



TALE WORLD

Presented by GrowBlocks

White Paper
Version 1.0



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**Project
Overview**

PART ONE



Project Overview

1.1 Background of the birth of the project

A) Current status of the application of blockchain technology in the game industry

Blockchain technology for the first time gives players actual ownership of in-game assets. The props and currencies in traditional games are subject to centralized management by developers, and players are unable to actually own or circulate these virtual assets. Blockchain technology, however, realizes the actual ownership of in-game assets through the introduction of NFT (non-homogenized tokens) and cryptocurrencies, making it possible for players' virtual assets to be traded safely and freely. This emerging game model is also known as "Play-to-Earn", which means that players can earn financial gains while they are entertained, thus changing the profit model of traditional games.



B) Pain Points and Opportunities in the Existing Chain Games Market

The rapid growth of the chain game market has exposed several major pain points in the development of the current chain game, including insufficient gameplay, unbalanced economic model, and low player retention rate. Existing chain games often focus too much on the profit mechanism and neglect the richness of core gameplay, making players lose the motivation to continue exploring after obtaining initial economic gains. The economic model of chain games sometimes lacks long-term design, resulting in frequent fluctuations in player numbers and unstable token prices. These pain points also imply huge market opportunities. TALE aims to satisfy players' dual needs for entertainment and income through well-designed gameplay, balanced economic system.

C) The original intention of TALE and its innovations

TALE is an innovative card game based on blockchain technology, launched by GrowBlocks, a renowned chain game development company, with the aim of providing players with a stable, motivating and fun chain game experience. TALE introduces strategy-rich card gameplay and provides instant interaction between players and assets through the fast trading support of BSC chain. Compared with traditional chain games, TALE has a free trade market, NFT ownership, and combines diversified game modes, such as challenges, arenas, trials, etc., allowing players to enjoy the sense of accomplishment of battles and strategies while growing their earnings.



1.2 Project Vision

A) TALE Mission: Empowering Players with Revenue Rights and Game Asset Autonomy

TALE's mission is to truly realize players' ownership of in-game assets through the innovation of blockchain technology, and to incentivize players to enjoy the game while gaining actual income. Players can participate in the game economy by acquiring and trading NFT assets such as cards and equipment, and freely dispose of these assets, breaking the restriction that traditional game assets can only be circulated internally.

B) Create a stable and scalable ecosystem

TALE creates a self-circulating economic model within the game through the design of tokens (TALE). Each time a card is upgraded or summoned, TALE tokens need to be consumed, thus creating an increase in demand and driving the stable circulation of tokens in the game ecosystem. The rational token consumption model and transaction reward mechanism ensures the sustainability of TALE's economic system, allowing players to profit in the short term and gain a stable income in the long term.

C) Establish a global, decentralized blockchain game platform to achieve "earn while playing"

TALE is committed to building a decentralized blockchain game ecosystem that allows global players to participate seamlessly. By introducing NFT and DAO governance models, players are no longer just participants, but can also become decision makers and managers of game development. The TALE platform hopes to attract more players through the "earn while playing" model, and encourage free transactions and community interaction between players to achieve a win-win situation between the platform, players and assets.

1.3 Core positioning of the project

A) A multiplayer online card action game based on the BSC chain

TALE, as a multiplayer card action game based on the BSC chain, relies on the high efficiency and low-cost transaction characteristics of the BSC chain to enable players to experience smooth asset interaction and instant profit distribution. All props and cards in the game are presented in the form of NFT to ensure players' absolute ownership of their assets.

B) A game that emphasizes player strategy, interaction, and growth experience

TALE takes strategy as one of the core gameplay of the game. Players can continuously optimize their battle strategies through team formations, card upgrades, etc. to cope with challenges in different modes. During the game process, the player's growth experience is enhanced, and the richness and challenge of the game content continue to improve, ensuring the long-term investment and activity of the players.

C) Ensure asset liquidity through free trading market and NFT empowerment

TALE provides players with a free trading NFT market, where cards and equipment NFTs can be freely traded on the platform. Increasing the possibility of income and ensuring the liquidity of players' assets make TALE a true blockchain game economic ecosystem. The NFT empowerment mechanism brings unique value to player assets. All cards, props, etc. can be circulated in and out of the game, giving players more game and income options.



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**Gameplay &
Modes**

PART TWO



Gameplay & Modes

2.1 Introduction to core gameplay

A) Challenge mode: PVE-centric level challenges, earn rewards and improve combat power

Challenge mode is the core PVE gameplay of TALE, which aims to provide players with a long-term growth and resource accumulation mechanism through a series of level designs with gradually increasing difficulty. Each level has a unique enemy combination, skill settings and tactical requirements. Therefore, challenge mode is an immersive combat process, and it is also a comprehensive system that tests players' card combinations, strategy application and resource management.

Level design and increasing difficulty:

1. Multi-stage levels

Each challenge level will have different stages, and players need to gradually defeat the enemies that are strengthened layer by layer in the battle. After each stage, the player will receive stage rewards (such as tokens, cards, and equipment) and unlock the next more difficult challenge. As the level progresses, the enemy will gain higher attributes and more complex skills, so that players must constantly adjust the lineup and upgrade cards to deal with new threats.

2. Level environment and strategic impact

The environmental design of each level is unique. For example, some levels may limit the use of card skills, or the enemy may be in a "gain state", which requires players to flexibly adjust the timing, combination, and position of the card's skill release according to the actual situation. Some levels may set environmental effects (such as weather, terrain changes, etc.) to affect the combat efficiency of the card and further increase the challenge.



Reward system:

1. Tokens and resources

By passing the challenge level, players can obtain TALE tokens and obtain the resources needed to strengthen the cards. These resources include card strengthening materials, equipment, special props, and rare materials for card advancement.

2. Experience and upgrade

Each time you pass a challenge, players will gain experience, which can be used directly to upgrade the level of the card or unlock new skills. As the player's card level increases, the combat power will also increase, thereby unlocking more difficult challenges.

3. Card and equipment rewards

After completing the challenge, players will receive different types of card and equipment rewards. Cards can be enhanced versions of the current lineup, and equipment provides additional attribute bonuses.

Reward system:



Replayability and long-term appeal of challenges:

1. Dynamic difficulty adjustment

The challenge mode has a dynamic difficulty adjustment system to ensure that each player can challenge the level that suits them according to their own card combat power. If the player defeats multiple levels in a row, the system will automatically increase the difficulty, increase the enemy's combat power or change the combat mechanism to ensure that the player can always maintain the enthusiasm for the challenge.

2. Daily/weekly challenges

The system will regularly launch daily and weekly challenge tasks, which players must complete within a limited time. These challenges sometimes provide players with additional mission goals, such as defeating specific enemies, achieving certain combat effects (such as defeating without injury, etc.), and provide generous additional rewards.

B) Arena Mode: PVP battles between players to get rare rewards and tokens

Real-time battles and strategic games:

1. Tokens and resources

By challenging levels, players can obtain TALE tokens and the resources needed to strengthen cards. These resources include card strengthening materials, equipment, special props, and rare materials for card advancement.

2. Experience and upgrades

Each time a challenge is passed, players will gain experience, which can be used directly to upgrade the level of cards or unlock new skills. As the level of the player's card increases, the combat power will also increase, thereby unlocking more difficult challenges.

3. Card and equipment rewards

After completing the challenge, players will receive different types of card and equipment rewards. Cards can be enhanced versions of the current lineup, and equipment provides additional attribute bonuses.

Ranking and Reward Mechanism:

1. Personal Ranking

There are global and regional rankings in the Arena. Players can improve their rankings by winning consecutive games and defeating high-ranking opponents, and get special rewards such as rare cards, TALE tokens and exclusive titles. At the end of each season, the system will issue rewards based on the ranking. The higher the ranking, the richer the rewards.

2. Season Rewards

The Arena has a season system, and each season will have different competitive themes and rewards. At the end of the season, top players will receive additional exclusive rewards, such as rare cards, unique equipment or rare tokens.



C) Trial Mode: Daily/Limited-Time Tasks, Challenge the Limits of Combat Power

Trial Mode is a cleverly designed task system in TALE, which mainly provides players with ever-changing challenges through daily and limited-time tasks. The purpose of Trial Mode is to allow players to obtain rich rewards by completing tasks, and to provide a platform for players to test the limits of their card lineups and further improve their strength by completing difficult tasks.

Daily Quests and Limited Time Challenges:

1. Daily Challenges

Players can accept a series of challenge tasks every day, which include defeating specific enemies, collecting specific items, or achieving certain goals within a limited time. Completing daily challenges will reward players with TALE tokens, experience, and card resources, providing players with a regular daily income.

2. Limited Time Challenges

Limited Time Challenges are more challenging tasks that players need to complete more difficult tasks within a specific time. These challenges usually set special victory conditions, such as defeating enemies within a specific round, limiting the use of cards, defeating without damage, etc. By completing these tasks, players can obtain rare rewards and high-value resources.



Mission types and rewards:

1. Extreme Challenge

The "Extreme Challenge" missions are specially designed in the Trial Mode, requiring players to maximize their potential in extremely difficult battles. These missions test the comprehensive combat power of the player's card lineup and require players to adjust the lineup in a targeted manner to deal with different enemies and combat conditions.

2. Resources and rare rewards

Completing the missions in the Trial Mode will receive various resources such as TALE tokens, rare equipment, and card upgrade materials. Rewards can help players improve the combat power of their cards, strengthen their equipment, and prepare for participating in more difficult challenges.



2.2 Team formation and card upgrade

A) Combination and formation strategy: combine the best lineup according to card attributes

In "TALE", the design and matching of card lineups are the key to the success or failure of the battle. Each card has unique attributes, skills and combat roles, and these elements need to be carefully matched according to the player's combat needs and the characteristics of the enemy. Players must have a deep understanding of the mutual promotion and restraint relationship between card attributes, and maximize combat power and tactical effects through reasonable lineup design.

Card attributes and combination strategies:

1. Attribute matching

Each card has different attributes, such as attack, defense, agility, treatment, etc. There is a relationship of mutual promotion and mutual restraint between different attributes. For example, offensive cards can cause a lot of damage in a short period of time, while defensive cards can effectively protect teammates from damage. Players need to adjust their card combinations according to the characteristics of the enemy lineup and the level requirements. Some enemies may have a high reaction to attacks of specific attributes, so a reasonable card combination can effectively play the advantages of the attributes and ensure victory in the battle.

2. Card role positioning

Each card can also play a specific combat role, such as front-row tanks, back-row output, auxiliary treatment, etc. When designing a lineup, players should consider the role positioning of the card and reasonably allocate combat tasks. The front-row tank card is responsible for attracting the enemy's attack and taking damage, the back-row output card focuses on destroying the enemy, and the auxiliary card can provide treatment or buff effects to enhance the continuous combat effectiveness of the lineup.

3. Lineup balance

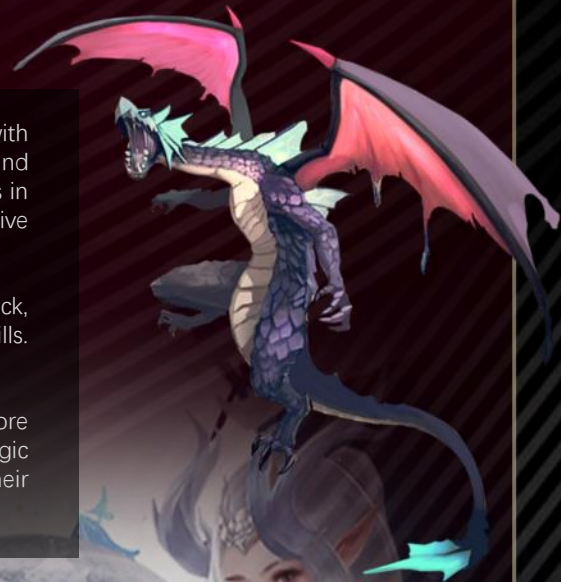
A balanced team requires a variety of roles and attribute combinations, with both strong output and reliable defense and treatment support. A reasonable lineup balance can ensure that the team can effectively respond to various tactical changes when facing various enemies.



B) Card upgrade mechanism: cards of the same attribute and level need to be consumed to increase combat power.

The card upgrade mechanism is the core growth system in "TALE". Players continuously collect and strengthen cards to improve their overall combat effectiveness to deal with increasingly stronger enemies and challenges. Each upgrade requires the consumption of cards with the same attributes and levels. This design promotes the depth of card collection and the optimization strategy of players.

- ① Card enhancement with the same attribute: By consuming cards with the same attribute and similar level, the target card's attributes and combat power are enhanced. It encourages players to collect cards in multiple dimensions, increase strategicity, and avoid repetitive upgrades.
- ② Upgrade effect: Improve the basic attributes of the card (attack, defense, life, etc.), and may unlock new skills or enhance existing skills. Enhanced cards help players cope with more difficult challenges.
- ③ Special upgrade of rare cards: Rare card upgrades require more resources or higher-level cards, enhancing their scarcity and strategic value. Players need to use rare cards with caution and optimize their upgrade path.



Advanced summon

Randomly summon 1 3★~5★ Heroes

Summon

In addition to simple upgrades, players can also increase the rarity and combat effectiveness of cards through synthesis and evolution. In the synthesis system, players will consume multiple low-quality cards to obtain higher-star cards. Evolution means that after a card reaches a certain level, players can choose to evolve it into a more advanced version by consuming specific resources, thereby unlocking new skills or improving the effects of existing skills. The upgraded cards will receive significant attribute improvements. On the one hand, it will enhance the card's combat effectiveness, and at the same time, it may change the card's combat role or skill attributes. These changes give cards more strategic options in battle and provide players with more strategic depth.

C) In-game skills and equipment system: Enhance card combat effectiveness

Skill system:

1. Skill types

Each card has its own unique skills, including active skills, passive skills, buff skills, group damage skills, etc. In battle, players need to reasonably arrange the order and target of skill release according to the enemy's lineup and the changes in the battle situation. Mastering the timing of skill use is crucial to winning the battle.

2. Skill upgrade and enhancement

By constantly using cards and participating in challenges, players can gain skill points or other resources to improve the effect of card skills. Skill enhancement can increase the damage or effect range of skills, and can unlock new skill effects, such as shortening the cooldown time of skills or enhancing the damage output under certain conditions.

Equipment system:

1. Equipment types

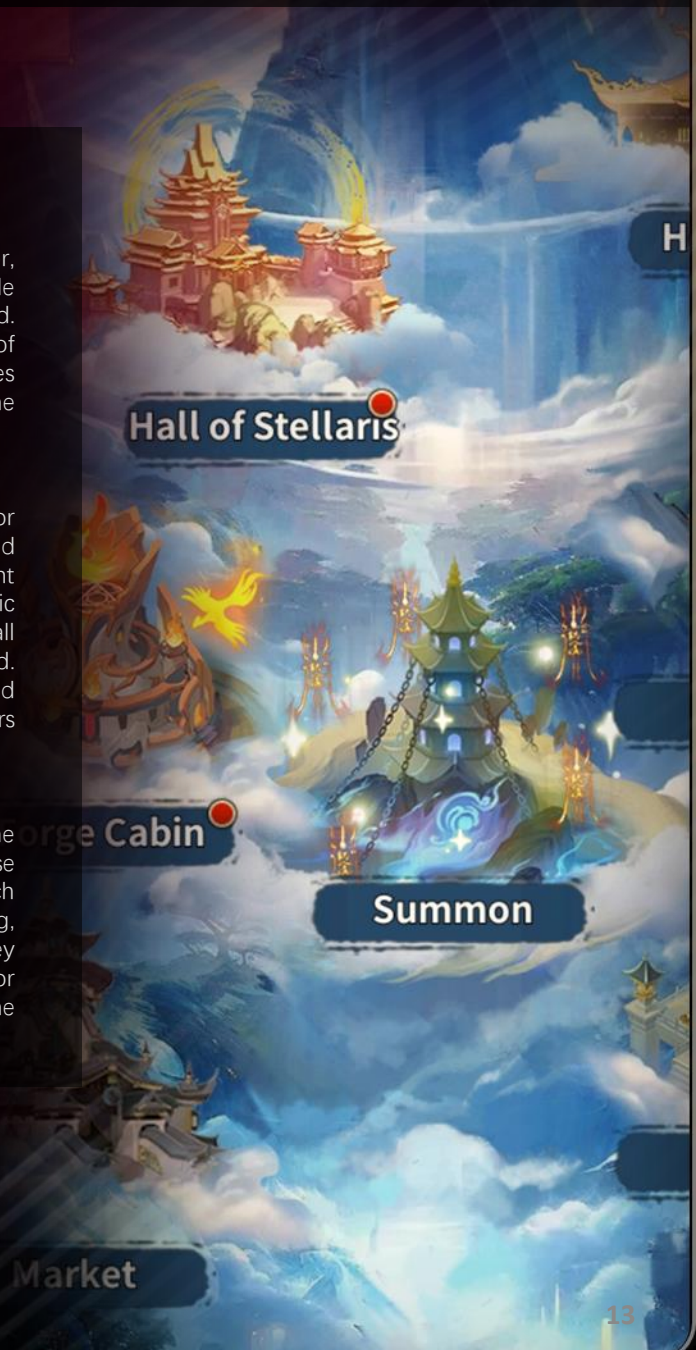
In TALE, equipment includes weapons, armor, accessories, etc. Each piece of equipment can provide additional attribute bonuses or skill gains to the card. For example, weapons can increase the attack power of the card, armor can improve defense, and accessories may increase the special resistance or gain effect of the card.

2. Equipment enhancement

Equipment can be obtained through tasks or challenges, and its combat power can be improved through enhancement and synthesis. Equipment enhancement requires the consumption of specific resources. As the equipment is enhanced, the overall combat power of the card will also be improved. Enhanced equipment will increase the survivability and output capacity of the card in battle, helping players achieve better results in difficult levels.

3. NFT equipment and trading

Most of the equipment in the game can exist in the form of NFT, and players can freely trade these equipment in the market, and conduct operations such as buying, selling, and auctioning. Through trading, players can obtain the high-quality equipment they need, or sell their excess equipment in exchange for tokens, further promoting the cycle of the in-game economy.



2.3 Violent Gold Farming Mode

A) High-power players can get higher returns in specific modes

The Violent Gold Farming Mode is a unique mechanism in TALE, designed for high-power players to obtain excess returns by challenging difficult content. In this mode, the player's power level directly determines the quantity and quality of the rewards they receive. The higher the power, the higher the level of the player's challenge and the arena, and the corresponding rewards are more generous, including a large number of TALE tokens, rare cards, equipment and other precious resources.

1. High-difficulty challenges and high rewards

High-power players will be able to enter levels to challenge stronger enemies and participate in more intense arena duels, which not only tests the player's strategic ability, but also improves the efficiency of gold farming. Through continuous challenges, players can quickly accumulate resources and improve their combat power, thus forming a positive cycle of resources.

2. Rapid accumulation of resources

This mode encourages players to enhance their combat power by upgrading cards and lineups in order to obtain more in-game resources. Especially for top players, this is an ideal way to quickly obtain tokens and rare resources.

3. Competitiveness and excitement

Competition between high-power players is both a game challenge and a motivation, motivating players to continuously improve their own strength in order to obtain more rewards in more difficult content.



B) Strengthen the fairness and anti-cheating measures of the gold farming model

1. Transparency of blockchain technology

All battle data will be publicly recorded through blockchain technology to ensure that the results of each battle cannot be tampered with. This transparent mechanism ensures the fairness of in-game rewards and battle data, and avoids any cheating behavior from interfering with the system.

2. Anti-cheating algorithm and behavior monitoring

Advanced anti-cheating algorithms are introduced into the game to monitor players' behavior patterns, identify and block abnormal operations such as plug-ins and scripts. The algorithm monitors various abnormal behaviors in the game in real time to ensure that the results of each battle are fair and reliable.

3. Regular security audits and reward reviews

TALE conducts security audits regularly to evaluate the security and fairness of the system, ensure the fairness of the reward distribution mechanism, and avoid any form of cheating or abuse. Through third-party audits and internal testing, it is ensured that every player's gaming experience is treated fairly.

4. Fair and just competition environment

In order to maintain a fair competition environment in the game, TALE uses the same mechanism to distribute rewards to all players, ensuring that any player, regardless of their combat power, can participate in the violent gold-making mode in a fair environment. Through these measures, TALE ensures that players' efforts are rewarded accordingly and avoids the intervention of unfair means.





03

**Economic
Model**

PART THREE



Economic Model

3.1 Token Economy

TALE is the main token of the game, which has multiple functions in the game, including upgrading cards, purchasing equipment, participating in lotteries, etc. TALE tokens are not only the main transaction medium in the game, but also an important basis for maintaining the flow of the game economy and player participation.



A) Main uses of tokens

- Card summoning and upgrading: Players can use TALE tokens to summon and upgrade cards. The number of tokens required for each upgrade gradually increases, forming a continuous demand for tokens.
- Purchasing equipment and props: The purchase of cards, equipment, props and accessories in the game requires TALE tokens. Players consume tokens to increase combat power or obtain rare resources.
- Lottery and value-added: Players can use TALE tokens to participate in card lotteries to increase the chance of obtaining high-star cards, which provides players with a way to further increase value.

B) Liquidity of tokens

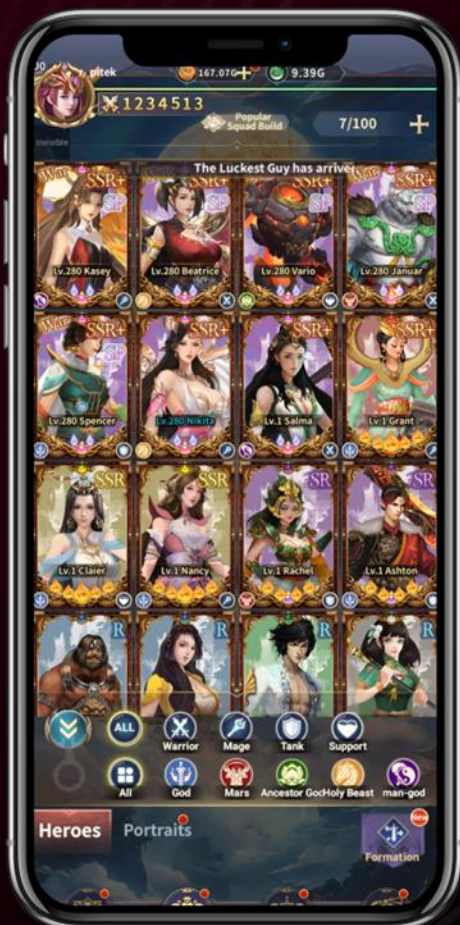
- Recharge and withdrawal: The game supports token recharge through the blockchain, and the player's income and rewards will be directly transferred to their wallet address through the blockchain.
- Trading market: Players can freely buy and sell cards and props through the NFT market. TALE tokens are used for payment during the transaction process to ensure market liquidity.

3.2 Card Value-Added and Return Mechanism

TALE's card system is the core gameplay of the game and also carries the economic value of the game. Cards are divided into multiple levels, and each level of cards has different rarity, combat power and market value. Players can obtain considerable economic returns through card upgrades, collection and trading.

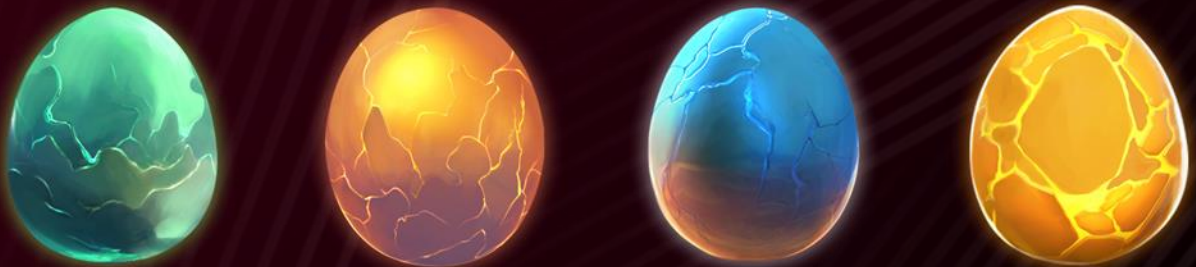
A) Card Level and Revenue

- High-star cards have higher returns: High-star cards (such as SSR+ cards) can bring higher combat power and can pay back faster. By participating in activities such as passing maps and passing levels, players can obtain stable token rewards.
- Payback period: Players earn TALE tokens through card upgrades and passing maps. The payback period varies according to the level of the card. The higher the level of the card, the shorter the payback period.



B) Card star upgrade and value-added

- Star upgrade rules: Players need to consume multiple cards of the same attribute to upgrade stars. During the star upgrade process, high-star cards will be destroyed, resulting in scarcity of card resources. Each star upgrade will increase the combat power of the card, making it more suitable for high-difficulty challenges.
- Scarcity and market demand: The supply of high-level cards (such as SSR+ cards) in the game is limited. Over time, market demand will lead to the appreciation of the value of the card. The increase in demand for star upgrades also makes the liquidity and value of cards in the market continue to rise.



3.3 Promotion rewards and economic incentives

TALE has a promotion reward mechanism to encourage players to invite others to join the game and participate in recharge through promotion links. Players will receive generous rewards through referrals.

Promotion reward structure:

- First-level promotion reward: Players who directly recharge through promotion links can get 4% of their recharge amount as a reward.
- Second-level promotion reward: Players can get 2% of the recharge amount of second-level users invited by players invited by players.
- Promotion rewards are directly distributed to players' wallets, and players can easily obtain rewards without any additional operations.

3.4 Arena and Ranking Tournament Rewards

The Arena is one of the main ways for players to obtain tokens and other rewards. Every week, TALE will hold ranking tournaments and issue generous rewards based on the player's ranking to encourage players to continuously improve their combat power and skills. Rewards will be directly issued to the player's wallet address to ensure the immediacy and transparency of reward issuance.



3.5 Card Market and Liquidity

In TALE, the NFT market, as an important part of the in-game economic flow, supports players to freely trade various game assets, including cards, equipment, props, etc. All transactions are settled through TALE tokens, which can ensure smooth and transparent transactions, while enhancing the demand for tokens and market vitality. TALE's NFT market adopts a decentralized model, using blockchain technology to ensure the security, immutability and openness of each transaction.

A) Card Trading

- Free Trading: Players can sell cards they no longer need in the market in exchange for TALE tokens, optimize and manage card resources, and also meet the needs of other players.
- Scarcity and Value: Cards are divided into different levels (such as SSR+, SSR, SR, etc.). The demand and market price of rare cards will gradually increase with the demand for star upgrades and limited supply. High-star cards become precious resources in the market.
- Trading Mechanism: Players can set card prices, and the market supports bidding and negotiated purchases. Prices are affected by supply and demand, which encourages players to reasonably predict market trends and invest.



B) Equipment and Item Trading

- Equipment Trading: Players can sell excess weapons, armor and other equipment in the market, or purchase the required equipment to enhance the combat power of cards and better cope with high-difficulty levels.
- Item Market: In-game items (such as strengthening stones, experience potions, etc.) can also be traded freely to help players further optimize the card lineup.
- Exchange function: The prices of equipment and items in the market will be adjusted in real time according to supply and demand. Players can make reasonable resource management and investment decisions by observing market trends.



00A

**Technology &
Components**
PART FOUR



Technology & Components

4.1 Application of blockchain technology

A) Core applications of blockchain framework

- Ensure transparency and security: Leverage the immutability of blockchain to ensure transparency and security of all in-game transactions. This is essential for building players' trust in the platform.
- Digital asset transaction records: All digital asset transactions, including the sale and purchase of NFT cards and the exchange of magic stones, are recorded and verified on the blockchain. This ensures the authenticity and reliability of transactions, allowing players to trace and verify their transaction history at any time.
- Enhance player trust: Enhance players' trust in the game's economic system by providing a transparent and secure trading platform. This is essential for maintaining and developing a healthy gaming community.



B) Smart contracts

- Automated transaction processing: Smart contracts automatically execute transaction and verification processes within the game. They act as self-executing contracts, and operations are automatically performed when preset conditions are met.
- Real-time transaction execution: Smart contracts ensure that all in-game activities, such as purchases, transactions, and card upgrades, are executed in real time and accurately. This automation reduces the need for manual processing and improves efficiency.

- Improved fairness and efficiency: Through smart contracts, in-game transactions become fairer and more efficient. They reduce the risk of fraud and errors in transactions while providing players with a fast and seamless transaction experience.

- ① Smart contracts are automatically executed when transaction conditions are met, without human intervention, which improves transaction processing speed.
- ② Each transaction needs to meet the conditions preset by the smart contract, such as sufficient funds and clear asset ownership, to ensure the legality and validity of the transaction.
- ③ All transaction records are publicly available on the blockchain, providing a complete transaction history and increasing the transparency of transactions.
- ④ Smart contracts reduce the possibility of human errors and fraud through programming logic.
- ⑤ Transaction status and results are updated and synchronized to the blockchain network in real time, ensuring that all participants have instant access to the latest information.
- ⑥ For important or large transactions, smart contracts can be designed to require multiple signatures to execute, enhancing security.
- ⑦ According to game development and market demand, the programming logic of smart contracts can be flexibly adjusted and updated.

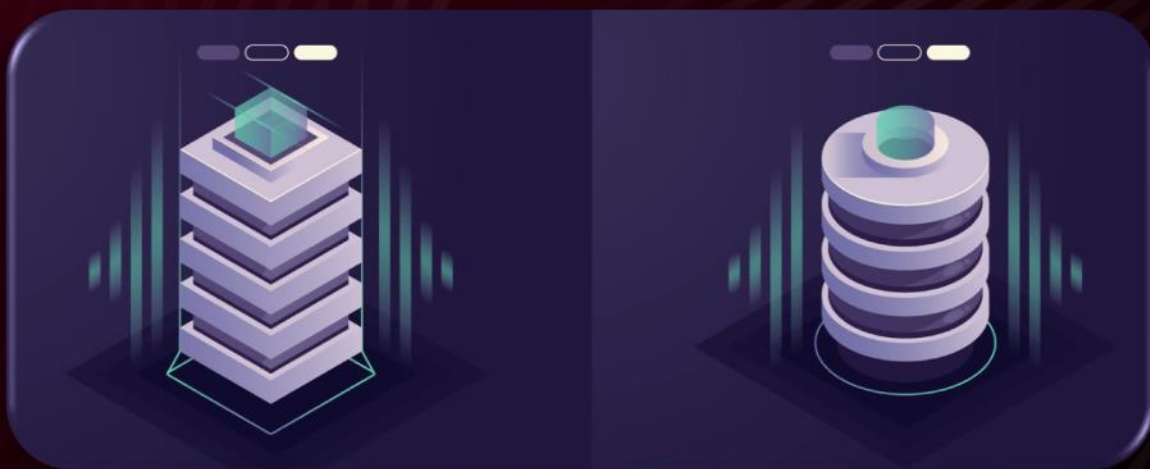


4.2 Integration of NFTs, GameFi and DeFi

A) Integration method - Construction of a comprehensive economic system

Tightly integrate decentralized finance (DeFi), game finance (GameFi), and non-fungible tokens (NFTs) to build a comprehensive in-game economic system.

Through efficient integration, games are not only a place for entertainment, but also a complex economic system that includes a variety of financial activities and investment opportunities.



B) Functional description

Functional category	Tools/Interfaces	Application	Transaction Type	Target Users
Asset Management	Real-time data analysis, portfolio management tools	Cryptocurrency, NFTs	Long-term and short-term investments	Investors, collectors, economic strategy players
Economic activities	Virtual markets, loan platforms, insurance services	Resources, Currency, Services	Buy, Sell, Lend	Traders, risk managers
Asset Trading	NFT Trading Market	Rare items and characters	Buy, Sell, Exchange	Collectors, traders, strategy players

4.3 Platform Multi-Service Support

In order to achieve the global fission of TALE, the platform provides multi-service support including asset registration, asset query, pledge lending, payment transactions, decentralized financial services, etc.



A) Node record query

TALE provides node record query function, and each participant is a node that comprehensively records operations, transactions, etc. Nodes are convenient for ordinary users to check the number of assets displayed by any application developed based on the TALE protocol. It supports linking different blockchain nodes to query the ledger status, and can observe the generation of each block and each transaction in real time. When entering the corresponding account, you can query the various asset balances of the account and all transaction records.

B) Digital asset trading

When users purchase NFT, USDT or any other digital asset, the platform will automatically match the exchange with the most advantageous current price of the purchased asset to buy. When selling, the platform matches the exchange with the highest price in the world to sell. All of this is done based on the TALESWAP protocol, allowing users to easily obtain income.



05

**Technical
Team**

PART FIVE



Technical Team



Michael Johnson

Graduated from Stanford University with a PhD in Computer Science. Previously worked as a senior engineer at Microsoft, focusing on big data and machine learning technologies. Before joining the project, he led several successful blockchain innovation projects and has a deep understanding of encryption technology and decentralized systems.



David Wilson

He holds a master's degree in software engineering from MIT. He has worked at IBM for many years, focusing on blockchain and enterprise application development. He has in-depth research on smart contract design and distributed ledger technology, and has successfully implemented multiple decentralized financial solutions.



James Smith

James received a double master's degree in mathematics and statistics from Harvard University. Before joining BitRocket, he worked as a data analyst at Google and has strong data processing, analysis, and machine learning skills. James is responsible for developing advanced market analysis tools to optimize trading strategies.



Ethan Brown

An excellent graduate of the Department of Computer Science at the University of California, Berkeley. He has worked at Facebook, focusing on front-end development and user experience design. He has extensive experience in building intuitive and responsive user interfaces.



William Davis

Graduated from Cornell University with a major in network security. He has many years of work experience at Cisco Systems, specializing in network security, system vulnerability assessment and defense strategy. He is responsible for ensuring system security and data protection in the project.



Robert Miller

Robert has worked at Amazon and has extensive experience in cloud computing and large-scale distributed system development. He has deep technical accumulation in database management and server architecture. In the project, Robert is responsible for the stable operation and performance optimization of the backend system.



NEB

Disclaimer

PART SIX



Disclaimer

Your choice to use TALE and the services it provides indicates that you accept the terms of this statement. Before you decide to proceed, please make sure you read and understand the following carefully.

A) Accuracy of Information and Services

In this rapidly changing digital age, the accuracy of information and services has become the platform's top priority. Although the team continues to work hard to update and maintain all information and services provided to ensure their accuracy, please note that changes in the environment, market and technology may affect the timeliness of the relevant content. Therefore, the platform strongly recommends that all content provided should be regarded as reference materials rather than absolute decision-making basis.

B) External Links and Resources

With the advancement of technology, the Internet has become more interconnected. In order to provide users with a more comprehensive perspective, TALE may include links to external third-party websites or resources. Although these links are intended to enhance your online experience, please understand that the platform is not responsible for the accuracy, completeness or continuity of the content of these external links. These links are for reference only, and users should exercise necessary caution when accessing these external resources.

C) Investment and Financial Advice

The complexity and volatility of the financial market require in-depth consideration of any advice and information. Although TALE provides financial information and possible advice, these contents are based on the platform's current understanding and analysis. However, the uncertainty of the financial environment means that these suggestions should not be regarded as professional or legally binding guidance. Any investment decision involves certain risks, and the platform strongly recommends that you consult a financial expert or professionals in related fields before making a decision to obtain more specific and in-depth advice.

D) Technical Service Interruption or Error

Despite the platform's efforts to ensure the stability of the platform, TALE's services may be temporarily interrupted or errors may occur due to technical reasons, maintenance or other unforeseen factors. The platform sincerely apologizes for the inconvenience caused to you, but please understand that the platform is not responsible for any losses caused by this.

E) Limitation of Liability

The platform is always committed to providing users with the highest level of service, but unless expressly required by law, TALE and its partners will not be liable for any direct or indirect losses caused by the use or inability to use the service.

F) Statement Changes

As the business develops and regulations are updated, the platform may need to revise this disclaimer from time to time. The platform recommends that you visit and review regularly to ensure that you are aware of the latest terms and conditions. Using the platform's services means that you agree and accept this statement and any updates.

