White Paper (Elon World)

Elon World

Play, build community and Earn

Elon world is on the way to build a new virtual gaming world where players as well as developers can monetize their skills using Elon World.

Elon World connects game developers, players, influencers and merchant at single platform where they can utilize their skills and monetize them. We aim to bring Blockchain in the main gaming mainstream, attracts both crypto and non-crypto game enthusiasts by offering them the advantage of true ownership, security, interoperability and monetization capabilities.

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The Whitepaper

Executive Summary

Elon world is the virtual world where players can play, build their community and monetize their gaming skills as well as gaming experience in the Ethereum blockchain using Elon World.

We came into the market with the vision to offer immersive metaverse where players will create a new virtual world and games together without central authority. We are in the market to remove the loophole which existing game players use to do any kind of scam. We provider game developer true ownership for their creation

as the non-fungible token and rewarding them with our utility token-Elon World.

In the current game market, user generated content and centralize ownership limits their rights and ownership. Central control over of trading virtual goods created the players restricts them from the generating the actual value for their creation. Conclusively, it is very difficult to prove creative ownership of the work especially content is copied.

With Elon World, we aim to overcome these limitations while accelerating blockchain adoption to blockchain gaming market. We will do this by building a metaverse gaming platform where developers are able to create, develop and trade without central authority control and enjoying secure copyright ownership with the ability to earn Elon World.

With Elon world, users are able to grab other business opportunities where they can get decent reward opportunities.

Our mission is to provide a best gaming metaverse place where creator can create games, players can play and both of them can earn decent income with Elon World.

User generated Content Ecosystem

Editor:

It is simple yet a very powerful modeling package that allows users to create and animate 3D object such as animal, people and tools and send them into the Elon World market place for the game assets

Marketplace:

Elon World market place allows users to upload, publish and sell their creation.

Game Developer:

Anyone who have their own assets either by making them in Elon World or purchasing them and utilize them with the third and most important ecosystem product, the Game Maker and the Game itself. This product, when launched in Game Maker mode, enables users to place and use their ASSETS within a piece of LAND (an ERC-721 token) that they can own in the virtual world. Users can decorate their LAND with ASSETS, and more importantly, implement interesting and nuanced gameplay mechanics by assigning predefined behaviors to the ASSETS through visual scripting nodes, turning a LAND from a decoration experience into a potential full game experience.

Blockchain gaming with NFT

Elon World uses blockchain technology and NFT together to empower player and developer both. It is an emerging segment in the global game market. Every NFT is unique and distinct.

With the NFT, Elon World will be able to benefit from

- Truly digital ownership
- Immutability and security
- Trading
- Cross-platform interoperability

Elon World metaverse uses various other tokens to create a circular economy between all the profiles of the users who interacts with its platform namely the players, creators, curators.

What is Elon World and it is used for?

Elon World is the ERC-20 utility token built on the Ethereum blockchain and services as the basis for the transactions within the ecosystem and the following uses

- Players spend the Elon World in order to play the games, buy equipment and customize their digital avatar character and collect Elon World token potentially. Developers spend Elon World token to acquire assets through staking

- Elon World allows for the staking which allows the passive revenue. The more Elon world token you can get by staking. It is the only way to get valuable gems and catalyst for the assets creation.

What do we plan next?

Elon world has a solid product roadmap ahead and a well-experienced team is executing a strong vision to build a unique virtual world gaming platform where player can build, own and monetize their skills and gaming experience and spread the power of blockchain as the lead technology in the gaming industry. All these together we have achieved so far and we are striving to attain our target and expecting to get recognition as the most expected blockchain gaming platform in the coming period.

In the future, we are planning to expand our ecosystem, increase community in terms of players as well as developers.

Elon World Platform

Mission

The mission of the Elon World team is to build a system where creators will be able to craft, play, share, and business without central control, enjoying secure copyright ownership with the ability to earn token.

The Elon World team believes that these innovations are important; while for the current market already have 500,000,000 creators and 160,000,000 MAUs, its suffering Four major problems that could hinder future growth if not resolved:

● Centralization of user-generated content in major titles such as Minecraft and Roblox limits creator rights and ownership;

● Central control restricts players from trading virtual goods created by players

Generating a fair price for their creations, what they can and cannot sell and/or take a significant portion of sales revenue;

● Given the nature of vocal art, it can be difficult to prove creative ownership of works in particular How to copy, modify and build on the content; And

● Existing game marketplaces are based on fiat currencies, which do not support true Micro transactions and credit cards are vulnerable to fraud which can unbalance in-game economies.

Elon World Stake Holders

We have developed a 4 Stakeholders approach to ensure that that the success of TSB. Therefore, we will set through smart contracts, that revenues generated through The Sandbox will be distributed across 4 stakeholders to provide support to the ecosystems of creators and players as well as to provide the resources needed to grow the market and develop high quality gaming experiences. These 4 stakeholders are:

Foundation Pool: Is designed to ensure that revenue generated through the game is redistributed to support the growth of the ecosystem. The token allocation of this Foundation pool will be progressively decentralized as we implement a DAO/Community driven solution towards a decentralized model for the benefit of the token ecosystem.

Staking Pool: Is designed to provide incentives to token holders who are actively locking their funds in smart contracts. Its governance will migrate from a centralized decision on year 1 towards a DAO mechanism in the coming years. Token holders that are also active players will generate an extra yield rewarding their activity.

Company Treasury: This represents the SAND that is owned by the company that comes from the proceeds of sales of company owned assets with a 12 months lock-up. The SAND generated through this Treasury will be sold back to the market to pay operational expenses.

Company Reserve: This is the initial company reserve of 600mm SAND (20% of total Token Supply). This reserve will be fed with the proceeds of sales of company owned assets with a 6 month lock-up.

Benefits:

The creation of a decentralized blockchain based gaming platform provides other multiple benefits when compared to the current, non-blockchain system as per the chart below.

Truly digital ownership

Games are true and perpetual owner of the digital items, even if the game was shut down or abandoned. With blockchain, each games item can be tokenized and allowing gamers to decide how they want to trade, sell and gift their items.

Secure and immutable

Digital game items can be easily tokenized and traded in primary and secondary market that are managed and facilitated by blockchain technology items based on the scarcity and demand usually invite fraud and theft but

these risks are minimized on the blockchain because of its distributed ledger nature.

Trading

Blockchain based gaming platform can provide users with an ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off its platform will close and cancel all the value of their in game items.

Cross-platform interoperability

Blockchain provides capacity for the games to utilize shared assets, items, characters and other game elements can be used in other games that allow it. These game items are no longer confirmed by a narrow digital system.

With blockchain(Elon World)	Without Blockchain(other games)
True Ownership ▪ All the digital assets are stored in the players wallet ▪ User retention of the copyright in perpetuity ▪ Ownership not tied to a game ▪ Creative authorship is immutable	▪ Assets stored in the game system ▪ Copyright limited and items can be modified by the third-party ▪ Ownership is tied to the game ▪ Creative authorship is hard to prove.
Secure ▪ No chance of fraud due to blockchain record keeping technology	Insecure ▪ Server based transactions ▪ Great possibility of the fraud
Fair revenue share ▪ Developer gets 100% of the selling of the assets which they have created	Limited revenue share ▪ Developers receive partial payment for the digital items they sell

|	
▪ Multiple creators can automatically shared payment and revenue	▪ Ownership is limited for the one player entity
Decentralized Trading: ▪ Blockchain allows assets to be shared between users for the collaboration ▪ Peer –to-peer trading	Centralized Trading ▪ Centralized system limits collaboration ▪ All the trades are controlled by 3rd parties

The Market:

Overview

According to research published by The Global Games Market, the games market took more than 35 years to grow to a $35 billion business in 2007. In the current year, that market is expected to make $137.9 billion in revenues. With just 11 years, an astounding $100 billion of additional values was created.

Mobile gaming is the largest segment in 2018, claiming more than half of all global game revenues for the first time. Combined, smartphone and tablet gaming generate $70.3 billion, accounting for 51% of the total global market. The segment also has the most players with 2.2 billion, the majority of whom are gaming on smartphones. The gaming industry is in a healthy state as both console and PC games are also growing. Console is the second-largest segment with revenues of $34.6 billion in 2018. This will grow to $39.0 billion in 2021 with a CAGR (2017-2021) of +4.1. The overall PC segment will generate $32.9 billion in 2018 and is the third largest segment. Growth in downloaded/boxed PC games is offset by declining browser PC revenues, as browser gamers have largely transitioned to mobile. Browser PC revenues will continue to decline with a CAGR (2017-2021) of -16.1 to $2.5 billion in 2021.

Global Game Market as per the region:
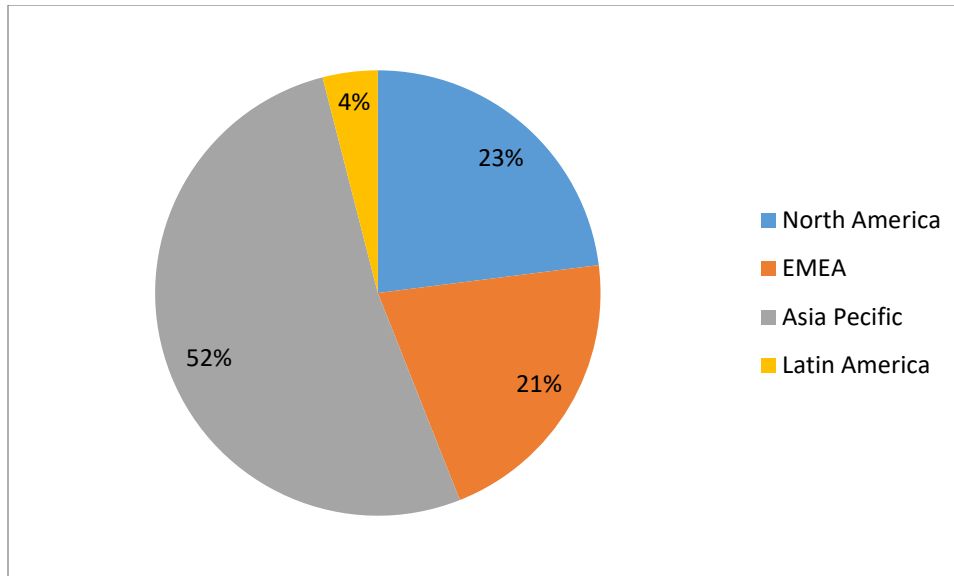
The Asia-Pacific region will generate $71.4 billion this year, or 52☐ of total global game revenues. This represents a +16.8 % year-on-year increase. The share of total revenues claimed by the Asia- Pacific region has increased slightly over the past years due to continued growth in smartphone gaming, for which the region has, by far, the largest player base.

North America remains the second-largest region, taking 23 % of the global games market. Total revenues in North America will increase year on year by +10.0 % to reach $32.7 billion. Growth in EMEA's diverse markets is lagging slightly behind North America, as the uptake of mobile gaming has been slower.

As a result, EMEA (Europe, the Middle East and Africa) region represents 21 %of the market, equal to $28.7 billion. Latin America will grow to $5.0 billion in game revenues this year, taking 4 of the market.

Growth in the coming years will cement Asia Pacific as the largest region by game revenues, as the fastest-growing markets in the coming three years will be India and various countries in Southeast Asia. The largest single market will continue to be China, which will reach $50.7 billion in 2021.

Opportunities

We have research and found several other marketing opportunities that follow. Elon World token will resolve the following issues in the gaming community by the following ways.

Player perspective:

- Lack of earning opportunities as gamer
- Obstructive advertising
- Earning reward can be used only in the same ecosystem not others
- Costing of digital goods

Developer perspective:

- Initial budget acquisition
- Lack of user retention
- Low advertising and in-app purchase revenue
- No innovative revenue channels

Influencer perspective:

- Decreasing revenue from the traditional platforms like Youtube
- Hard to keep follower engagement
- Decreasing effectiveness of traditional social media
- No need of more revenue channels

Merchant perspective:

- Audience targeting
- Marketing cost is bit higher
- Underdeveloped ecosystem for the advertising
- In-game advertising opportunities are not upto the mark

Players:

Elon World core mission is to provide players with an unparalleled user experience where they can play their favorite metaverse game while seamlessly mining tokens. In addition, Elon World engage players in the entirely new ways such as rewarding the players with

the various kinds of income opportunities in the form of Elon World token in the in-game market. Elon World token can also be exchange with the real money where the token will be listed.

Market need for game players with the solution

Lack of earning opportunities as the gamer

There are so many earning opportunities Elon world provides such as mining through playing, selling many in-game items and streaming

Obstructive advertising

Advertising will be limited, players can spend Elon World token to block the advertisement and earn token to watch advertisement.

Reward can't be used in the other game ecosystem:

Whatever reward player get will be used everywhere where Elon world exists

Costing of the digital goods:

With the extensive use of Elon World token, buyers can buy in-game items in the very early stage.

Market need for game developer with the solution

Game developer can also take lot of benefits and enjoy the benefits of using Elon World token. They can easily get funding to work on the developing their project through the investors in the initial game offering. They will be working with the investors through the beta testing and providing perks and rare sellable items to the investors.

Initial Budget acquisition:

Elon World provides initial game offering provision for crowd funding the game development cost

User retention:

Elon World ecosystem enables players to profit making game, a potential source of the income.

Low advertising and in-app purchase revenue

Elon world makes partnership with the merchant and in-app item marketplace opportunities will be developed.

No innovative revenue channel:

Elon world provides scalable revenue channels

Market need for influencers with the solution

Elon world enable influencers to monetize their follower through the referral system which helps them to generate decent ongoing revenue stream for the every lead, regardless of whether the lead remains an influencer's follower in the long-term.

Influencer need with the solution:

Downfall in the revenue from traditional platform like Youtube

Elon World provides unlimited potential regarding revenue streams

It's very hade to keep follower base engaged

Elon world provides rewards which encourages and enables participants to engage more

Continuous decreasing effectiveness of the traditional social media

Elon World provides innovative medium for the game influencers.

Need of more revenue channels

Elon World provide various other ways to earn Elon World token

Market need for Merchant with the solution

Elon World provides an easy and most effective way to merchant to promote their services and products online through the In-Game assets marketplace.

Merchant need with the solution:

Audience targeting

Merchant who want to do advertising or promote their product will be able to target their audience very easily. Relevant ads will be also very relevant to the gamers.

Marketing cost is very high

Elon World provides various other marketing channels to the merchant to promote their products and services which eventually breakdown the marketing cost.

Undeveloped ecosystem for the advertising

Elon world developed a reputed advertising ecosystem that merchant can use very easily.

Lack of In-game advertising opportunities

In-game advertising opportunities when partnering with the developers.

Elon World key features

Game Marketplace:

Elon World offers a very fast, scalable and secure platform that allow developers to design and sell their games as per their preference. Developers have freedom to conceptualize all the technicalities and gameplay according the gaming industry demand. With Elon World ecosystem, developers can collect the development funds through token pre-sales. Once the game prototype is done, developers can market it with the investors and other professional gamers, merchant and influencers who are already part of the Elon World ecosystem.

In the game development, user can buy Elon World token which serve as the capital fund for their choice of game. Those fund capital is acquired by the game developer during this stage and will be used to develop the game which is essential to release the full version of game before it comes to the market.

The people who invested during the presale have advantage once the game developer has released the full version of the game, they can have exclusive right to access in-game purchase for a certain period of the time compared to the other buyer who have purchased the game in the initial stage.

In-Game stuff opportunities:

Game developers will work alongside Elon World to introduce assets which are only available for purchase using its in-game crypto tokens. This safeguards the way in-game transactions are made and creates digital items players can actually own. Through the Ethereum blockchain, Elon World token give players and developers a new platform through which they can distribute, trade and buy virtual items.

Games may differ on how the player uses an item which proves the necessity of having a platform that could benefit the gamers by acquisition of in-game items. Through Elon World, users can take advantage of getting previews of upcoming in-game items, access to the hottest and most exclusive gears, and other latest in-game purchases available in all the games developed within the Elon World ecosystem. Game developers would include unlockable and rare in- game items such as virtual goods, skins or upgrades which could be traded and sold only using Elon World tokens.

Players can buy and sell items with no risk of fraud. The Elon World platform is equipped with advanced fraud protection and blockchain security which ensures all item transactions are

valid. Trading of in-game items from different games developed within the Elon World platform can also be done. Players who want to convert their customized virtual goods to Elon World tokens can do so by selling those items for public takers. In-game items are available through different game servers and games within the Elon World platform. The people who have purchased a game developed within the Elon World ecosystem can earn Elon World tokens while playing games. This allows players to easily buy in-game items for a more exciting and awesome gaming experience.

Referral System

In referral system, if one can like the other products and promote it against the other, he will get a piece of profit on each sale as the referral reward.

Elon World has taken into consideration in the gaming industry and applies it in the system. Existing player within the Elon World platform can refer the game they are playing to their friends to get the referral bonus.

Business Opportunities

The primary vision of the Elon World is to develop a gaming ecosystem to utilize the Elon world token and its blockchain. Once the gamer buy some Elon world token and eligible to earn rewarding opportunities such as liquidity reward, referral rewards, community rewards and rank rewards.

You can provide liquidity with minimum $100 and make registration with only $5

If you take stake of $100, you will get 10% of stake per month as the liquidity reward for the next 24 months.

In referral reward, suppose you refer your friend and he stake with $100, in such circumstance, you will get 5% of the stake of

your friend per month as the referral reward for the next 20 months and it will increase with the number of referrals.

Like you get the 50% of the profit of the referral as the referral reward, you will also get 10% of it as the community reward without doing anything. In simple, you will get two type of rewards for one type of activity till twenty months.

Fourth one is rank & reward where you will get 3% of the stake and achieve the rank A1. Likewise you will reach upto A6 level and earn the decent income under some conditions.

Revenue Model:

We are excited by the opportunity to build new kinds of business models with this player-powered economy, both in terms of revenue model and token model.

Elon World will provide immediate liquidity to players and investors. The valuation of the Elon World token is calculated on what players will be able to build/play/trade/win inside our metaverse. We are aiming at replicating real-world economy systems, with players able to buy, rent, hire, vote, stake, etc.

The main flows of income will be the following:

Company ASSETs token:

Sales of ASSETS created and developed by the company (LANDS, ASSETS, Attributes, others);

 Transaction Fees:

TSB to charges 5% of all transaction volume carried out in Elon World tokens (Transaction Fees)

Player Subscription Fees:

Revenues that we will generate via various subscription models to gain access to exclusive in-game features, Premium ASSETS etc.

Tokenomics:

ELON WORLD is the utility token used throughout The Elon World ecosystem as the basis of transactions and interactions. It is an ERC-20 utility token built on the Ethereum blockchain. It will be used across the ecosystem by gamers, developers, and publishers, allowing Creators and Players to exchange ASSETS and Games and build a user-based platform of rewards while developing an ecosystem where Creators and Players will share various truly unique gaming experiences.

User generated digital ASSETS are represented as ERC-1155 tokens. To ensure the everlasting scarcity and verifiable scarcity of non-fungible items, we use the ERC-1155 token standard. This standard allows a smart contract to track token-ownership at the individual token level: each item has a unique identifier and, optionally, unique properties stored as metadata.

ELON WORLD can be used and acquired by Artists, Creators, Players and LAND Owners through multiple ways as described below:

Token Name	Elon World
Total Supply	2,20,000
Live Trading	Pancakeswap
Smart Contract	Smart Contract
Smart Chain	Binance

Technology

Elon World used blockchain technology to record the ownership of the tokens and allow owners to transfer, sell and use them without restriction. IPFS is used to store actual digital assets which make sure that the assets cannot be changes without owner permission.

Different kinds of protocols will be integrated into the Elon World gaming stack

ERC-20 for the Elon World token

ERC-1155 and ERC-721 for the digital assets storage and trading.

Integration of technologies as per future perspective

Ethereum: Best for asset tokens and has a largest number of developers and community that allows the well established standards, practices and support

Blockchain: In present, the most robust blockchain protocol and widely used to make the network validated by many others.

Ethereum Protocol: Best for all the applications to interact each other

Roadmap

Jan2023

Elon World Token Listing on Pancakeswap and Dex Trade

April 2023

Elon Pay UPI payment Gateway

June 2023

EW Wallet - Elon World decentralize Wallet launching

Aug2023

Elon World Exchange

Elon launching Centralize exchange

Dec 2023

Elon World Hybrid Block chain

March 2024

Elon Games - Elon world launching Virtual Games on its own Elon world block chain

June2024

Elon NFT market place

Elon World launching at NFT place Market

Sept 2024

Elon World Meta Verse

Dec 2024

Elon World Multichain Wallet

Conclusion:

Elon World ecosystem allows players, developers, influencers and merchant to earn decent income using the platform and remove central authority influences in the game development in the metaverse.

In the coming few years, our experience and dedicated team will build a more unique way to play in the virtual world where player can play, create, collect, donate and earn Elon World token.

We are striving to make Elon World gaming ecosystem more robust and innovative.

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