White Paper

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Convergence of gamers, learners and creators.

Earn.Games

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Introduction

Earn.Games is a next generation gaming and learning platform that combines the best of decentralized finance and community engagement. It is developed to serve the communities of gamers and learners around the world. Constant iterations of value generation tactics are performed with participation of the community in order to design the best methodologies in scaling and retention.

The Platform incorporates various competitive functionalities where the community engages. The community then is rewarded based on their performance or the yield functions are applied based on the leaderboard outcomes.

Native to Earn.Games is a streaming platform which deploys revenue share components between the creators, the platform and the community. Watching to earn is a new model that Earn.Games is planning to bring to market.

The real world activities of gaming and learning are toppled with a robust DeFi engine which allows users to benefit further from keeping their assets on chain on the platform. Transparency in yield generation and APY is paramount to Earn.Games and for that reason it fosters it throughout.

Gamers and Learners for the first time are going to be able to streamline their activities in one platform and generate additional value and rewards for their participation.

Earn.Games is intending to disrupt the gaming and learning industries.

Mission & Vision

"Value creation at the intersection of gaming and learning"

Building an equitable value based society by providing opportunities for learning, earning & gaming (accelerating value creation in emerging economies.)
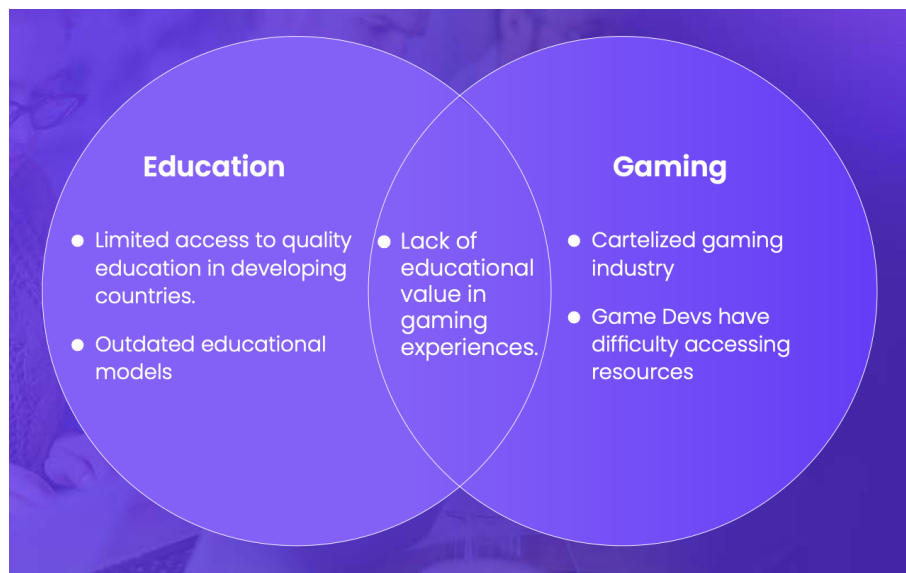
Earn games is a revolutionary platform that engages all industry stakeholders such as publishers, gamers, investors, game developers, and educators by culminating the play-to-earn experience under one roof.

Earn.Games platform is built on 3 main pillars.

1. EduFi
2. GameFi
3. Defi

Solving the biggest challenges of the gaming industry:

- In-game asset ownership
- Incentivized learning (Learn & Earn Model)
- Governance models for siloed participation and economic growth

Why Earn Games?

- Earn.games is leveling up the socio-economic field through EduFi, GameFi, and DeFi.

- Take Control of your future in web3 with affordable and accessible cutting edge education.

- The world of tech and web3 moves very fast. Dont get left behind. Learn the skills you need to make an impact.

- Let your voice be heard in Earn.Games Guilds, you have a chance to stand out and be seen for your effort

- Elevating the community to Web3.0 abiding by our core values of FAIRNESS, INCLUSION, and TRANSPARENCY.

- From Gamers for Gamers.

State of the Market

There has been significant hype in the web3 gaming space due to the number of innovations web3 primitives have unlocked for the gaming industry from an economic standpoint

This Hype is well-deserved and important to gauge how web3 can benefit gamers and creators from a utilitarian perspective. We classify the primary advantages that Web3 unlocks for gaming use-cases into the following taxonomy:

What does web3 do for gaming and why it's important.

Liquidity:

Gamers retain the optionality to buy and sell digital gaming assets benefiting from a global permissionless liquidity layer enabled by DeFi Applications

Scarcity:

Despite the fact that rare in-game assets have been a staple of the industry for years, they are now built on permissionless blockchains. Scarcity transcends an individual game's state into a global state enabled by the public blockchain.

Self Custody:

Unlike in-game currency that can be taken away from someone at the whim of a central authority, NFTs are custodied by players in their own wallets. As long as the player controls their own private keys, they also control their NFTs and in-game assets

Business Model Innovation:

While free-to-play dominates the gaming industry today. It also creates an environment that is less conductive to creativity. Web3 enables brand new economic models to be tested

Decentralized Governance:

Highly engaged players can drive the strategic direction of the games they play through DAOs, councils, and guilds

The intersection of Gaming & Learning

Worldwide, we spend more than 3 billion hours a week playing video and computer games. Approximately 26 million people harvest their virtual crops on FarmVille every day. More than 5 million people play an average of 45 hours a week of games, and nearly one-third of high school students play 3 or more hours of video or computer games on an average school day.

Given this fascination with games, adapting some of the same principles found in gaming for entertainment to gaming for education- "gamification"- offers tremendous potential to impact teaching and learning.

Closing the global skills gap could add US$11.5 trillion to global GDP by 2028. Education and training systems need to keep pace with the new demands of labor markets that are continually challenged by technological disruption, demographic change and the evolving nature of work.

With this rapid market growth in mind, Earn.games aims to bring together the marganalized individual and the enlightened individual through learning, gaming and earning innovation.
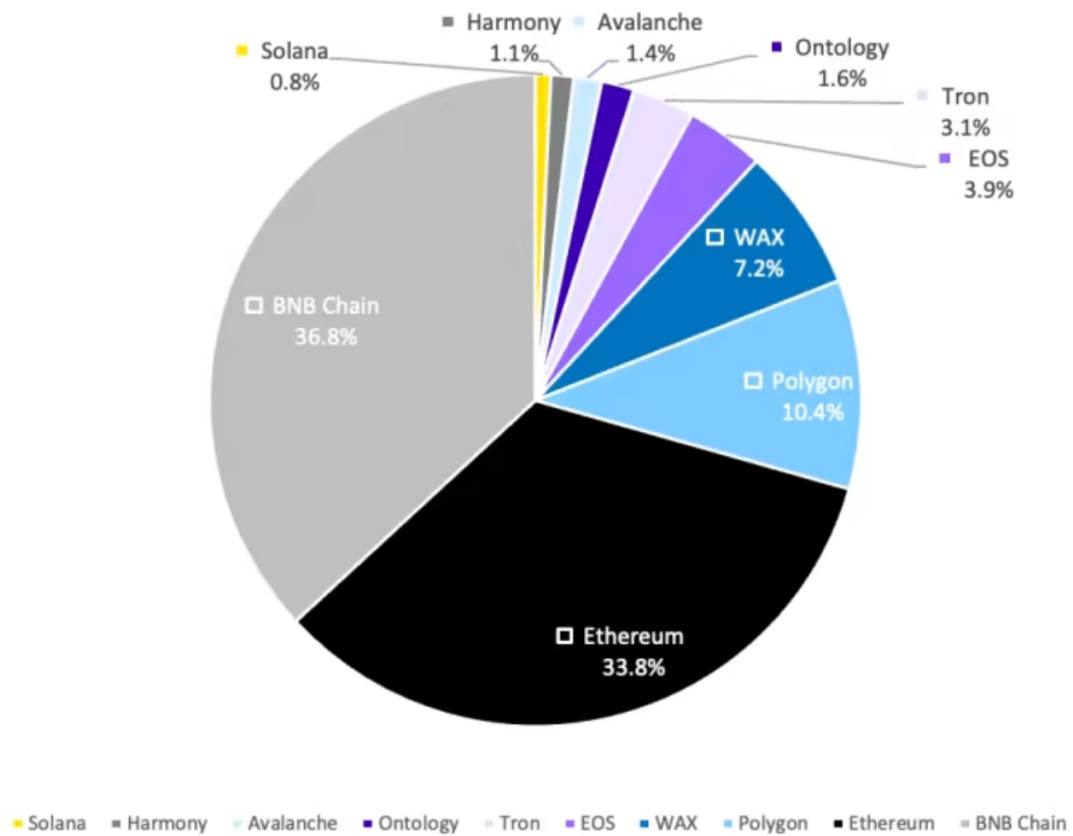

Fast Facts:

- The global gaming market reached $198.4bn in 2021, more than the film and music industries combined ($99.7bn and $26bn, respectively)
- The rapidly growing gaming space is projected to reach $260bn by 2025 There are 2.5bn gamers worldwide (3bn projected by 2023)
- The average gamer plays 8 hours and 27 minutes per week
- US gaming revenue is projected to hit ~$90bn in 2022
- Mobile games make up about 50% of gaming revenue, with consoles making up ~30% and PCs making up the remaining ~20% of the market
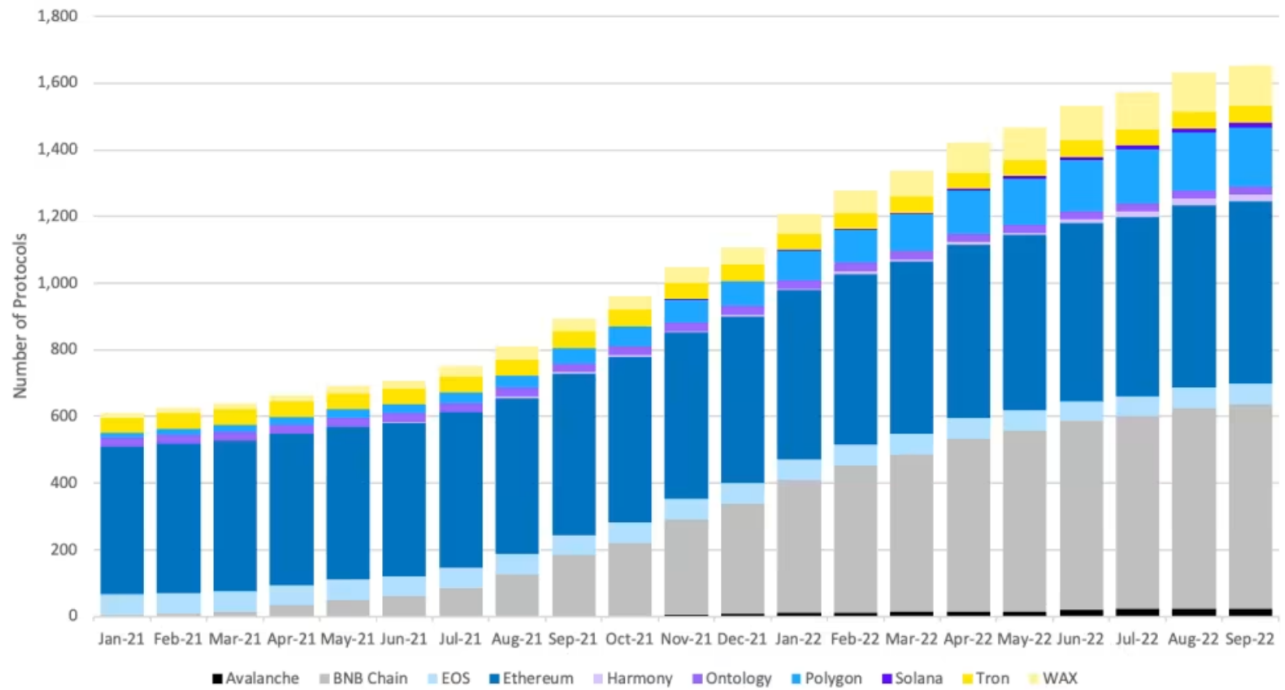
Market share of gameFi protocols by chain

Source: Galaxy Digital Research

Number of GameFi protocols by chain

Source: Galaxy Digital Research

Platform Pillars

EduFi

● EG Academy Introduction

Education and training systems need to keep pace with the new demands of labour markets that are continually challenged by technological disruption, demographic change, shifting business models and the evolving nature of work.

Increasing digitization and the Fourth Industrial Revolution have changed the learning process in multiple ways – making it engaging through gamification, allowing learning to happen anytime, anywhere while also driving down costs.

As a first of its kind the earn.games academy platform was designed to serve the growing skills gap in the market. while incentivizing the students to learn through gamification and token earnings

The Earn.games games academy is set to launch educational programs covering topics such as:

1. Web3 basics
2. Web3 Developer
3. Trading basics
4. Creatives training
5. Game Development Training
6. Game play training.
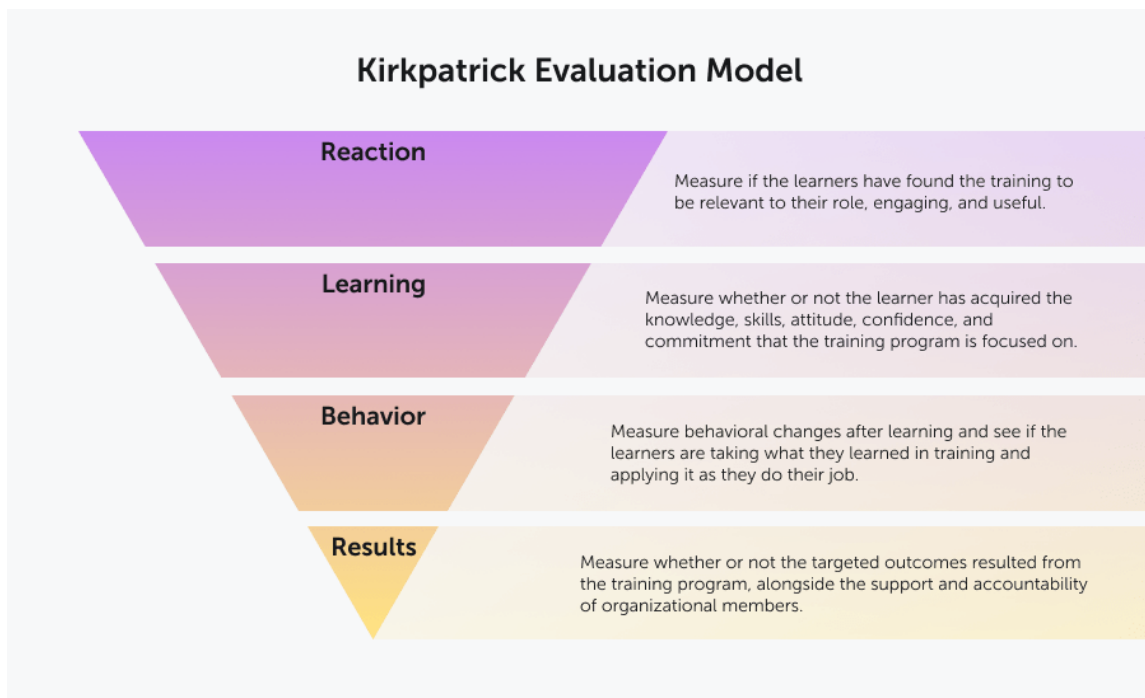
- Training Methods and Success Metrics

Our platforms has a Global Leader Board measuring the skills learnt by an individual as well as total time spent in the academy.

Metrics
- Time spent learning
- Tasks completed
- Global Leaderboard ranking

Learning Incentives of the Acedemy & Economic impact in developing economies

- Learners earn EG Tokens to complete tasks after the completion of of the courses
- Learners get the chance to participate in bounty guilds to utilize the skills learns while getting financially incentivized

Kirkpatrick Evaluation Model

Reaction	Measure if the learners have found the training to be relevant to their role, engaging, and useful.
Learning	Measure whether or not the learner has acquired the knowledge, skills, attitude, confidence, and commitment that the training program is focused on.
Behavior	Measure behavioral changes after learning and see if the learners are taking what they learned in training and applying it as they do their job.
Results	Measure whether or not the targeted outcomes resulted from the training program, alongside the support and accountability of organizational members.

GameFi

Earn.games is tapping into the the power of web3 and bringing together gaming and finance under what is now coined as GameFi, Creating an ecosystem where gamers and creators can accrue value through the Native EG Token and NFTs through gameplay.

The Earn.games ecosystem offers the ability for gamers and creators to engage. Creators have the liberty to develop immersive games and engagement mechanism, and gamers oblige.
The value is created through "in-game tokens" and NFTs are distributed across stakeholders through our robust Tokenomics Model.

- ## Guilds

Most consumer business models need a distribution network of some sorts. Gaming Guilds are platforms that act as the distribution network for GameFi Platforms.
The EG Guilds improve yield by being selective about the gamers who have access to the 6 different guilds within the platform:
Each guild has specific functions, topics & communities. Users also have the ability to form guilds by themselves, creating a true ecosystem of FAIRNESS, INCLUSION, and TRANSPARENCY.

Games Guild: P2E and Traditional gamers from around the world can join the Gamers-Guild to earn passive income based on their performance.
Bounty Guild: This Guild will aggregate the community of Developers who choose to participate in various Bug Bounties, Hackathons, & similar activities.
Niftyans Guild: A collective of NFT enthusiasts and Alpha Hunters (Titans). This Guild will strive to build an army of Titans, and help elevate them to fully-fledged Investors.
True Guild: Initiated with the objective of educating the community about trading. It caters to a wide range of personas from Investors to Gamers in the Earn.Games ecosystem.
Creatives Guild: Aggregating the creative heads under the Guild and incentivize them for their contribution towards the Earn.Games ecosystem.

- <u>Leaderboard</u>

The Leaderboards will drive competition among the game players, both for the most hardcore fans (who will be fighting for the top spot in a public leaderboard) and for the more casual players (who will be interested in comparing their progress to their friends')

The Earn.games Global Leaderboard has 4 components

1. *Guilds*

Allowing communities to compete against one another based on different functions and Topics of the guild

2. *NFTs*

The NFT leaderboard ranks the NFTs based on yield, value and volume.

3. *Academy*

The Academy leaderboard lets the users compete in the journey of learning new skills, increasing their willingness to up-skill and earn more EG Tokens to be able to access the rest of the platform functions

4. *Players*

The players are ranked based on their performance within certain games, in-game achievements and overall contribution to the ecosystem.

● <u>Ambassadors Program</u>

The earn.games ambassadors program is developed to identify users who are dedicated to the web3 gaming ecosystem. The Ambassadors role is granted to users who are bringing more people onto the platform with the release of their own content & engagements made over a period of time.

Becoming an Ambassador comes with a series of exclusive benefits including:

1. Early Access to games
2. Social recognition across our Social Media platforms
3. Earn Games Tokens
4. Give Away participations
5. NFT Discount Codes on the EG Marketplace
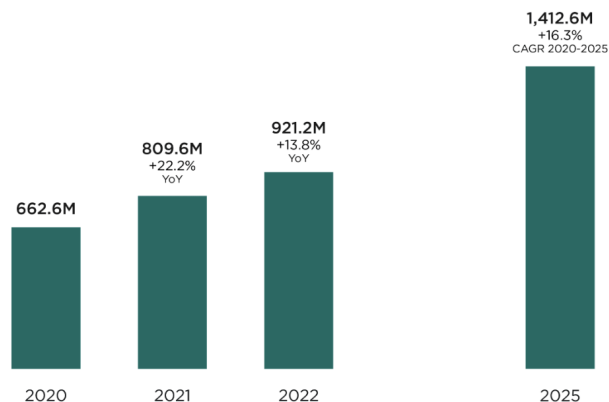
- ## Tournaments & Live Streaming

Live streaming is the act of simultaneously recording and broadcasting content (including gaming) to a live audience through social platforms:

The worldwide live-streaming audience for games is huge, and it's on track for even more growth:

- The global games live-streaming audience will hit 728.8 million in 2021.
- This number of people watching live streams of games will increase +10.0% from 2020.
- The audience will continue to grow to 920.3 million by 2024, a CAGR of +9.2%.

Games Live Streaming Audience Growth
Global | For 2020, 2021, 2022, and 2025

662.6M

809.6M
+22.2%
YoY

921.2M
+13.8%
YoY

1,412.6M
+16.3%
CAGR 2020-2025

2020   2021   2022   2025

©Newzoo | April 2022 Global Esports and Live Streaming Market Report
newzoo.com/esports-report

Earn.games will be introducing a *Native Streaming* platform:

- allowing users to actively participate as content creators or as viewers.
- The content creators, or streamers, will be able to record themselves live on our platform while engaging in video communication with their viewers
- In turn, the audience will spectate the gameplay and communicate with the streamer via text chat, allowing both parties to interact.
- While most content on the live-streaming platforms will be free, viewers can choose to financially support the streamers through various avenues, including monetary donations or via a monthly subscription to the streamer's channel using the EG Token

● Launchpad & Incubator

Our launchpads support young gamefi projects in growing and thriving in the ecosystem.
The Games are chosen on certain criteria and are provided an environment in which they can execute their vision and strategy while getting access to Investors, Talents & Advisors

The Earn.Games team and resources can be used as a great advantage, providing value for everyone involved:

1. The Earn.Games ecosystem gets bigger with every new game that is released. Ensuring the project's vision and mission is our core focus.
2. *Developers* get a chance to build their ideas up with more resources and support and the *Investors* get to back-up games that are
3. Players get to choose from a variety of games and developers get to chose their community from a pool of active guilds

● NFT Marketplace

Our goal at Earn.games is to democratize access to In-game assets for the gamers through the NFT Marketplace which will showcase the available NFTs from all of the different games under the Earn.Games umbrella. Notably, the NFTs will come from players that are looking to sell or trade from their personal supply

1. Players get access to a diverse range of gaming assets to buy, sell & trade
2. Developers get access to list in-game assets specific NFT Marketplace
3. Investors & Traders get access to

- ## Mystery Boxes

Mystery Boxes have become a very popular concept for in-game digital assets.

The premise is simple, and involves players purchasing boxes that contain mystery prizes. The appeal comes from the chance of winning something that is more valuable than the price of the box, an ideology that runs parallel to the NFT space.

The Earn.Games Mystery boxes will contain various:

1. Avatars
2. Skins
3. In-game collectibles
4. Access to platform functions

That could be used for in-game functions or platform functionalities.

DeFi

- ## <u>Lending & Borrowing of in-game Assets</u>

NFT lending allows users to place the NFTs as collateral, then lock them for crypto coins or other in-game digital assets while the lenders can lend their money on the platforms and gain their returns

The Earn.games Lending and Borrowing function will allow users the opportunity to unlock unique digital assets by using the platform. Players can lend and borrow NFTs for each game on the platform, with pricing set out by the seller.

- ## Staking environments

DeFi Ecosystem
Earn.Games DeFi is a protocol built on blockchain that enables anyone, anywhere to seamlessly access financial services that have typically only been available through centralized intermediaries. From lending and borrowing to staking and yield farming, Earn.Games ecosystem has an expansive network of DeFi services to ensure that we meet all the financial needs of our community.

Staking
Upon staking your EG tokens, users earn rewards in the form of newly minted EG tokens or transaction fees on our platform. Staking is a popular way to maximize your return on EG token holdings, as it requires little effort on the part of the staker and can be done passively. In the Earn.Games DeFi ecosystem, staking is used to support our lending and borrowing protocols.

Lending and Borrowing
Earn.Games lending protocol enables users to take out loans secured by cryptocurrency assets. Lenders can use the protocol to earn interest on their digital assets, while borrowers can use them to gain access to liquidity. In order to take out a loan from the protocol, borrowers will have to deposit a collateral in the form of a low risk cryptocurrency asset. If the value of the collateral falls below a certain level, the loan is considered undercollateralized, and the borrower may be required to deposit more collateral or have their loan liquidated. The protocols are automated using smart contracts and offer a higher degree of security.

- Vesting Strategy

Our Vesting Strategy is a structure that we've put in place to ensure that shareholders cannot impact prices through the dumping of tokens. Simply put, project founders will only be able to release a predetermined quantity of tokens at specific intervals, ensuring that their movements do not have implications on the market more widely.

Our strategy was put together to ensure that early investors are only able to offload a certain percentage of their token shares after a predetermined 'cliff' period, after which they can only access that same amount each month. The decided cliff is based upon the weight of investment, and at which point investors came aboard the project.

- Armory Wallet

  Armory Wallet provides users with multiple backup and recovery options to ensure the user's funds are always safe. Armory's backup and recovery options allow the user to restore their funds on a new computer if their old computer is ever lost or stolen. The Functions of the wallet allow users to have a direct overview of their assets, their performance and potentials. The armory wallet also provides tips and tricks in order to generate better yields for the assets held. Based on the types of user and the potential within their vertical the Armoury wallet congerates similar actors to rank performance and value creation. The Armory wallet is directly linked to the Leaderboard and the Governance functions of the platform.

Tokens & Governance

EG Token Utility & Distribution

The EG is the native token of the Earn.Games Platform. It is used as a method of transaction, reward, within DeFi functionalities and in the Guild pools.

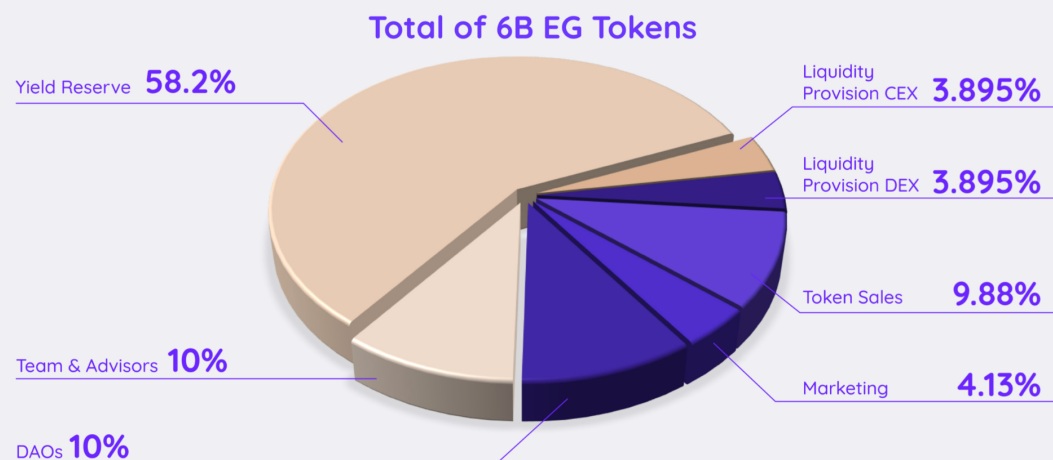The Utility of the EG Token for all stakeholders is as follows:

- **Gamers** - Access to games, educational content & staking
- **Investors** - Access to new launches, investment in games & staking
- **Developers** - Access to capital, services & staking
- **Guilds** - Access to premium armory wallet features & staking
- **Educators** - Access to funding, grants, talent & staking

Total Supply

The total supply of EG Tokens is 6 Billion. Of which 58.2% are attributed to the Yield Reserve and additional 10% are at all times locked for the benefit of the 5 stakeholders (2% each) to incentivize their performance and commitment in a form of DAO. 7.79% are allocated to CEX and DEX (half each) to ensure that the token has enough liquidity for trading purposes. Additional 4.13% are allocated as incentives for the community as rewards, giveaways and workshops.

The platform plans to sell 9.88% of the Token in order to ensure early supporters gain access to the platform. The team and advisors are allocated 10%. In the early stages of the platform token lockups are put in place where the Team and Advisors have the most stringent conditions.

Token Distribution

Total of 6B EG Tokens

Yield Reserve **58.2%**

Liquidity Provision CEX **3.895%**

Liquidity Provision DEX **3.895%**

Token Sales **9.88%**

Marketing **4.13%**

Team & Advisors **10%**

DAOs **10%**

Yield Reserve

The Yield reserve is designed to reward staking. It is dynamic, based on the performance of the platform. In the near future the reserve can accept other types of tokens in the form of in-game token liquidity pairs and Pools.

The pools are also associated with the Guild Formation function. The dynamic management of the Reserve occurs on-chain with predetermined conditions and relationships to ensure efficient work of the platform, while providing adequate incentives for the users of the platform. Transparency of the assets in Reserve is paramount hence why the platform is focused on on-chain custody of the Reserve.

Technology & Features Roadmap

Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023
Academy NFT Minting Beta Launch Launchpad Games Manual Incubation Blogs	NFT Marketplace Tournaments Mystery Box Guild Formation Automated Incubator	Borrowing & Lending DeFi Function for NFTs Staking Streaming & Broadcasting Blogs Automated Armoury Based Wallet	DAO Gov DEX	Full Platform Release

Concluding Remarks

The Platforms convergence between EduFi, GameFi and DeFi is a paramount differentiating factor and a novelty in the gaming industry. For the first time, we are seeing a robust ecosystem where all stakeholders can interact with each other for the benefit of creating greater value across. This positions Earn.Games as an innovative platform which allows for users and creators to have a transparent view on their performance and value generation. Being able to efficiently redistribute value generation to its inception point is paramount to Earn.Games. Hence why we are putting a very strong emphasis on all stakeholders and governance models that are Fair, Inclusive and Transparent.

Disclaimer: The Whitepaper is subject to change, amendments and improvements.

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