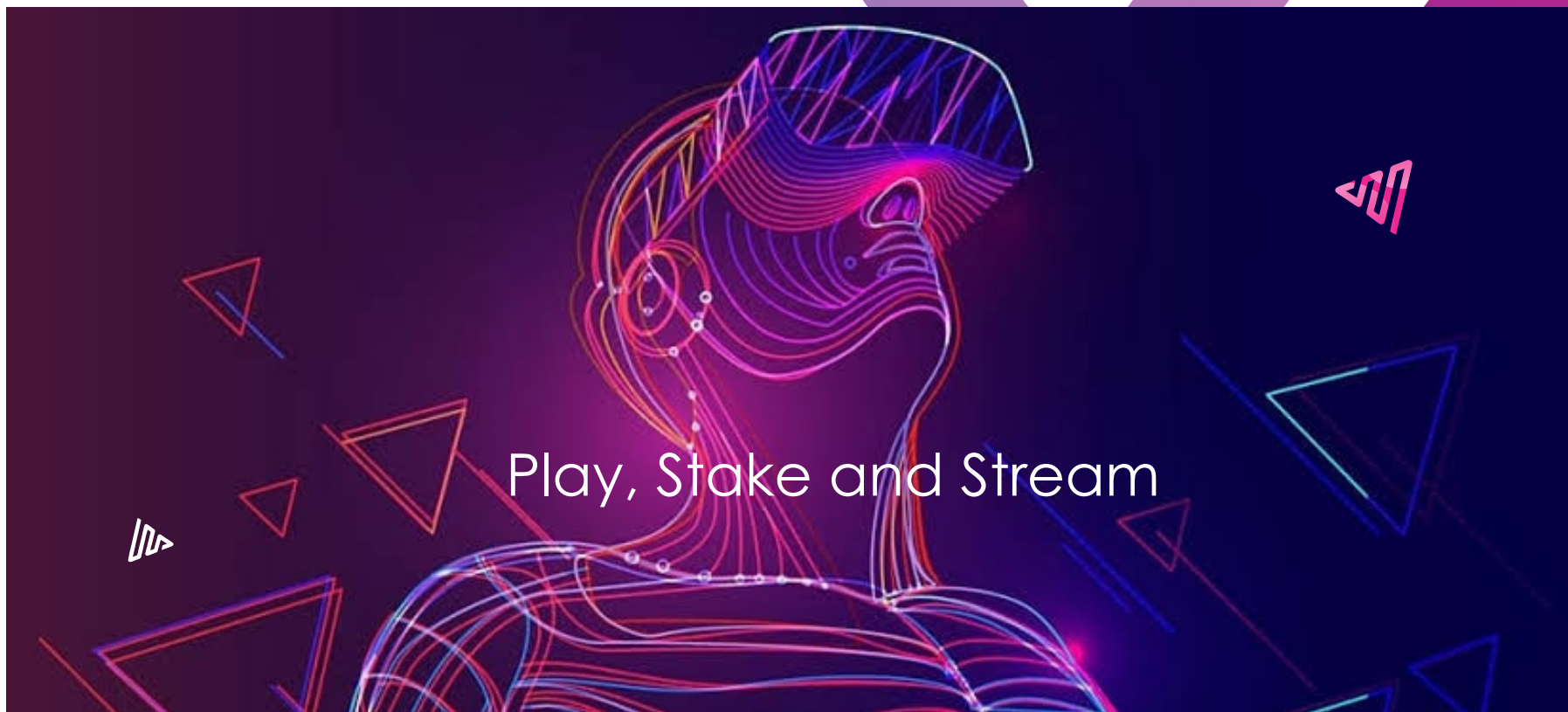




V G A M E R



DECENTRALIZED MULTIPLAYER GAMING PLATFORM



VGAMER

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WELCOME



VGAMER also known as virtual gamer is a decentralized multiplayer gaming platform, where anyone can play, stake and stream console games, Collect and build exciting items and meet new friends. Inspired by successful games, such as PES, FIFA - a fun narrative for regular players who want to enjoy the gameplay experience as well as an ecosystem for players who participated in the tournament be traded as NFT, even if they have no idea what an NFT is.

VGAMER is not just a platform for blockchain players, but it's a platform that could introduce blockchain to millions of players.

The game is aimed at the diverse gaming community which can get easily on boarded from regular platforms.

Our main line of comparison lies within the traditional CONSOLE gaming market with the same players being targeted as our audience. We are innovating a new unobtrusive way of connecting an exciting game narrative to blockchain features. VGAMER has the potential to attract millions of gamers, and an associated greater opportunity for revenues. The platform is designed in a way to allow players to "own the game" by exercising power over the platform. Players also enjoy the democratic governance model based on a liquid democracy and real-world inspiration rules over a DAO (Decentralized Autonomous Organization).

VGAMER is the first blockchain console interactive gaming innovations.

VGAMER is yet to build its first version that runs and plays well, and proves that the technology behind it works.

The intent now is to fund this team as a new company, connected to a non-profit and foundation, developing VGAMER so it becomes a commercial success introducing millions of players, stakers and streamers to blockchain.

Play, Stake and Stream



Play, Stake and Stream

Introducing VGAMER Game Overview



Welcome to the VGAMER - an application that helps us connect our console games and play, stake, stream and create NFT with other users. it's a place where gamers and blockchain meet to make friends.

Gamers can join by connecting their gaming consoles to their device application and other users who are not gamers can host tournament, stream and stake on gamers every tournament. Generally VGAMER is a home for virtual sports. Where you can host tournament, create NFT of favourite gamers for streamers to purchase and earn as each competitor progresses to the next round. As a users you can be able to buy and create your favourite sports stadium and purchase sportsmen as NFT, with everyone having a unique and special characters.

VGAMERS is the first attempt to create a truly public application with an exciting plot that would attract first ordinary players, secondly blockchain enthusiasts and DeFi nerds. It has a light and intuitive interface with a variety of features to explore. In VGAMER, only you will decide on how much you want to be involved in the game's decentralised features and DeFi. Moreover, we designed the game in a way to make it "live forever" with a narrative that users can never get bored.





Play, Stake and Stream

MARKET TARGET AUDIENCE

- We have made an analysis of the target market of the Inspiration games such as PES 2020. The conclusions are summarized in the underserved market. There are many gamers, but relatively few games specifically made for them.

This is what is said about PES 2020

“What I find interesting is that the CONSOLE GAMES core users consist of 56% male and 44% female. Research also shows that out of 100% of core gamers round the world are 70% male and 30% female

- **Age:** VGAMER has a wide appeal, but primarily targeted towards 18 to 39 years old.
- **Geography:** VGAMER is expected to have the most users in North America, Europe, East Asia and Africa.
- **Gender:** 44% Female and 56% Male.
- **Gamer Type:** Casual 50% / Core 35% / Hardcore 15%
- **Social Class:** VGAMER appeals to a wide range of social classes, although probably upper and middle class because of the in-game monetization and economy system you need to contribute to.
- **Lifestyle:** Adults who spend a lot of time indoors on technology such as games consoles, computers or phones.
- **Taste:** All the different modes on VGAMER mean that it can appeal to a lot of tastes, there is a sandbox mode for creative people, chat and communication for social gathering. There are even educational features to learn economy and software development.
- **Ethnicity and Religion:** Ethnicity and religion have no bearing on VGAMER appeal.
- **Age Rating:** The game is rated PEGI7 for violence and PEGI12 as for gambling and the use of crypto.

GAMES: All console games like PS4 and PS5 ,XBOX

ACTION GAMES: Action games are just games where the player is in control of and at the center of the action, which is mainly comprised of physical challenges players must overcome. Most early video games like Donkey Kong and Galaga fall into the action category. Because action games are usually easy to get into and start playing, they still, by most accounts, make up the most popular video games.

ACTION-ADVENTURE GAMES: Action-adventure games most frequently incorporate two game mechanics game-long quests or obstacles that must be conquered using a tool or item collected, as well as an action element where the item(s) are used. For example, in The Legend of Zelda, Link must find his way through eight dungeons to gather the scattered pieces of the Triforce of Wisdom. Once he's collected all eight pieces and assembled the artifact, Link can enter the ninth and final dungeon to rescue Princess Zelda. Link uses a boomerang to collect distant items and attack enemies. Action-adventure games like The Legend of Zelda focus more on exploration, solving puzzles, and discovering loot, while basic combat is more of a supporting activity to the overall experience.

ADVENTURE GAMES: Adventure games are categorized by the style of gameplay, not the story or content. And while technology has given developers new options to explore storytelling in the genre, at a basic level, adventure games haven't evolved much from their text-based origins. In adventure games, players usually interact with their environment and other characters to solve puzzles with clues to progress the story or gameplay. Aside from an occasional mini-game, adventure games rarely involve any traditional video game action elements. Thus, the genre isn't very popular with mainstream gamers.

ROLE-PLAYING GAMES: Probably the second-most popular game genre, role-playing games, or RPGs, mostly feature medieval or fantasy settings. This is due mainly to the origin of the genre, which can be traced back to Dungeons & Dragons and other pen and paper role-playing games. Still, hardcore RPGers don't discount sci-fi fantasy-themed RPGs like Mass Effect, Fallout, and Final Fantasy, which have helped put unique spins on the genre. Cultural differences have also had a bearing on this genre, as many gamers categorize RPGs as either WRPGs (Western-influenced) or JPRGs (Japanese-influenced). Finally, gamers are often given choices in this genre that influence the final outcome of the game, which means many RPGs have alternate endings.

What sets this project apart?

- We are in a very interesting time period where procedural building console games start trending.
- There are very few interesting building games that incorporate blockchain technology.
- The style can be uniquely identified, The game philosophy is memorable. I.e, we use VGAMER as a central figure in the game to connect the users to a "VIRTUAL GAMING WORLD ". Human psychology likes relatability. Cute sells.
- The blockchain infrastructure is "hidden" for players and streamers who are not interested in the underlying technology. They will use it without seeing complex wallets or long sequences of meaningless text. We want to attract regular players who want to enjoy the gameplay experience. But for those interested in diving deeper into the game, there is a space for blockchain enthusiasts as well.
- Rich NFT DeFi functionalities as mentioned in this document, among others collateralized NFT and collateral based loans.
- The governance model and the DAO aspects are interesting not only to players and investors, but can also be interesting to mainstream media

GOALS

Given the data from games mentioned, the unique attractive graphic style, and the novel ideas we add from blockchain thinking, and PR-friendly and user friendly governance model, we set these goals:

Millions of users.

With the unique style and large interest in these kinds of games, as well as the unique element we bring, we think the game can compete in the market and share similar numbers as the other gaming platforms, reaching millions of users. Mainly, as no previous experience or interest in blockchain or cryptocurrencies is required, we aim at fully developing the potential of blockchain economy, while abstracting its complexity from the users.

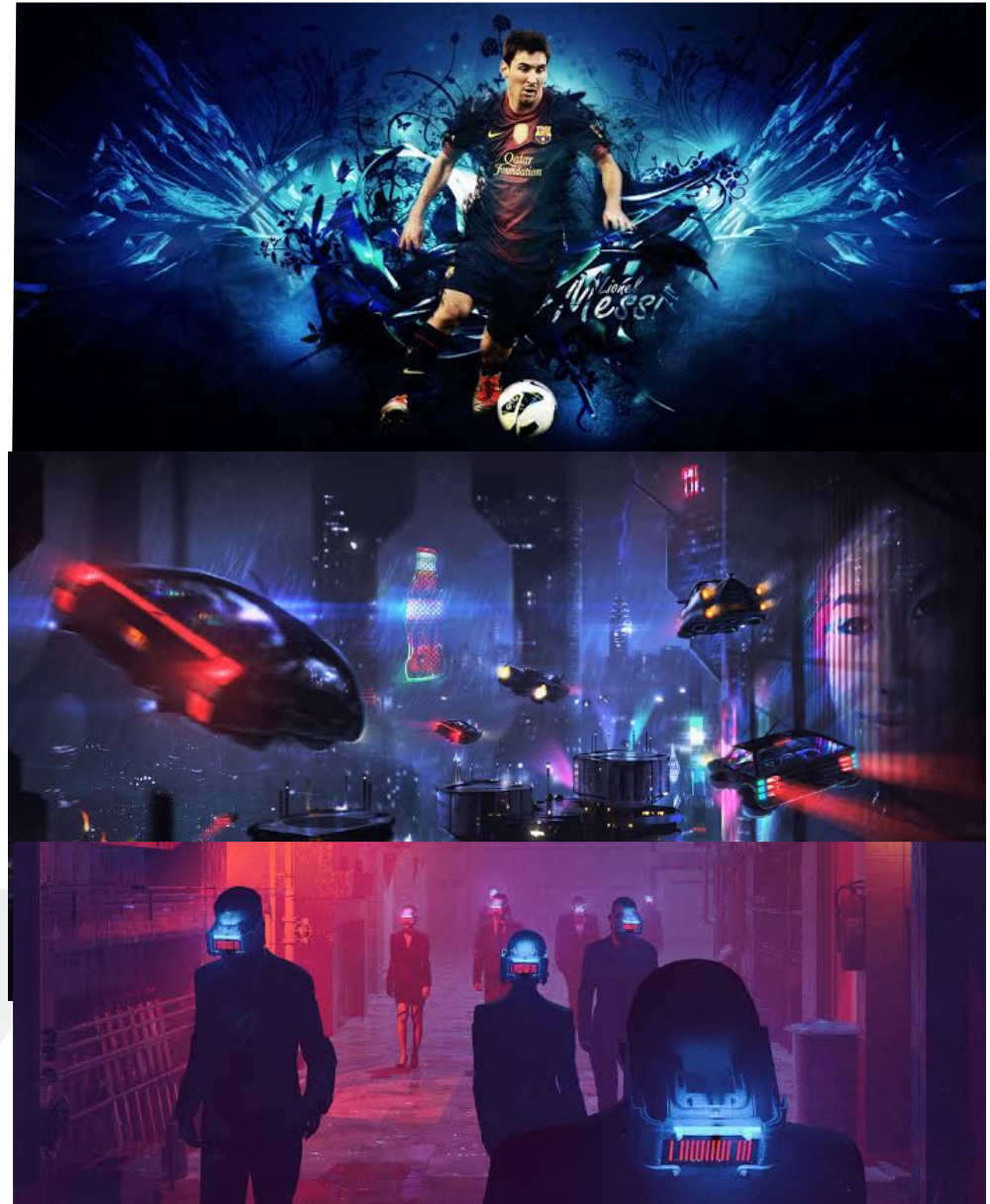
PLAY STATION has with their previous games PES 2020 sold in millions of copies, and sales are still increasing, so we do have some experience already to launch games that have potential in millions of users

STRATEGY GAME: With gameplay is based on traditional strategy board games, strategy games give players a godlike access to the world and its resources. These games require players to use carefully developed strategy and tactics to overcome challenges. More recently, these type of games have moved from turn-based systems to real-time gameplay in response to player feedback.

SPORTS GAMES: Sports games simulate sports like golf, football, basketball, baseball, and soccer. They can also include Olympic sports like skiing, and even pub sports like darts and pool. Opposing players in these games are often computer-controlled but can also take the form of live opponents. (And since we are on the topic of sports, video games should be considered sports themselves!)

PUZZLE GAMES: Puzzle or logic games usually take place on a single screen or playfield and require the player to solve a problem to advance the action.

IDLE GAMES: As technology continues to push the confines of what's possible in video gaming—and as players and developers push the confines of game genres—new genres are created all the time.



COMPETITION

VGAMER is a game with several dimensions:

Blockchain, Multiplayer, Social

Blockchain games in this segment includes:

Decentraland: An open 3d world, like a second life on blockchain.

Sandbox: Also an open 3d world, inspired by minecraft.

Alice: a game with cute graphics, but with different game play based on positive images and cuteness.

Axie Infinity: A game with cute graphics, but with a different gameplay that is more about collecting, breeding and battling. It also intends to not only be for blockchain experts. And we are happy that Axie Infinity shares similar goals in letting users be part of controlling the games development. But VGAMER is unique in that it is an open world game with a strong visual identity based on connecting console gamers round the world, intended for non-blockchain skilled players primary target group. Also catering for an underserved market, who are a large base of players but with less purposely created content. Additionally, VGAMER will use Chromia blockchain, which has proved to be a flexible blockchain, focused on decentralized games, with the peculiarity of abstracting the blockchain complexity from the gameplay and the user experience

MARKET PLACE

One of the game's main features is a virtual marketplace where users can buy and sell their NFT .Each NFT are created when each tournament begin as VMOJI for non blockchain users (which means it cannot be sold as an NFT) and NFT for blockchain users . There are free and paid tournament.

Users can purchase virtual stadium ,players in the tournament ,lands and other properties as NFT and decorate them

Football™ PES2020

In the game, users could either purchase virtual stadium from Alice or in the marketplace. There is a scarce supply of stadium in the universe and each piece of stadium is represented in the form of NFT tokens. After the stadium has been purchased, users can decorate it with various in-game items such as manager (users that registered for the tournament), access the players in the tournament and choose your best in each wing(position of play) other things can be purchased too for the tournament. Additionally, before an individual can host a tournament ,he must set these things in place and either be a holder of the coin or set the price fund locked up throughout the tournament for easy payouts.

VMOJI

Each player is represented by a vmoji in the game, and players could interact with others through the vmoji. Players could also modify the vmoji by installing different assets to it.

NB: VMOJI is valueless for non blockchain users but can be seen as NFT for blockchain users .

IN-GAME ASSETS

There are in-game assets that can be deployed into the game and they can be bought on the marketplace. Among them he houses, animals, stadiums, veggies, decorations or cosmetic items for the player's avatar. In addition, platform users can create assets using the NFT creator and monetize their design skills! DeFi capabilities will be added to the in-game assets

BLOCKCHAIN FEATURES

GAME CURRENCY, THE VGAMER TOKEN

VGAMER token is the native currency in the game, as well as mirrored as an BEP20 token. It allows token holders to host, play, invest and also be part of the game. There is a fixed supply of VGAMER tokens.

There are several utilities of the token.:

- 1. In-game currency:** VGAMER could be used in the marketplace for purchasing assets and also special skill sets in the game.
- 2. User designed revenue models:** For land and assets in the game, owners could design rentals and visitor fees features. For example, users could charge for players that want to visit the stadium on the island;
- 3. Special game content (DLC):** Certain quests and special features (opening an NFT store or hosting a tournament) are only available to VGAMER holders that stake the tokens for a fixed amount of time.
- 4. Social feature:** Send VGAMER tokens in the chats with neighbors; present assets to visitors; exchange NFT assets;
- 5. Play to earn:** to encourage players to contribute to the game or tournament and to maintain traction, there will be experience points awarded for quests completed. Those could be exchanged into in-game assets that could be transacted, BEP20 compatibility. The VGAMER can also function as a Layer one to other blockchains, and has features for moving tokens between for example Binance . An example of this is the Hedget decentralized options trading platform. There will be a mechanism to move the VGAMER token back and forth between the binance network and other blockchain networks, and thus users are able to use exchanges on binance to ensure liquidity.

Game Assets

Collectibles and scarcity In gaming, the element of scarcity and collectible items have been around since even before computers. Also in VGAMER, there will be limited editions, scarce items. In addition to items designed by the game developers, there will be user-generated content. The openness of blockchain provides information about how many items exist in total, how large is a limited edition.

PROGRESSION SYSTEM

VGAMER will have a dynamic progression system that rewards players as good citizens. Players will progress through the game by completing fun quests, favours and other activities. It will also reward users who are non-players too.

SHARED QUESTS AND COMMUNITY EVENTS

One of our key values in the game is to create the atmosphere of friendship and common interests. The ultimate purpose in VGAMER is to create an alternative beautiful virtual world where anyone can play, find friends work and earn together. Thus, VGAMER will enable various possibilities for players and non-players to work on a shared goal and join resources to complete fun activities. The game will also have community-created events where players will be able to create and participate in activities.

ON-CHAIN FORUM FOR DISCUSSION

VGAMER will also enable a decentralised forum, where users will be able to discuss the game activities, figure out the upcoming votings schedule within the Decentralized Organization, search for new friends, etc.



VGAMER

Fully decentralized assets

In mainstream blockchain games, NFT consists of a small amount of binary data that represents ownership of an asset. But there are many more elements needed to actually having full control of an asset:

- How it looks
- Non-physical characteristics (STRENGTH OF PLAYER)
- Game logic implementing the asset: Swinging a sword, driving a car

So far, in most blockchain games, this information is often stored elsewhere, not under the control of the player and instead under the full control of the game company. In VGAMER, we strive to improve on this as much possible. So far blockchain games have been an emperor without clothes, we aim to dress him up with something cute.

VGAMER stores much more data about items on-chain, using the Chromia originals protocol, a standard for asset definitions. Also, the logic of items will be defined in a free/open-source game, running on-chain and being under the ultimate control of the players.

Marketplaces and trading

One advantage of decentralized ownership is that they can be traded on marketplaces outside of the game companies' influence. This can increase financial incentives for gamers and non-gamers to purchase and create items in the game. Naturally, this feature will be available with VGAMER.

Items can be traded in several marketplaces:

In-game marketplace, A great casual experience in the graphic style of VGAMER. We believe this will be the first choice for a vast majority of the players, most of them come for the game itself more than for the blockchain elements, and they might not even know the difference. Note that this marketplace will also be blockchain based and ownership be with the players.

MARKETPLACES ON OTHER BLOCKCHAINS

The VGAMER token is interchangeable with a BEP-20 Binance token, but also items ownership might be transferred to other blockchains like ethereum chain. In VGAMER, we strive to make items and item ownership interchangeable with other relevant blockchains. This is a way to increase interest and potentially liquidity, and can also be used for marketing purposes. The target group for VGAMER is however not primarily blockchain gamers, so this feature has a “minor” priority. Emphasize once more VGAMER originals is richer in data compared to normal NFTs, and the scope of interoperability will primarily target ownership rather than full asset data. In addition to Binance, other more gaming focused platforms are potential targets for interoperability development.

A GAME CONTROLLED BY PLAYERS

Imagine a platform that can not be shut down, lives forever, where players control the project. A new way to implement games, challenging old models of doing business. VGAMER will push the boundaries of blockchain gaming by letting the users control the game and development. A public democratic application, with formal control by players and other stakeholders such as investors, Gaming Council, or DAO.

VGAMER will be a decentralized organization called Gaming Council, a digital democracy and mini virtual-universe. This could not have been possible without blockchain, since we now can implement rules that govern what source code is running.

FREE AND OPEN SOURCE

The source code will have an open source license so users can control and ultimately fork the application. Note that this platform depends on consoles so users that have same model of console can connect and play virtually

Logic on-chain

The running game will be on the blockchain, as much as possible, thus avoiding the situation where a single entity controls the server.

Token utilities

- Payments VGAMER token is the game currency that players use to purchase assets and land in the game.
- DeFi Token holders could participate in staking and earn rewards as a certain percentage of platform revenues will be given out as staking reward, they can also host tournament . For instance, the gaming platform would have revenues from plot sales, asset sales, transaction fees etc. and that a fixed proportion would be distributed to the staking pool. NFT:s will also have DeFi features such as collateralization and buybacks (as described in this document)
- Governance Owning VGAMER token enables a player to participate in the governance process through a decentralized organisation, with proposals and voting structures. There are issues related to the platform operations and development that could be decided based on the preference of the token holders. In order to encourage users to participate in the voting process, there will also be rewards for voters.
- Play to earn There are a proportion of the tokens reserved for user incentives. By completing quests in the game, players could earn VGAMER tokens. This design is to encourage user participation in the game and to maintain traction.

Team and Advisors. These tokens are allocated to founding and non-founding members of VGAMER.

Reserve. These tokens will be used for staking rewards. Any network participant can stake tokens to earn rewards and reduce the supply in the ecosystem.

Platform rewards. These tokens will be used to incentivize those players who earn tokens by participating in competitions and other activities in the game. This design is to encourage user participation in the game and to maintain traction.



Distribution of Tokens



Community and Marketing.

Ecosystem.

User incentive.

Token sale.

Airdrop

Token Pre-Sale

DeFi component

Staking Yield and Earnings

One of our strategic visions within VGAMER is to create monetary incentives for the most committed and motivated players.

Staking yield

Based on our staking and reward projections, we will allocate a fair amount of tokens on staking rewards. This will incentivize stakers to hold their tokens during the early stage of the game development while some significant game features will still be under development. Staking will progressively decrease as new features will be released.

NFT collateral

In order to provide more liquidity to the collectors in VGAMER, we designed the collateral-filled NFTs, so that users could not only enjoy a monthly interest on their NFT holdings but also have access to instant liquidity when they want to liquidate the NFT. When a user buys NFT from the system, a percentage of the purchase price might go into a collateral pool associated with NFT. User then has an option to sell it back to the system (i.e. destroy the NFT) for the price equivalent to the locked collateral (or a percentage of it). This guarantees that the value of NFT cannot go below a certain threshold. This feature will also allow a user to take a loan using NFT as a collateral.

Renting NFTs

NFTs, including land, can be rented to other players. The smart contract will make sure that the borrower cannot resell or destroy the object, and makes sure that object returns to the owner when the rent period ends.

GOVERNANCE BY THE PLAYERS - COMMUNITY COUNCIL

INTRODUCTION

In line with an exciting plot and “THE BEST COSOLE GAMERS IN THE WORLD ”, “VGAMER” also aims to become a truly user-owned game with its own Decentralized organization called Gaming Council governed by the community. Thus, we also integrated a concept of DAO, which over time can take over the majority of decision-making powers within the platform. Community Council will be a crucial element of the game ecosystem which will address both in-game issues as well as the proposals connected to game development and future funding.

Membership

In principle, every VGAMER token holder can become a member of the Decentralised Organization and get the right to vote on proposals. At the same time, we understand that a certain number of players will be primarily interested in gaming and enjoying the “VGAMER world”. We respect their decision, so membership in the Community Council will be optional.

Community Council principles

Designed as a consumer cooperative and a platform cooperative, the organization follows the universal principles:

- Voluntary membership, i.e. membership in Gaming Council is optional and fully depends on a player
- Democratic member control, i.e. Gaming Council has adopted liquid democracy as a model of participation
- Autonomy and independence, i.e. Gaming Council is expected to overtake the majority of in-game decision-making powers and stay free from third-party interference and control
- Education and information, i.e. one of our key goals in game is to educate our players on different models that were inspired by a real world
- Community cooperation, i.e. A lot of activities require mutual effort, cooperation and communication which makes the bonds between players even stronger. More information on the Community Council will be available soon.
- Juridical entitiesIt, is vital to be able to map the ideas around governance into proper legal frameworks and structures, and clear responsibilities among participants in the ecosystem.

THANK YOU FOR CHOOSING US



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VGAMER