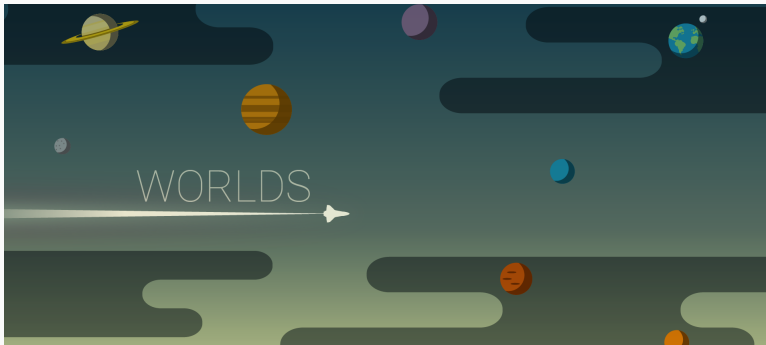


# Worlds

A Distributed MMO

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September 10, 2020



Worlds is the economic backbone for a distributed massively multiplayer online game (MMO). It enables players to move digital assets throughout multiple games, built by independent developers, forming one congruent universe.

Worlds will be the first open and scaleable infrastructure for building an unbounded MMO. This platform will lead to the growth of the largest online game ever created.

# Problem

Allowing any user to modify the source code of a game enables them to create unbounded resources; this creates an economic imbalance.

Worlds implements a smart contract to manage the resources ensuring that digital wealth cannot be created from nothing. This is done by backing ingame assets against a token, WOR.



# Gaming Infrastructure

## Realm One



Realm One is the first game that will be integrated into the Worlds ecosystem. It is developed by the Worlds team and is completely open source.

## Minecraft Fork



Realm One is the first game that will be integrated into the Worlds ecosystem. It is developed in the Rust programming language.

To drive adoption we need to build an addicting game that will attract people from outside the blockchain community. This where the funding will be used for.

Existing game developers have no intensification to integrate with Worlds yet. We need an open source platform that can be easily forked to build a world.

## Advantage

Existing projects, namely Enjin and Decentraland, are built using Ethereum. Which has not scaled yet and suffers from high gas cost. Worlds is built on EOSIO and will make a separate chain that will be specific to worlds.

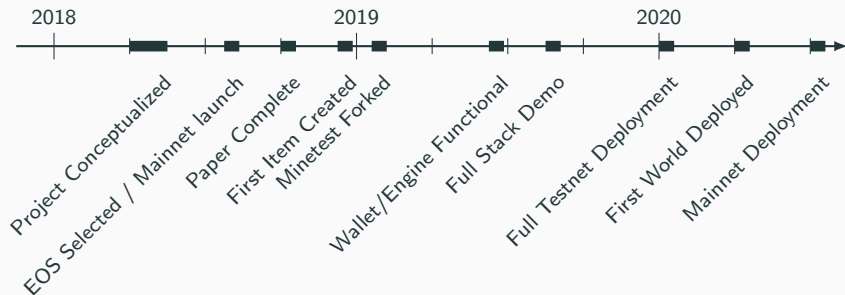
These projects are trying to find developers to build into their ecosystem, however it's almost impossible to convince them to open source their games. A completely open source game is integral to scaling the network.



Traditionally there is no economic incentive to build an open source game. With worlds this is not true, the token distribution is such that if the game is successful and people and there are forks, players and developers will still be required to purchase game tokens.

As the demand for tokens increases, so will the price, making the tokenholders their ROI.

# Roadmap



# Token Cap Table

