



One Game

Decentralized Virtual World

V 1.03



One Game

Introduction: Pushing the Boundary between the Real and Virtual World

1. What is *One Game*?
2. The Players' and Gamers' Experience of *One Game*
 - A. User Account
 - B. Land System
 - C. Game Assets
 - D. Avatars
 - E. Scripts
 - F. Lobby
3. Technical Architecture Based on *Deepbrain Chain*
 - A. Selection of Game Engine
 - B. Developers' Tools
 - C. Smart Contracts on *Deepbrain Chain*
 - D. Services Hosted by a Miner
 - F. Version Management and Security Mechanisms

4. Consensus in *One Game*
 - A. Popularity Rank
 - B. Competitiveness Rank
 - C. Version Upgrade Based on Proof of Popularity and Proof of Competitiveness
5. Self-evolution of the Platform Based on Genetic Algorithm
6. A Tokenized Ecosystem on Top of Blockchain
 - A. Introducing *OGT (One Game Token)*
 - B. *OGT* Usage
 - C. Incentive Program
 - D. *OGT* Pricing Mechanism
7. *OGT* Allocation
8. Project Roadmap
9. Team
10. Risk Disclosure
11. Disclaimer

Introduction: Pushing the Boundary between the Real and Virtual World

Since Atari pioneered video gaming with the introduction of *Pong* in 1972, and technology and human-computer interaction concepts and design continued to advance in the ensuing half century. From Moore's Law, hardware has consistently evolved into better and more powerful consoles, while video games have been integrated into PCs, mobile devices, and virtual reality (VR) gears as game developers build more innovative and entertaining gaming experiences.

Video gaming has grown into a worldwide cultural phenomenon allowing the developed of an incredibly passionate gaming communities. For example, contemporary developer Tencent Games' multiplayer online battle arena competition *Kings of Glory* demonstrates the ascendance of the medium: the mobile platform hosts over 80 million daily active players (DAU) and 200 million monthly active players (MAU) as a result of its unique design and seamless social network integration.

Video gaming popularity has also translated into formidable industry taking on professional sports. According to the Global Games Market Report by *Newzoo*, 2.2 billion gamers across the globe are expected to generate \$108.9 billion in game revenues in 2017. The trend is expected to continue and to accelerate.

Meanwhile, recent advances in 3D modeling and virtual reality technologies have inspired developers to blur the boundary between the real and the virtual world. The *Grand Theft Auto (GTA)* series by Rockstar Games, for instance, allows the player

to take on the role of a criminal in a big city, with scenes that are so lifelike that every game in the series has been both praised and criticized for its graphic and uncanny portrayal of reality.

Despite these technical advances, modern large-scaled multiplayer games still suffer from significant limitations. Most games in today's market, are pre-designed by developers and game designers with pre-programmed stages or rules. Flexibility within the game is limited. No matter how good the game is, inevitably sooner or later, the players lose interest.

Additionally, the rules and judgments in the existing games are not always transparent or fair, and often incite complaints among players.

The game players lack ultimate control to make much requested changes, while the corporate game designers and developers hold the ultimate arbiting power within the gaming environment. The game players are relegated to a subservient position, while game developers and designers act as de facto masters.

The advent of blockchain technology now allows us to overcome these limitations and empower the game players as well as all participants in the game including the game designers and developers. We can create a decentralized virtual world in which the game player is the ultimate owner, creator, and arbiter.

One Game will build a decentralized and self-evolving world governed by creators, gamers, and players based on ranking systems that reward the right actors. This is a radical paradigm

shift in which the players will now have ultimate developmental control of their virtual reality.

As Buddha says, “Every flower has its own world.” *One Game* will allow every flower to blossom.

1. What is *One Game*?

One Game is a decentralized virtual world built on top of blockchain technology. *One Game* has no pre-defined gameplays or objectives, and is an open platform owned by users and players. The platform offers considerable design flexibility and tremendous creative freedom along with user control and player self-governance.

One Game allows users to develop customized characters, scenes, plots, gameplays, or algorithms – it offers limitless user creativity. A player can control his or her virtual avatar, freely visit any land plot, play different games, compete or collaborate with other players.

We have invented two sets of consensus algorithms integrated into the *One Game* blockchain: Proof of Popularity and Proof of Competitiveness. Our goal is to create a decentralized rank measure for developers and players, and give them individualized scores by their contribution in *One Game*. They will be rewarded with our tokens, *OGT*.

Users can connect to the *One Game* platform through a PC, VR

headset, or mobile device, supported by a basic infrastructure and engines driven by a cryptocurrency ecosystem.

Finally, *One Game* upgrades the system and evolves through decentralized governance. The boundary between the real and the virtual world will eventually disappear as the platform grows, and player imagination prospers.

2. The Players' and Gamers' Experience of *One Game*

Players and gamers are the owners and developers of the platform and this virtual world, which consists of the following fundamental components:

A. User Account: The *One Game* identity that assigned to each user. This allows game players to register and login through their username and password.

As a decentralized platform, *One Game* requires no KYC (know-your-clients), although local agencies or promoters can add their own rules to ask users for personal information in order to prevent children from using the software depending on geographically-based restrictions.

B. Land System: The sets of land on which users create game scenes.

The system can generate unlimited amounts of virtual land with sizes ranging from 2K pixel*2K pixel to 2M pixel*2M pixel. A developer needs to pay a small fee in order to generate new parcels of land.

A map editor allows developers to create new land and edit landscape features. All individual parcel of land is disjointed by default. Developers can collaborate and agree to connect their respective parcels of land.

For game players, they can visit or enter any land on the platform, unless the land developer requires entry by invitation only or requires tickets to be purchased for entry.

C. Game Assets: All the visible entities in the world of *One Game*, including human characters, animals, vehicles, and buildings.

Players can get free or paid assets from the **Asset Store**, while developers can create new assets, and either sell or share them for free in the Asset Store.

D. Avatars: The players' graphical representation in the virtual world of *One Game*.

Adam and Eve are the default choice of avatars when new players enter the game and are assigned an avatar. Additional avatars skin or feature combinations can be obtained from the Asset Store.

The avatars have certain aspects that can be controlled or changed by the game players, including physical

appearance (features and skins), behaviors, and intelligence.

By controlling the avatars, players can fluidly interact in the world of *One Game*, and play different games created by different game developers on different parcels of land.

Beyond the characters actively controlled by the players, there are numerous NPC (Non-Player Characters) in the platform. These avatars become alive with the help of AI algorithms, and can join different games made by developers.

E. Scripts: Help developers define customized rules on their land as well as generate new games.

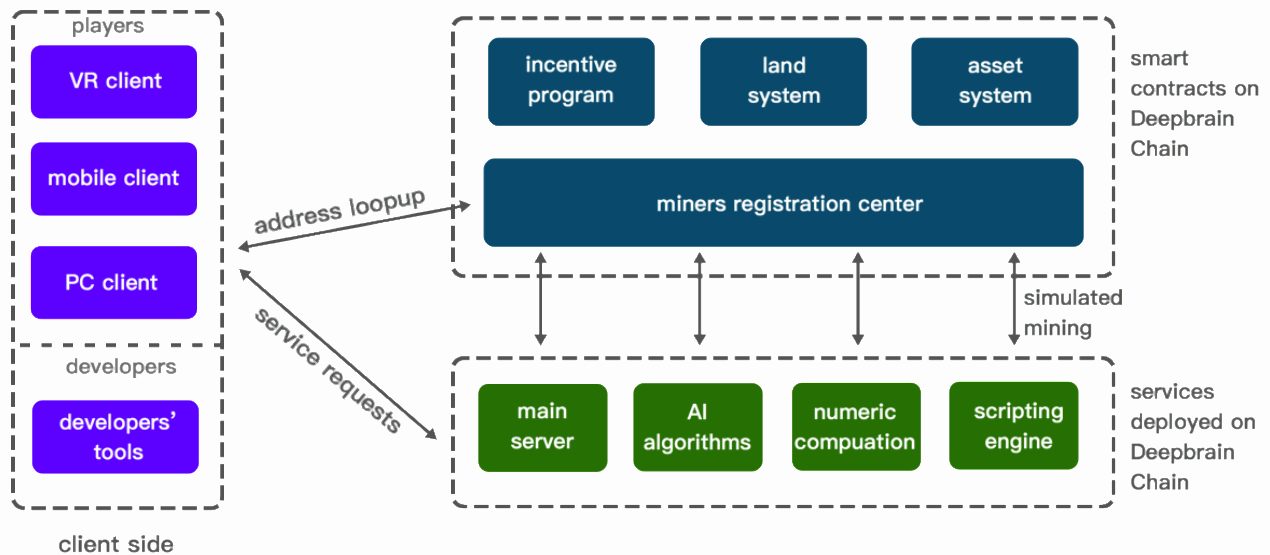
Developers can use scripts to override the default physical rules in the platform, create own plots or stories, make NPCs come alive through AI algorithms, or define the starting and ending conditions of their games on their land.

F. Lobby: The starting point from which players enter the game, to discover or search for land owned by developers, and choose to enter scenes or participate in games created on top of these varied land parcels.

The Lobby also enables basic communication functions, and allows players to chat with developers or keep in touch with other players.

3. Technical Architecture Based on Deepbrain Chain

The *One Game* platform contains both a client side and a server side.



The client side is the interface that connects the real and the virtual world and consists of a game interface for game players, and developers' tools for game developers. Initially, we will launch a desktop PC client, which will be followed by mobile client and VR client.

The server side is built on top of *Deepbrain Chain (DBC)*, which is a low-cost, private, flexible, safe, and decentralized computing platform. The server side includes two parts: smart contracts on *Deepbrain Chain*, and mining services on *Deepbrain Chain's* computing platform deployed by miners. Any user can become a miner by downloading *One Game's* code from an online repository, and uploading the compiled the binary to *Deepbrain Chain's* computing platform to execute. In

this way, through *Deepbrain Chain* hosting, miners provide computing and storage resources to *One Game*, and are rewarded *One Game* Tokens through simulated mining process.

All key judgment and logic are implemented on the server side. The gaming clients only conduct rendering and computations that don't affect the game results or use rankings.

A. Selection of Game Engine

Ideally, we aim to create an implementation entirely based on open sourced solutions; however, most commercial game engines are close sourced.

For now, we choose Unity3D, while we will open-source all of the code and the communication protocols.

Ultimately, when there are better choices, we will migrate to a new solution.

B. Developer Tools

Game creation in the *One Game* platform will be facilitated through the following developer tools:

- Land Editor: alters the land's topographical appearance, such elevation and landscaping.
- Assets Editor: creates and modifies non-avatar game assets.
- Avatar Editor: creates and modifies avatars features, behaviors and genetics makeup.

- Scripts Editor: edits scripts, in order to control properties and events related to land, assets, or tasks.

Our goal is to enable new developers with little or no experience to easily make great games using easy to use interface, as well as provide advanced options to allow professional game developers to be creative and to make the best use of the *One Game* platform.

C. Smart Contracts on *Deepbrain Chain*

One Game's core system is built on top of *Deepbrain Chain* as smart contracts.

It contains the following key components:

- Miner's Registration Center, where miners can register themselves, and service requests from the client side that are routed to the mining services.
- Incentive Program, manages how *One Game* token rewards are generated in the whole system, and how the rewards are distributed to miners, developers, and players.
- Land System, keeps the full records of land creation, land ownership, and pricing history.
- Asset System, traces the status of all the game assets, such as the status of avatars. Every single asset in the world of *One Game* is non-fungible, and carries a unique id.

D. Services Hosted on *Deepbrain Chain*

In the simulated mining process, miners deploy various services to *Deepbrain Chain*'s computing platform:

- Main Server, includes fundamental components of the system, for example, game lobby, asset store, scenes.
- AI Algorithms, include algorithms for pathfinding, and the behavior and decision making of the NPCs.
- Numeric Computing, manages game physics and collision detection.
- Scripting Engine, compiles and executes scripts created by developers.

When the client side needs to send requests to the server side, it first looks up for the corresponding service's IP address from Miner's Registration Center, and then sets up a peer-to-peer connection with the service.

When the requests from the client side exceeds the capacity of the existing miners, the Incentive Program will raise the mining rewards to attract more miners. On the contrary, when there are not enough requests, the Incentive Program will lower the mining rewards, which will decrease of number of miners, to save energy.

E. Version Management and Security Mechanism

In *One Game*'s mining process, anyone can become a miner without any permission, which means, miners have the freedom to host different versions of the service, and they can provide forked ones improved by open source contributions.

However, to prevent possible security concerns and to protect the system from potential security hazards, on one hand, we record and register all the binaries' fingerprints in the Miner's Registration Center; on the other hand, a voting process is designed, such that game developers and game players can form a committee and decide which open source version is the elected version. The theory of the voting process is explained in detail in section 4.

The computing platform of *Deepbrain Chain*, also guarantees that once a version is deployed, it will be kept in a sandbox safely and will not be modified by any external programs or actors.

4. Self-evolvement of the Platform Based on Genetic Algorithms

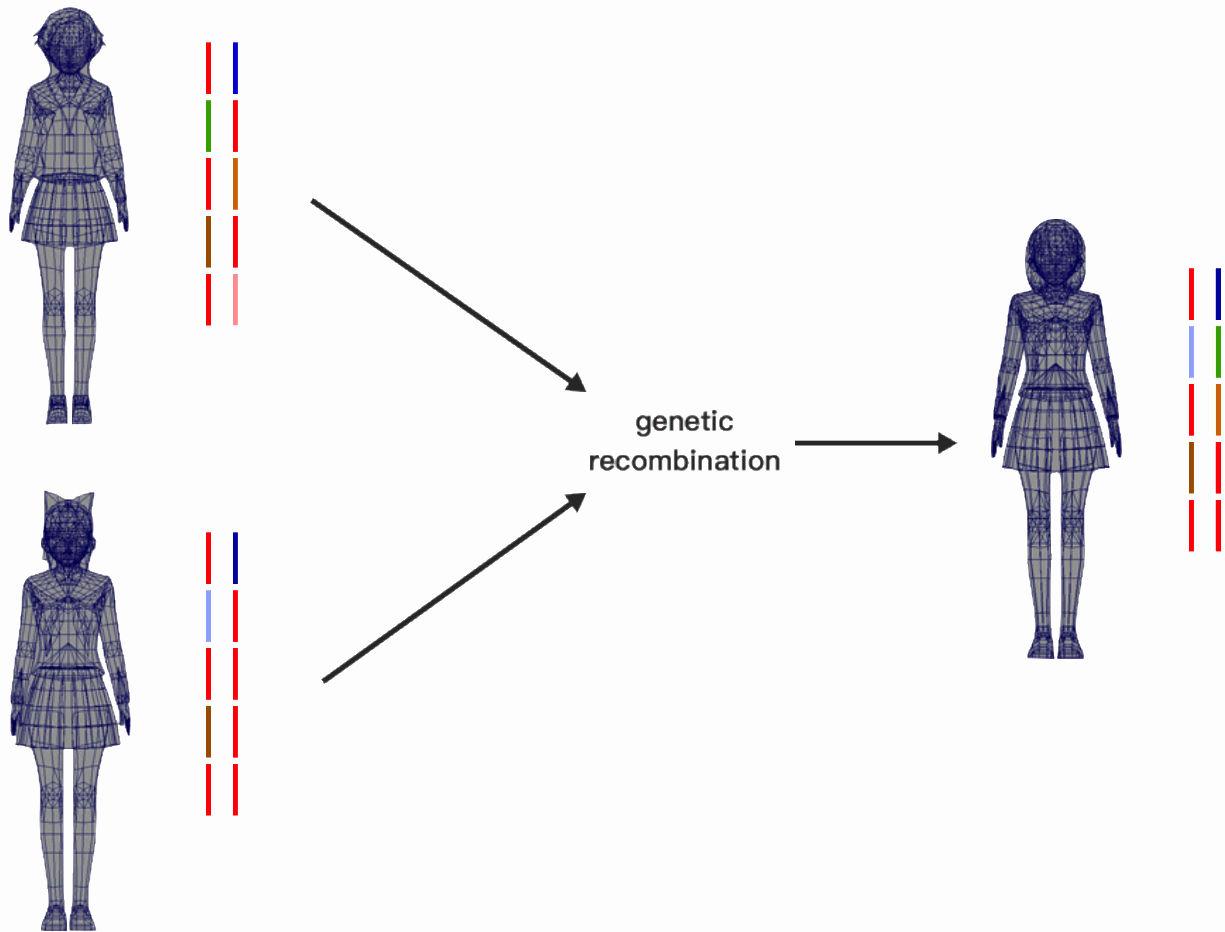
One Game game developers will provide various types of game assets and scripts to the platform over time, while game players will provide an ongoing stream of data through game play. As *One Game* assets and scripts are highly modularized, we believe the combination of different modules will generate unlimited gaming possibilities and variations.

One Game's Developer Tools allow developers to map asset modules with genes, similar to that of DNA gene - every gene carries a trait.

By paying a fee, game players can apply random genetic mutations or combinations onto assets owned by them or acquire new assets. Game players can continue to iterate on the combination process until they happy with the generated content.

After multiple rounds of developers' and players' input and feedback, the genes will allow the platform to evolve with surprising results via this selection process. *One Game* grants players and developers godlike powers of personalization and creation.

One Game's self-evolving genetic algorithm combines knowledge in biology, mathematics, and computer science. As the platform evolves, we will further develop the theory and publish new papers.



Example of genetic recombination and mutation of two avatars

* internet images for demo purposes only

5. Consensus in *One Game*

Decentralization relies on consensus, and *One Game* will use *Popularity Rank* (R_p) and *Competitiveness Rank* (R_c) as a consensus mechanism. R_p and R_c measure the activeness of developers and players, and the platform will periodically re-compute PR and CR for each developer and player.

These two consensus mechanisms enable decentralized governance and a self-evolving platform based on voting:

A. Popularity Rank, defines the popularity of the land created by developers.

$$R_p(l, i + 1) = k \sum_{p \in P} \frac{t(p, l)}{T(p)} + (1 - k)R_p(l, i)$$

Here, $R_p(l, i + 1)$ and $R_p(l, i)$ respectively represent a land l 's Popularity Rank in the current period (period $i + 1$), and the previous period (period i); k is a number between 0 and 1, and represents the weight of the current period; P is the set of all the players that visited land l in the current period, and p represents a single player; $t(p, l)$ represents the time that a single player p spent in land l , and $T(p)$ is the time that player p spent in all the land in the current period.

$$R_p(d, i) = \sum_{l \in L(d)} R_p(l, i)$$

A developer d 's Popularity Rank $R_p(d, i)$ equals to the sum of all of his land' Popularity Ranks $R_p(l, i)$, where l represents a single land, and $L(d)$ is the set of all the land created by d .

B. Competitiveness Rank, defines players' performance in different games created by developers.

$$R_c(p, i + 1) = k \sum_{l \in L} R_p(l, i) \frac{s(l, p)}{S(l)} + (1 - k)R_c(p, i)$$

Here, $R_c(p, i + 1)$ and $R_c(p, i)$ represent a single player, p 's Competitiveness Rank in the current period and the previous period; k is a number between 0 and 1, and represents the weight of the current period; L is the set of land that player p visited in the current period, and l represents a single piece of land; $s(l, p)$ represents a single player p 's performance score in land l , and $S(l)$ presents the sum of all the scores from different players in land l .

Please take note that the popularity rank $R_p(l, i)$ of the previous period is used as a weight in the formula. In other words, players need to gain scores in more popular games in order to better increase their Competitiveness Rank.

C. Version Upgrade Based on Proof of Popularity and Proof of Competitiveness

The platform will choose N_p developers with the highest Popularity Rank, and N_c players with the highest Competitiveness Rank as the judges to form a committee.

When the *One Game* development team updates the platform, it will be presented through smart contract to the committee, who will make the new version official upon 2/3 of the judges' approval.

Theoretically, third party developers can also develop new versions and submit them. Eventually, it is the committee that ultimately decides when and how the platform upgrades.

6. A Tokenized Ecosystem on Top of Blockchain

Game credit is a natural component in games. In the virtual world of *One Game*, we want to further explore the usage of blockchain based tokens as game credits:

A. Introducing *OGT* (*One Game Token*)

One Game Token (*OGT*) is an ERC20 compatible token initially issued on top of the Ethereum blockchain and then swapped to Deepbrain Chain token. There is a finite supply of *OGT*, and the amount in circulation will be pre-defined.

B. *OGT* Usage

The following summarizes the varied *OGT* utility:

- Creating and maintaining land
- Paid options in games developed by developers
- Buying and selling assets in Asset Store
- Rewards for developer and players
- Fees for using computing and storage resources

C. Incentive Program

There is an incentive pool reserved for the miners and all the developers and players. And every year, 10% of the tokens in the pool will be distributed as rewards. And in the other direction, the proceeds received from land creation and genetic mutation will be returned back to the pool. Eventually, it will reach a dynamic balance.

As described in section 3.D, the simulated mining process guarantees that there are always necessary but not excessive computing and storage resource provided in the whole system, and miners get enough incentives. The remaining rewards will be then distributed to developers and players, with an amount proportional to their Popularity Rank and Competitiveness Rank.

D. *OGT* Pricing Mechanism

The conversion rate between *OGT*, fiat, or other cryptocurrency is decided purely by supply and demand. The *OGT* price will go up when more developers and

players join the platform because there is a limited number of *OGT*.

Although the *OGT* price is variable, developers will occasionally need to issue game credits with a fixed conversion rate to fiat currencies.

We provide a protocol that developers can refer to one or multiple oracles that connect to the APIs of major cryptocurrency exchanges, and grant developers access to the current *OGT* price to solve this problem. Developers can then issue game credits based on variable *OGT* conversion rates while maintaining a stabilized price bounded to fiat currencies.

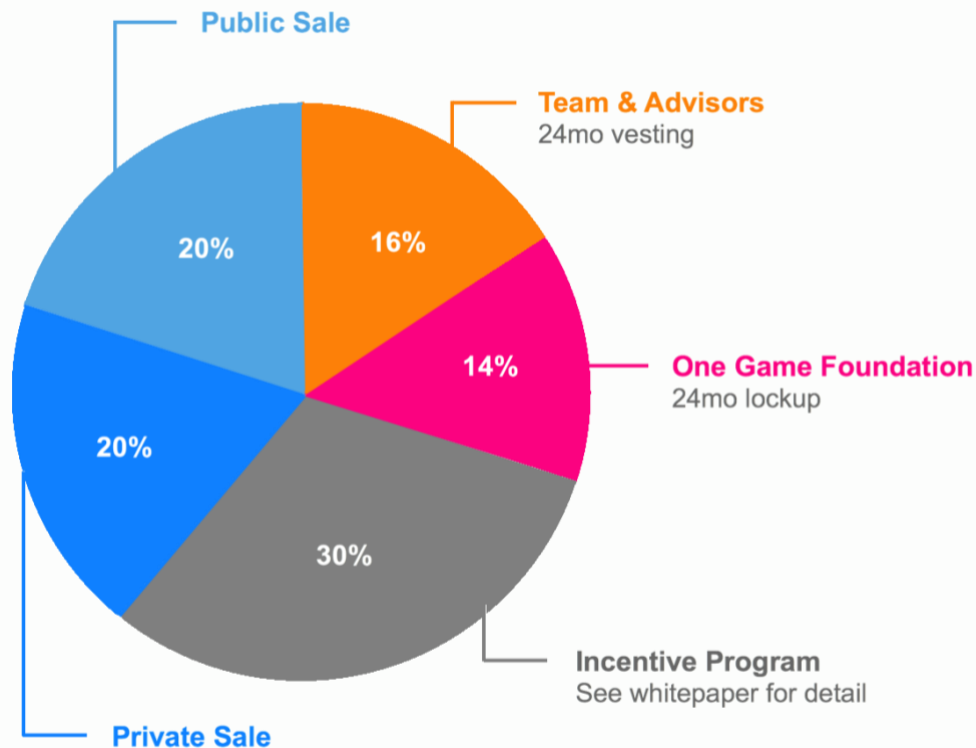
For example, if the current price of one *OGT* is \$0.01, and a game developer issued his own game credit *X* set at a single credit price of \$0.1, then in *One Game* players need to pay 10 *OGT* to get one *X*.

When the token *OGT* price increases to \$0.02 the developer can easily change the conversion rate and allow players to receive one *X* with 5 *OGT* through use of the oracle.

Currency fluctuation is a risk for developers because they earn *OGT* from the games, and the token price may go down due to market changes. We suggest developers hedge this fluctuation risk through use of derivatives. Due to the ancillary complexity of this market, we will not go into detail here.

7. *OGT* Allocation

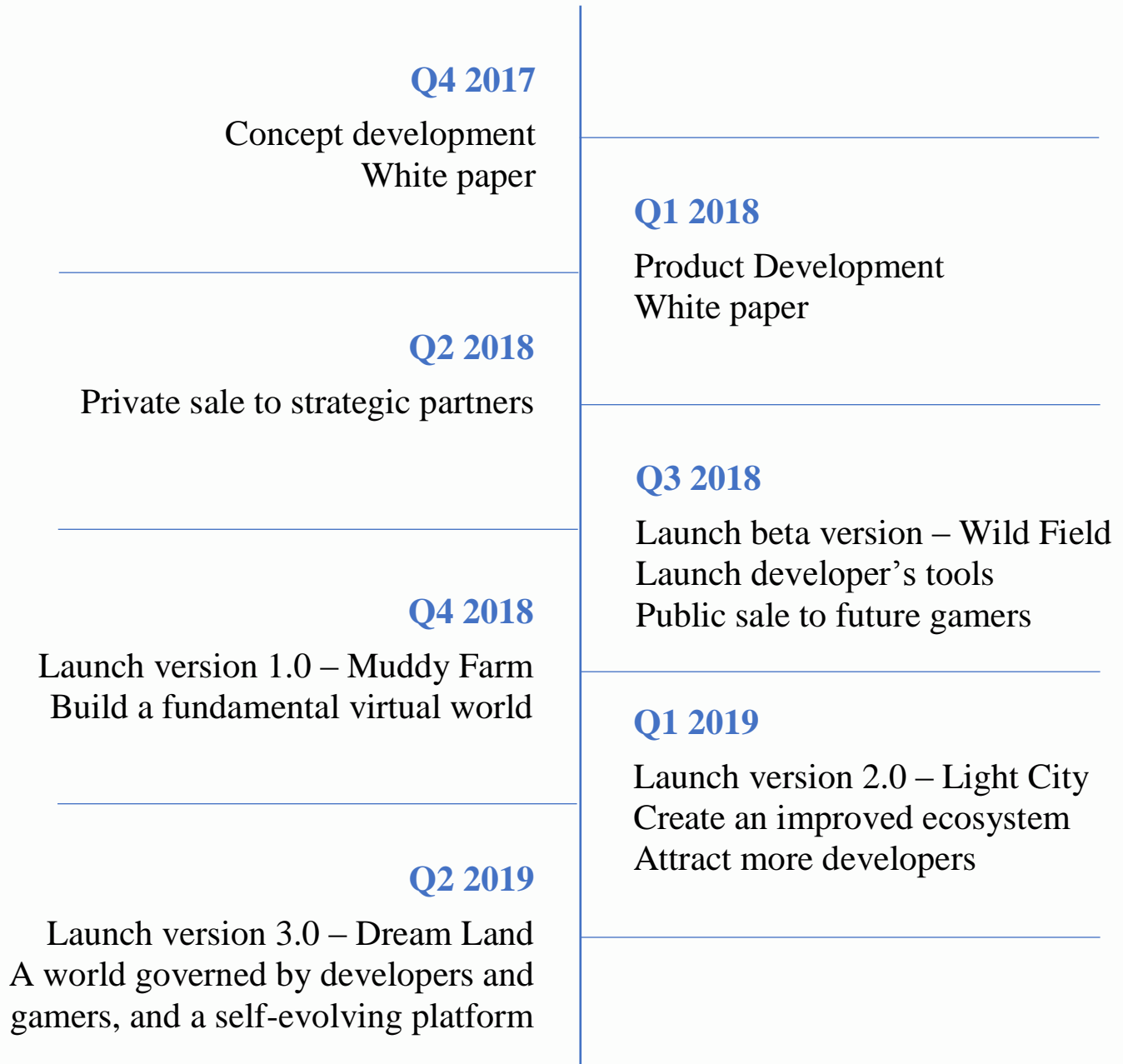
There are 10 billion total *OGT*, and are allocated in the following way:



- 16% of the *OGT* will be reserved for the team and advisors, vested linearly in 24 months.
- 14% of the *OGT* will be reserved for the *One Game* Foundation, with a lockup period of 24 months.
- 30% of the *OGT* will be reserved and need to be mined. Half of the block rewards will go to players.
- 20% of the *OGT* will be sold to strategic partners in the private sale.
- 20% of the *OGT* will be sold to future gamers in the public sale.

8. Project Roadmap

One Game's roadmap:



9. Team

Our executive team are entrepreneurs and engineers from tier 1 companies and schools in Silicon Valley and Wall Street.

Chief Executive Officer | Pu Shi

Serial entrepreneur and early adopter of cryptocurrency. Investor and adviser in multiple blockchain projects. Independent game developer with more than 10 years' experience. Co-founded Carloha, a leading used car e-commerce company based in New York. Has held Senior Software Engineer and Tech-lead positions for multiple years in technology companies, including Google and Microsoft. M.S. of Computer Science from Emory University.

Chief Blockchain Engineer | Jason Zou

Tech Lead and Manager on Google Maps. 7+ years of experience working on Google Maps using industry-leading AI technologies. Holds Ph.D. of Applied Mathematics from Stony Brook University and Bachelor of Pure Mathematics from Wuhan University. Former ACM-ICPC programming contest medalist.

Chief Producer | Kurt Young

Co-Founder and Creative Director of Mokuni Games. Former Creative Director of The9 Limited (NASDAQ: NCTY). M.S. of Computer Arts from School of Visual Arts.

Chief Technical Artist | Fox Chen

Co-Founder and Lead Programmer of Mokuni Games. Had more than 10 years' experience game development. M.S. of Computer Science from New York University.

Chief Strategy Officer | Jeff Zhou

Investment banker with 10+ years of experience in M&A and IPO. Specialty areas include fintech and clean tech. Obtained Bachelor's degree in Mathematics and Economics from Macalester College, USA and MBA degree in Finance from Simon Business School, University of Rochester.

Chief Marketing Officer | Jane Wang

Previously active in consumer technology startups, including Compass and Etsy, and hedge funds including Bridgewater Associates and GAMCO Investors, Jane Wang specializes in marketing for technology companies. She has a dual Bachelor's Degrees in Applied Mathematics and Economics from Northwestern University. Her writings have been published on Huffington Post and Forbes.

Business Development Director | Anthony Andreoli

Broad business background including experience in the legal, entertainment, digital media, and commercial real estate industries. Experience includes work with boutiques as well as large institutional firms including Dechert LLP, CAA, and

Cushman & Wakefield. Graduated cum laude from the Wharton School of the University of Pennsylvania, and holds a JD from Villanova Law School as well as an LLM from Temple's Beasley School of Law.

About Mokuni Games

Mokuni Games, based in New York, is an important partner of *One Game*. And the team of Mokuni Games is an important part of the *One Game* team.

In the past 5 years, with a team of more than 10 members, Mokuni Games developed and published multiple successful products, including *Kitty in the Box*, and *Food Conga*, both of which were featured in the app stores of Apple, Google, Microsoft, and Amazon multiple times. The games received more than 10 million downloads, with an average review score of 4.5+. Additionally, Mokuni Games has received awards from New York Comic Con and PAX multiple times. The company recently provided a Virtual Reality experience for Tesla's flagship store in China in Q3 2016.

10. Risk Disclosure

1. Systematic risk: refers to the possible change in the revenue due to the common factor of the global factor, which affects the return of all securities in the same way. Take policy risk, for instance. At present, the country's supervision policy for blockchain project and Token Sale mode financing is not clear, and there is a certain possibility of loss of participants caused by policy reasons. As for the market risk, if the overall value of the digital asset market is overestimated, then the investment risk will increase; the participants may expect the Token Sale project to grow high, but these high expectations may not be realized. At the same time, systemic risk also includes a series of force majeure factors, including, but not limited to, natural disasters, large-scale failures of computer networks in the world, and political unrest.

2. Risk of lack of supervision: Digital asset trading, including *OGT*, is highly uncertain, due to the lack of strong supervision in the field of digital asset trading. Meanwhile, electronic token has the risk of soaring, plunging, and being manipulated by the banker. If an individual lacking experience enters the market, it may be difficult to resist the impact of assets and psychological pressure caused by market instability. Although academic experts and the media sometimes give cautious participation suggestions, there are no written regulatory methods and provisions introduced, in a way that the current risk is difficult to effectively circumvent.

3. Risk of supervision: It is undeniable that in the foreseeable future, regulations will be introduced to regulate the blockchain

economy concerning the electronic token sector. If regulatory bodies regulate the sector, the tokens purchased during the Token Sale period may be affected, leading to fluctuations or limitations in price and marketability.

4. Team risk: At present, there are many teams and projects in the blockchain technology field, and the competition is very fierce. There is a strong market competition and project operation pressure. Whether or not *One Game* project can break through many excellent projects and become widely recognized, is not only linked to its own team capacity and vision planning, but also linked to external factors such as competitors and even oligarchs in the market. There is a possibility of vicious competition.

5. Risk within team: *One Game* brings together a team of both vigor and strength, attracting senior practitioners in the field of blockchain, experts in the field of artificial intelligence, and experienced technical development personnel, etc. The team of *One Game* boasts stability and cohesion of the team, which are crucial to the overall development of the project. In the future development nonetheless, note that it is not possible to exclude the possibility that the team will be negatively affected by the departure of the core personnel and conflicts within the team.

6. Project overall planning and marketing risk: The *One Game* initiative team will spare no effort to achieve the development goals outlined in the white paper and extend the growth space of the project. Because the white paper may be adjusted as the details of the project become updated, if the details of the project update are not timely obtained by the Token Sale participants, there could be information asymmetry, which might negatively

affect the subsequent development of the project.

7. Project technology risk: First of all, the project is based on cryptographic algorithm, and the rapid development of cryptography is bound to bring potential risks to be cracked. Secondly, while blockchain, distributed ledger system, decentralization, disagreeing with tampering, and other technologies support the core business development, *One Game* team cannot fully guarantee the landing of all of these technologies. Thirdly, during the process of project updating and adjustment, there may be loopholes, which can be remedied by releasing patches, but the extent of the impact caused by the vulnerability will be variable.

8. Hacker attack and crime risk: In terms of security, the amount of a single supporter is very small, but the total number is large, which puts forward high requirements for the security of the project. Note that electronic tokens are anonymous and difficult to trace. They could easily be used by criminals, be attacked by hackers, or be involved in transferring illegal assets.

One Game may face some unexpected risks. Participants should fully understand the team background, know the overall framework and ideas of the project, make reasonable adjustments to their vision, and participate in the collection of tokens rationally before participating.

11. Disclaimer

1. This document is only used as communication information. The content of the document is for reference only and does not constitute any investment proposal or solicitation of the sale of stocks or securities pertaining to *One Game* and its related companies. Such solicitation must be carried out in the form of a confidential memorandum and must comply with relevant securities laws and other laws.

2. The content of this document should not be interpreted as forced participation in the Token Sale. Any act related to this white paper shall not be considered as participating in the Token Sale, including taking a copy of the white paper or the sharing of it.

3. Participation in Token Sale represents that one has reached the age standard and has a complete capacity for civil conduct, so that the contract with *One Game* is true and effective. All participants sign the contract voluntarily and should have a clear and necessary understanding of *One Game* before signing the contract.

4. *One Game* team will continue to make reasonable attempts to ensure that the information in this white paper is true and accurate. In the development process, the platform may be updated, including but not limited to platform mechanisms, tokens, their mechanisms, and token distribution. Part of the content of the document may be adjusted in the new white paper as the project progresses. The team will update the content by issuing announcements or new white papers on the website. Participants must access the latest version of the white paper and

timely adjust their decisions according to the updated content. The *One Game* team clearly indicates that they do not bear the loss of participants due to (I) facts that might depend on the content of the document, (II) inaccuracies in the information of this article, and (III) any act resulting from this article.

5. The team will spare no effort to achieve the goals mentioned in the document. However, given the presence of force majeure, the team might not be able to completely accomplish the commitment.

6. As an official token of *One Game*, *OGT* is an important tool for platform effectiveness, not an investment product. Owning *OGT* does not represent the ownership, control, and decision-making power of the *One Game* platform granted to its owner. *OGT* as an encrypted token used in the *One Game* platform, does not belong to the following categories: (a) any kind of currency; (b) securities; (c) shares of legal entities; (d) stocks, bonds, notes, warrants, certificates, or other instruments granting any rights.

7. *OGT*'s value depends on the laws of the market and the demand after landing. It may not have any value, in which case the team will not make additional commitment to increase its value. The team is not responsible for the consequences caused by the increase or decrease in the value of *OGT*.

8. Within the maximum extent permitted by applicable law, the team is not responsible for damages and risks arising from participation in public offerings, including, but not limited to, direct or indirect personal damage, loss of commercial profits, loss of commercial information, or any other economic loss.

9. The *One Game* platform complies with any regulatory policy that is conducive to the healthy development of the Token Sale industry, as well as industry self-regulation statements.

Participant's participation means that he or she will fully accept and comply with such inspections. At the same time, all information disclosed by the participant to complete such inspections must be complete and accurate.

10. The *One Game* platform clearly communicates the possible risks to the participants. Once participants have participated in the Token Sale, they have recognized the terms and conditions in detail, have accepted the potential risks of the platform, and have borne the consequences at their own expense.

11. Citizens of nations that have banned Token Sale are not allowed to participate.