KARA & DONS

Two tokens powered by real-world drone racing

November 2026

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Summary

> ## Two tokens powered by real drone racing

ITEM	DETAILS
Document version	v2.0 (draft)
Date	2026-11-18
Network	BNB Smart Chain (BEP-20)
Tokens	KARA (listed utility token), DONS (platform settlement currency)

At a Glance

KARA & DONS is a blockchain-based live gaming platform that broadcasts drone races and physical dice games staged at real venues, and lets users take part by predicting the outcomes.

- **Drone Racing League** — Night races at the Korea International Circuit (Yeongam). 10 drones per race, 20 races per weekend.
- **Three prediction games** — Drone racing (7 bet types), Dice Luck, and Dice Lotto. Every result is published through physical equipment and live-streamed video.
- **Dual-token structure** — KARA, traded on exchanges (fixed total supply of 1 billion), and DONS, used for game settlement (1 DONS ≈ 1 USDT).
- **Web wallet** — A web wallet that works directly from a phone with no app installation. Transfers within the platform are handled on a ledger, and only withdrawals are sent on-chain, which keeps gas fees low.
- **Revenue sharing** — A portion of platform revenue is allocated to KARA buybacks and burns and to a revenue-sharing program for KARA holders.
- **Offshore licensed operation** — Operated under a formal offshore license such as Malta's, for users in jurisdictions where online betting is permitted.

> This document is provided for informational purposes only and is not investment advice. Purchasing tokens and playing games involve the risk of losing principal. Be sure to review 12. Risks and Disclaimer.

01

Project Overview

Background

The online gaming and betting industry has long struggled with two trust problems.

01 **Results are hard to trust.** In games driven by random number generators (RNG), users cannot see how outcomes are produced.

02 **The flow of money is invisible.** There is no way for outsiders to verify how fees, payouts, and operating funds are used.

KARA & DONS addresses both problems with **real-world competition and blockchain**. Game results come from actual drone races and physical dice machines, and the entire process is live-streamed. Token issuance, distribution, and burns, along with key wallets, can be verified by anyone on BNB Smart Chain.

Core Objectives

- **From watching to participating** — Watch drone races at speeds of up to 300 km/h in a live broadcast and predict the results in real time.
- **Verifiable results** — Every result is published through physical equipment and video, and a per-race result record is stored on-chain.
- **A simple token economy** — Games are played with DONS, pegged 1:1 to USDT, while value appreciation and rewards are handled through KARA.
- **Sharing revenue with the ecosystem** — A portion of platform revenue is used for KARA burns and holder revenue sharing.

Platform Components

COMPONENT	DESCRIPTION
Drone Racing League	Dedicated venue, exclusive pilots, seasonal league, and championship
Live games	Drone racing predictions, Dice Luck, Dice Lotto
Broadcast system	Real-time broadcast combining drone cameras and venue cameras
Tokens	KARA (BEP-20, listed), DONS (platform settlement currency)
Web wallet	Ledger-based internal balances + on-chain transfer on withdrawal

User Flow

01
Deposit USDT

02
Top up DONS

03
Play race and dice games

04
Settle DONS rewards

↻ Play again → Play race and dice games

05
Swap to KARA

06
Withdraw to BSC wallet

02

Drone Racing League

Drone racing is the centerpiece of the KARA & DONS ecosystem. Exclusive pilots fly dedicated drones at a real venue, and the races are live-streamed worldwide.

Venue

- **Primary venue**: The Korea International Circuit (Yeongam, Jeollanam-do) is planned for use
- **Site size**: A large site of approximately 50,000 to 100,000 pyeong (approx. 160,000 to 330,000 m²)
- **Race hours**: Primarily night races. Illuminated gates and LED drones enhance the visuals of the broadcast.
- **Race speed**: From 40 km/h up to 300 km/h

League Operations

ITEM	DETAILS
Drones per race	10
Race schedule	Two weekend days, 10 races per day (20 races per week)
Season	Regular league + year-end championship based on cumulative results
Prizes	Per-race winner prizes for pilots, season championship prizes

A large prize structure raises competition among pilots and creates a player rivalry format comparable to professional sports.

Pilots and Participation Structure

- Pilots register with the league to compete and pay an **annual fee**. The annual fee is used as part of the funding for league operations and prize money.
- The pilot roster will be expanded in stages.

Broadcast

- Drone FPV camera footage and venue camera footage are combined and transmitted as a real-time broadcast.
- Users watch races on the web and mobile and take part by making predictions.
- All race footage is retained as result verification material.

Expansion Plan: RC Car Racing

Once the drone racing league stabilizes, the same operating model will be extended to **RC car racing**. We plan to add a separate league and prediction games using an RC car track.

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Game Lineup

All games run **live**. Results come from real races or automated dice machines and are published through live-streamed video. Participation and rewards are all handled in DONS.

GAME	RESULT GENERATION	FEE
Drone Racing	Real drone race	7% of payouts
Dice Luck	Automated dice machine (5 dice)	3% of winnings
Dice Lotto	Automated dice machine (5 colored dice)	3% of winnings (excluding 3rd prize)

A. Drone Racing

Ten drones race under identical conditions, and users predict the finishing order at the finish line. There are seven bet types, similar to Korean horse racing.

BET TYPE	WHAT YOU PREDICT	ORDER
Win	The 1st-place drone (1 drone)	—
Place	1 drone that finishes in the top 3 (top 2 if 7 or fewer drones start)	—
Quinella	The 1st- and 2nd-place drones (2 drones)	Any order
Exacta	The 1st- and 2nd-place drones (2 drones)	Exact order
Quinella Place	2 drones that finish in the top 3	Any order
Trio	The 1st-, 2nd-, and 3rd-place drones (3 drones)	Any order

BET TYPE	WHAT YOU PREDICT	ORDER
Trifecta	The 1st-, 2nd-, and 3rd-place drones (3 drones)	Exact order

- **Payout method**: Pari-mutuel, where odds are set by the total amount bet on each bet type and the number of winners
- **Fee**: 7% of payouts
- **Entry cutoff**: Closes before the race starts

B. Dice Luck

An automated dice machine rolls 5 dice, and users predict the **sum** of the faces.

- **Choices**: One of 26 possible sums, from 5 to 30
- **Winning condition**: Correctly predicting the exact sum
- **Distribution**: The full amount wagered by non-winners (after fees) is distributed to winners in proportion to their bet amounts
- **Fee**: 3% of winnings

> Each sum has a different probability. Middle values such as 17 and 18 come up often, while 5 and 30 are very rare (1/7,776 each). Because payouts are distributed among participants, correctly predicting a rare sum earns a larger share.

C. Dice Lotto

Five dice in red, orange, yellow, green, and blue are rolled at once, and users predict the **face of each colored die**. The prize tier is determined by the number of dice matched.

TIER	CONDITION	REWARD
1st	All 5 match	The remaining amount after the 2nd and 3rd prize rewards are deducted first (after fees) is distributed to 1st-prize winners in proportion to their bet amounts
2nd	4 match	2x the bet amount (after fees)
3rd	3 match	1x the bet amount (no fee)

- **Fee**: 3% of winnings (waived for 3rd prize)
- A tiered prize system reduces the burden of losing and encourages repeat participation.

Common Provisions

- **Means of participation**: DONS
- **Result disclosure**: Live video + per-round result records
- **Record access**: Users can view per-round results and settlement details on the platform.

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Token Overview

KARA & DONS adopts a **dual-token structure** with two tokens that serve different roles. By separating exchange price volatility from game settlement, users play games in a stable unit while market value is carried by KARA.

A. KARA — Listed Utility Token

ITEM	DETAILS
Standard	BEP-20 (BNB Smart Chain)
Contract address	`0x7d6212a06f0357AAB1b62C1F3Fce401161322e76`
Total supply	**1,000,000,000 KARA (1 billion), fixed**
Additional issuance	None
Listing	Phased listings on global exchanges
Value	Determined by market supply and demand

Utility

- DONS ↔ KARA swap (converting the value of game rewards)
- Eligibility for the platform revenue-sharing program
- Community rewards, events, and airdrops
- Ecosystem partner incentives

- Governance participation (when introduced)

B. DONS — Platform Settlement Currency

ITEM	DETAILS
Role	Game participation, reward settlement, in-platform payments
Reference value	1 DONS ≈ 1 USDT
Initial supply	10,000,000,000 DONS (10 billion)
Additional issuance	Possible depending on demand
Exchange listing	None (exclusive to the platform)

Utility

- All game participation and fee payments
- Settlement of winnings and payouts
- In-platform payments such as tournament entry fees and events

C. Comparison

ITEM	KARA	DONS
Role	Listing, liquidity, rewards	Game participation, settlement
Exchange trading	Yes	No
Supply	1 billion, fixed	10 billion, additional issuance possible
Value	Market price	1 DONS ≈ 1 USDT
Reduction mechanism	Buyback and burn using part of revenue	Burn upon withdrawal or exchange
Conversion	Swap with DONS	Top up with USDT, swap to KARA

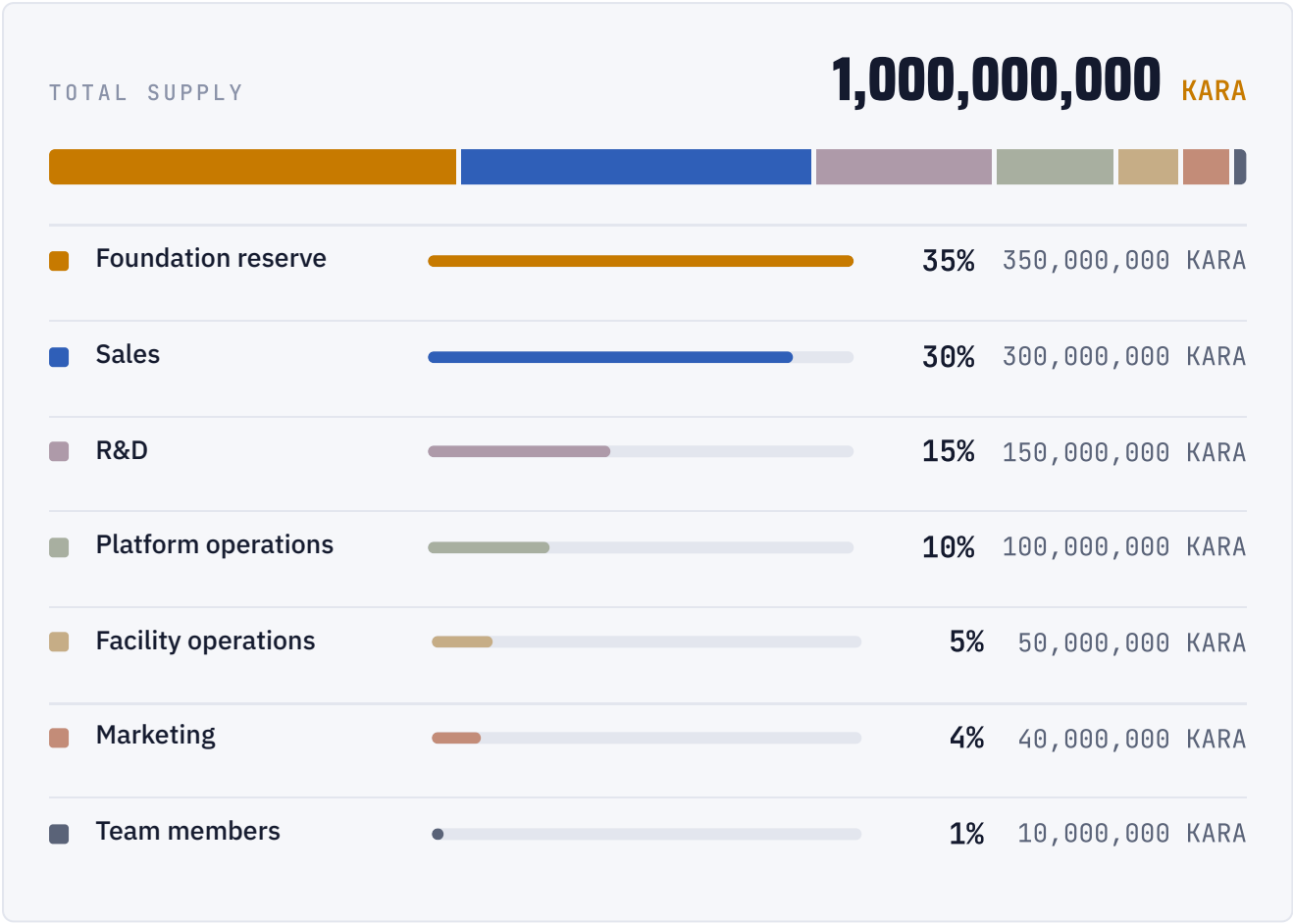
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Tokenomics

A. KARA Distribution

Total supply: **1,000,000,000 KARA**.

ALLOCATION	SHARE	AMOUNT (KARA)
Foundation reserve	35%	350,000,000
Sales	30%	300,000,000
R&D	15%	150,000,000
Platform operations	10%	100,000,000
Facility operations	5%	50,000,000
Marketing	4%	40,000,000
Team members	1%	10,000,000
Total	**100%**	**1,000,000,000**



Lockup and Supply Policy

- Foundation, team, and operations allocations are subject to lockups and phased release schedules to reduce market impact. Detailed schedules will be disclosed separately.
- **Buyback and burn**: Part of platform revenue is used to buy KARA on the market and burn it. The circulating supply decreases over time.
- **Address disclosure**: Foundation, operations, and liquidity wallet addresses are made public so that anyone can verify their transfer history on BscScan.

B. DONS Supply and Demand

- **Initial supply**: 10,000,000,000 DONS
- **Top-up**: When a user deposits USDT, DONS is credited at a rate of 1 USDT ≈ 1 DONS.
- **Additional issuance**: As the user base grows and demand rises, additional DONS is issued. Issued DONS is backed by the USDT deposited for top-ups.
- **Burn**: When DONS leaves the platform through withdrawal or exchange, the corresponding amount is burned.

C. Swap Flow

01 The user tops up DONS with USDT.

02 The user plays games with DONS and receives DONS as a reward for correct predictions.

03 The user swaps held DONS for KARA. (Swap fee of 1-2%)

04 The user withdraws KARA to an external wallet or trades it on an exchange.

This structure separates the in-game settlement unit from external market liquidity, so games run at a stable price while the value of growth accrues to KARA.

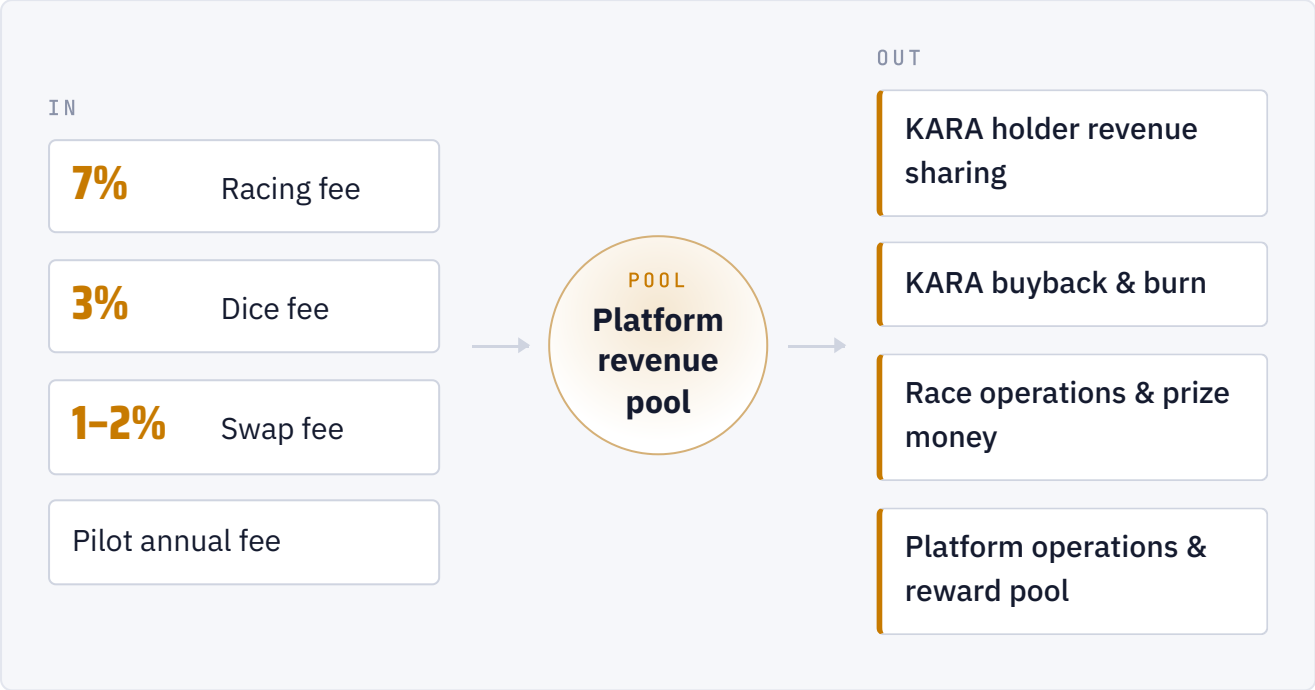
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Economic Model & Revenue

A. Revenue Sources

REVENUE SOURCE	BASIS	RATE
Drone racing fee	Deducted from payouts	7%
Dice game fee	Deducted from winnings	3%
KARA ↔ DONS swap fee	Swap amount	1-2%
Pilot annual fee	Pilots participating in the league	Annual
Ancillary event revenue	Broadcasting, sponsorship, attendance	—

B. Revenue Distribution



KARA Holder Revenue Sharing Program

- A portion of the revenue generated from drone racing and sports betting is distributed to KARA holders.
- **Cycle**: every 6 months or every year
- **Basis**: KARA holdings at the snapshot on the record date
- The distribution ratio, eligibility requirements, and payout asset are finalized through regular disclosures.

KARA Buyback & Burn

- A portion of fee revenue is used to buy KARA on the market and burn it.
- Burn transactions are recorded on-chain and published in regular reports.

C. User Incentives

REWARD	PAYOUT	EXAMPLE
Performance reward	DONS or KARA	Bonus for top-predicting users by period
Activity reward	KARA	Consecutive participation, daily check-in
Community events	KARA	Referrals, promotional campaigns

REWARD	PAYOUT	EXAMPLE
Early participation reward	KARA	Additional payout for sale participants

D. Sustainability

- **Adjustable policy**: Fee rates and reward sizes are adjusted according to participation, betting volume, and profitability. Changes are announced in advance.
- **Predictable value**: KARA has a fixed supply that decreases through burns. DONS maintains its value against USDT.
- **Regular disclosure**: Revenue, burn amounts, and revenue-sharing payouts are published periodically.

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Wallet & Technical Architecture

A. Blockchain: BNB Smart Chain

ITEM	DETAILS
Mainnet	BNB Smart Chain (BSC)
Token standard	BEP-20
KARA contract	`0x7d6212a06f0357AAB1b62C1F3Fce401161322e76`
Block time	About 3 seconds
Features	Low fees, EVM compatible
Compatible wallets	MetaMask, Trust Wallet, WalletConnect-supported wallets

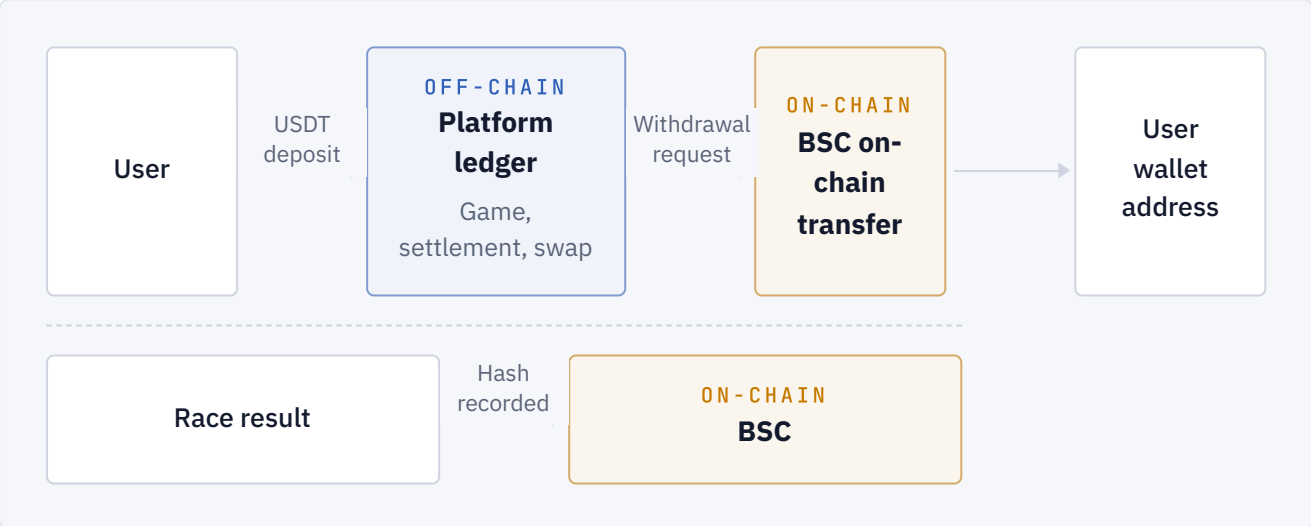
EVM compatibility makes it easy to expand into DeFi and NFT features in the future.

B. Web Wallet

To deploy quickly without app store review and to deliver the same experience on every phone, the wallet is built as an **installable web wallet** (added to the home screen and used like an app).

Hybrid Architecture

SEGMENT	PROCESSING METHOD	REASON
Inside the platform (deposits, games, settlement, swaps)	Processed instantly on the platform ledger (DB)	No gas fees, instant reflection
Withdrawals	On-chain transfer on BSC	Actual transfer to the user-owned wallet
Result and ledger verification	Per-race result hashes recorded on-chain	Post-hoc tamper verification



Phase 1 Features (Launch target: December 1, 2026)

- Sign-up and wallet address issuance
- KARA balance lookup and history
- Withdrawals (on-chain transfer)
- Transfer lock (Lock/Unlock): even when logged in, transfers require separate authentication
- Operator distribution function: individual KARA payouts to sale participants

Advanced Phase

- External wallet connection, such as MetaMask
- Direct stablecoin deposits such as USDT and DONS top-ups

- Game platform integration

C. Smart Contracts

CONTRACT	ROLE
KARA token	BEP-20 issuance, fixed supply, burning
Lockup & vesting	Staged release of foundation, team, and operations allocations
Result recording	Records race result hashes and round information

D. Oracle Integration

- Drone race and dice results flow in the order **on-site equipment → result oracle → on-chain record**.
- Results are recorded together with the video hash at the time the race ends, enabling post-hoc verification.
- Results are collected through multiple input paths, and if the values differ, settlement is put on hold and reviewed.

E. Live Broadcast

- Drone FPV footage, venue cameras, and dice machine video are streamed live.
- A global CDN reduces latency across regions.

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Security & Transparency

A. Physical Results + Public Video

- Drone racing results come from actual races, and dice results come from an automated dice machine.
- Every round is broadcast live and the video is archived. Users can watch the results being produced for themselves.

B. On-Chain Records

- KARA issuance, distribution, lockup releases, and burns are all recorded on BSC.
- Per-race results are recorded on-chain as hash values, so it can be verified that the ledger and results have not been altered after the fact.
- Major transactions can be checked by anyone on BscScan.

C. Smart Contract Audits

- Major contracts undergo an external security audit before the official service launch. (e.g., specialist firms such as CertiK and Soken)
- Audit results are published on official channels.
- Re-audits are performed whenever the code changes.

D. Wallet & Asset Protection

- Additional authentication and transfer locks apply to withdrawals.
- Account protection measures such as two-factor authentication (2FA) and login location restrictions are in place.
- The hot wallet used for withdrawals holds only the minimum amount needed, and the remainder is managed in cold wallets with multi-signature.

E. Operational Transparency

- The wallet addresses for the foundation, operations, liquidity, and revenue sharing are disclosed.
- Lockup releases, marketing expenditures, burns, and revenue-sharing details are disclosed in regular reports.

F. Exception Handling

- Rounds that cannot be settled due to network errors, broadcast failures, or oracle discrepancies are automatically put on hold.
- Held rounds are verified against video and equipment records, then settled or refunded.
- The outcome is kept on record and announced to the community.

G. Infrastructure Security

- A global CDN and cloud firewall block DDoS and malicious traffic.
- Major APIs and admin functions are protected with access control and real-time traffic analysis.
- The project uses a secure messenger (Telegram) for internal communication.

09

Licensing & Operating Regions

A. Licensing

KARA & DONS betting-style games operate under an **official overseas gaming license**.

- First-choice candidate: **Malta Gaming Authority (MGA)** license
- Alternative under review: overseas gaming jurisdictions such as Antigua and Barbuda

Betting-style games will not officially launch before a license is obtained, and licensing progress will be announced on official channels.

B. Operating Regions

- The service targets **users in overseas jurisdictions** where the license permits it.
- Main targets: India, Europe, Canada, Australia, and others
- The service scope is determined by reviewing regulations country by country.

C. Restricted Regions

- Residents of regions where online betting or crypto-asset gaming is prohibited may not use betting-style games.
- **We do not offer betting services to residents of the Republic of Korea.**
- Access location checks and identity verification (KYC) are used to block use from restricted regions.

D. User Protection

- Age verification (at or above the legal age in each jurisdiction)
- Deposit and betting limits, and self-exclusion features
- Anti-money laundering (AML) policy and suspicious transaction monitoring
- KYC is handled through a third-party verification provider, and personal data is protected in accordance with applicable laws such as the GDPR.

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Roadmap

Completed

- Project planning and game rule design
- Circuit design and site review (Korea International Circuit, Yeongam)
- Overseas entity incorporation initiated
- Whitepaper v1.0

Q4 2026 — Token & Wallet

- **November**: KARA token issuance, official website launch
- **November 27**: Web wallet Phase 1 development complete (internal testing)
- **December 1**: Web wallet Phase 1 launch
- Whitepaper v2.0 release (Korean and English)
- Official community channels opened

Next Phase — Platform & Racing

- Obtain gaming license
- External security audit of smart contracts
- Dedicated drone development and pilot squad formation

- Broadcast system build-out
- Game platform development and demonstration races
- External wallet connection and USDT deposit support

Expansion Phase — League & Listing

- Official league opening and season championship
- Phased listing on global exchanges
- Launch of the KARA holder revenue sharing program
- Addition of an RC car racing league
- Second circuit

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Team & Partners

> To be written. This section will be filled in once the members and partners who can be made public are confirmed.

Core Team

NAME	ROLE	EXPERIENCE
—	Chairman	—
—	CEO	—
—	Blockchain & Wallet Development	—

Partners

AREA	PARTNER
Venue	Korea International Circuit, Yeongam (under discussion)
Game platform	—
Security audit	—
Licensing advisory	—

12

Risks & Disclaimer

KARA & DONS recognizes that regulations on blockchain, gaming, and crypto assets differ by country and continue to change. This chapter outlines the risks that the project, users, and token holders may face.

A. Regulatory Risk

- **Crypto-asset classification**: Depending on the country, KARA and DONS may be classified differently, such as securities, a means of payment, or in-game currency. In particular, the revenue sharing program may affect securities determinations in some jurisdictions, and the project may adjust the program structure based on legal advice.
- **Betting regulation**: Prediction-based games are classified as gambling in many countries. Service regions and features may be restricted depending on license conditions and each country's regulations.
- **Licensing**: The timing and conditions of obtaining a license may vary depending on regulator review.

B. Technical Risk

- Smart contract vulnerabilities may cause malfunctions or loss of assets. We prepare for this through external audits and bug bounties.
- Oracle errors or broadcast delays may delay result finalization.

- BSC network congestion or outages may delay withdrawals.
- Because internal platform balances are managed on a ledger, they are affected by the platform's operational stability until withdrawal.

C. Market & Operational Risk

- **Price volatility**: The KARA price may fluctuate significantly depending on market conditions.
- **Revenue volatility**: The scale of revenue sharing and burns depends on platform performance, and payouts are not guaranteed.
- **Operational risk**: In the early stage, the operations team manages key functions.
- **Race operations**: Races may be postponed or canceled due to weather, equipment failure, or venue conditions.

D. Disclaimer

- This whitepaper is provided for informational purposes only and is not an investment solicitation, an offer of financial products, or legal or tax advice.
- The contents of this whitepaper may be changed with prior notice as the business progresses.
- Users must verify and comply with the laws of their country of residence on their own.
- Any losses resulting from game participation and token trading are borne by the user.
- Reporting and tax obligations under each country's tax laws are the responsibility of the user.

E. Ongoing Legal Response

The project monitors each country's laws on crypto assets, gaming, finance, and personal data, and, where necessary, works with law firms to adjust the service structure.

A

Glossary

TERM	DESCRIPTION
KARA	A BEP-20 utility token aimed at exchange listing. Fixed total supply of 1 billion

TERM	DESCRIPTION
DONS	The currency used for game participation and settlement within the platform. 1 DONS ≈ 1 USDT
BSC	BNB Smart Chain. The blockchain on which KARA is issued
BEP-20	The token standard of BSC
USDT	A stablecoin pegged 1:1 to the US dollar
Swap	Exchanging DONS and KARA for one another
Burn	Sending tokens to an address from which they can never be used, reducing circulating supply
Lockup	Preventing token movement for a set period
Oracle	A mechanism that delivers real-world data (race results) to the blockchain
Pari-mutuel	A payout method in which the total bets on the same bet type are shared among the winners
FPV	First Person View. First-person video seen through the camera mounted on a drone
KYC	Know Your Customer; identity verification procedure
AML	Anti-Money Laundering
MGA	Malta Gaming Authority. Malta's gaming regulator