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A PLAY-TO-EARN GAMING ECOSYSTEM AND INVEST TOKEN

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1.INTRODUCTION

The economy for play-to-earn blockchain games is growing at an exponential rate. X1one Games will build a first-of-its-kind ecosystem that provides a seamless experience for gamers and developers looking to participate in the lucrative opportunities present in play-to-earn. The X1one Games whitepaper provides insights into the current market for online games and the growing relevance of blockchain and play-to-earn games. The paper also detail the gaps in the play-to-earn market and how X1one Games will address these gaps. The vastly experienced team behind X1one Games is building a cutting-edge solution that is underpinned by a carefully considered tech stack. The solution will address the key gaps in the current play-to earn ecosystem and the team has outlined a realistic roadmap to gradually build and deploy this solution to the market. The X1O token will play a critical role in the X1ONE Games platform and this paper will also detail the economics and role of this token.

2.MARKET RESEARCH

Valued at over $300 billion, online gaming is the fastest growing industry in the entertainment world, outpacing the markets for both music and movies. Over 500 million new gamers were onboarded in the past three years as the share of netizens that participate in gaming continues to grow. Blockchain gaming is also capturing a growing share of the online gaming market and this trend has accelerated with the emergence of play-to-earn games. However, the current ecosystem is not void of limitations with significant gaps in the current play-to-earn market.

2.1 ONLINE GAMING

The origins of online gaming date back to 1980. Two under-graduates in the University of Essex launched a fantasy adventure game called multi-user dungeon (MUD) that allowed people from outside the college to connect and play. Since then, the tech infrastructure supporting online gaming has radically improved, giving rise to more enhanced and immersive user experiences. Moreover, the industry has continued to see an exponential growth in its user base.
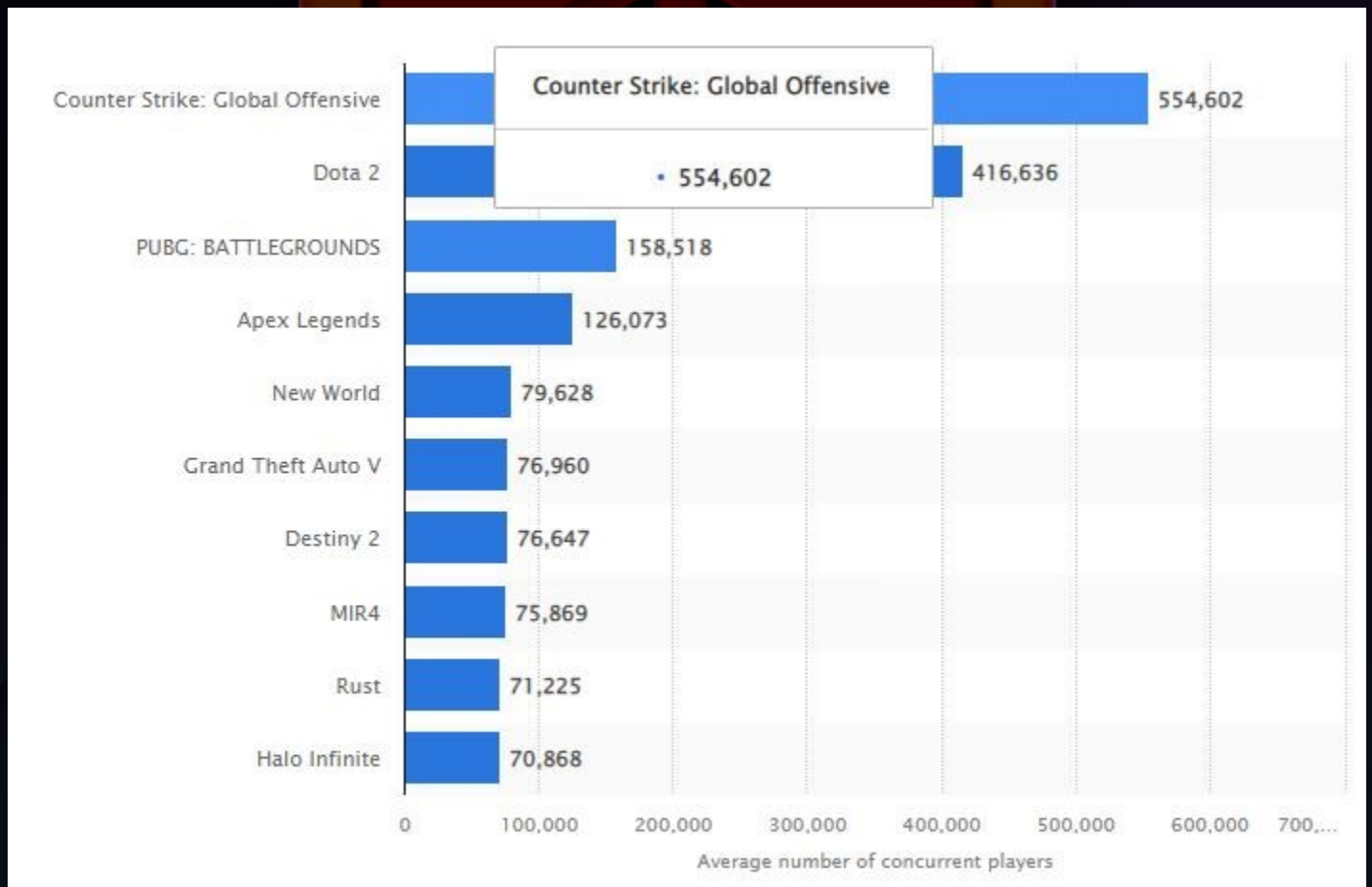
The top three online- Counter-Strike: Global offensive was the most popular game on Steam in December 2021. The multiplayer shooter game racked up an impressive 554.6 thousand average concurrent players per week, which was more than Dota 2, Player Unknown's Battlegrounds, and Apex Legends sported collectively.

Game	Counter Strike: Global Offensive
	• 554,602

Game	Average number of concurrent players
Counter Strike: Global Offensive	554,602
Dota 2	416,636
PUBG: BATTLEGROUNDS	158,518
Apex Legends	126,073
New World	79,628
Grand Theft Auto V	76,960
Destiny 2	76,647
MIR4	75,869
Rust	71,225
Halo Infinite	70,868

Average number of concurrent players

The top five online gaming companies are Tencent, Sony, Apple, Microsoft, and Google. These companies alone generated $20 billion in revenue in the last quarter of 2020, with the next five companies (NetEase, Nintendo, Activision Blizzard, Electronic Arts, and Bandai Namco) managing roughly half the amount during the same period. There is no indication that things are slowing down as investors continue to bet big on emerging online gaming companies. In the first half of 2021 alone, total investment into companies in the online gaming sector $32.7 billion, roughly four times the amount over the same period in 2020. Blockchain and crypto-based gaming contributed to 9% of the total value raised, a significant portion given the nascency of blockchain technology.

2.2 BLOCKCHAIN-BASED

Blockchain-based gaming refers to online games that run on the blockchain or adopt the underlying technology to improve the gaming experience. Blockchain overs several enticing properties to the gaming industry

Decentralized ownership of in-game assets: Gamers are spending billions of dollars in purchasing virtual goods that enrich their experience. However, they do not truly own most of these assets as they are issued and managed by the game's developer. Using blockchain technology to create in-game assets gives gamers a greater degree of control, allowing them to transfer, auction, or trade in a decentralized manner

Permissionless transfer and use: Most in-game assets are confined to the particular game for which they're created, forcing users to create black markets for trading these goods. In a survey, 62% of gamers noted that they'd be more open to purchasing virtual goods if they could use them across diverent games while 84% of developers said they'd create such items if there was technology to do so. Blockchain technology facilitates such creation and allows gamers to easily transfer their assets across the underlying network

Investing: Rather than being only spenders, blockchain gaming incentivizes gamers to invest in in-game assets and tokens that are likely to accrue value overtime. In recent years, the top five gaming-focused cryptocurrencies and most of their in-game assets have continued to rise in value

As a result of these enticing properties, blockchain gaming companies are catching up with their mainstream counterparts. In the first half of 2021, blockchain gaming startups raised $476 million, roughly 9% of the total money invested in gaming companies. The three largest raisers – Forte ($185 million), Animoca Brands ($89 million), and Mythical Games ($75 million) – give evidence that investors are willing to bet on a future where blockchain gaming becomes increasingly adopted .

As it stands, the most widely adopted blockchain games are The Sandbox Evolution and Axie Infinity, which have both reported at least 1 million active daily players in certain instances. Other games, such as Alien Worlds, have secured user bases in the hundreds of thousands. These games highlight that blockchain-based games can attract user bases that compete with those in the mainstream. General interest in blockchain-based gaming has also been rising. Over the past 12 months, search volume and interest for "blockchain games" have risen by 300-400%.

Interest over time
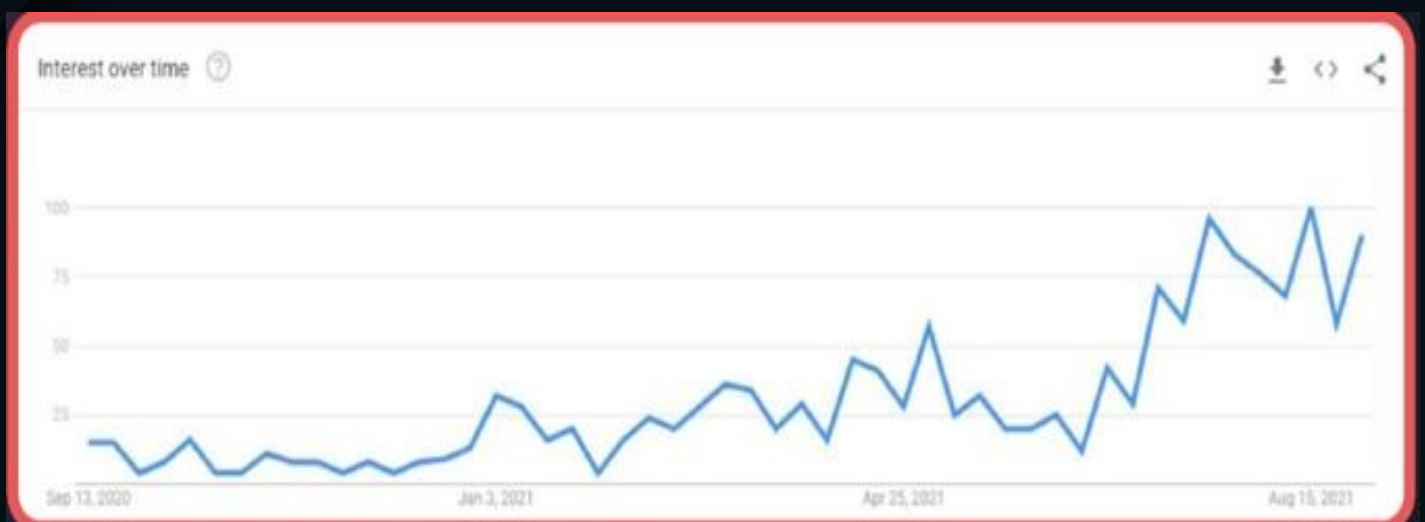
2.3 PLAY TO EARN (P2E)

A growing number of blockchain-based games allow players to compete for in-game assets that can later be transferred into real world value. This has allowed for the emergence of virtual economies where users participate in gaming activities to generate real world income. This trend has received significant traction in Southeast Asia particularly. Many have turned to play-to-earn (P2E) gaming as a viable income source after COVID-19 impacted their earning capacity. The play-to-earn movement has gained such traction that some governments are planning to create taxation schemes for play-to-earn game developers and players.

Axie Infinity is currently the industry leading P2E game and was responsible for much of the growth in Southeast Asia. The game allows users to breed cute creatures called Axies, which can in turn be used to battle other Axies or compete in quests for rewards in the form of in-

While there are up to 220 million cryptocurrency users globally, there are fewer than 10 million gamers within the play-to-earn ecosystem. However, both users and interest has been exponentially growing. In July, there were over 40,000 searches for the term "play-to-earn crypto games", an over 300% increase from the previous month. Despite the surge in interest, the play-to-earn industry is still in its nascent stages and significant gaps remain in the market.

2.4 PLAY TO EARN SHORT-COMING

The play-to-earn ecosystem remains at a rudimentary stage of development. Gaming options are fragmented and only relevant to a limited audience. There is no platform that offers a broad array of play-to-earn gaming options. This section details some of the key gaps in the play-to-earn market.

Limited options - The current play-to-earn gaming options are limited and relevant to only niche audiences. Games like CryptoKitties and Axie Infinity will only appeal to those with an affinity for collecting tokens representing cute creatures. The optionality in the play-to-earn industry is far behind the optionality in the mainstream gaming industry. In the mainstream gaming industry, there is a significant market for enterprises who offer a broad suite of gaming options.

Fragmented ecosystem - Play-to-earn games are currently fragmented across different blockchains. For instance, Axie Infinity runs on Ronin (an Ethereum sidechain), The Sandbox Evolution is on the Ethereum mainnet, and CryptoBlades runs on the Binance Smart Chain. This fragmented ecosystem forces users to switch between different chains to access their favorite play-to-earn games. It also forces users to hold the native assets of different chains and applications if they wish to have broad optionality.

This is extremely inconvenient for blockchain gamers and they will often face high costs through the storage, usage, and conversion of such assets. Having a single ecosystem where players can find a variety of games will improve engagement, user experience, and reduce costs

3. X1ONE GAMES SOLUTION

X1one Games and token is building a first-of-its kind ecosystem around earn-to-play blockchain games. The solution provides a lucrative environment for both gamers and developers, allowing them to tap into the vast opportunities present in the play-to-earn industry. The solution provides players with unprecedented optionality in terms of cutting-edge play-to-earn gaming options. Developers receive the tools necessary to build and deploy their own play-to-earn games .

3. INTRODUCTION OF X1ONE GAME

X1one Games is introducing a versatile blockchain-based gaming platform that will give gamers unprecedented optionality in the field of play-to-earn. As it stands, blockchain-based gaming and play-to-earn is extremely fragmented with gaming options having vastly different tech stacks and being spread among different chains.

In addition to giving developers the opportunity to build and deploy their own play-to-earn creations, X1one Games also has a team dedicated to building their own suite of cutting-edge play-to-earn games. The vast experience of the team in the gaming industry will be covered in section five. X1one Games has several play-to-earn games .A first person shooting game in the X1one Games play-to-earn selection. Gamers allow to look for a chest and loot to rewards inside of it .Rewards will be immediately distributed to players after each game. The tokenomics section further details this process

X1ONE TOKEN

X1one is the token that you will use for buy-ing the item, character, and etch. and it also convertible in cryptocurrency

X1one token can be bought and will be available in XUMM DEX once our presale starts

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WHAT?

X1ONE IS A FREE TO PLAY FIRST PERSON
SHOOTER GAME
THAT AIMS CREATE A FUN AND ENJOYABLE GAMING
EXPERIENCE

CAN I EARN ?

DEFINITELY YES. SICNE X1ONE IS A BLOCKCHAIN GAME
UNDER XRP LEDGER. PLAYERS CAN 1 GET LOOTS
FROM TREASURE CHEST.
KILLING ENEMIES, HUNTING HIDDEN BOSSES, TOURNAMETS
AND ETC.

WHY IS IT DIFFERENT ?

ONE OF THE FACTOR'S THAT DIFFERENTIATE X1ONE TO OTHER RGP
SHOOTER GAMES
IS THE ABILITY TO DESIGN AND CRAFT ITEMS BASE ON THE PREFERENCE
OF THE
PLAYER. THE HIGHER THE QUALITY THE MATERIALS USE TO FUSE THE ITEM, THAT MUCH
HIGHER CHANCE TO GET A LEGENDARY STATS.

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TOKENOMICS

TOKEN NAME

X1one

TOKEN SYMBOL

X1one

SUPPLY

100,000,000

PRESALE

20%

AIRDROP

15%

GIVEAWAY

15%

IN GAMES REWARDS

40%

DEVELOPMENT

10%

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All players will be able to tap into lucrative earning opportunities and payout will be coordinated immediately after each game. Players who wish to access games will provide a sustainable source of demand for X1ONE tokens which will likely grow as play to earn interest continues grow.

Part of X1ONE tokens used to access each game will also burned afterwards, creating deflationary dynamics for token. On the supply side ,the total supply of X1ONE token will reduce at an accelerated rate as adoption increases, fostering favorable demand-supply condition both sides.

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4.X1ONE ROADMAP

X1one Games and token idea conceptualized

Q1

*Whitepaper Published

*Token availability in Xumm and line up for DEX exchange release

*Presale

*Airdrop schedule

*Documentation release

Q2

*Ongoing Development for further gaming option

*Release of developer SDK

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Q3

Testing of X1one Games in Alpha Mode (Legend of War)

Q4

Ongoing development of Alpha Mode

Q4.1

Release of X1one Games in Alpha Mode

Q5

*Ongoing development for Second game(untitled)

Ongoing development for beta mode

Q6

*Inaugural Gaming release of Legend of War

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The major components of the X1ONE Games eco-system will be gradually rolled out over the next twelve months. To date, X1one Games has released documentation pertaining to the project and has also coordinated an equity funding round. The League of War release is lined up for Q6.

The X1one token also scheduled to be listed on both decentralized and centralized exchanges of the 1rst quarter

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ACCOUNTS

TWITTER https://twitter.com/x1onedream

DISCORD HTTPS://discord.gg/YN8MJ5zW

MEDIUM HTTPS://MEDIUM.COM/

CONCLUSION

The play-to-earn crypto gaming ecosystem is ready for disruption. As it stands, there is no single platform where blockchain gamers can go to access multiple play-to-earn gaming options. Even popular play-to-earn gaming options are only appealing to a limited audience.

X1ONE will give unprecedented play-to-earn optionality to blockchain gamers and will also provide the necessary tools for developers to launch their games to an already established user base.

Both blockchain gaming and play-to-earn games are experiencing exponential growth. With their cutting-edge infrastructure, X1ONE Games anticipates that it will capture a significant share of this rapidly growing market