WhitePaper

A Decentralized Games Platform based on Real Assets.

#Where metaverse meets universe

Version 1.0

Contents

INTRODUCTION

Open Games Builders, is a Spanish company, located in Valencia, arises from the idea of designing a platform for all users, where we are based on offering solutions to implement blockchain technology to achieve the benefits of web 3.0 and metaverse, both for companies, brands or individuals.

1. Abstract

The Internet has evolved over the years and the result of this evolution is the metaverse. We exist in a time when significant change in human history is taking place, and our actual lives are destined to spill over into the metaverse.

As society advances, it seeks new ways of establishing relationships, and, thanks to technological advances, our relationships with others are increasingly fluid, immediate and on demand. A great advance in this sense has been the recent appearance of multiple metaverses based on the blockchain in which interactions are created between all its users with the particularity that users have much greater decision-making capacity and participation in the metaverse thanks to the concept of decentralization in which they are created. Within these metaverses several interaction platforms can be built, virtual buildings for meetings, museums, art galleries, shops, but without any doubt, the most used platforms are games.

In the world of decentralized games, there is great interest from its users as players can acquire company assets while having fun, however, players of these games usually do not have the ability or have very limited ability to exchange or make transactions with the items obtained, and these items do not usually have much value, if any, outside of the game. The concept of Play-to-Earn is relatively new and most of the Play-to-Earn blockchain-based games do not have sustainable economics or real-world use.

Besides, the access to this technology still isn't as user friendly as traditional games, webs or applications are. And this is one of the main reasons why most potential users are hesitant to invest in blockchain-based applications.

For this reason, we have decided to create the first decentralized metaverses platform based on real assets, where users can acquire objects with great value, both digital and real, having in addition an easy interface connecting people in less than 3 clicks. Users will be able to purchase amazing Non Fungible Tokens (NFT) associated with real assets at our museum shops and galleries, but, above all, players will be able to live amazing experiences in our games, where they can win exclusive prizes and unforgettable experiences, always based on real assets.

2. Project Summary

2.1. Governance

Open Games Builders (OGB) is a platform that works in a decentralized way, giving support and creating the projects hand in hand with the different users. All our projects will be based on the Open Games Builders cryptocurrency ($OGB) that will function as a utility asset for the entire project platform, this token will have different functions and will be implemented in value of the growth of the platform.

In OGB all platforms both own and external are involved, both NFTs projects, as blockchain games, content creators, platforms and users. We are committed to innovation marking a before and after, we know that blockchain technology and NFTs are the future of the web3 and the metaverse, linking our team to the disposal of major celebrities, large companies, and users, laying the foundations of the company being pioneers in our current and future projects.

Education on our platform will play a vital role, all our projects will be based on real assets having all of them a component of historical features on the subject they are based on and will be represented in various real and virtual museums or exhibitions. This will allow users to acquire new knowledge about it, and this knowledge will be essential to have the possibility of obtaining incredible prizes.

2.2. Market

This whitepaper is a statement of intent, facing users to present the proposal of Open Games Builders. Open Games Builders is a company that encompasses all the sectors, managing the benefits of the web3 in favor of the users to offer opportunities of realization to the different projects.

The platform is designed for:

-Users

-Influencers

-Projects

-Content creators

-Investors

Time and Value

From our point of view, things acquire value over time, ergo they are linked, we cannot guarantee the value of an object, but the value of the work, its tangibility and the digital environment, at Open Games Builders we work every day for our projects and the platform, advancing towards the environment embodied by all of us with maximum transparency.

Users and value

The value is in the community and we do not want to leave anyone out, always with education, we defend freedom of expression, decision, the scientific method to evaluate problems, relying on blockchain technology to carry it out, contemplating the different possible scenarios, and offering resources so that users can have the best possible experience.

Brands

We work together with all brands, in all our projects we do a job so that the final result is operational and long lasting in time, total transparency and an object of value or study.

Highly adaptable and temporarily upgradable model

The way to start is to stop talking and start doing" Walt Disney.

The world is constantly changing and changes are not always bad ("although some organizations have forgotten transparency"), this model allows us to go out into the world from day 0 until we are able to carry out all the marked projects and the total development of the platform, we believe that the key to any human relationship is trust, and the value of trust lies in transparency, we show everything we do, what we have done, what we have not yet implemented, what is to come and what even we do not know what is going to happen, so we believe that the ability to adapt to the world is an added value.

We do not believe that a document has to be immobile to the use, subtracting active value to the own interests of the community, for that reason any section, can be modified in favor of the community and the quality of the projects, attending to the general interests, but there are things that cannot be avoided.

3. OUR VALUES

REAL ASSETS

All our projects are based on real assets or related to unique experiences in the real world. Whether buying NFTs in our marketplace, visiting our virtual museums, or winning real prizes in our NFT games, users of the opengames platform will enjoy unique experiences both within the metaverse and outside of it. This way, we are trying to connect the metaverse with our real world by making our motto come true: OPENGAMES "where metaverse meets universe".

USER FRIENDLY

One of the main reasons why the number of users within the metaverse does not grow is because there is a great complexity in the processes to be able to interact and enter within it. For this reason, we want to create a platform with a two click enter, where users can be able to begin playing or interacting within the metaverse just by clicking twice, and also having a smart interface that will facilitate navigation.

NFT GAMES PLATFORM

We are building one of the first NFT gaming platforms in the metaverse. Users of our platform will be able to obtain benefits in other games of it, in a similar way to what happens in the current 2.0 gaming platforms. We will develop events that will interconnect between the games, or useful NFTs for different games, a unique ecosystem will be created to improve the player experience.

LONG TERM PROJECTS

We are committed to the creation of long-term projects, so that the value of our projects is always growing. Thanks to the fact that our projects are based on real assets, with a long-standing prestige and a solid real base, this is allowing us to grow and maintain our projects in the long term, offering a stable value for users, company and investors.

4. Market Overview

4.1. Why Start Today?

There is a great opportunity in today's gaming, blockchain, and metaverse industries market, which will grow exponentially in the coming years.

The gaming industry has come a long way and is now an important part of many people's lives, becoming increasingly important in our society. For example, according to several studies, the compound annual growth rate (CAGR) of the games industry will grow by 12.1% between 2021 and 2028, to $435 billion.

On the other hand, the blockchain has broken into the system offering endless possibilities that are currently being explored through multiple applications, with many more yet to come as the CAGR of the blockchain industry is expected to grow 72.1% from $2.1 billion to $116.26 billion.

Finally, another of the related aspects that has come to stay is the metaverse. The new "worlds" that will be part of these new metaverses are expanding, and more and more users will demand these types of elements, for example, projects related to the metaverse are expected to have a CAGR of 39.5% achieved a turnover $400.5 billion annually by 2028.

4.2. Current industry problems

4.2.1. Poor gaming rewards

Despite the fact that, as we have previously mentioned, the gaming industry is growing strongly, projecting revenues of up to $ 435 billion in 2028. Currently, the economic rewards for the users of these games are limited to professional players, and just in a few games, leaving the main actors of this ecosystem outside of it.

One of the most successful practices recently in video games and that has brought a lot of benefits to the industry is the creation of items and skins for the characterization of avatars or game mechanics. However, players rarely have the ability to trade or transact with these purchased items, other than that these items do not retain much, if any, value outside of the game.

> **ALMOST INEXISTENT PLAYER REVENUES**
>
> In one of the most famous games as is League of Legends, only the 0,0000006% of players have access to economical game rewards.

On the other hand, the only way in which players are usually rewarded for playing is by belonging to the community of professional players, who in addition to having excellent skills, must spend a lot of time training the game in order to stay in this sector. To give an example, one of the most famous games such as League of Legends has a number of monthly users amounting to 115 million, however, in the circuit there are currently only 7,000 professional players, that is, 0.0000006% of the total monthly players.

4.2.2. Play to earn unsustainable economy

Thanks to the new concept of "Play-to-Earn" games, a new paradigm opens up that will redefine the way players participate in game development and generate monetary rewards through it. However, the novelty of this concept can threaten the sustainability of the game economy if the monetary rewards are not well structured and designed, but also if the players lose interest in the game, in both cases making the inflationary supply of tokens exceed the demand for them, which would lead to an unsustainable economy in the game and end up collapsing.

Today, the survival of many Play-to-Earn games depends almost exclusively on the entry of new players who increase the demand for game tokens, since, generally, when players must buy tokens to buy collectible items in the game before they can start playing and win. In this way, the inflow of tokens from the purchase of in-game collectibles would offset the outflow of tokens issued to players as monetary rewards. In this way, the game economy can sustain itself as long as it can attract enough new players.

Gaming NFT Trade Volume

● Axie Infinity ● Aurory ● Alien Worlds ● Sorare ● Gods Unchained
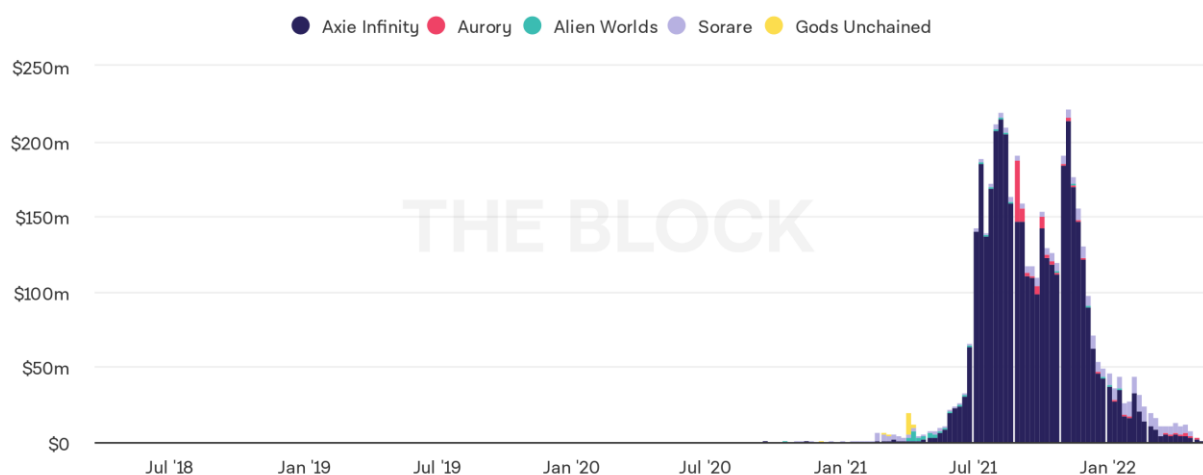
SOURCE: CRYPTOSLAM
UPDATED: MAY 12, 2022

Throughout this system, as the game plateaus and new player growth slows, token inflow slows as players continue earning game tokens and selling them. This creates continuous selling pressure in the market and negatively affects the value of the tokens. Eventually, the whole Play-to-Earn concept collapses, as it is no longer attractive to earn tokens from the game itself.

4.2.3. Complexity of web 3.0 and blockchain

One of the main problems of 3.0 web is the immense complexity involved in building good blockchain interaction tools. Interacting with distributed systems is complicated, even more so when you have to use tools such as the administration of multiple signatures or the need to use zero-knowledge proofs to maintain user privacy.

Current solutions to address this problem of complexity go through creating applications (API) that can facilitate the management and access to web 3.0, however, most of these APIs are based on centralized software and infrastructure, so that many of the critical functions of the blockchain are greatly diminished due to the centralization of the processes that these applications imply.

4.3. Our Solutions

4.3.1. Ecosystem based on real assets

All our metaverses on the OPENGAMES platform have one thing in common, they are based on real world assets represented by companies, institutions and celebrities with wide recognition in their fields of activity. This fact, per se, already makes our projects unique, but not only do we have the support of these entities, but also all the elements that are developed within our metaverses are based on and obtained from real elements, which allows us to have a unique experience much closer to the real universe. As our motto says: OPENGAMES WHERE METAVERSE MEETS UNIVERSE.

Traditionally, investment in real assets has represented important role in an institutional investor's portfolio delivering many benefits. According to Callan Associates, an investment consulting: "A diversified real return portfolio can be an important component to investor portfolios, given the potential long-term threat of inflation. Inflation erodes purchasing power cumulatively and exponentially by increasing the cost of future spending. While many asset classes perform poorly in an inflationary environment, a portfolio of real assets provides a hedge for inflation-driven liabilities and protects against losses in rising or high-inflation scenarios."

REAL ASSETS IMPORTANCE

In the current landscape with rising inflation around the world, real assets have historically served as hedges against inflation, in addition to providing other benefits such as powerful performance and portfolio diversification.

In a global situation like the current one, with rising inflation due to multiple conflicts, and the crisis caused by the COVID19 pandemic, real assets seem to be one of the best options to invest our capital. Society is increasingly in a digitized environment and demands a greater number of goods and services in this way. That is why, at OPENGAMES, we have combined both factors to take advantage of the exponential growth of the gaming, the blockchain, and the metaverse markets, and unite them with a safe value such as real assets.

4.3.2. Improving games revenues

The best way to make a game a success and have a long run is to make the players own part of it. To that end we want to empower players with the ability to play to win by using NFT for our in-game assets. The NFTs that can be obtained in our games belong to the player who bought them and are negotiable in the marketplace of our platform. When a transaction is made to buy and sell these NFTs, Open Games Builders gets a small commission as an administration fee, but the players get most of the proceeds from the sale.

So far, there is no big difference with many of the current NFT games within the blockchain, so we must do something to improve the current system. Various statistical surveys of the population indicate that 75% of consumers think that the ability to purchase real-life products while in game worlds is an important factor for metaverse projects.

> **INTERACTION WITH REAL WORLD**
>
> A study with gaming industry statistics says that 75 % of consumers think that the ability to buy real-life products whilst in the games worlds its an important factor for the metaverse projects.

That is why the players of the games on our platform will be able to win real objects or experiences in the real world based on the founding companies of each game as prizes. These experiences can be achieved through the use of $OGB tokens. In this way, as there is a secondary market for these tokens in the real world, where players will be able to redeem their tokens, maintaining a much healthier game economy.

But not only will we offer this solution for the economy of the game, but since it is an NFT gaming platform, interoperable digital assets will be created, so that even if we are users of one of the games on the platform and acquire an NFT, we can use this same NFT in other games of the same, and even in the future in many other metaverses of the blockchain.

4.3.3. Rapid User Onboarding

One of the main objectives of our platform will be to provide quick and easy access to all our services within it. For this, we will try to develop libraries and tools that make it easy to access Web 3.0 ecosystems directly and keep code up to date without having to rely upon APIs. With the ultimate goal that people can access our platforms with less than 3 clicks.

5. Ecosystem Overview

The OPENGAMES platform will be based on a unique ecosystem that will base its operation on the interconnection between the different metaverses as well as with the real world, creating a sustainable, stable and closed-cycle economic environment that will allow the values of the $OGB tokens to be kept in value. of growth and stability. To do this, we have designed this ecosystem based on the following values:

5.1. Accessibility

The transitions between the different areas of the metaverses, as well as between the different metaverses, will be as simplified as possible thanks to the use of portals and shortcuts that will allow us to have a friendly experience.

The events at each metaverse will be announced in the other metaverses of the platform, and they will be easily accesible through the creation of portals that will greatly facilitate our journey in the virtual world that will integrate all the projects; this world will be called: ElGO.

In addition, in all transactions and transitions carried out on our platform, the movements of users will be reflected to guarantee transparency and traceability.

5.2. Sustainability

Our ecosystem will be built with the aim of maintaining the projects that are part of it in the long term, so that the economy of the project is as healthy as possible. In this way, all the commercial models that are implemented within our ecosystem will have to be audited by experts in the implementation of models and must follow a development standard in accordance with the bases of the main project.

5.3. Scalability

Our project is already born with several metaverses integrated into our platform, and with the ambition of incorporating new projects that have the philosophy of our platform: the base on real assets. For this work we will create a virtual world with different lands distributed in polygons: "EIGO", so that new projects can be established in them and enrich the ecosystem while strengthening the other projects and the platform.

6. EIGO virtual world

Cross Game applications

The games in the EIGO world will be interconnected, special events will be held in which exclusive NFTs can be obtained, which will be usable in the other games of the EIGO universe, promoting the ecosystem.

EIGO Lands

Project makers may buy, own, develop, and monetize land parcels in EIGO world. The only condition for develop a new Project in EIGO is that will have to be based in real assets.

Virtual Shops

Users may purchase from EIGO shop to enhance their advantages such as increasing item drop rates, their earning ability for OGB$ or loyalty points.

EIGO
Virtual World

Virtual Events

There will be special events each season, in order to promote new or existing projects in the metaverse, and its interconection with the real world assets they represent.
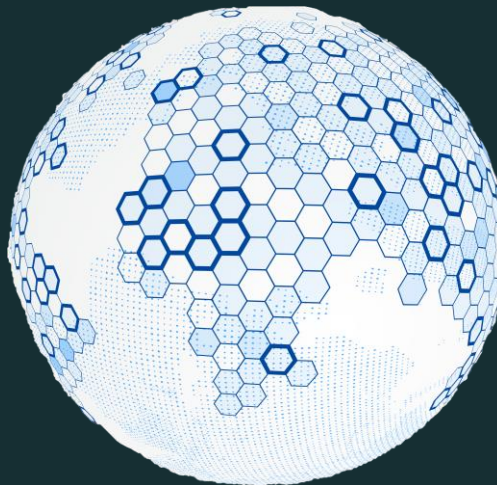
Marketplace

Users may create, list, buy and sell NFT digital art, character skins, wearables, collectibles and structures from any game in the platform in EIGO NFT marketplace.

7. OGB in real life

Museums

Users of the OGB metaverse can enter IRL museums their metaverses are based on. In them they will be able to carry out activities that can give them benefits for the virtual world.

Prizes

Users will be able to acquire the real asset which its NFT prize is based, acting this NFT as the proof certificate of the item increasing both market values isses. For example the will be able to receive original fossils, signed helmets, or signed golf balls among others.

IRL Shops

Users will be able to purchase OGB merchandising, NFTs with its real asset, even convert its OGB$ into cash and obtain help for their first configuration account in order to make more easiest their transition to the metaverse.

EARTH
Real World

Live Events

Official events organized by OGB promoters will be held in real life, giving special features to OGB users that will be able to use in our metaverse.

Expeditions

Users will be able to win or acquire thematic trips based on the real assets of OGB projects. For example, you can win a trip to excavate real fossils, a formula 1 GP experience, or a trip to the handball world championship final match.

OPEN GAMES
Builders
BUILDING THE FUTURE

2

METAVERSES

OGB metaverses are a set of projects that will start the formation of the OGB platform. All metaverses are represented by companies, institutions, and celebrities with wide recognition in their fields of activity. This fact, per se, already makes projects unique, but not only have the support of these entities, but also all the elements that are developed

8. QUANTUM METAVERSE

Quantum metaverse, is a culture, leisure and science project about the history of life on Earth. For the first time in metaverse, we will create the only scientific-cultural and leisure complex about history of life. Furthermore, this project will also be linked with a unique interactive project located in the real world.

8.1. What can i do in Quantum metaverse?

Virtual visitors at Quantum Metaverse will be able to become true paleontologists thanks to our NFT game, acquire exclusive NFT fossils, minerals and meteorites in our gallery "The art of Nature" or learn from the real-scale renderings of one of the best collections about history of life in our virtual Quantum museum.

All existing NFTs at QUANTUM METAVERSE will be made from real fossils, minerals and meteorites that users will also be able to obtain in the real world.
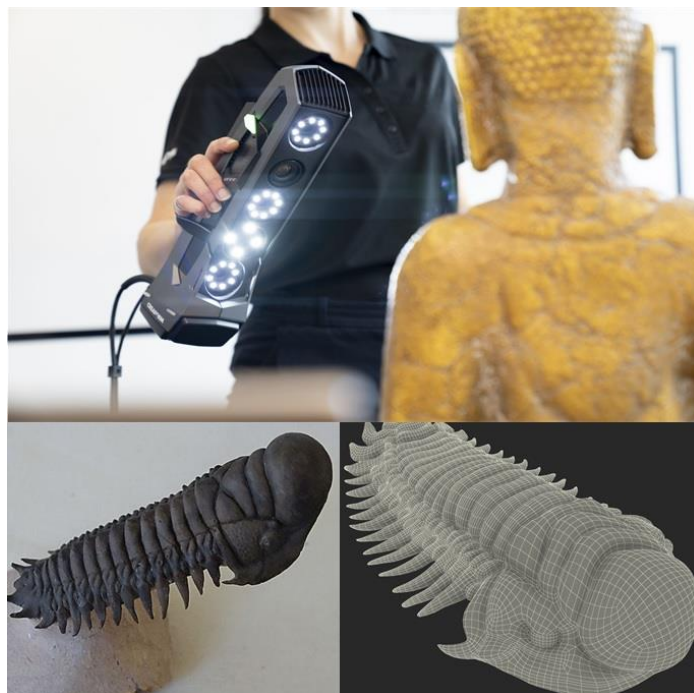
In our game, NFTs earned on it will give rights to obtain the real fossil, mineral o meteorite. Same way, in our art gallery, the exposed NFTs can be purchased together with the original item, and finally, the NFTs at Quantum virtual museum will be exhibited in the real Quantum museum, a unique interactive project that will be a world reference.

8.2. Who is building Quantum metaverse?

Quantum Metaverse will be based on the experience of more than 40 years of the FACOPS company and its foundation. The origins of FACOPS date back to the early 1980s, when its creator, the paleo-restorer D. Francisco Javier Val López-Cortón, began his adventure with one purpose: to discover the history of life, and to do so he had to find and restore the best fossils, minerals and meteorites in the world. With this determination in mind, Javier went to the Sahara desert for the first time on August 4, 1980 and he came back every year since then with the same objective.

During these last 40 years, Mr. Javier Val together with his son Dr. Jonatan Val have collected the best fossils, minerals and meteorites in quarries and trade fairs around the world, reaching one of the best private collections in the world.
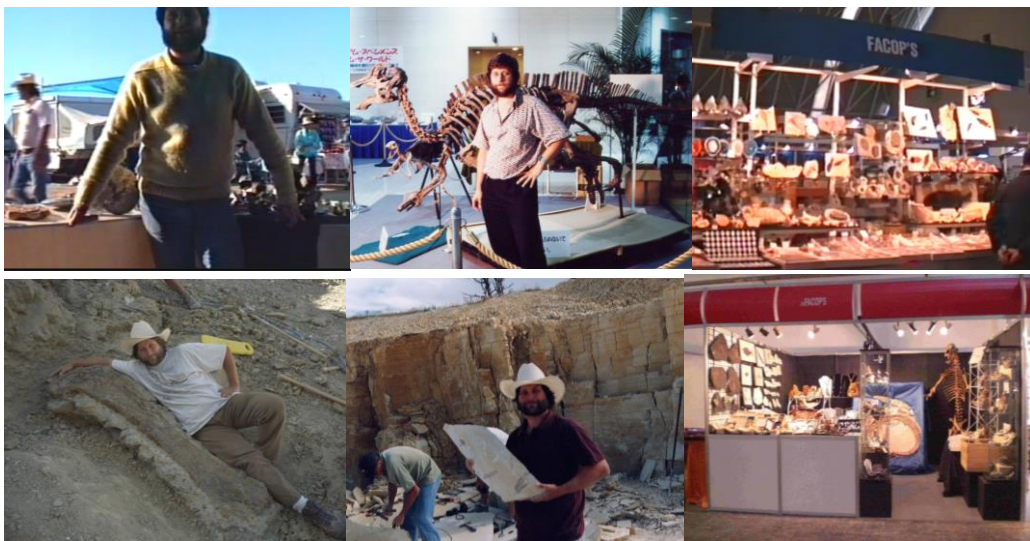
In 2020, the company has finally started the construction process of its most ambitious project, the QUANTUM museum, a center for leisure, culture and science based on never-before-seen interactive effects that will take its visitors on authentic journeys through time thanks to various immersive technologies.

However, sadly, Mr. Francisco Javier Val López-Cortón, pass away in year 2020 due to COVID-19. Nevertheless, his son, Dr. Jonatan Val Pulido continued with the determination of the legacy that his father had granted him, building a unique project that culminated all the work done.

After this unfortunate loss, Dr. Val reorganized the physical project and together with the company Open Games Builders designed the QUANTUM METAVERSE project, in which the universe of dinosaurs and the history of life will enter history for the first time in the metaverse.

8.3. Dinopetrea nft game

Throughout these last years and thanks to the numerous "Dinopétrea" exhibitions and other projects carried out around the world we have been able to verify that the entire population, from children to the oldest elders express great excitement and astonishment when they "play" at being paleontologists, digging their own fossil which will become their ultimate reward.

For this reason, we have decided to create a virtual game based on NFT of real fossils in which its users can dig their own fossil, mineral or meteorite and get a reward for it.

The game will be developed in an exploration and treasure hunt game style, where players will find NFTs of the buried fossils in an open world. Your survival, dig and exploring skills, will be used to find the lost treasures, which in turn will have a commercial value within this quest when the fossil is 100% complete. Then, you will be able to trade with the obtained NFT, having the possibility of acquiring the real fossil in your hands. It will be possible to exchange parts of fossils in a system of trade or purchase/sale with other players or with the marketplace, in this way they will be able to find the parts that missing to acquire the 100% functional fossil.

8.4. Gallery art: "The art of nature"

Within the world of the metaverse and the applicability of NFTs, art is one of the most followed and used thematics. Therefore, we want to create a virtual space where 3D models of real fossils, minerals and meteorites with a very high market value due to its beaty and/or uniqueness will be exhibited. These models will be transformed into exclusive NFTs that people will be able to acquire.

Each fossil, mineral and meteorite has a great story to tell behind it, and thanks to nature processes, amazing fossils, minerals and meteorites are created, and frequently exhibited as works of art in museums, they form part of the decoration of different buildings, and even within private homes or companies.

The inhabitants of the metaverse will be able to enter this gallery and acquire the NFT and/or the original piece so that they can use it as artistic and decorative elements in their virtual spaces, in the real ones or in both, and of course they can resell this exclusive treasures to anyone on the metaverse.

8.5. Quantum museum

As a main part of the project, OGB along with FACOPS will develop the interactive museum "QUANTUM", both in its real and virtual form. There is currently no similar center anywhere in the world that combines to this extent the valuable original exhibits with the interactive effects proposed here. It will exhibit the best pieces obtained by FACOPS over the last 40 years, and will continue to include new discoveries.

It will be a unique space, which will base its marketing on offering its users a real "time travel" experience. There is currently no similar center in the world that combines these type of high-value original specimens with the proposed interactive effects.
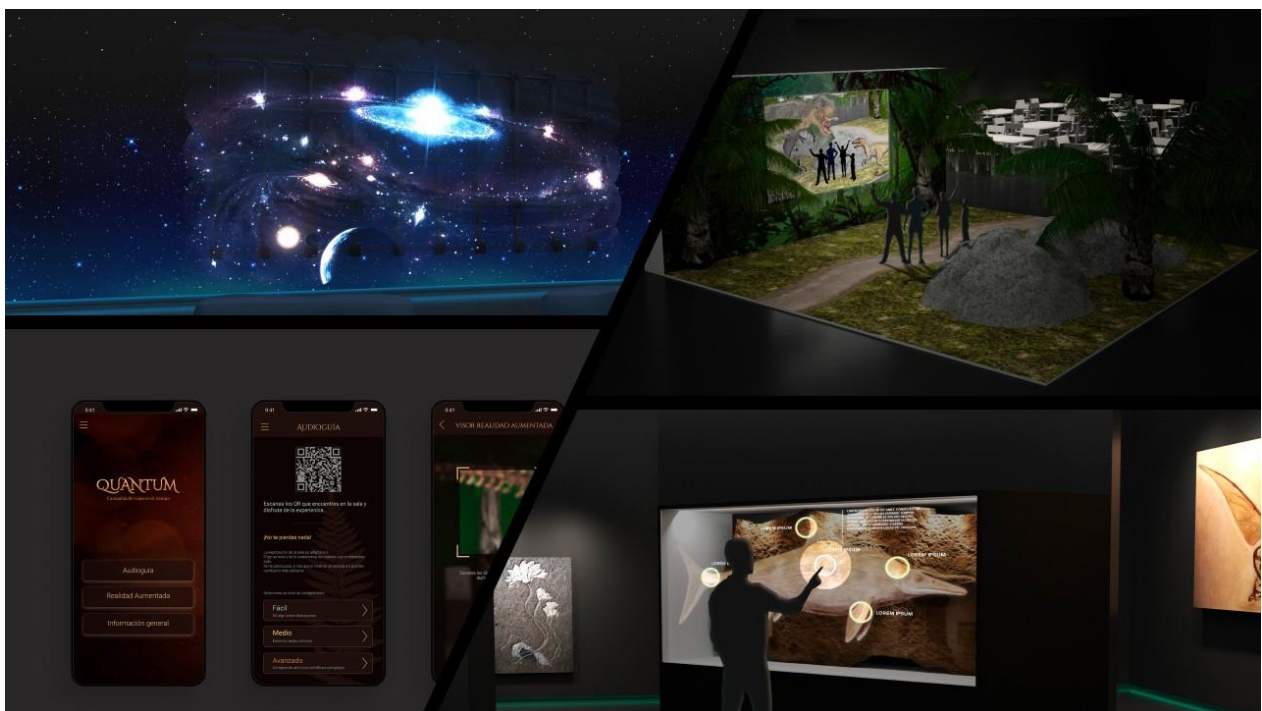
The existing natural history museums have a more static and not very interactive character. In general, users cannot interact with the elements of the exhibition. However, in Quantum you will be able to feel the sensation of touching a living dinosaur, experiencing the greatest extinction in history, or seeing how our moon was formed in the "Quantum Time Walk" experience.

FACOPS entire collection; more than 50 complete skeletons of dinosaurs, reptiles, mammals, birds. special meteorites as; fragments of the Moon, Mars, Vesta, Mercury, Pallasites... as well as a great collection of minerals and invertebrate fossils of an unparalleled rarity and quality are being rendered using photogrammetry and 3D scanning techniques.

8.6. Quantum marketplace

A special marketplace will be developed for the Quantum Metaverse. It will be a market where you will be able to find from NFTs achieved by other players that gives you rights to reclaim the real fossils, minerals or meteorites founded in the NFT game, or to reclaim the special prizes as a trip to a fossil quarry with our paleontologist team.

9. DOGS CREW METAVERSE

The DOGS CREW metaverse will be a metaverse based on fight sports, in which, in addition to being able to play the first PVP-type NFT game that exists on the blockchain, its users will be able to acquire real assets by wining tournaments or buying at our marketplace thanks to our gym network.

9.1. What can i do in Dogs Crew metaverse?

Visitors to the Dogs Crew metaverse will be able to enter the world of fighting sports. In it, they will be able to play our PVP game competing against other players to get prizes in the form of NFTs that will be based on real assets. In our marketplace you will be able to acquire exclusive NFTs for use in the game, which will also sometimes be exchangeable for the real objects they represent.
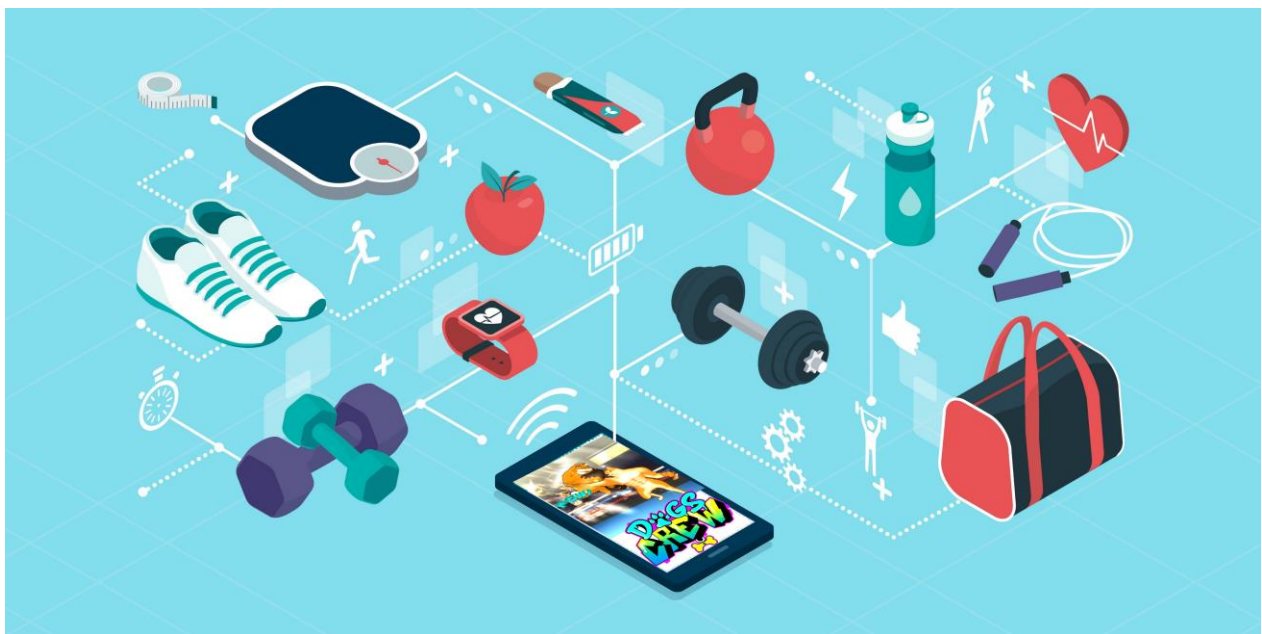
Furthermore, there will be a gym network specialized in this type of sports, which will allow users of the metaverse to acquire exclusive material, live real training experiences or win trips to see and meet sports celebrities.

9.2. Who is building Dogs Crew metaverse?

Currently the Dogs crew project is being carried out exclusively by OGB, however, we are signing agreements with several gyms around the world in order to offer our users real experiences within the game.
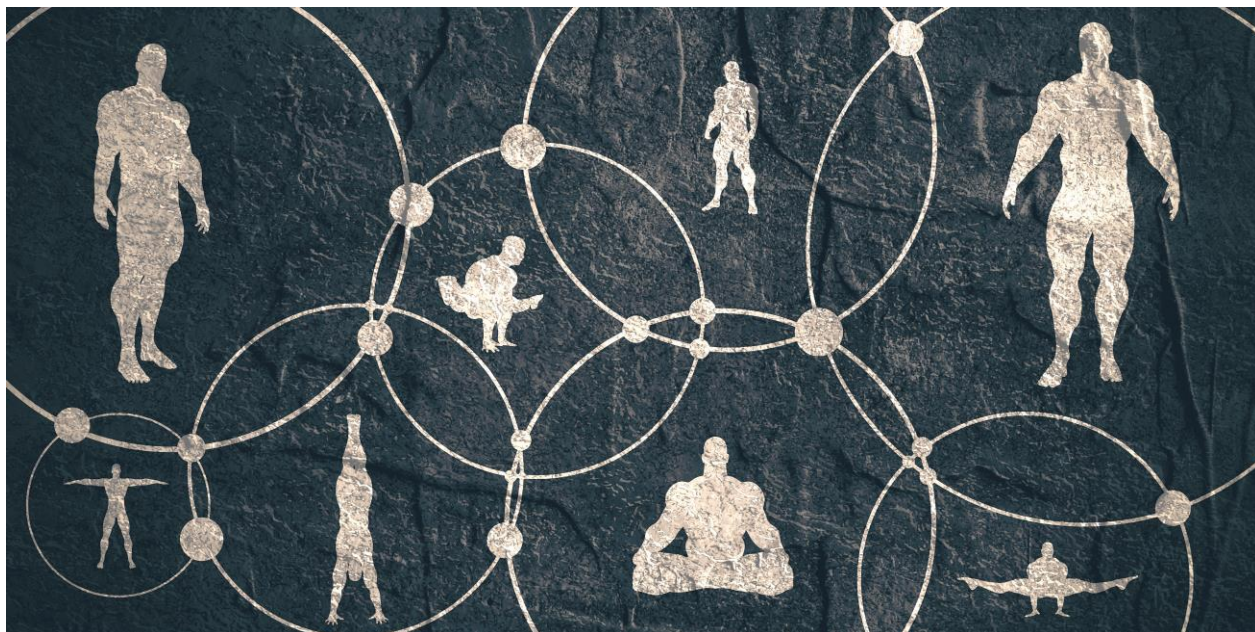
Our project will start when we integrate 5 different gyms in different parts of the world into the network (Asia, Europe, North America, South America, Oceania and Africa), but our network will gradually expand depending on the gyms that are interested   , and also from the requests of the players themselves.

In this first phase, OGB is developing the first NFT-based PVP game in history, and is trying to create a balanced game where users can compete with each other without having to suffer disadvantages due to the characteristics of the characters.

9.3. Dogs Crew NFT Game

Within the Dogs crew metaverse, the first player vs player (PVP) game that will exist within the blockchain will be developed. The characters will be represented by different types of humanized dogs that will develop different fighting styles, boxing, muay thai, judo, MMA, karate... Each of these characters will be characterized based on a series of NFTs, which will have a base of real items.

The fighting environments will be diverse and inspired by various famous places, but above all among them you will find the rings of the gyms that are within our network.

There will be a training mode, in which basic NFTs can be earned by playing the game, and a tournament mode in which players will compete against each other for NFTs that they can keep or redeem for a series of activities, items, or trade with other users these NFTs in our Marketplace.

9.4. Dogs Crew marketplace

A special marketplace will be developed for the Dogs Crew Metaverse. It will be a market where you will be able to find from NFTs awarded by other players that gives you rights to make some activities in the real world, to complete training seasons offered by our gym network or diet plans followed by our professionals.

All this marketplace will be available to pay in FIAT currencies or in our token, taking great advantages to users that are paying with it.

10. GOLF LEAGUES METAVERSE

Golf Leagues metaverse is a project in which we will be able to experience the sport of golf from all its perspectives; historical, amateur and professional. With the support and collaboration of golf leagues we will transport the universe of golf within the metaverse.

10.1. What can i do in Golf Leagues metaverse?

Golf Leagues metaverse users will be able to become golfers in our world championship, visit the most famous courses virtually, but also in real life, and learn about the great history of this sport in our digital museum based on real asstes.

One of the main purposes of the Golf league metaverse is to bring the world of golf to all audiences, so that from the most beginner to the most experienced users can enjoy the experience in our metaverse.

We will hold competitions parallel to the real leagues, and in both tournaments there will be digital and real prizes such as trips to major events, special NFTs for virtual championships, or golf courses at various courses around the world.

Thanks to the collaboration with Faldo series, PGA, Ping, Pitch and travels and the Champion of champions tournament, we will bring the opportunity to both, virtual and real players to reach another goal in this sport.

10.2. Who is building Golf Leagues metaverse?

Golf Leagues

10.3. Golf Leagues NFT game

The Golf Leagues NFT game will be unique worldwide, unique NFTs will be created from the clubs, balls, clothes, hats, bags, even carts of our champions, having a total customization of the characters and their accessories.

Our golf games will offer many hours of entertainment on 9 and 18 holes. You will be able to choose between many types of courses, with realistic holes and exciting challenges. Avoid deep bunkers, keep the ball out of the water, and try to get to the bottom of your putt with as few strokes as possible! Our collection will test every aspect of your craft, from long shots to chips and putts. Practice your backswing, perfect your aim and hit balls like Tiger Woods! Recreate any type of golf challenge, including matches, strokes and holes.

Our golf games will also include arcade and alternative challenges, such as levels in space and altered gravity. In some of the challenges you can find themed fields from our other metaverses with special prizes. Practice individual skills like hitting and tapping in specialized games and set new records! Even play physics-altering matches that are constantly changing and won't let you get distracted. The game will also feature a quick putt-putt golf challenge, which will feature various types of putt-putt courses.

10.4. Golf history museum

Golf Leagues metaverse will contain the first virtual golf museum on the blockchain. It will be a center where visitors can learn about the history of this sport, and admire special elements, some of which have never even come to light.

Thanks to the collaborations of our creators, the clubs, balls, caps, and all the elements of a multitude of champions in the history of golf will be virtualized. We will also immortalize the best plays of them, as well as special and limited editions of materials that were made exclusively for the best players in the world.

10.5. Golf Leagues marketplace

A special marketplace will be developed for the Golf leagues Metaverse. It will be a market where you will be able to find from NFTs achieved by other players that gives you rights to obtain real material made by the champions, make some activities in the real world, or to complete training seasons offered at fields from our partners.

11. CAMPOS RACING METAVERSE

Campos Racing metaverse is a project based on Formula 1 racing, with the real base of the Campos Racing team, and the museum on the history of motorsports by Adrián Campos. Thanks to the collaboration with this entity we will be able to offer users of the Campos metaverse unique and unforgettable experiences.

11.1. What can i do in Campos racing metaverse?

This metaverse will focus on the environment of Formula 1 racing. Thanks to the collaboration of the Adrián Campos team, visitors to Campos metaverse will be able to participate in unique experiences that they will achieve by competing with other players in our NFT games.

In addition, they will be able to appreciate the entire history of this sport thanks to the virtual museum on the history of Formula 1, which will be based on the original collection of the legendary driver Adrián Campos, and that users will be able to admire in real life in the museum located in Spain.

11.2. Who is building Campos racing metaverse?

Dedicated to the world of motor racing, it is the result t of the experience and concern of its creator, Adrián Campos, who once he had finished an important stage in his life as a single-seater and touring car driver, believed in the need to create a framework where new drivers could develop their sports careers.

After retiring from racing, Campos formed his own team at the end of 1997, under the name Campos Motorsport. In 1998 the team began by competing in the new Open Fortuna by Nissan, with Marc Gené and Antonio García as drivers. Gené won the championship and

García finished fifth, with Campos taking the teams title. Gené stepped up to Formula One in 1999, and his place in the team was taken by karting driver Fernando Alonso. Alonso went on to win the Euro Open Movistar by Nissan as it was renamed, with García finishing fifth again and Campos retaining the teams title. With Alonso moving onto International Formula 3000, García led the team in 2000, winning the championship and also helping Campos to win a third consecutive teams title. The series became the World Series by Nissan in 2002.

In 2004 the team switched its focus to the Spanish Formula Three Championship, running two teams with four drivers. In 2005, the team's name was changed to Campos Racing and they set up a team in the new GP2 Series, as well as running a team in Spanish Formula 3 as well as its Copa de España F300 class, which it won with Arturo Llobell in 2005 and Germán Sánchez in 2006.

Under the name of Campos Grand Prix, the team finished third in the GP2 drivers and teams championships, with Giorgio Pantano and Vitaly Petrov as drivers. In 2008, they won the teams championship and finished third in the drivers championship with Lucas di Grassi. They won their first overall Spanish F3 crown in 2008 with Germán Sánchez, and retained that title (now known as the European F3 Open) in 2009 with Bruno Méndez.

After the 2008 season, Campos passed control of his GP2 team to Spanish businessman Alejandro Agag, who renamed it Addax Team. In 2009, Campos was awarded a Formula One entry for his team to race in the 2010 season, originally under the Campos Grand Prix name, but the name was soon changed to Campos Meta. After financial struggles, the team was

bought out in February 2010 by majority shareholder José Ramón Carabante, who renamed it Hispania Racing.

Campos returned to GP2 in 2014 replacing the Addax Team on the grid, with drivers Arthur Pic and Kimiya Sato. Alexander Rossi replaced Sato at the Hockenheimring due to Sato competing in an Auto GP race. Pic was retained for the 2015 GP2 season, with Rio Haryanto joining the team. In addition, Campos entered the GP3 Series in place of Hilmer Motorsport, with Álex Palou claiming a win.

In 2016, Mitch Evans and Sean Gelael joined the GP2 squad. In GP3, Palou was joined by Steijn Schothorst and Konstantin Tereshchenko. In the 2017 FIA Formula 2 Championship, Ralph Boschung drove the #11 car except for the last round, whereas Robert Vișoiu entered most rounds with the #12. The GP3 drivers were Raoul Hyman, Julien Falchero and Marcos Siebert.

In 2018, Luca Ghiotto switched to the team in F2 from Russian Time. He was partnered by Roy Nissany, then Roberto Merhi. In the GP3 Series the team was presented by Simo Laaksonen, while Diego Menchaca and Leonardo Pulcini restored their partnership with Campos, after they were previously teammates in the 2016 Euroformula Open Championship.

In 2019, the team joined the grid for the FIA Formula 3 Championship, signing Sebastián Fernández, Alessio Deledda, and Alex Peroni. For their Formula 2 campaign, the team signed Dorian Boccolacci and Jack Aitken. In the 2020 FIA Formula 2 Championship the team retained Aitken and signed Guilherme Samaia. In Campos' 2020 FIA Formula 3 Championship campaign they retained Peroni and Deledda and signed Sophia Flörsch.

Sadly, team founder Adrián Campos died on 28 January 2021, However, his son, Adrián Campos Jr. continues his legacy today, and wants to take the team to a new level, starting by entering the metaverse.

11.3. Campos racing NFT game

Campos racing NFT game will be based on Formula 1 world. There will be a training mode, and a competition mode, within the competition mode we can find 2 variants, one in which the players will compete in each race separately accumulating points in each month, and in which based on the annual ranking you will have the right to compete in the different categories:

- The top 20 classified at the end of the season will compete in Formula 1.
- Those ranked between 21st and 40th will compete in Formula 2
- Those classified between position 41 and 60 will compete in formula 3
- And those classified between 61 and 200 will compete in several groups of Formula 4.

These competitions will follow the same regulations as the real F1, F2, F3 and F4 championships, and will award great prizes at the end of the season, such as trips to the paddock with the stars of the sports, or exclusive material signed by the champions, all always associated with your unique NFT.

3

CHAPTER 3

ECONOMY

In this section we are going to describe how the economy of the OGB ecosystem works. We will describe the sources of its income, the destinations of the incoming capital flows and the study of the tokenomics for our $OGB token.

12. Business and revenues models

12.1. Open Games Builders Token revenue flow

Equity inflows of our $OGB token will be split 50-50; dividing equally between the company's treasury that will go to the reserve fund of our token and the financing of our operations, and the other part will be assigned to the platform with the aim of developing our projects and improving the ecosystem. However, this proportion will vary depending on the needs of the company at all times, always with the aim of achieving the sustainability of our ecosystem.

$OGB TOKEN REVENUES

| NFT sales | NFT Royalties | Transaction fees | Merchandising | Real asset sales |
| Land selling | EIGO advertising | Marketing fees | Travel packages | Event tickets sales |

50 % | 50 %

COMPANY
$OGB TOKEN RESERVE AND TREASURY

PLATFORM
PROJECT DEVELOPMENT

$OGB MARKET

VIRTUAL REWARDS
- Events and activities
- Ambassadors
- Royalties
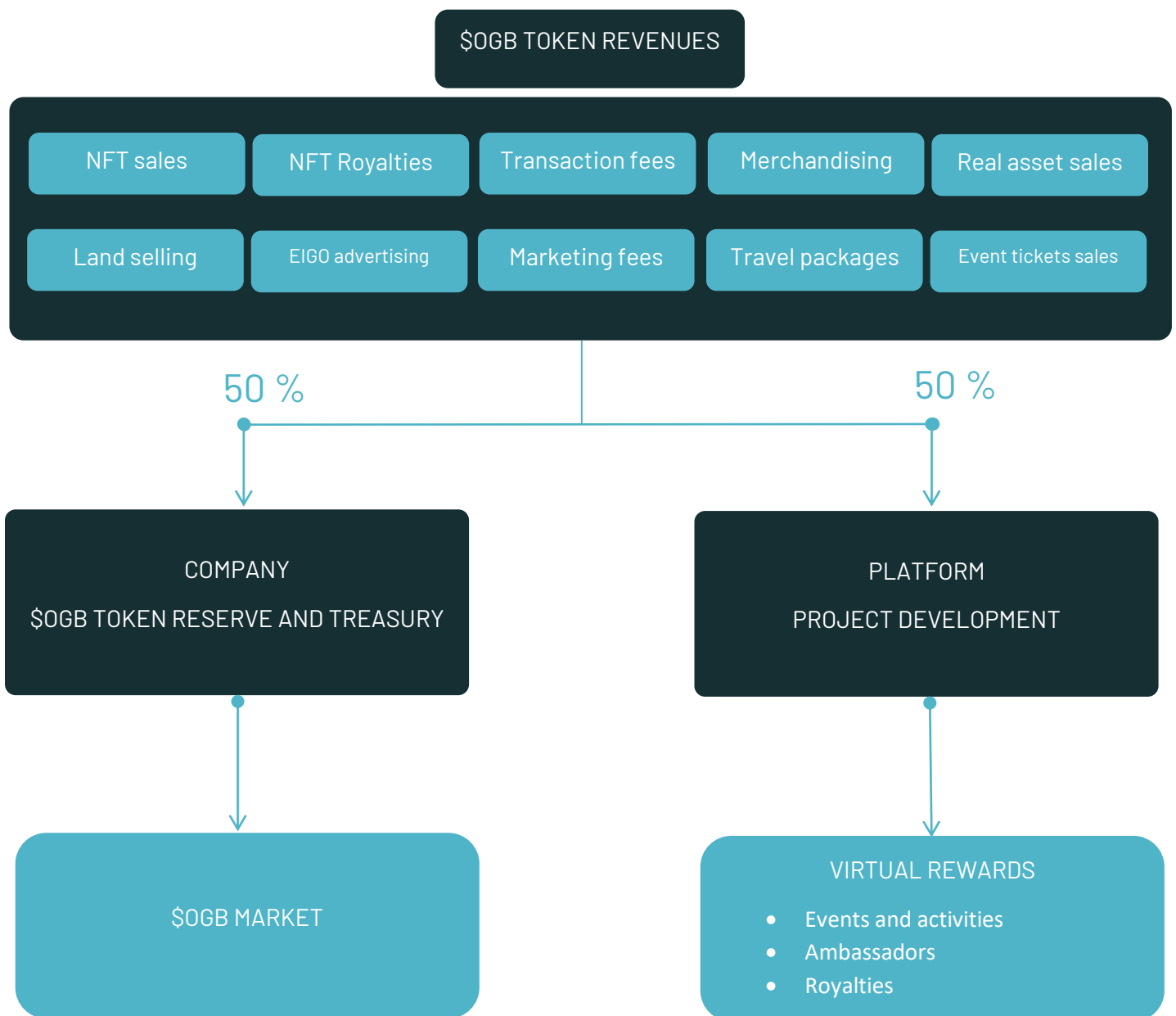
TOKEN REVENUE SOURCES

NFT sales

Incoming of $OGB token from NFT sales owned by the company

NFT royalties

Royalty sharing between asset owners and Open Games Builders when a copy of their work is purchased.

EIGO land sales

Incoming of $OGB token from land sales at EIGO world

Transaction fees

Fees collected for transactions made within our ecosystem such as: listing, transfers, purchases, sales, etc.

Merchandising

Income from the purchase of promotional material from each of our metaverses such as t-shirts, mugs, caps, etc.

EIGO adevertising

Advertising fees charged by EIGO users.

Real assets sales

Incoming of $OGB token from real assets sales at each metaverse marketplace.

Marketing fees

Fees charged to merchants associated with OPENGAMES for commercial marketing campaigns.

Travel packages

Tours or experiences themed around each metaverse booked through our company.

Event ticket sales

Acquisition of tickets for events organized in the different Open Games metaverses.

12.2. Open Games Builders Cash revenue flow

The income obtained by the company in the form of fiduciary currency will be distributed according to the needs of the company with the aim of maintaining the proper functioning of the project. Initially, 20% of the proceeds will go to buy $OGB token from the market that will go to the reserve, while 80% of the capital obtained will go to the growth of the company and the development of new projects for the platform.

CASH REVENUES

| $OGB sales | Subscription fees | Marketplace partnerships | Merchandising | Real asset sales |
| Event advertising | In game advertising | Travel packages | Event merchant sales | Marketing fees |

80 %   **20 %**

COMPANY
PROJECT DEVELOPMENT

PLATFORM
RESERVE AND TREASURY

$OGB token buy back

ECOSYSTEM SUPPORT
- REAL ASSET REWARDS
- COMPANY GROWTH
- MARKETING & DEVELOPMENT

$OGB MARKET

CASH REVENUE SOURCES

$ OGB sales

$OGB token purchased by users on our platform or network exchange using fiat payment method.

NFT royalties

Royalty sharing between asset owners and Open Games Builders when a copy of their work is purchased.

Subscription fees

Acquisition of different subscription packages that will grant additional benefits to Open

Marketplace Partnerships

Fees charged to marketplace merchants in each metaverse based on their sales.

Merchandising

Income from the purchase of promotional material from each of our metaverses such as t-shirts, mugs, caps, etc.

Event advertising

Advertising fees charged to partners for real life events organization.

In game advertising

Incoming from in game advertising with different partners.

Marketing fees

Fees charged to merchants associated with OPENGAMES for commercial marketing campaigns.

Travel packages

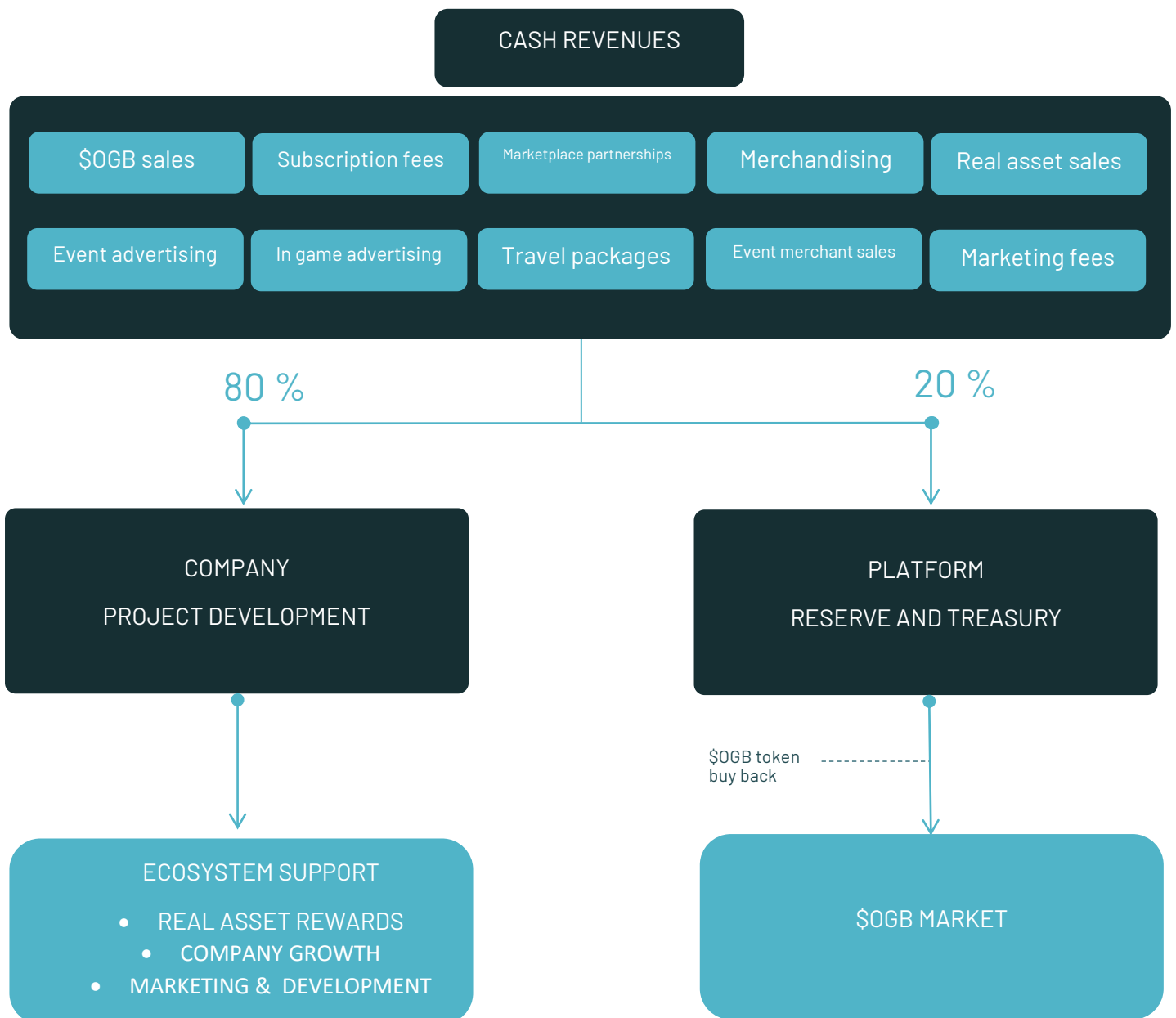Tours or experiences themed around each metaverse booked through our company.

Event merchant sales

Booth rental charges for associates hosting real-life events in conjunction with OPEN GAMES.

13. Built on FANTOM network

We building our platform and all its metaverses within the FANTOM network, which is a fast, high-throughput open-source smart contract platform for digital assets and dApps..
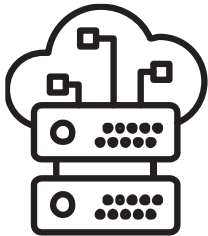
What is FANTOM?

Fantom is a high-performance, scalable, EVM-compatible, and secure smart-contract platform.

Fantom's mainnet deployment—Fantom Opera—is built on Fantom's consensus mechanism, Lachesis. Fantom is a leaderless, asynchronous, and byzantine fault-tolerant Layer 1 blockchain protocol.

Lachesis enables Fantom to deliver fast transaction speeds, low transaction costs, and deterministic finality. This is achieved while remaining permissionless, decentralized, and open-source.
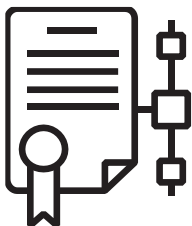
Why FANTOM?

The birth of Bitcoin in 2009 represented a big step forward in technology and a further move towards a more efficient society. However, Bitcoin was not built to scale, and its consensus mechanism—the engine that powers the blockchain—is limited by design.

Current solutions make trade-offs between three components: scalability, security and decentralization. This is known as the blockchain trilemma.

Bitcoin for example focuses on decentralization and security, which makes it less suited for any kind of transaction that requires speed and fast confirmation, like day-to-day payments, data transfer, asset trading or other transactions consumers and businesses rely on in everyday life.

Especially the legacy financial system, from the processes that happen in the back-end to consumer-facing solutions, requires high throughput and fast finality.

Decentralizing these services at scale, while providing bank-grade security represents a challenge for the whole blockchain industry.

Fantom tackles the problem at the core: its high-speed consensus mechanism, Lachesis, allows digital assets to operate at unprecedented speed and delivers dramatic improvements over the current systems.

Unlike other solutions, Fantom does not sacrifice security and decentralization in favor of scalability.

Indeed, the advantages brought by Fantom are not merely pure performance; its modular architecture allows for full customization of blockchains for digital assets, with different characteristics tailored to their use-case.

Fantom also offers exceptionally high levels of security by using a leaderless Proof-of-Stake protocol to secure the network.

Fantom's aBFT consensus, called Lachesis, is capable of scaling to many nodes around the world in a permissionless, open environment, providing a good degree of decentralization. It does not use Delegated Proof of Stake, and has no concept of "Masternodes".
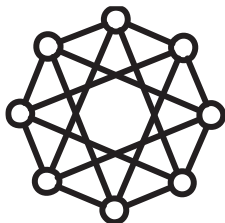
How does Fantom work?

1. Fantom is modular

Lachesis represents one layer, the consensus, of the blockchain technology stack and can be plugged into any distributed ledger.

Lachesis powers Fantom's Opera mainnet deployment, that uses the Ethereum Virtual Machine (EVM) and it's compatible with Ethereum.

The modularity makes Fantom exceptionally flexible. Developers can port their existing Ethereum-based dApps on Fantom Opera mainnet in a matter of minutes, substantially upgrading the performance and lowering the costs.

2. Fantom is secure and environmentally friendly

Fantom is secured by Proof-of-Stake. Unlike Proof-of-Work, used by Bitcoin and Ethereum, Proof-of-Stake prevents centralization and saves electricity.

Lachesis can provide institutional-grade security to distributed networks. Fantom offers absolute finality, which means that transactions can never be reverted like in networks with probabilistic finality.

The consensus mechanism can also scale to hundred of nodes, increasing decentralization and therefore security.

Lastly, Lachesis is leaderless. By removing leaders, security doesn't rely on a small set of actors.

3. Fantom is open

Fantom is open-source

Our teams are committed to creating building blocks for anyone to use and customize to their needs. We relentlessly aim for high transparency regarding our work. Based on these principles, our code is open-source and available on Github.

Fantom is open-participation

Fantom is permissionless. Anyone can run a node.

On Fantom's Opera Chain, a virtually unlimited number of validator nodes can participate in securing the network, as long as they keep a minimum of 1,000,000 FTM at stake.

If you own lower amounts of the token or you're not an expert in running distributed systems, you can still participate in securing the network.

You can delegate a minimum of 1 FTM to a validator node, and get rewarded.
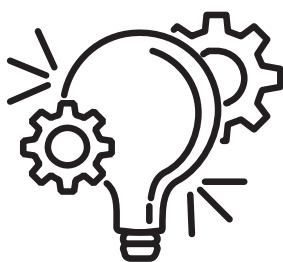
Where is Fantom going?

Fantom is based on Lachesis, an innovative aBFT consensus. On top of that, we are creating a blockchain ecosystem along the whole blockchain technology stack.

We're building the infrastructure for a more connected and efficient future where people will be able to take advantage of the technological breakthroughs to improve the quality of their lives.

We are humbled and proud to be part of the digital revolution that will eventually permeate all aspects of our lives, from payments and a fully digital economy to digital identity, medical records, to create a global scale internet of digital assets.

14. TOKENOMICS

We are pleased to introduce the Open Games Builders Token (OGB) that works as an asset while the different projects are being developed.

14.1. What is $OGB token?

The $OGB token, is a cryptocurrency to facilitate and implement the benefits of web3, metaverse and reality. This currency will allow us to make the most of the entire platform, facing all possible scenarios.

It is a new world, but with our solid proposal we can say that the work of all parties gives us a result never seen before, the user is part of our project, we do not understand the web 3.0 without all users being active subjects in the development of the objectives to a greater or lesser extent according to their personal objectives and those of the group ("The basic underlying idea of game theory is that the decisions of each participant in the game depend not only on their own strategies but also on the strategies of the other participants" John Nash).

Open Games Builders works in continuous development hand in hand with the projects and can be seen in the different platforms, this makes us understand the importance of blockchain, that chain of blocks that gives us the power to have total transparency in the face of companies, users, and the world.

14.2. $OGB token allocation

Because our main purpose is to develop a long-term project, we have decided to create a token allocation that favors the stability of our currency. For this we have made a shorter fundraising phase that can be supported by more people, also we made a longer period of conservation of the same by the investors. In addition, we wanted to open the initial financing process to all prople interested on investing in it, not only to venture capitals, as is usual in almost all blockchain projects.

SEED
11.000.000

PRIVATE
13.000.000

PRIVATE 2
16.000.000

STAKING
150.000.000

RESERVE
300.000.000

TEAM
100.000.000

PARTNERS
60.000.000

AIRDROPS
50.000.000

LIQUIDITY
150.000.000

DEVELOPMENT
150.000.000
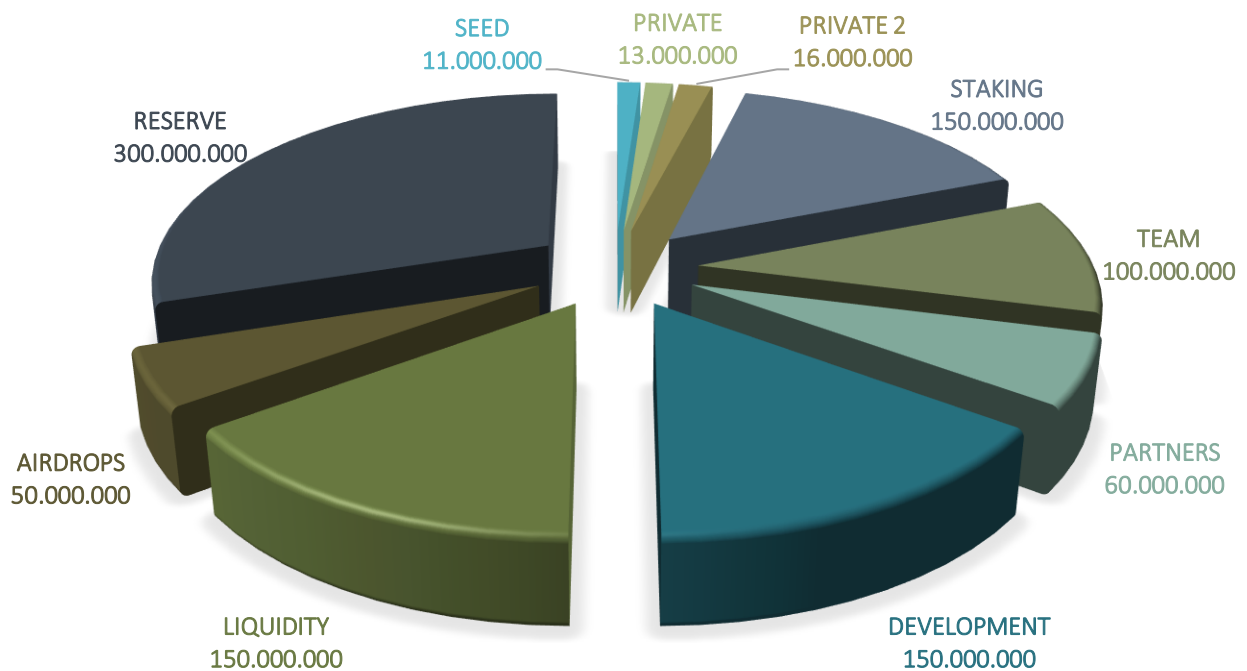
1.000.000.000 TOTAL SUPPLY

The token and ICO market is growing rapidly, bringing great benefits to many companies. Let's make sure that all of society can participate in this process and integrate into the new blockchain ecosystem.

14.3. $OGB tokenomics

	TOKEN	PRICE	SUPPLY	VESTING
SEED	11M	0,015	4%	5,25 % At token generation event + 2,632 % Per month 3 year linear lock
PRIVATE	13M	0,025	7%	8,25 % At token generation event + 3,058 % Per month 2,5 year linear lock
PRIVATE 2	16M	0,035	9%	9,75 % At token generation event + 3,76 % Per month 2 year linear lock
STAKING	150 M		15%	
TEAM	100 M		10%	0 % At token generation event + 6 Months Cliff + 9 % Per month 4 year linear lock
PARTNERS	60 M		6%	12% At token generation event + 2 Months Cliff + 8.8% Per month 10 months linear lock
DEVELOPMENT	150 M		14%	
LIQUIDITY	150 M		15%	
AIRDROPS	50 M		5%	
RESERVE	300 M		15%	
TOTAL	1000 M		100%	

The token and ICO market is growing rapidly, bringing great benefits to many companies. Let's make sure that all of society can participate in this process and integrate into the new blockchain ecosystem.

OPEN GAMES
Builders
BUILDING THE FUTURE

15. Roadmap

Q1 2022

- Team formation
- Project ideation
- Market analysis

Q2 2022

- Tokenomics generation
- Partner and advisor search
- Development of whitepaper
- Development of website
- Smartcontracts creation
- $OGB seed phase launch

Q3 2022

- QUANTUM 1st NFT collection launch
- OGB$ PRIVATE SALE 1
- OGB$ PRIVATE SALE 2
- Dogs Crew alpha game launch

Q4 2022

- QUANTUM alpha game launch.
- GOLF LEAGUES alpha game launch.
- OGB$ TOKEN GENERATION EVENT

Q1 2023

- CAMPOS RACING alpha game launch
- Dogs Crew beta game launch

Q2 2023

- QUANTUM beta game launch

- GOLF LEAGUES beta game launch.

Q3 2023

- CAMPOS RACING beta game launch

- QUANTUM Metaverse launch

Q4 2023

- DOGS CREW Metaverse launch

- GOLF LEAGUES Metaverse launch

Q1 2024

- CAMPOS RACING Metaverse launch

Q2 2024

PROJECT COMPLETED AND WAITING TO INCORPORATE MORE REAL ASSET METAVERSE PROJECTS

16. Management Team

Mr. Mauro Blanco, Founder and Chief Executive Officer (CEO)

Entrepreneur. Former professional E-Sports player at an international level for more than 5 years. Multi disciplinary in the different areas of blockchain services. Leader of several projects within the blockchain in the last 2 years. He is involved in almost all areas of the business, diving deep into product development, business development, and international business relations.

Dr. Jonatan Val, Chief Operating Officer (COO)

Dr Jonatan Val holds a PhD degree in environmental sciences and is an expert in paleontology. He has more than 20 years' experience on the paleontological field and business leadership, during this time he has developed several important museum and theme parks projects of natural history at different locations over the world. Is CEO of Quantum project, and DINOPETREA company, also is president of FACOPS foundation, built to promote the history of life and to preserve its most valuable assets.

Dr. Mohamed Al Hemairy, Project Manager

Dr. Mohamed Al Hemairy holds a PhD degree in Software Engineering.
He has 17 years of experience in research management, intellectual property, innovation and technology transfer from ideas to products in the United Arab Emirates and the United Kingdom. He helped over a hundred researchers to file more than 120 inventions & managing around 220 patent applications in the largest IP portfolio in UAE. Mohamed has successfully commercialized and negotiated more than 10 Patent License Agreements with advanced Technology and Pharmaceuticals industries in USA, Japan, Denmark, Belgium and UAE.

Mr. Joan Cabrero, Chief Information Officer (CIO)

Former professional player of E.Sports and mtg for more than 6 years. He is the creative vision of Open Games Builders and Blockchain development. He is in charge of the correct development and execution of all our games, virtual platforms and virtual spaces.

Mr. Basshar Okal, Chief Communications Officer (CCO)

Mr. Basshar Okal is an expert in business management and public realtions management. He has a long career working in collaboration with public and private institutions, establishing contact with numerous renowned entities, especially within the Arab world.

Mr. Nicolás Mesas, Project Manager

Nicolás is an expert in international relations with more than 10 years of experience in international trade. In his career, he has made business connections with companies in more than 50 countries, having great success in all of his business relationships. In addition, he has been an expert in organizing public trade events for more than 10 years. And he also stands out for his experience of more than 6 years in the exploration and expedition travel guide, which makes him a total expert in travel experiences.

Mr. Daniel Clos

Spanish racing driver and internet content creator. Former Formula 1 driver. He assists in the marketing and business development areas of Open Games Builders connecting with celebrities and institutions.

Mr. Anish Ramakrishna Kurup, lead advisor

Anish is a Marketing Professional, Techno-Commercial Futurist with skills in AI, Machine Learning & Fintech. Being a Global Business Dev. Manager & Strategist, Anish is a Ivy league [Cornell University] certified Marketing Strategist.

He managed a team of cross-functional marketing professionals. Coordinated marketing campaign development and deployment. Develops and maintains brand positioning and product go-to-market strategy across 75 countries in diversified Products & Customer Acquisition Strategy - (for both Online & Retail). Directly Syndicated P&L over $200M.

Mr. Ahmed Vaseer, Chief Technology Partner (CTP)

Founder of Ingenious Concepts, A growing IT based company has always pushed Ahmed to the limits and make him work hard for different companies and clients. Rapid and sustainable user growth is his true passion. Getting a life changing product/service into the hands of millions of people is his calling. Empowering a team to do the above provides him with enormous gratification. The project he take on are promised to be delivered in the criterion time because as technology partner he takes the responsibility in his hands to have things managed and properly done in time. He take personal responsibility for ensuring the success of every project. Having built and managed award-winning products himself.

17. Disclaimer

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