higher rarity. Synthesis requires

1) 3 backpacks above level 25 from the same rarity, 2) LER, 3) BOOM, and 4) specific Items to initiate the process.

The cost to start the process varies based on the rarity of the Backpack. The cost to start the process varies based on the rarity of the Backpack. Unlike minting, synthesizing can fail,

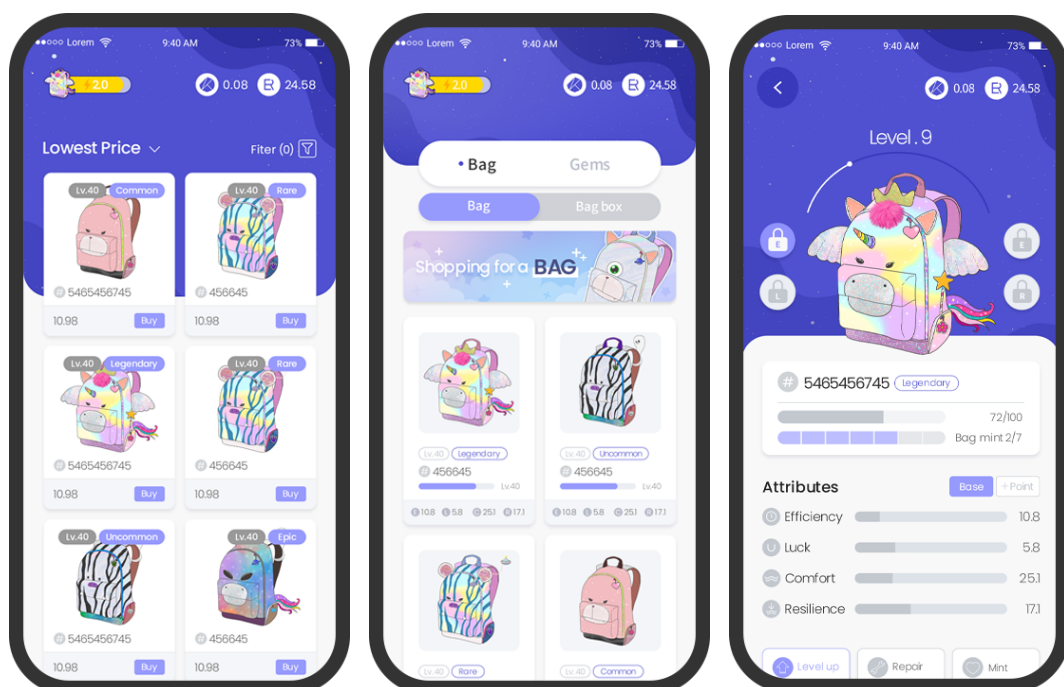
which would result in losing all three Backpacks as they will be burned. When the Synthesize process is completed successfully, the user will receive one Backpack NFT with a higher leveled rarity but reset level. Backpack type, Backpack Sockets order, and attribute points are randomized. Backpack types are random, with different priorities among the Backpacks used for the process. The synthesized Backpack will take over the mint count of the Backpack with the highest mint count.

Backpack Rarity	Synthesize Success Rate
Common	-
Uncommon	55%
Rare	35%
Epic	10%
Legendary	1%

Renting

Users can participate without additional cost in the Ladder ranking while answering questions on the Quiz Module. But if users want to earn direct rewards, they need to have a Backpack NFT in their inventory. They can decide to buy directly from the marketplace or rent a Backpack NFT.

Renting lowers the barrier for the users who cannot afford a Backpack NFT. To do so, the Backpack must be at least at level 30. Each renting contract is valid for one Epoch. After one Epoch, the rewards are distributed between the owner and the renter based on the contract details.



Edu-Fi Systems

Mana

Every account has its own Mana count, influenced by the number and rarity of Backpack NFTs. Mana is used when answering the questions on the Quiz Module.

NFT No.	Mana
1	10
3	31
5	55
10	120
20	265
40	600

Having higher rarity levels of Backpack NFTs in the inventory will also increase the Mana level in the account.

Additional Mana	Mana +
Common	+0 Mana
Uncommon	+5 Mana
Rare	+10 Mana
Epic	+15 Mana
Legendary	+20 Mana

Listing or exporting Backpack NFTs will decrease the number of Backpack NTF counts. Also, reaching a Holding Tax level of 0 for a Backpack NFT will result in losing the count. When transferring a Backpack NFT, it will have a Cooldown time where the Backpack NFT will also not be counted.

Mana will recharge based on a 24-hour cycle every four hours.

Earning Cap

The daily earning cap for LER tokens depends on the main Backpack NFT used for learning. BOOM token earnings follow the same daily cap of LER. Users can decide at level 40 if they want to earn either LER or BOOM. A switch between tokens will take an Epoch.

Level	Same for All Rarity	Level	Same for All Rarity
Lv. 0	5	Lv. 21	145
Lv. 1	10	Lv. 22	150
Lv. 2	15	Lv. 23	155
Lv. 3	20	Lv. 24	160
Lv. 4	25	Lv. 25	165
Lv. 5	30	Lv. 26	170
Lv. 6	35	Lv. 27	175
Lv. 7	40	Lv. 28	180
Lv. 8	45	Lv. 29	185
Lv. 9	50	Lv. 30	240
Lv. 10	70	Lv. 31	245
Lv. 11	75	Lv. 32	250
Lv. 12	80	Lv. 33	255
Lv. 13	85	Lv. 34	260
Lv. 14	90	Lv. 35	265
Lv. 15	95	Lv. 36	270
Lv. 16	100	Lv. 37	275
Lv. 17	105	Lv. 38	280
Lv. 18	110	Lv. 39	285
Lv. 19	115	Lv. 40	350
Lv. 20	140		

Holding Tax

Holding Tax affects not only Backpacks but also items like Badges. When an NFT has the Holding Tax attribute, the value will decrease on a daily basis, and refill requires LER tokens. There is a cost multiplier for lower Holding Tax levels. The refill cost for Holding Tax is calculated differently for every Epoch. The cost to repair Holding Tax doubles as the level decreases. When an NFT reaches Holding Tax level 0, it cannot be used until it is unlocked with BOOM and LER tokens. Higher quality NFTs have a higher refill cost.

Holding Tax Level	Cost Multiplier
90-120	1
60-89.9	1.5
30-59.9	2
10-29.9	3
0-9.9	4

NFTs with a Holding Tax value of 0 can also be burned in return for a small amount of LER.

Health

Whenever a user answers questions on the Quiz Module, the main Backpack NFT will lose Health. The repairing cost is determined by the percentage % of the earned reward in the last Epoch. The earning rate is affected by the Health rate.

Health Status	Earning Rate
Health under 80%	80%
Health under 60%	60%
Health under 40%	40%
Health under 20%	20%
Health 0%	0%

NFT Burning

NFTs with the attribute of Holding Tax can be burned when the Holding Tax reaches 0.

Backpack NFTs are burned when they are synthesized.

Imported NFTs from verified Partner projects can be burned in exchange for a special Item Box.

Daily Missions

The user can find Missions on the Home tab, which changes on a daily basis. Rewards from these Missions are the points used for the Ladder Board Ranking.

Taxes and Fees

Boomco's platform has a different tax and fee system. It includes but is not limited to as follows;

Taxes

Taxes are collected in the treasury. The use of the treasury fund for BOOM collected as taxes will have a predefined purpose, like for the BOOM distribution of the level 40 Backpack NFTs or paying staking rewards. The distribution percentage can be changed by DAO⁵. Collected LER tokens can be funneled to fund community-based projects and voted per DAO. 3% Tax on LER and 50% Tax on BOOM

- Backpack NFT Level Up
- Backpack NFT Minting
- Backpack NFT Synthesizing
- Backpack NFT Burn
- Badge Socket Unlock
- Badge NFT Synthesizing
- Badge NFT Burn
- Holding Tax Payment
- Health Repair
- Item Box Opening
- Item use
- Timer Speed up

Fee

Fees are collected separately and are used as profit for the team to run the operation. Fees vary depending on the activity.

- Marketplace activities (Trade / Rent)
- Certification System activities (Course, Assessment)
- NFT Export

⁵ DAO : Decentralized Autonomous Organization

Certification System

A KYC⁶-based test for any language that is provided by Boomco's platform. An adaptive test with a series of different questions to test the language skill of a user. The test is run online for fast results, and an NFT-based certification will be awarded. This Certification System will not only be a core function for the users but also for the admissions to expand their application pool.

Courses

A user can take a paid course to prepare for an Assessment. Courses are paid in LER and valid for 14 days. Within this time frame, the users can repeat the course as much as they need.

Assessment

An Assessment takes about 60 minutes to complete and includes writing and speaking samples shared with the institutions along with the score. A test taker will need a reliable internet connection and a government-issued document for a KYC'ed account. The Assessment itself is adaptive and contains a series of questions to evaluate the test taker's skills. Starting an Assessment will require KLAY and LER.

Certificate NFT

The test results are provided as a certificate and can be checked on a secured link. The Certificate NFT can be used to unlock the secured link for sharing purposes and is valid for two years.

Multichain

Boomco's platform is designed to support multiple L1⁷ chains to help as many worldwide users as possible. The first L1 for LER is planned to TGE⁸ on Klaytn. The first L1 for BOOM is under discussion.

⁶ KYC : Know your customer

⁷ L1 : First Layer Blockchain like Ethereum, Klaytn, Solana, etc.

⁸ TGE : Token Generation Event

Marketplace

The In-app Marketplace is where the users can easily sell, buy, and rent their Backpack NFTs. Also, NFTs like Badges or Items can be traded on the Marketplace.

To sell a Backpack NFT in the Marketplace, the NFT needs to have its Health and Holding Tax attribute fully recovered.

Listing Fee

When listing an item on the marketplace, the fixed listing fee is 1% of the listed price. The listed fee depends on the highest price the user sets on the market during the listing process. The listing fee will be charged after the NFT has been sold or when the listing is canceled.

Trading Fee and Royalty

There is a Trading Fee of 4% and a Royalty fee of 2.5%, which will be deducted from the sales price.

NFT Export

Because NFTs on the market do not affect Holding Tax, the Holding Tax attribute in Boom encourages the users to list their unused NFTs on the market. This process can create a difference between listing a Boomco NFT on the internal In-App Market and the exported NFT on an On-Chain marketplace. To avoid the gap, an NFT export is expected to have a dynamic export rate based on an In-App market's Floor price analysis mechanism.

Tokenomics

LER

As a utility token, LER has an unlimited supply. To reduce a hyper-inflation risk, a daily earning supply cap is implemented for users mining LER. When the total earning from all users exceeds the overall daily earning cap, the system will distribute LER rewards proportionally according to the contribution level of each user.

The daily earning supply cap will be reduced by at least 10% every 12 months.

LER tokens have a sophisticated burn mechanism implemented in tokenomics, which is not only mining enhancement-based, but also supports massive non-mining sinking pools.

Burning Mechanism

Burning LER is applied for the following categories but is not limited to;

- Backpack NFT Level Up
- Backpack NFT Minting
- Backpack NFT Synthesizing
- Badge Socket Unlock
- Badge NFT Synthesizing
- Holding Tax Payment
- Health Repair
- Item Box Opening
- Item use
- Timer Speed up
- Certification System Course
- Certification System Assessment
- Certificate Renewal

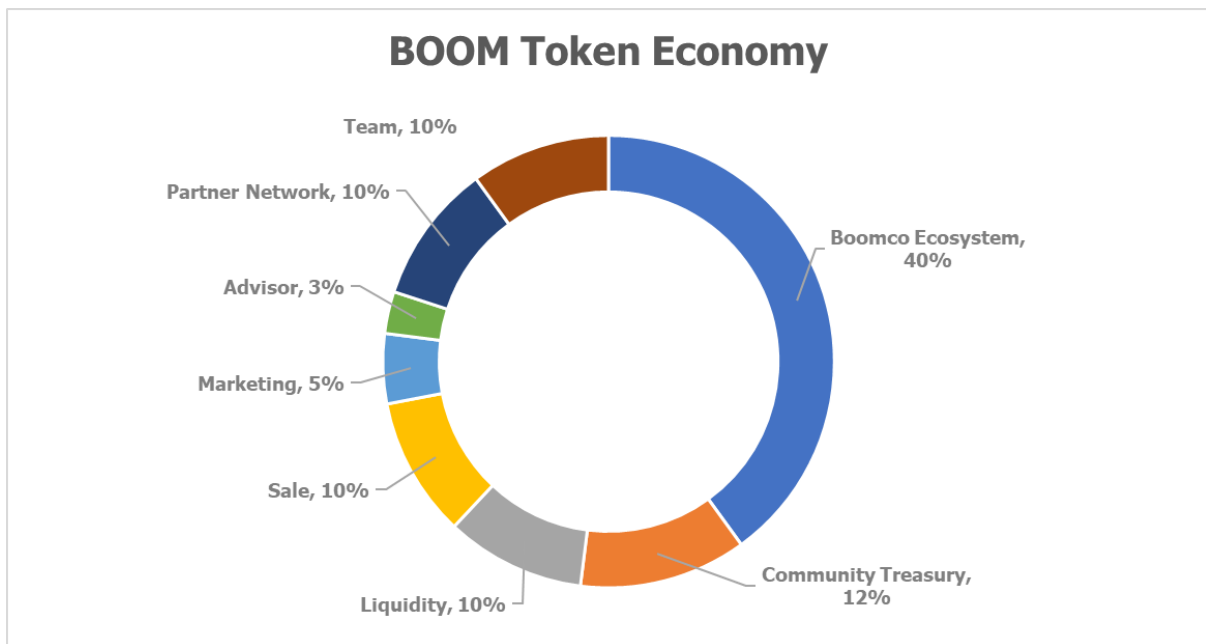
BOOM

The total distribution is 1,000,000,000 BOOM.

- **Boomco Ecosystem** - 400,000,000 BOOM - 40%
Fund for Governance participation, Staking rewards, Subservicing L2E⁹ emission rate, and Boomco ecosystem expansion
- **Community Treasury** - 120,000,000 BOOM - 12%
Fund for community-based investments and projects, executed and distributed according to the result of governance proposals.
- **Liquidity** - 100,000,000 BOOM - 10%
Fund used during the process for liquidity supply on decentralized and centralized exchanges.

⁹ L2E : Learn to Earn

- **Sale** - 100,000,000 BOOM - 10%
Fund used for private and strategic sales.
- **Marketing** - 50,000,000 BOOM - 5%
Fund used for marketing purposes across various channels.
- **Advisor** - 30,000,000 BOOM - 3%
Fund allocated for our advisors.
- **Partner Network** - 100,000,000 BOOM - 10%
Fund allocated for strategic partnerships for token or equity exchange.
- **Team** - 100,000,000 BOOM - 10%
Fund allocated for the building team.



Burning Mechanism

BOOM as a Governance token also has a burning mechanism implemented. Burning BOOM is applied for the following categories but is not limited to;

- Backpack NFT Level Up
- Backpack NFT Minting
- Backpack NFT Synthesizing
- Badge NFT Synthesizing
- Holding Tax Zero status revival
- Certificate Renewal

Governance & Treasury

Governance

The users will be able to stake their BOOM tokens to participate in Governance within the Boomco Ecosystem and platform. As a DAO, the community will decide where the treasury is going to be used and which project they are going to fund. Additionally, pre-defined distributions, like the BOOM token distribution, can be challenged and changed by DAO.

Voting Power for staked BOOM

BOOM can be staked within the App for different durations to increase the voting power and to stake reward proportion. Staking rewards comes mainly from the accumulation of BOOM taxes. Staking rewards will be distributed after an Epoch.

Staking	Weight
1 Month	1
3 Months	4
6 Months	9
12 Months	20
24 Months	50
36 Months	80

Treasury

After the first user starts to mine BOOM per L2E, a part of the community treasury will be unlocked every month. Those BOOM tokens will be used to support building Boomco's global education and its ecosystem. Unspent BOOM will be held in the treasury.

The treasury will also grow over time not only with BOOM but also with LER tokens collected as taxes. Collected LER tokens can be funneled to fund community-based projects and voted per DAO. 3% Tax on LER and 50% Tax on BOOM.

Wallet

Boomco has a decentralized wallet included with for following functions.

- Creating a new wallet on Klaytn
- Importing an existing wallet on Klaytn
- Passcode protected Interface
- Wallet backup function
- On-chain to In-App deposit and withdrawal

Additional functions are planned as follows.

- Swap function with liquidity
- Multichain support

Glossary

- **Energy** - is needed for the Ladder Ranking mode to earn points for the Ranking Board.
- **Mana** - is needed for the Backpack NFT learning mode to earn LER and BOOM rewards.
- **Attributes** - Productivity, Fortuna, Time, and Recovery. They can influence the effectiveness of earning while learning.
- **Badges** - can enhance the effectiveness of specific attributes.
- **Items** - have temporary effects on different sections while learning on Boomco.
- **Health** - is reduced while learning with a Backpack NFT and needs to be repaired with LER tokens.
- **Holding Tax** - impacts an NFT over time, regardless of the usage of a NFT.