



GATHER

Whitepaper





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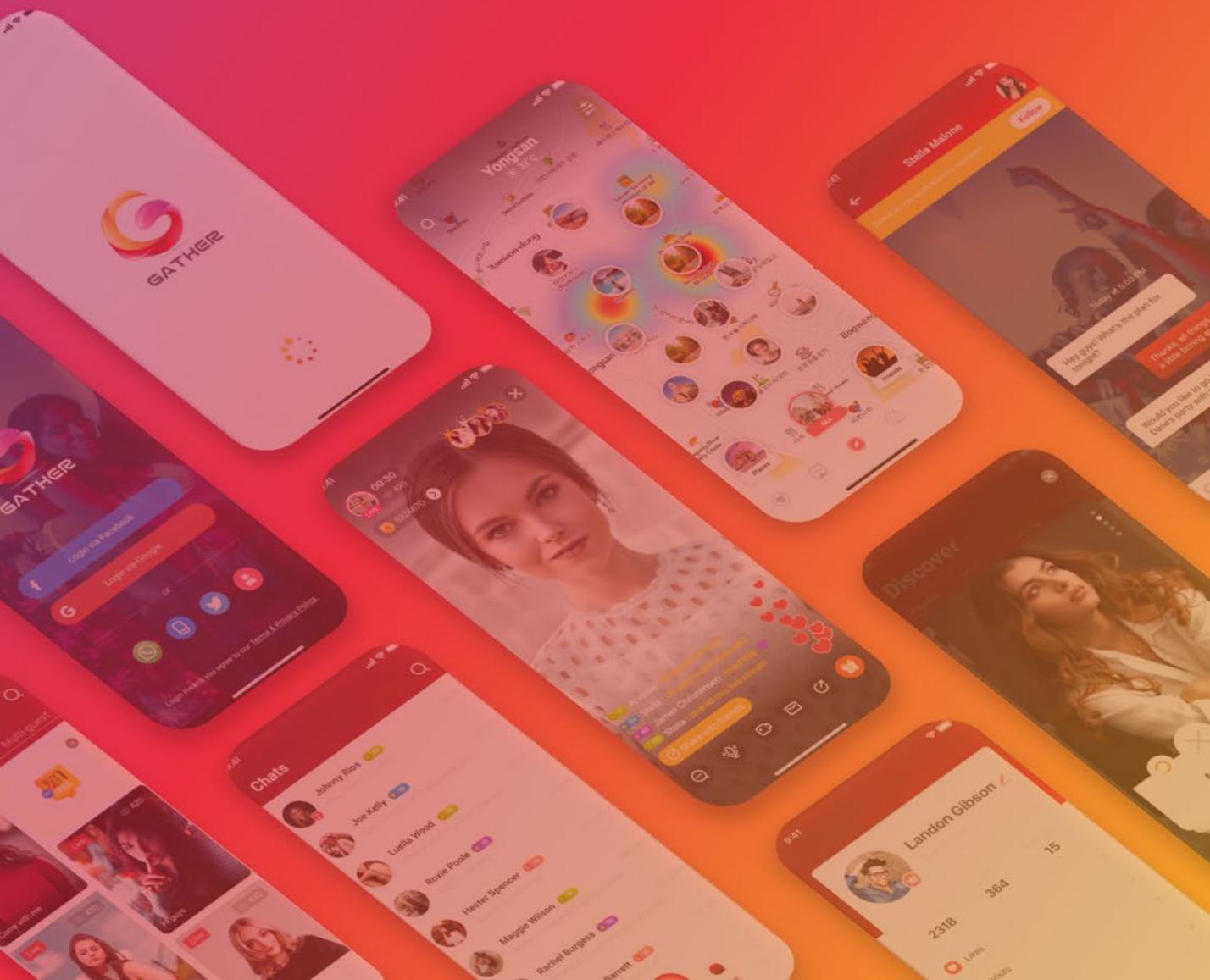
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01

Introduction





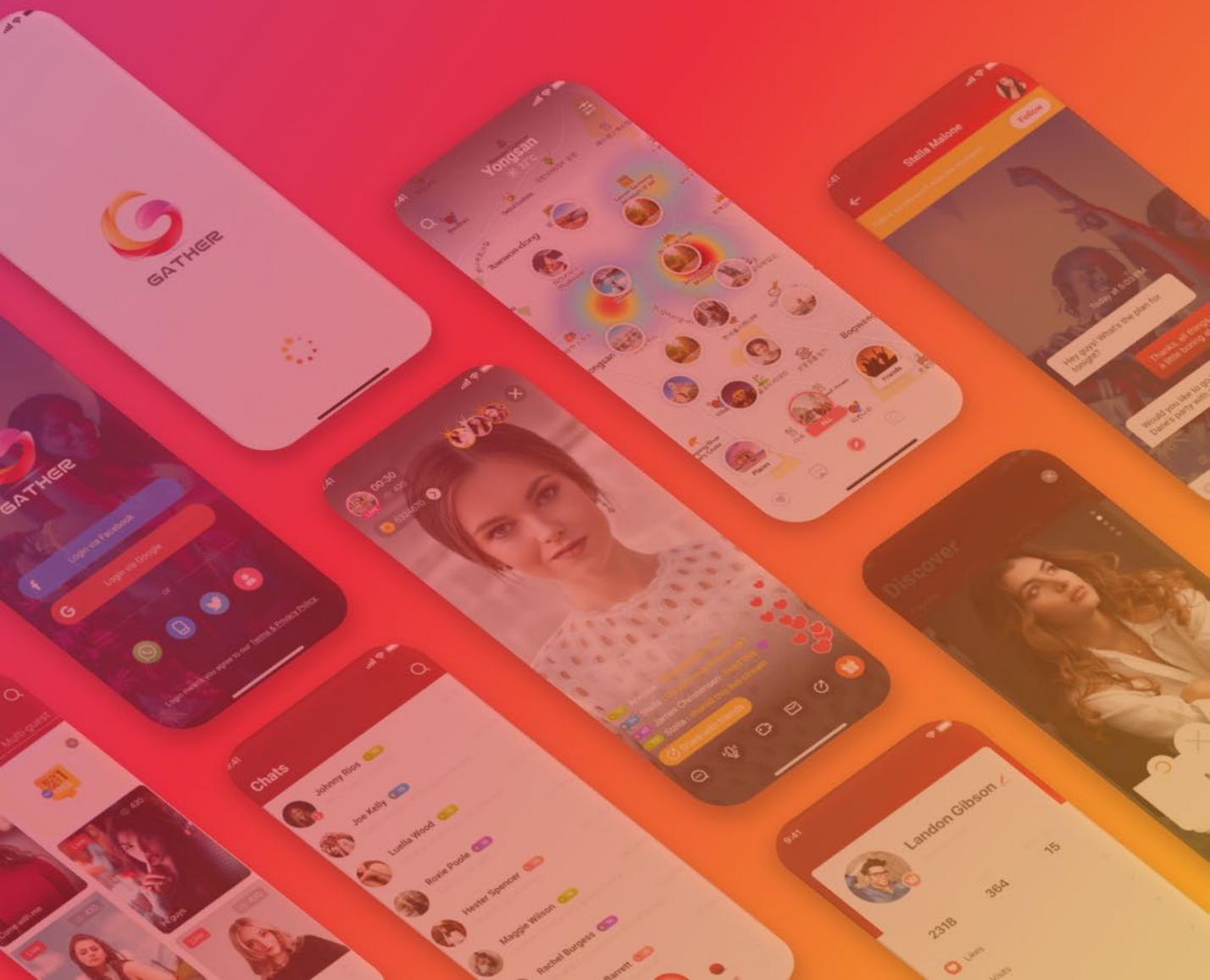
1. Introduction

Gather is a blockchain-based social media service where users can create unchangeable records of people, things, hobbies, and various topics. Especially, through the core theme named love, it satisfies people's needs through more decentralized system which is safer than existing methods. And unlike traditional social services, it is leading more participation system through token compensation and it also awards users with more compensation. As well, it largely provides matching services and live streaming services. The matching service is where both sexes can expect to have dating, and live streaming is a service where users can follow other users in platform and enjoy the video content they produce. Both are already, but the services fused with blockchain technology are very rare. Existing dating-apps are affected by stolen and fake accounts, and users do not have control for those data. And at worst, hackers may steal all their personal information. Besides, content creators are not properly compensated for existing streaming services. On the contrary, if built on a blockchain basis, all those problems can be solved, making platform more powerful through network effects.



02

Market Analysis





2. Market Analysis

Dating App Platform

The dating app-market, where datings are arranged between men and women through digital means, has literally grown rapidly. And such trend is partially attributable to the spread of COVID-19. Related industries estimate the domestic dating app market to be 200 billion won. It is predicted that it will more than double to 500 billion won within two to three years. The 2030 generation evaluates the blind date app as a light dating route, saying, "The app has replaced the person as its organizer."

And another user B, 30 years old, said — the blind dates set-up by friends have limitations because we cannot so many new people, and if the blind-date fails it will also affect the friend who introduced the wrong partner". So he says that app dating is more advantageous, and it can overcome limitations and inconveniences of existing blind dates. More concretely, its main advantages are objectification and indexing. "When my acquaintance sets up my blind-date, even if I don't want it I cannot refuse because I should care relationship with that guy. But in the app, just ignoring is OK and that does not hurt either part."

The dating app has set up an interface so that you can know the other person's appearance, social background, and values as soon as possible. Even we have an app where each other can recognize the partner's voice. This allows app users to consider whether partner meets his or her priorities, so erroneous blind-dating can be avoided. In addition, blind date apps reduce the inconvenience of dating within a narrow group, such as school and work.



Interviewee D, 28 years old) said, "When you are a campus couple or in-house relationship, we cannot be free from other talking about us when we are broken-up, and that would make us feel even harder". And he adds, "But the app is less dangerous because the range of dating is expanded."

For the older generation, "face-to-face personal exchange" was natural and important in dating and marriage. Therefore, the instant and easy resetting properties of the app have even been taboo in relationships between men and women. It was considered a basic rule to live with patience in order to maintain a family even if they did not get along well with their spouse after marriage. But times have changed. Those in 20s and 30s tend to pursue personal happiness rather than marriage or family.

Interviewee C says, "To say honestly, in some parts, the relationship nowadays are more true ones because we can keep only those which we really would like to keep." And he adds, "Since the marriage is no longer a must, we tend to search more about each other's condition before marriage. And that is obviously better for happy marriage-life."

A person working in a dating app in Korea said, "we seem to be a transition period in which the dating trend with opposite sex moves from offline to online." "It is burdensome for busy modern people to take a day or a half to meet reason because they lack physical time due to overtime or dinners on weekdays," he said. "The simplicity of talking to reason in 5-10 minutes and the age and job group are factors that increase the probability of matching (offline blind date)." In the past, it was evaluated as a "snob" if conditions such as property or occupation were strengthened, but I think it is better for the younger generation to start with a transparent tendency or condition.



App Annie, a mobile device data analysis company, said in a report titled "Mobile Status 2021" that the dating app market recorded \$3 billion last year, up 15% from a year earlier based on user spending. Dating apps are an important indicator of user spending because users delete apps after dating. According to an App Annie survey, users spent money on additional functions such as additional datings provided by the app or the ability to check in whom they are interested. Among them, the No. 1 app is "Tinder" of the U.S. Match Group, which recently acquired hyperconnect, a domestic startup (startup), for about 1.9 trillion won. Tinder was also ranked in the top 10 in Korea (5th) and China (8th).

Second place is Bumble, which was listed on the New York Stock Exchange on the 11th and drew attention. It is a dating app created independently by Tinder co-founder Whitney Wolfhurd in 2014. With the listing of the New York stock market, he has become a rich man owning 1.67 trillion KRW at the age of 31.

According to App Annie, domestic users spent about 83 billion KRW on dating apps last year. And the most used one in Korea was "Wippy." It was followed by Glam, Heart Fluttering, and Noon Date.

In terms of the average monthly number of users, Tinder, Badoo, and Bumble ranked first to third in the world. In Korea, Tinder ranked first on the average monthly user basis, followed by Glam, noon date, and Wippy.



According to App Annie, dating apps originally saw their usage soar before Valentine's Day, February 14, and then decrease. However, in the case of last year, the use of dating apps did not decrease even after Valentine's Day due to COVID-19. App Annie expects the use of dating apps to increase this year as COVID-19 has not been defeated. Regarding App Annie, Lexi, the manager of Senior Market quotes "The dating app industry has successfully established itself in the COVID-19 era," He also says, "Users' related spending will continue to increase."



Top Dating Apps by Consumer Spend | 2020

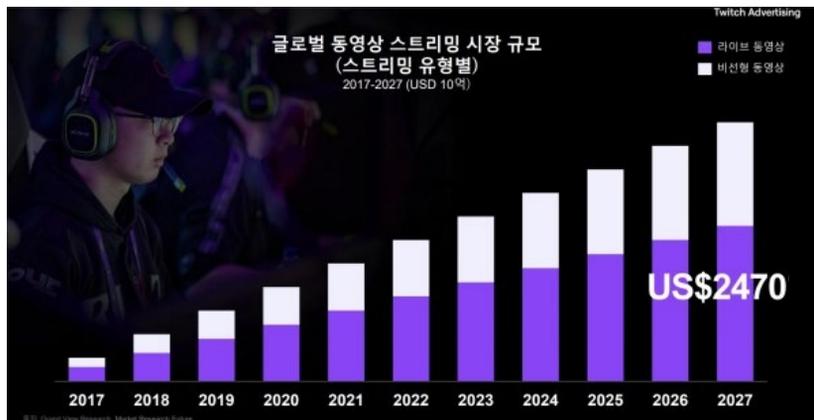


Note: Consumer Spend based on iOS App Store and Google Play; China is iOS only. All estimates from App Annie Intelligence.



Streaming SNS Platform

Since the live-streaming market is led by MZ generation, who is sensitive to new trends, competition for securing users between domestic and foreign platforms is also intensifying. According to the report "Evolution of Social Media Apps" published by App Annie in September, the world has seen the sharp increase in short-format video contents and live streaming platforms during the first half of this year. Especially, the top five apps' annual growth-rate has reached 25 % for the last three years, which is far above those of general photo and video apps, which were just 15 percent.



A concerned person in an industry quotes, "The change in SNS market is remarked with shifting users from photo and videos to live streaming, and that is led by the MZ generation who has more aspiration for self-expression but also values a sense of belonging. They are so enthusiastic about live broadcasting." In addition, as the non-face-to-face culture has spread after the COVID-19 pandemic, more and more users communicate in real-time video, domestic and foreign platforms are actively moving to catch the MZ generation.



A social live-streaming service "Hakuna Live," launched in 2019 by global video technology company Hyperconnect, is gaining popularity with its interactive communication function. It is currently available in 10 countries including Korea, U.S., Japan, India, Southeast Asia, and Turkey. While existing streaming-services have adapted one-way communication being just delivered to the story to the broadcast guest, Hakuna Live supports a multi-guest mode allowing up-to four people's participation in simultaneous co-broadcasting at a split screens.

This service also introduced a group live function that allows six people to talk at the same time at the end of last year. Unlike viewing-type content, they can share sincere stories on a small scale, so active communication is taking place from small daily-life stories to counseling. Users unfamiliar with face exposure or live broadcasting can easily enjoy live broadcasting by utilizing the "AR avatar" function, to their own characters.

Twitch, a representative game streaming platform, is a channel for e-sports professional gamers, celebrities, and influencers to game-manias communication. influencer The MZ generation, who are used to sharing, began to enjoy e-sports games together beyond just playing games, and Twitch, who watched various influencers' games and even shared his play, drew attention. Furthermore, Twitch is attracting users being a platform for sharing daily life, and it is becoming more popular as content diversifies.

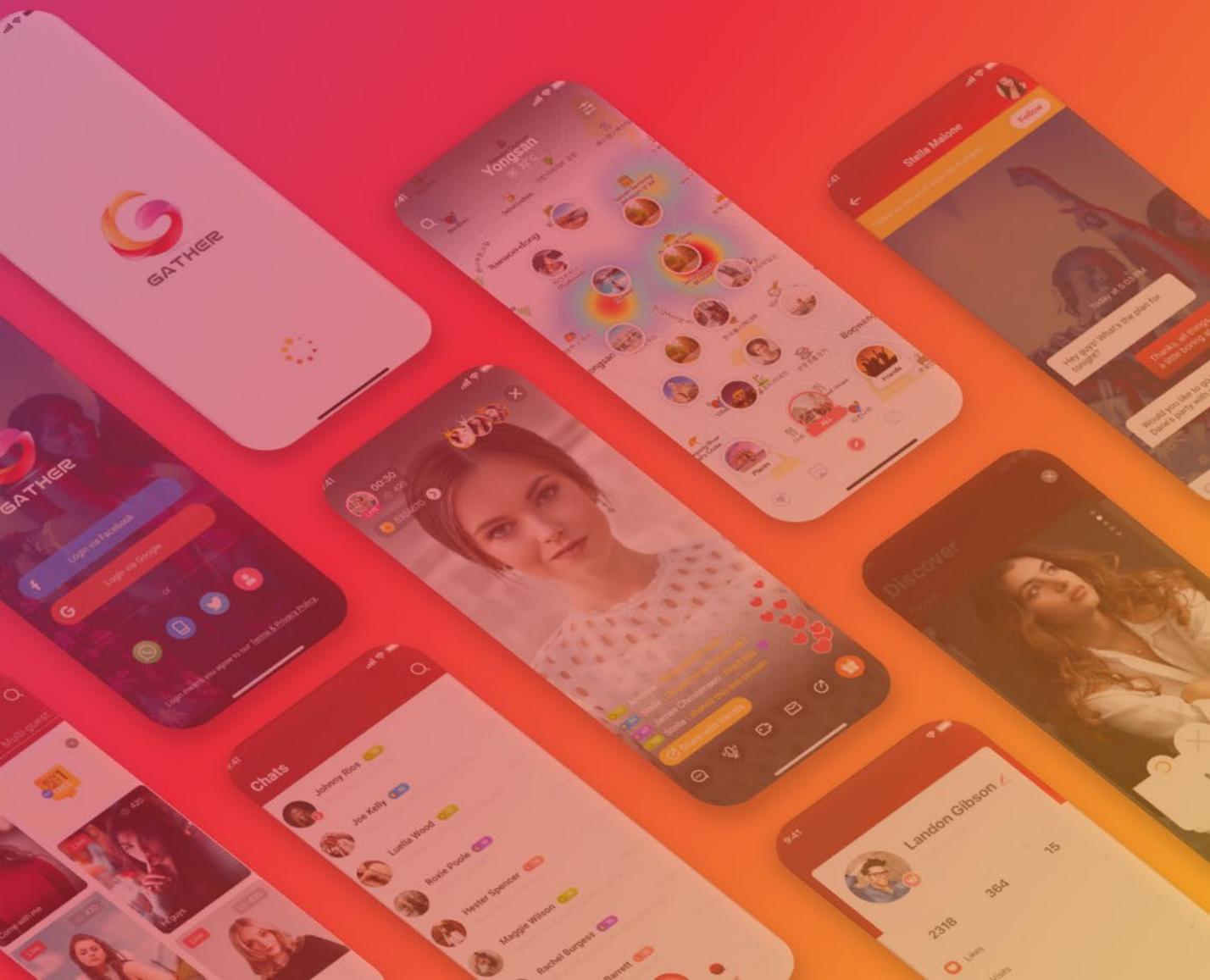


Twitch has created new categories such as Just Chatting, which shares not only games but also talking about daily life, Music & Performing Arts, which specializes in music, and Food & Cook related to cooking. In particular, Just Chat accounted for the most viewing time in various broadcast categories in Twitch since the third quarter of last year, and accumulated 754 million views in the first quarter of this year.

According to a survey conducted by streaming tool provider Stream Element and analysis company Rainmaker, the global version of Twitch's total view-time has risen by 82% every year reaching over 1.8 billion hours as of February this year. Furthermore, a survey conducted by the Institute in 20s tomorrow showed that Twitch usage rate rose 6.9% from last year.

03

Business Model





3. Business Model

Gather Solution

Then, when it comes to our Gather, it aims to provide easy-to-use, functional, and meaningful cryptocurrency to the world. As a token as payment-solution for within-app dating space, this app aims to reflect the whole \$2 billion dating industry with a single user-friendly application.

Its system provides verification on platform to ensure that the user is a real person, through the KYC process. Therefore, the users can be sure that they are communicating with real people, not bots or fake users,. In this way, Gather-token have the potential to change the industry by providing dating opportunities through utility tokens used on the Gather platform.

This app's main goal is providing a user-friendly platform to meet new people, but before that, user safety must be the first condition. Everyone find it interesting to meet a new person, but meeting a stranger cause certain anxieties, especially for those who have previously suffered from bullying and other similar difficulties.

Above all, before allowing other users to be found, it requires to keep dating apps as secure as possible, along with the ability to verify profiles by requiring them to provide identification, an authentication-system known as "Know your customer (KYC)."



Everyone has his or her own preference when looking for the other person. Some people want to date or have a casual dating, while others may be interested in serious relationships. In addition, people can vary in preferences such as age, gender, height, occupation, or religion. Given that, Gather provides advanced search options and filters to exactly meet users' needs. Then other users' chemistry is scored and ranked based on those specifications and later they can be classified by swiping to the folder "Pass" which is more accessible to anyone, or "direct message-sending." Here, the chemistry score is expressed as a percentage ratio in all profiles shown.

Users can tag their profiles to help them navigate keywords such as "dancing" or "blockchain." Although it is not a must to provide all those information, the user providing more detailed information can be awarded with One-Star Level. And we are paying attention to psychometric profiling and digital footprint-based recommendation systems. And additional profiling-features and mechanisms currently under development will be unveiled when complete version of Gather is released. In this app, while users can freely find their partners anywhere around the world, they are required to set their location as real — the app feature prevents users from fake-location setting.

In connection with Gather's ID card authentication, actual dating authentication and compatibility feedback surveys work to form a proven credit network between Gather users. We aim to provide a joint authentication system for whether actual encounters are achieved through the NFC function. Users can do this by simply opening the Gather app and touching each other's phone. Once authentication has been completed, users are invited to respond to a simple compatibility feedback survey.



The data obtained from it are used to polish Gather's machine learning algorithm. In addition, if the user does not like the purpose of person who he/she met in app dating, he/she may tell about it in the chemistry feedback-survey. And users having gotten too many such negative feedbacks will be banned from the network. While the banned-user rules may change later, for now our policy is that even banned users can keep accessing their accounts and withdraw tokens to the exchange.

Meanwhile, what users want from online participation may vary. All dating platforms are claiming that they always help users to get what they want. However, when they find that helping users' desires does not necessarily bring more profits, they might attempt to manipulate users' perception and behavior through various apparatus. Above all, profit-maximization comes before fulfilling users' desire, if those two conflict with each other.

Gather allows the token economy to operate in a structure in which our system is rewarded by achieving the user's purpose, so that our incentives coincide with ours. It is to ensure that all data, AI, and machine learning technologies are actually used to connect people.

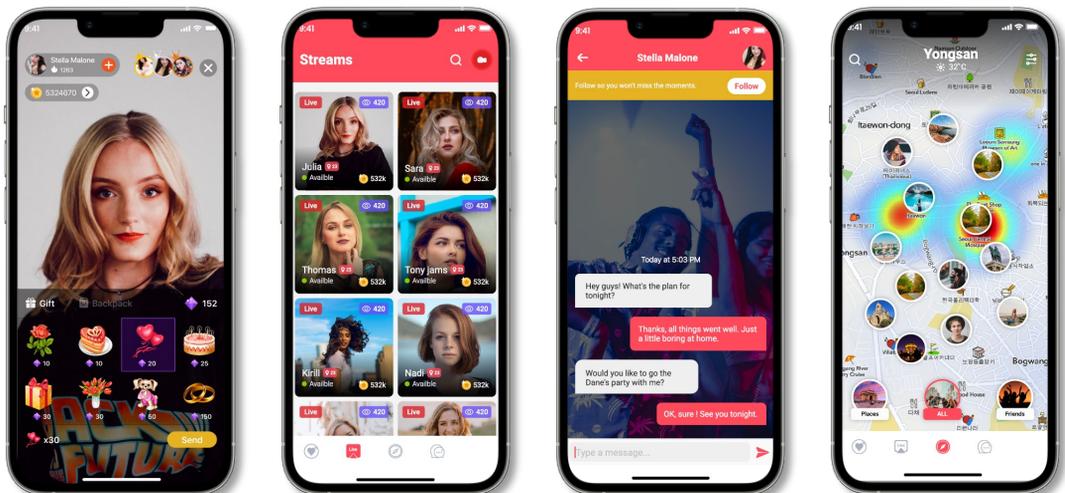
Meanwhile, in most dating apps, users are first asked to complete their profile and go through the next procedures as follows.

- I. Searching for partners' profile
- II. Finding an impressive one
- III. Knowing about each other's interest
- IV. Further talks
- V. Planning for the first date

In most cases, only after finishing step IV and V, users can achieve what they wanted.



Mostly, only after finishing step IV and V, the user can reach his/her original aim. The successful communication would please users in the case of left-table results (they chose not to meet each other), while successful dating will please users sharing interests and those applying to the case of right Table (they agreed to meet). But in other stages, the satisfaction can be brought only thanking to the chance of going to stages IV and V.





Monetization Plan

Besides, online dating-platforms uses various ways for profit-generation whenever users go through each of the steps above:

1. Profit brought from the third parties
 - a) Ads. Users generate revenue by view advertising while browsing in Phase I.

2. Direct profit through users' fee
 - a) By requiring paid membership in every stage:
 - i. For example: monthly flat-rate membership, such as Match.com and Zoosk, that offers long-term subscribers a discount rate based on their subscription period.
 - b) Paid features
 - i. Exclusive filtering-options for premium users, such as OkCupid Premium. This will increase to profit increase when users go through step II.
 - ii. Authorization for a list of users who expressed interest in themselves, as in OKCupid Premium. This enlarges profits when they go through step III, but such features may lead users to behave in lopsided way.
 - iii. Additional tools to help users receive notifications, such as Tinder's Boost feature. While this allows users to expose themselves for certain time, and finally to achieve step III. But during this process, the users might be tempted to behave and choose in biased way.
 - iv. Conditional chance for reaching IV by asking payments for features like message delivery or target matchings.

Very generally, companies will gain profits in all steps from I to V, but users can achieve their goals only having reached step IV and V.



On the contrary, Gather's way of profit-seeing is very different. It is achieved excluding third-party advertisers from the platform, and it also avoids the use of direct paid payment functions and paid subscriptions.

And its approach is divided into two categories:

1. The first one is charge taken only if successful communication were made. For example, as soon as the user receives and reads, he or she will get the message for boosting Stars. And a small fee is charged only if he responds to the message before the period expires. But while the charge is not always made, the gift-stars delivered to the recipient is kept regardless of where he or she responded. In this way, Gather's monetary incentives will match the user's goal of exchanging messages in step IV.

2. Getting tip when the offline dating was successful

Gather encourages itself also to help users' desire-achievements, with its policy of allowing users to provide tips after finishing successful dating. After each offline dating, the feedback survey will be given. And then users are asked to evaluate on their experience and choose whether and how much they are willing to pay tips to Gather. This is totally voluntary option and has nothing to do with user feedback.

For existing dating-app industry, providing tips might not sound very suitable. However, seeking and free and truly beneficial services for users, Gather tries to approach with very friendly service mechanism, just like Wikipedia does. So, providing tips, for users, has symbolical meaning standing for alliance with Gather.



Doing as above, Gather avoids reproduction of discrepancy between profit-seeking and users-satisfaction, the phenomena having appeared in existing platforms. The financial incentive and use-objective can be met with each other through successful messaging at the Step IV, and in successful dating at the last Step V. And we expect that the incentive between users and platform will be even more coincident in the future-development stage, based on our core-values and additional tools.

As well, Gather also finds and solves out problems such as interest discrepancy, using special systems observing users' relevant habits. Such system is based on economy theory for human behaviors, and it rationally generates profits on our system line. In the market with information overflow, the token works as invisible hands.

For all in-app transactions among users, Gather uses BEP-20 which is a GAT token,. Gather allows new users to purchase tokens with various methods, including in-app credit card payments through licensed third-party APIs, and credit-acquisition through certain activities on the cryptocurrency exchange or via other Gather app. Gather's reserve-pool is used for liquidity and rewards given to users. Examples include confirming that a meeting has been held in reality or reporting feedback on mutual chemistry. And parts of the fund can be used to list GAT on the cryptocurrency exchange.

Gather allows its own system to grow. Our token renders more of user rights. Users do not need Gather's approval to purchase, sell, or trade tokens on the exchange. And it also allows stock-exchange or derivative market to be fairly compensated with market price, not only serving to Gather's profit-maximization. Gather receives GAT through a small amount of fees charged if successful communication is achieved, and a certain portion of this token amount is incinerated to stabilize the value of the token in the ecosystem.



Gather's users can limit the amount of messages they receive with additional messages that enter the queue. GAT can initiate a conversation by reaching the limit by raising the message up from the queue in the recipient's inbox. These GATs will be transferred to the recipient's account. Through this process, the user can obtain the GAT by reading the conversation request message at an appropriate time.

Gather has the ability to grow its own ecosystem. Tokens give more user rights. Users do not need Gather's approval to purchase, sell, or trade tokens on the exchange. And the token system allows the exchange or derivative market to be established by the market, not Gather.

You get a fair reward at a fixed price. Gather receives GAT through a small amount of fees charged if successful communication is achieved, and a certain portion of this token amount is incinerated to stabilize the value of the token in the ecosystem.

Gather's users can limit the amount of messages they receive with additional messages that enter the queue. GAT can initiate a conversation by reaching the limit by raising the message up from the queue in the recipient's inbox. These GATs will be transferred to the recipient's account. Through this process, the user can obtain the GAT by reading the conversation request message at an appropriate time.

The ability to obtain these tokens acts as a strong incentive for new users to use GAT and motivates existing users to maintain active activity on the network.

Most dating apps ask for a subscription and have to pay for the service. Given that, the difference between Gather tokens and other tokens is a sustainable utility. On the contrary, Gather aims to increase participation and user retention with tokens which were received obtained through swipe, recommendation, and purchase functions in the app.



Gather Wallet is provided to all users. Besides, each user's profile will be equipped with unique wallet that can store Gather Token when acquiring or purchasing something. Gather's wallet is synchronized with all of BNB Chain's wallets.

- a. Providing chance for token-acquisition: It provides an opportunity for users to swipe and acquire cryptocurrency.
- b. Network: Users can pay by cryptocurrency, or replace payment with friends recommendation.

Payment: Payment by Gather token

- Registration: Unique Wallet Settings
- Acquisition: Gather token obtained by swiping
- Participation: Use of in-platform services with the revenue you earn

c. Gaming : Gather supports transparent and secure matching for all users. All large-scale exchanges were created to support safe transactions under protection from hackers. It plans to provide continuous enhancements to the Gather platform to maintain its lead in innovation and technology while we also create and improve qualities and user experience through gaming.



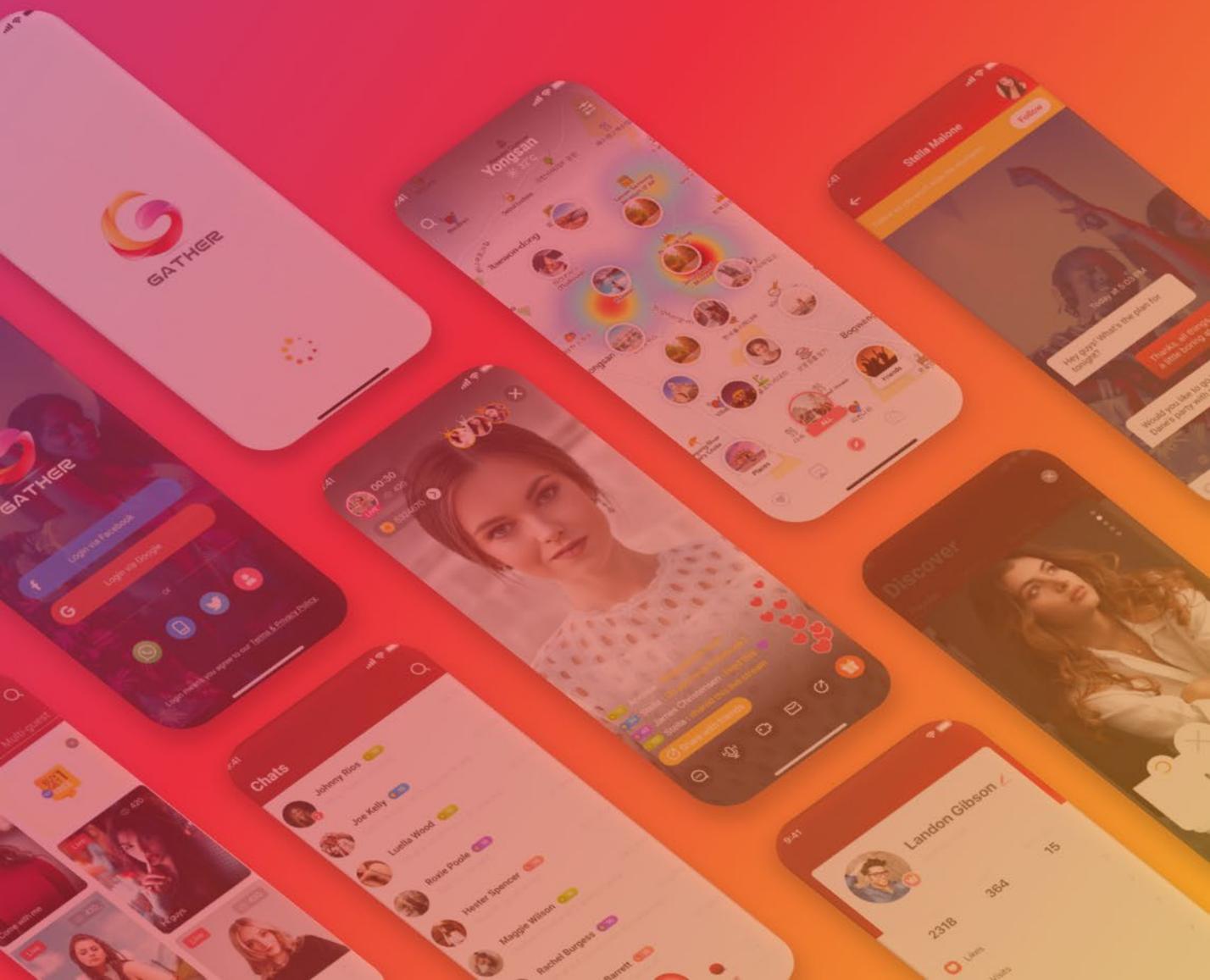
Gather Unique Feature

Most dating apps require a subscription and have to pay for the service. The difference between Gather tokens and other tokens is a sustainable utility. Gather aims to increase participation and user retention with tokens obtained through swipe, recommendation, and purchase functions in the app.

- a. Token acquisition opportunity : Provides an opportunity for users to swipe and acquire cryptocurrency.
- b. Network: Users can use cryptocurrency or recommend friends through their own recommended code to pay subscription fees.
 - Payment: Paid by Gather token
 - Registration: Setting his/her own wallet
 - Acquisition: Acquiring Gather-token by swiping
 - Participation: In-platform services with the revenue you earn
- c. Gamization : Gather supports transparent and secure matching for all users. All large exchanges-centers are prepared and created to support safe transactions free from hackers threat. We also plan to provide continuous enhancements of our platform to maintain its lead in innovation and technology while creatively improving quality and user experience through gaming.

04

Technology





1. Blockchain Technology

From the Web2 era to the Web3 era

Many people are looking forward to innovation with positive evaluation of future innovation. Bitcoin has shown the possibility of decentralized monetary system, and Ethereum has created a foundation for technological process where many applications can go together.

Smart contract and decentralized Application (hereinafter referred to as DAPP) – they allow various services from Blockchain base. In particular, DAPP is expected to revitalize blockchain ecosystem and stabilize systems through decentralization in the near future.

However, DAPP development is not so fastly progressing as expected by public, and doubts about blockchain effectiveness is increasing. Especially, its limitations are sometimes suggested in that Ethereum networks with over 1,000 DAPPs do not provide effective technical support due to speed limitations. Furthermore, efforts to resolve Decentralization, Safety, and Scalability at the protocol level, the issue so-called Trilemma, have led to "Protocol Fever", the phenomenon in which the number of protocols is larger than DAPP. Given that the top priority for DAPP developers is choosing a mainnet protocol to provide DAPP services, the current situation is not favoring the DAPP's stable development. The presence of too many protocols and excessive DAPPs deepen the mismatch on each other's needs.



Despite the structural problems of blockchain technology, blockchain transcends the country and industry

It is bringing innovation, and most of them are commercialized using private blockchain. In particular, in the field of copyright and logistics, private blockchain is pioneering new fields through improved data reliability and performance. For example, the blockchain-based food tracking network "IBM Food Trust," which was commercialized in October 2018, utilizes blockchain for sharing all details from food origin to transportation records.

In order for blockchain to become an innovative service, a dynamic DAPP ecosystem is essential. Meanwhile, Like the early days of all high-tech technologies, there are several problems to overcome in order for DAPP to become a service and form an ecosystem to form a virtuous cycle structure. And taking account for blockchain environment, GatherLabs defines the problems that may arise in the development environment of DAPP, presents the prerequisites for a solution, and in conclusion, explains why services in the Gather platform start first on large platforms such as the BNB chain.

Three notable difficulties are found in the development environment of DAPP.

First, platform risk. From the perspective of providing services on top of the mainnet protocol, DAPP should choose blockchain platforms such as Ethereum and EOS. Numerous mainnet blockchains have been developed, and at this moment, several mainnets are being announced that emphasize the necessary functions. All existing mainnet protocols have different advantages and disadvantages, but none of them provides a perfect development environment for DAPPs. Nevertheless, developers of DAPP have to choose a mainnet and eventually take an uncontrollable risk depending on the scalability and development direction of the mainnet protocol system.



Second, the requirements for DAPP's mainnet are too diverse. The system needs for smooth service may vary from DAPP to DAPP. However, no mainnet protocol that can accommodate all the various needs. Crypto games using blockchain systems, for example, require a secure reward system with rapid processing of numerous transactions. That is, for decentralized environment, both scalability and safety for speed are simultaneously required. And in a single blockchain, it is almost impossible to satisfy all of those conditions.

Third, there is a limit to solving problems through private blockchain. Many studies are underway to solve the problem of scalability of public blockchain. But in private sphere, the blockchain has more difficulty, especially in establishing the verification system or reliable coin ecosystem.

We consider the following three approaches to practical solutions to the three problems that arise in the service environment.

- First, a single blockchain-mainnet cannot be the perfect solution for all situations. And each mainnet has different strength and weakness, so it is inefficient and dangerous to rely on one mainnet blockchain as a platform.
- Second, we know that private blockchain cannot solve everything. Despite its advantages, but it cannot replace the essential advantages of public blockchain.
- Third, solving through the addition of OS or Abstraction Layer only increases the overall overhead. The functions improvement through mainnet expansion may count for the overload of the entire system and may result in limitations on scalability.

Therefore, Gather Lab aims to first select the BNB chain as the platform to provide the service and then take a strategy to expand to other platforms using cross-chain technology.



Why BNB Chain?

The BNB chain is a rebranded platform where the Binance Smart Chain (BSC) is integrated into the BNB chain with the Binance Chain (BC). The BNB chain, which integrates BSC and BC, is spearheading a new slogan: Infrastructure for MetaFi Universe, aiming to standardize blockchain technology for traditional Web2 large-scale applications, including games, social media, and metaverse.

The BNB chain is a larger concept chain that integrates Binance Chain (BEP2) and Binance Smart Chain (BEP20), which were running in parallel as separate blockchain, and includes Binance Dotcom Exchange, a CeFi service.

According to Binance'

1) Binance chain (launched in 2019), optimized for fast transactions, and 2) Binance smart chains (launched in 2020) for DAPP development and distribution have been released sequentially, and the two chains that were operated separately from each other will play the following roles.

- BNB Beacon Chain (=Former Binance Chain): Governance role of BNB chain such as staking, voting, etc
- BNB Smart Chain (=Former Binance Smart Chain): Role of EVM compatibility, consensus layer, multi-chain hub, etc

The BNB chain stands with MetaFi, which encompasses several sectors, and the Binance Exchange aims to position itself as a sub-concept serving for the CeFi area within the BNB chain ecosystem, along with MetaFi, DiFi, GameFi, and NFT.



zkBNB, the key to solving the scalability problem

The problem in the blockchain scalability is so clear and known by everyone. Some experts once suggested that it will take years to deploy a solution to solve it. However, the emergence of zkBNB in the BNB chain completely changed the situation. This solution provides faster invariance and significantly reduced transaction fees while ensuring chain security and transaction speed, significantly affecting the large-scale deployment of BNB smart chain-based applications.

The zkBNB network provides the most advanced and secure blockchain infrastructure for Web3 DAPP. With the development of open-source code, developers have the opportunity not only to extend the features of zkBNB to specific use cases, but also to experiment with several new features.

zkBNB ensures secure development opportunities by rolling up sidechain transactions with the BNB smart chain, i.e. password-generated transactions called SNARK. This provides unprecedented scalability, now integrating payments and atomic swaps with just a few lines of code, and automatically trades digital assets without broker's permission, through built-in AMM swaps and liquidity pools.

In BNB chains where performance is a key priority, zkBNB supports 100 million addresses and can handle 5,000-10,000 TPS. It is set up to provide faster transaction speeds, immutability, lower gas fees, and BSC's 'complete exit'. As such, Gather platform can be seen as a very suitable platform to take the first step.



Infinite expansion through cross-chain technology

Rather than settling down in a single chain, the Gather blockchain plans to support various chains so that users can choose more chains. To achieve this objective, cross-chain protocol support is involved. The type of transaction that the Gather blockchain will accept to communicate between chains through the protocol is a crosschain single asset transfer transaction. To enable transmission, a listener (who will listen to transactions in the source chain), an executor (who will initiate transactions in the destination chain), and a liquidity pool contract (contract that provides liquidity that enables cross-chain asset transfer).

Listener

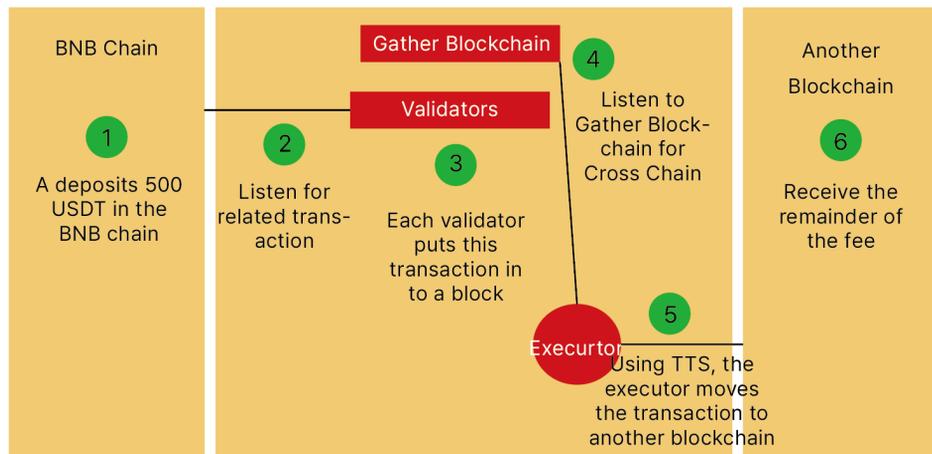
The Gather blockchain verifier acts as a listener in each supported blockchain. The verifier is connected to the source blockchain and hears a deposit transaction, in the source chain's liquidity pool management contract. Once the deposit transaction is found, it is validated by each verifier. And then, one of the verifiers enters this information during GAT token transaction, for its inclusion in the Gather blockchain of the next block.

Executor

For all deposit transactions in all supported blockchain, the executor hears only the Gather blockchain. The GAT token-transaction include information about source chains, destination chains, transmitted tokens, mapped tokens and their quantities, and other metadata required. Each executor puts a deposit in the Gather blockchain that prevents the executor from signing any other transaction in the destination chain. To reduce the trust assumption on enforcers performing cross-chain transactions, a Threshold Signature Scheme distributes keys with authority to execute transactions in the destination chain



If the amount transferred is less than the total deposit, the transaction proceeds as it is. However, if otherwise, the assumption of trust in the executor is cancelled for having caused security threat, by which he is forced to stay honest.



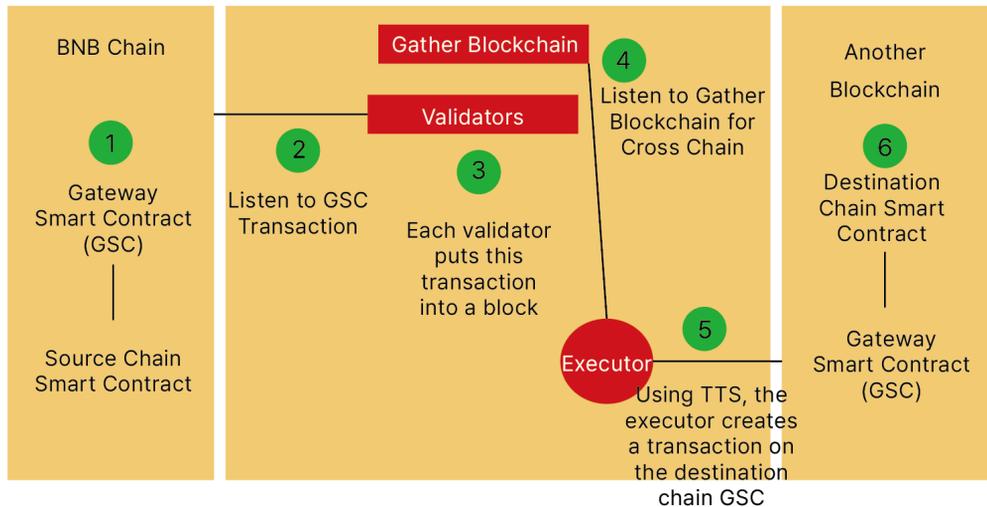
Liquidity pool

To each of supported blockchain, the liquidity is fully provided, and there are smart contract that allows anyone to provide liquidity and receive fees from crosschain transfers. Each cross-chain transfer has a fee to be distributed to the liquidity provider in proportion to the liquidity provided. Different tokens may be provided even for the same smart contract, and fees may also be obtained. In addition to transaction fees, there is APY compensation for liquidity provision. It is distributed through GAT tokens. In addition, if the liquidity available in a particular pool decreases, APY compensation increases, promoting people to supply more liquidity. If no one provides more liquidity in the pool, the executor will readjust its total amount for the chain, using the native bridge keeping the BNB chain in the hub.



Example flow

Suppose that person A sends 500USDT to someone in the source chain. For this, he deposits 500USDT in the source chain liquidity pool management contract. Then verifier checks the corresponding transaction in the source chain, and the corresponding information are verified by each verifier before entering into the Gather blockchain as a part of GAT token transaction. Then, the executor listens to the Gather blockchain transaction and brings it for the destination chain. This withdraws funds from liquidity pool management (destination chain) with fee deduction to A's address. (This recipient address may be different from A' s, as mentioned in the deposit transaction.)





cross-chain smart contract call

To activate cross-chain smart contract calls, a gateway smart contract is used in each chain. If the person A wants to call a smart contract from the chain through transaction from the source chain, he has to call GSC from the source chain by delivering destination call data and address information. The GSC may be called directly or through another smart contract. The verifier receives the transaction from the source chain's GSC. And then, all verifiers check the transaction and put it in the Gather blockchain. The executor receives it and transmit all the information using critical signature scheme. Internally, GSC calls the destination smart-contract and delivers the call data from destination chain.



GSC transaction fee

When the executor performs a transaction in the destination chain, the transaction fee is paid as a native token. And to cover this fee, the user should deposit the default token for repayment to the executor, in the destination gateway smart contract. The executor may charge additional fee to cover the cost of the execution. If a service designed on a chain tries to activate cross-chain smart contract calls, smart contracts must be used for source and destination chains, such as source chain agreements and destination chain agreements. The native token should be deposited in the Funding Key, a hash of the source chain contract address and the destination chain contract address. And the transaction fee is deducted only if it matches the hash on-chain generated by the data executor delivered.

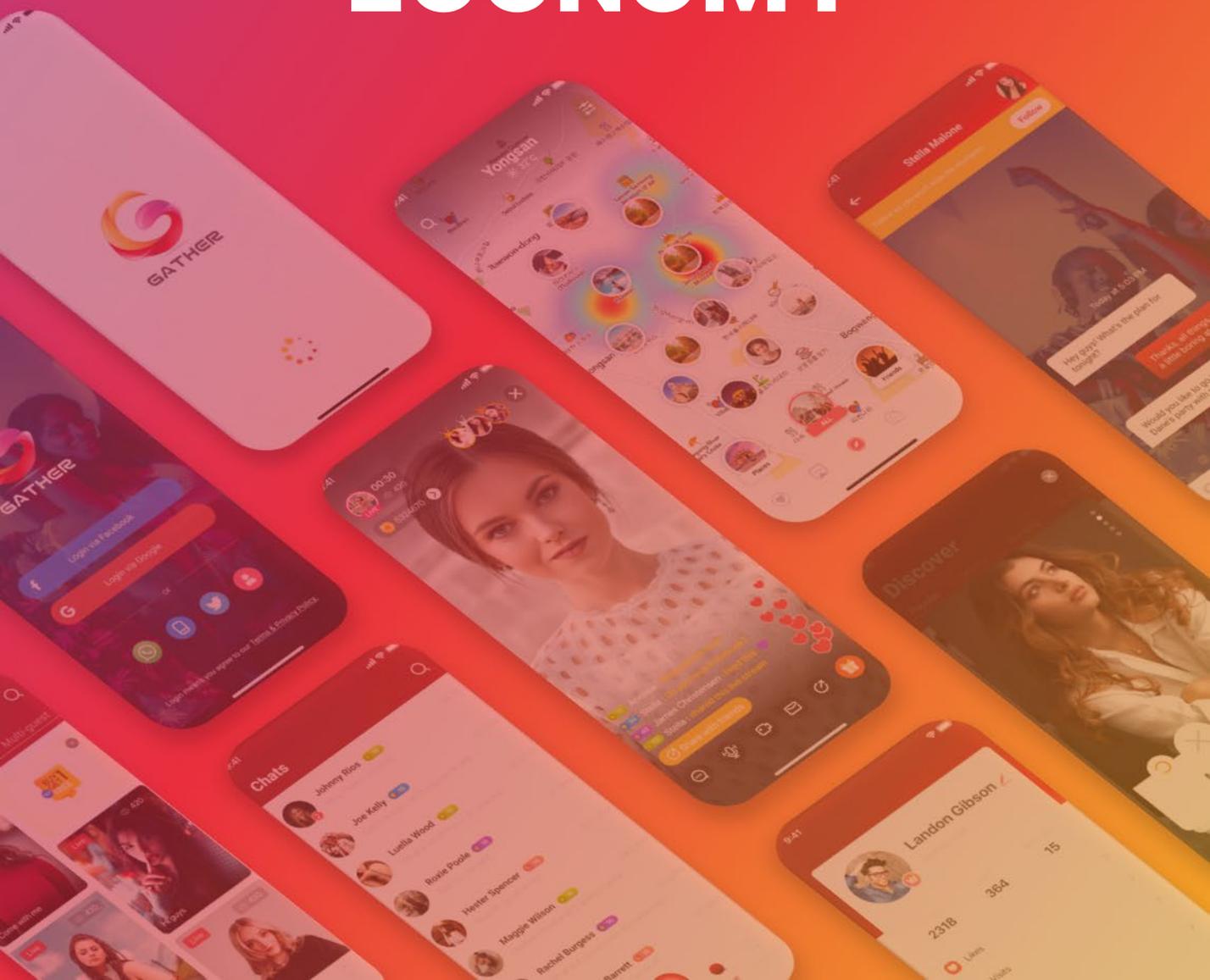
Agent-incentive mechanism

The agent plays an important role in relaying interchain packages. Every repeater builds a stable infrastructure, observes all events in the chain, and acts in a timely manner to receive incentives. And here are the methods for reward distribution in the long term. Since GAT is a BNB chain-based coin, the basic principles and formulas are also the same. The principles are as follows.

1. Fairness, Competitiveness, and redundancy: Anyone can run the agent with cheap hardware. Any reward or compensation cannot be monopolized by a single person.
2. Simplicity: The whole set of processes and rewards seeks simplicity.
3. Robustness: A repeater may have a strategy that benefits the most in accordance with its own standards, and in any case the interchain communication must not be interrupted.
4. Low Risk: The agent has to take some risks. Therefore, for the top N agents, they should be awarded enough for cost coverage.

05

TOKEN ECONOMY





5. Token Economy

Token Distribution

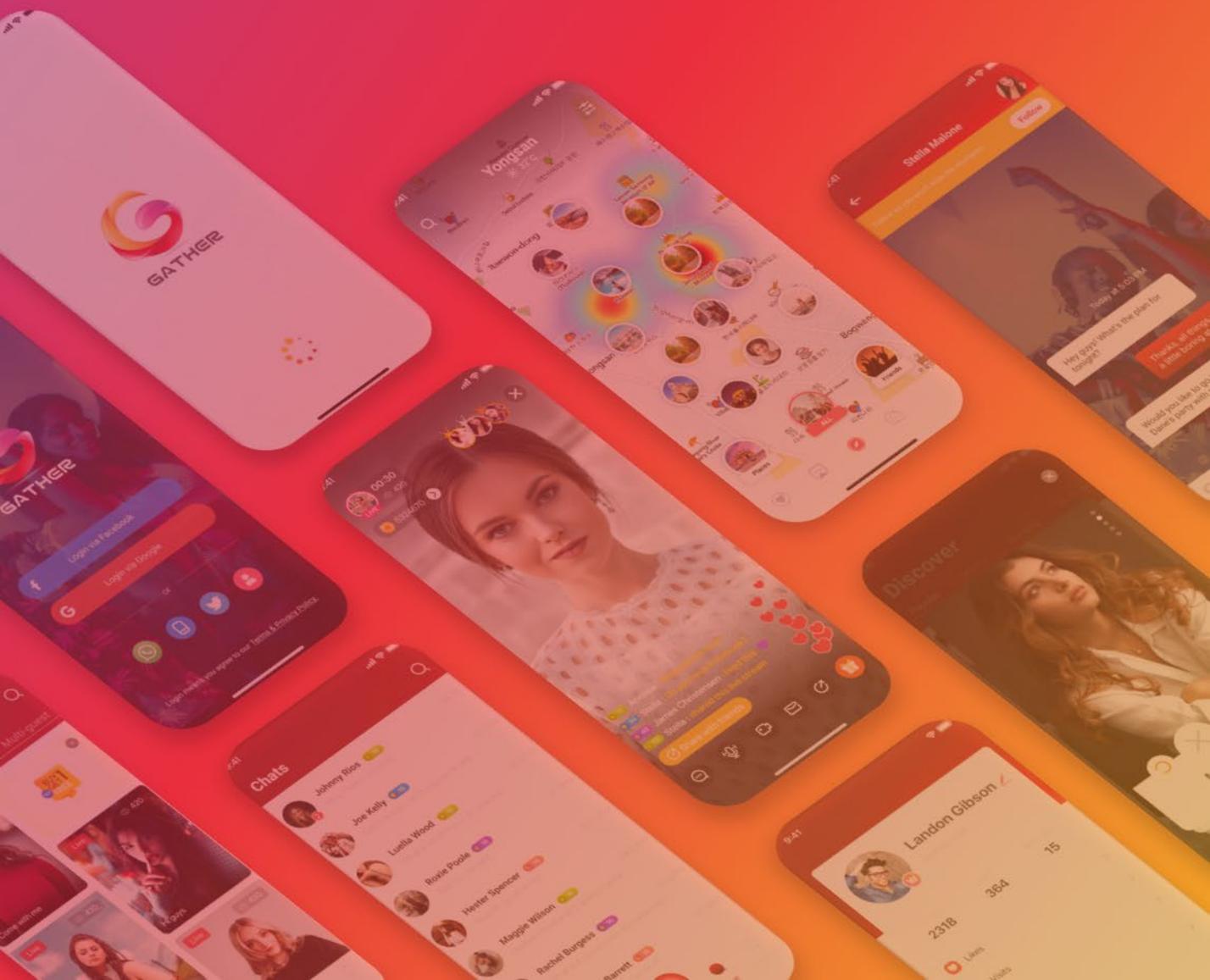


Token Information

Token Name	Gather Token	Token Symbol	GAT
Technology	BNB Chain	Token Type	Utility
Supply	1,000,000,000	Decimal	18
Contract	0x82BcA3489746F5b1d614Bc89575213BA0c2Faf88		

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ROADMAP



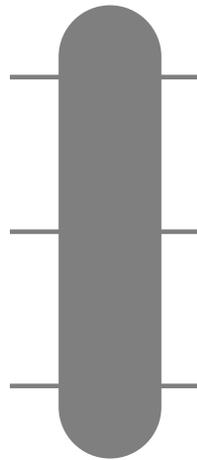


6. Roadmap

2022

- Prospective Business Plan
- Market Research
- Project Planning

3Q



2Q

- V1.0 Launch
- Product Development
- Social-fi Research

4Q

- Smart Contract Audit
- Community Building
- Whitepaper Release
- Seed and Private Sale
- Global Top 15 Exchange listing

2023

1Q



- Strategic Partnerships
- Token Generation Event
- Public Sale

2Q

- Staking ecosystem integration
- NFT Marketplace integration
- Global Top 10 Exchange Listing

3Q

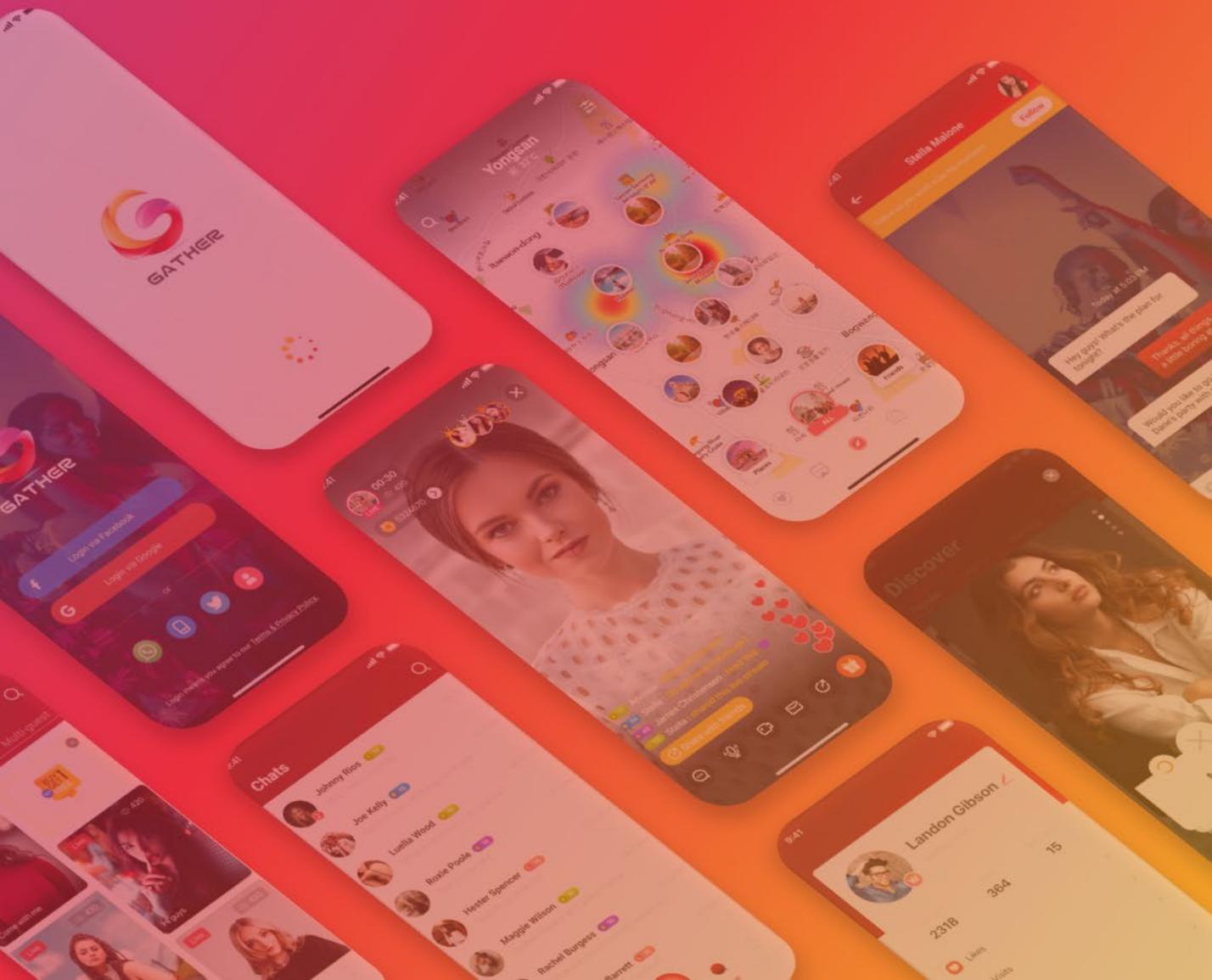
- V2.0 Launch
- Social-fi integration

4Q

- V3.0 Launch
- Metaverse integration

07

TEAM

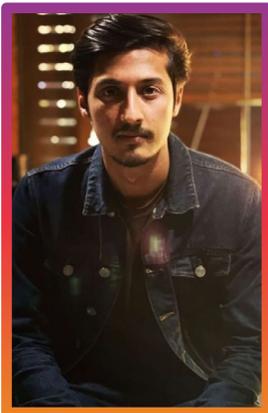


7. Team Introduction



Hyoung Lae Cho
Chief Executive Officer

Android Developers



**Muhammad
Aoun Anwar**

Senior Android
Developer



**Muhammad
Kamran**

Senior Android
Developer



**Muhammad
Salman**

Senior Android
Developer



Abdul Hannan

Senior Android
Developer



iOS Developers



**M.Asif Ayub
(Team Lead)**

Senior IOS
Developer



**Muhammad
Shaharyar**

Senior IOS
Developer



Usama Faoroq

Senior IOS
Developer



**Muhammad
Zubair**

Senior IOS
Developer



Moez Ali

Junior IOS
Developer

Server Developers

DevOps Developers



M.Usman

Senior Node Developer



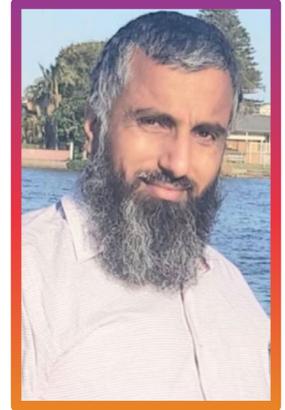
Muhammad Akbar

Senior Node Developer



M. Junaid

Senior DevOps Developer



Muhammad Imran

Senior DevOps Developer

QA Engineers



Muhammad Hanzala

Senior QA Engineer



Azan Qaiser

Senior QA Engineer



Muhammad Zeshan

Senior QA Engineer

Marketing



Yuri Leeman

Global Marketing
Manager

Project Manage



Jae Ho Yoo

Project Manager

Advisor

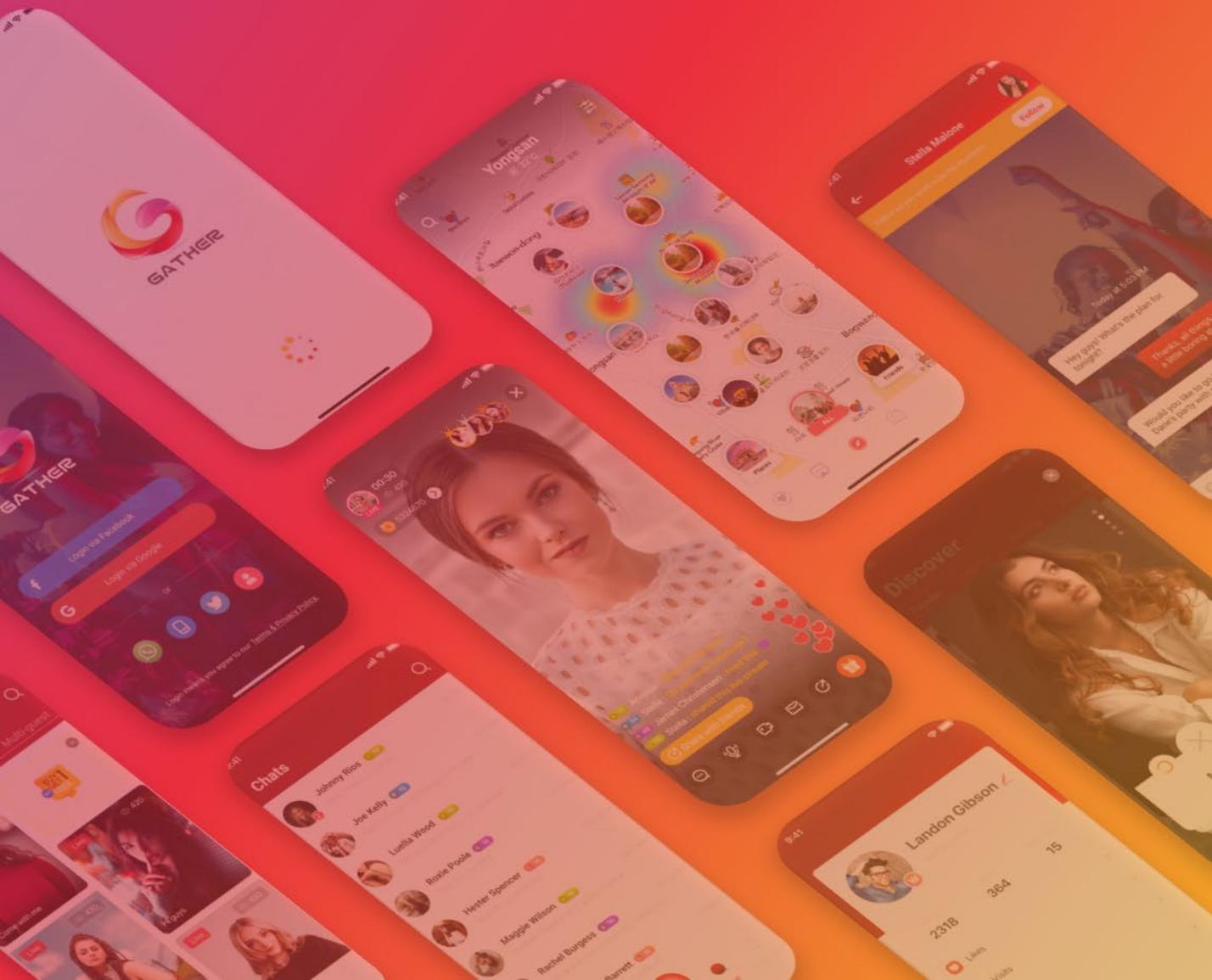


Oh Sang Kwon

Advisor

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DISCLAIMERS





8. Disclaimers

- Gather Token Disclaimer and General Notice of Business
- Authorization, licensing, and approval acquisition are not guaranteed in all jurisdictions and regions where the Gather Token is used.
- Gather Token operates in full compliance with relevant laws and regulations, and strives to obtain the necessary permits and approvals for its operation. Gather Token-related services are affected by each country's regulations and policies, and do not fully guarantee the authority's approval. Therefore, if proper authorization was not in the service jurisdiction, the Gather platform and its services may be restricted or refused in the App Store.

Legal Notice and Disclaimer

1. The value of virtual currency changes every day. Virtual currency transactions or balances can rise or fall sharply. It states that the price of a virtual currency such as Gather Token can be zero.
2. The policy of the virtual currency exchange may determine the suspension of Gather Token's transactions and delisting. Gather Token is not responsible for this situation.
3. Gather Token is likely to fail or become difficult due to a drop in the enthusiasm for transactions between individuals. Alternatively, depending on the market situation or size, the transaction price can be called at a fairly hostile price. It is specified in advance that there is a risk of transaction liquidity accordingly.
4. Gather Token trading is possible only when the counterparty forms a similar price. In other words, it can only be done at a specific time when transactions are made at an appropriate level.



5. If you lose a key or password, you may not be able to access your Gather Token account. And we would like to inform you in advance that we are not responsible for that situation.
6. Gather Token operates services and platforms in the cloud and IDC. We are trying to conduct security audits, security patches, and service checks in line with to national security regulations. However, occasionally, the service breakdown might occur due to security vulnerabilities, zero-day attacks, or DDos. In this case, Gather Token takes not take responsibility.
7. Sometimes, the risk like changes in external factor may prevent business continuation. And it may be irreversible. In the case that the business cannot continue, all procedures, including customer-assets disposition, are interpreted and carried out in accordance with the laws including Bankruptcy Act, Corporate Act, Corporate Rehabilitation Act, Personal Rehabilitation Act, and other related laws.
8. In most countries, the regulations and tax laws for cryptocurrency have not been determined yet. As such, in order to verify information, you should consult with your country's legal agency tax accountant or other types of qualified expert. Acquisition and loss of capital due to the sale of Gather Token may be bound by the Capital Acquisition and Tax Act. For customer's tax payment, Gather Token does not responsibility/. And Gather Token can either withdraw or terminate Gather Token in specific countries.
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10. Gather Token may dispose unissued coins by SIMPLE AGREEMENT FOR FUTURE TOKEN (hereinafter SAFT). Its contract details are specified through the Gather Token Steering Committee and legal advice.



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13. In this White Paper and its supplementary documents, all the stances and opinions expressed have come from Gather Token, 's and do not reflect the official policies or positions of the government, quasi-government, authorities, public institutions and regulatory bodies in all jurisdictions. This white paper has not been examined by any regulatory authority.
14. Through this White Paper and its supplementary documents, we inform you that there is a significant risk in the purchase of the Gather Token, and it is subject to significant amount of loss. Therefore, you have to carefully consider the risks including those specified in other documents, before purchasing a Gather Token. Therefore, the purchaser should not buy the Gather Token for speculation or investment purposes. You should purchase or trade Gather Token only if you fully understood the risks and nature of the Gather Token and its business and can accept the inherent risks of Gather Token.
15. To decide whether to purchase the Gather Token, you should consult with an attorney, accountant, tax expert, and other professional advisors, as necessary.



16. In this white paper and supplementary documents, the nature of much information include predictive statements based on Gather Token's belief, rather than objectively available information or supposition on the business. These forward-looking statements and predictions are inherently accompanied by great risks and uncertainties. For this matter, Gather Token and the management are not responsible for comprehensive responsibilities and may result in significantly different results from those expressed in future predictive statements. All statements are based on the date on which such statements are made, and Gather Token does not have any duty for updating or modifying statements to reflect subsequent or unexpected circumstances.
17. Open source-based BNB chains are exposed to various security vulnerabilities. One of the most popular blockchain mainnet, BEP 20, is reliable, but may be exposed to vulnerabilities that developers and the Gather Token development team are unaware of.
18. Gather Token does not get involved in transactions between Gather Token owners in the exchange. However, if there is a lack of liquidity in the market or liquidity in the exchange, it may be supplied to promote market stability. However, if market creation is prohibited by law of the country where the exchange is located, Gather Token complies with the national laws.
19. Gather Token follows the policies of each country's Anti-Money Laundering Act (AML) and the Anti-Terrorism Fund Act (CFT). Gather Token is obligated to notify relevant regulatory and legal institutions within seven days of suspected money laundering prevention or inflow of suspected terrorist funds. Also, it may require owners to avoid ICO participation or providing Gather Token's service to certain individuals or groups, pursuant to its duty to report suspicious transactions to each country's police, and pursuant to various regulations affecting UN Security Council resolutions.
20. For the user's loss caused by Gather Token's delay in blockchain approval or connection, or node failures, The Gather Token team does not have obligation of comprehensive compensation for the cyberattacks, service failures, database loss, or server failures.