# RICHVERSE

Whitepaper

Abstract

The word Metaverse first appeared in 1992's Snowpocalypse. Neal Stephenson described a world where people could interact with each other virtually and enjoy life without having to physically walk around. The idea is interesting, but the road to the destination is much longer than we expected. People have tried many open–world games to achieve this goal. Today, the closest game to a metaverse is Roblox, which allows people to design, create and interact freely. What's next? We see NFTs and XR as the next gas pedals of this trend.

A brief history of metaverse development

Roblox launches
in 2021

Mass AR/VR/MR
devices appear?
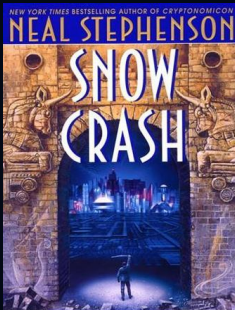
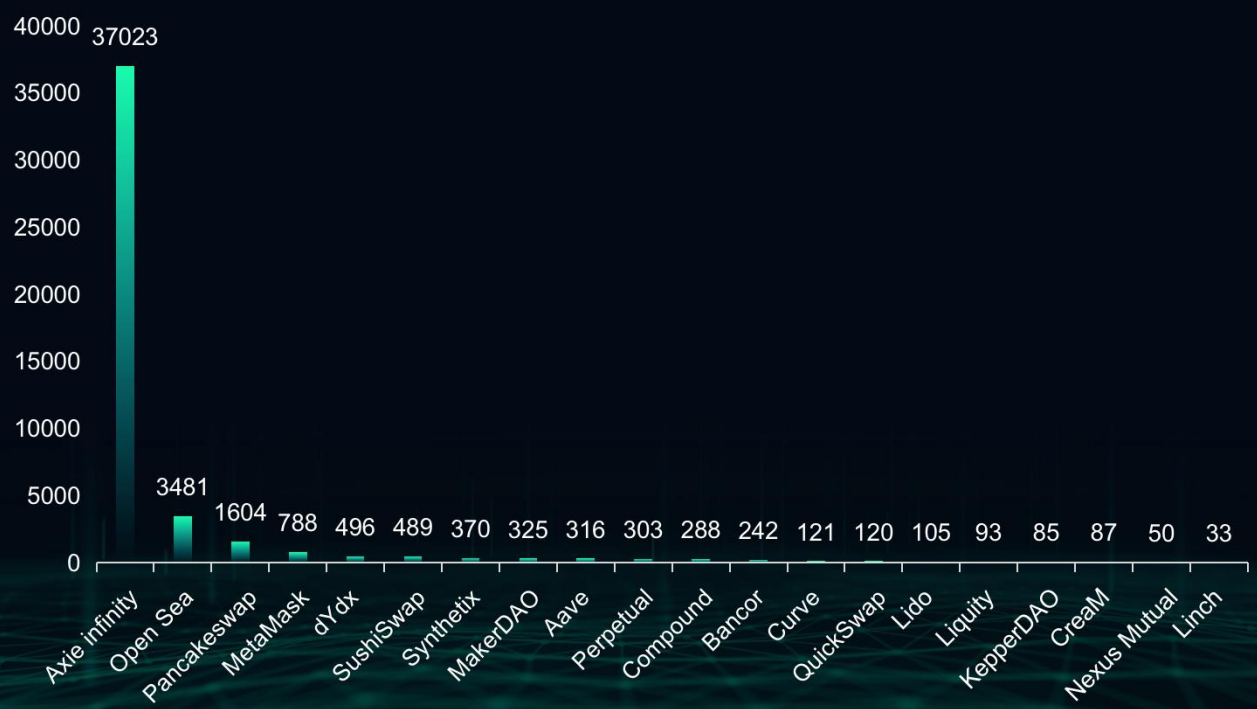1992 Neal Stephenson
Stephenson published
"Snow Crash

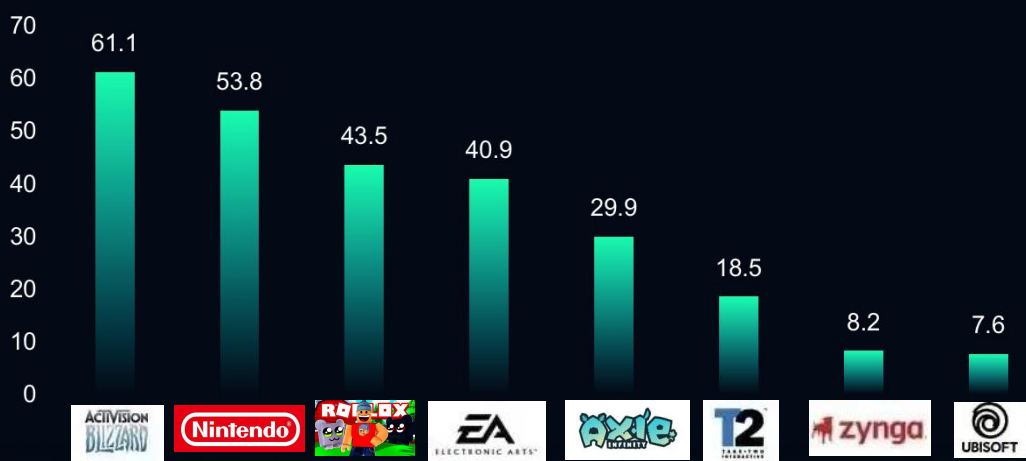| Super Metadomain | Metaverse | ??????? |

Gamefi allows users to clarify their property and greatly inspires people to share and create new content. With the popularity of P2E, gaming video games are becoming an unstoppable trend worldwide. As of November 2021, the total global digital games market is close to $3 billion, while the total non–video games market is only $540 million. The gap between real games and non–functional games is staggering. We studied the top 20 games in the non–functional games industry and found that 90% of non–functional games have a poor gaming experience and fragile token economics.

Last 30 days on–chain application revenue (USD million)

Application	Revenue
Axie infinity	37023
Open Sea	3481
Pancakeswap	1604
MetaMask	788
dYdx	496
SushiSwap	489
Synthetix	370
MakerDAO	325
Aave	316
Perpetual	303
Compound	288
Bancor	242
Curve	121
QuickSwap	120
Lido	105
Liquity	93
KepperDAO	85
CreaM	87
Nexus Mutual	50
1inch	33

We wanted to create a virtual social network based on XR technology, starting with running a simulation social game (Genesis), then integrating other NFTS marketplaces into our product to aggregate transactions, and finally creating a virtual reality social network (Richverse). Combining AI, VR, and Blockchain technologies to enhance players' gaming and immersive experience while also helping users reap joy, enrich knowledge, and earn commensurate rewards in the crypto world!

Video game companies by market capitalization (in billions)

Company	Market cap
Activision Blizzard	61.1
Nintendo	53.8
Roblox	43.5
EA (Electronic Arts)	40.9
Axie Infinity	29.9
Take-Two Interactive (T2)	18.5
Zynga	8.2
Ubisoft	7.6

1.Introduction

RICHVERSE

RICHVERSE 1.0–Genesis is a game based on the classic "monopoly" gameplay, combining elements of farming, management, socialization and competition. Players can become landlords/rich people in the game by buying land, upgrading houses, and building specific house combinations to form a building group effect, thus achieving the most effective combination of fees and profits. GES can also be obtained through PVE knowledge quiz or defending against invasion, or you can enjoy the joy of game control in PVP competition. After GENESIS has accumulated a certain number of users, we will open our VR native engine to build a new and personalized virtual social network; users can do any interesting activities and socialize without leaving home.

So let's start with GENESIS!

There are 3 main points in GENESIS game design:

Point 1. Main City – Management section

➤ Controllability of movement: The player rolls 2 dice in each round. Each roll produces different movement results depending on the duration of the long press: 2–4, 5–7, 7–9 and 10–12, increasing the controllability of the game.

➤ Flexible building effects: Every three houses in the game can produce a combination of effects. For example, gas station can increase gold for players to stay, and tech house can improve charging effect after building upgrade. All houses have combination relationship and stacking effect. New building scenes can be formed by building your own building combinations. The higher the level of the building scene, the higher the passive gain and experience value obtained.

➤ The higher the level of the building scene and the more scarce the lot of space fragments are, the higher the price accordingly.

Point 2. Arena – PVP competition part

➢ Players can match their chosen character with corresponding weapons and equipment to fight with other players in PVP; the higher the level of the player's chosen character and corresponding equipment, the higher the probability of winning in the battle.

➢ PVP battle effect: In addition to the character and equipment with different levels and attributes, the game also adds the player's manipulation of the game to achieve a certain competitive effect. For example, different players' control of the angle and strength determines the accuracy of the player's kills and the hit rate of blows.

➢ The game's character and equipment attributes have a certain confrontation, players can choose different battlefields according to the assessment of their comprehensive ability, different battlefields need to pay different fees.

Point 3. Arena – PVE mission part

➢ PVE is divided into two mission scenarios, one is a time–limited puzzle–type quiz, and the other is a defensive battle that requires the consumption of equipment wear and tear against the forces of Earth's evil forces.

➢ Reasonable game rhythm:With reasonable PVE capacity adjustment, each game lasts no more than 15 minutes, which is perfect for daily commuting entertainment.
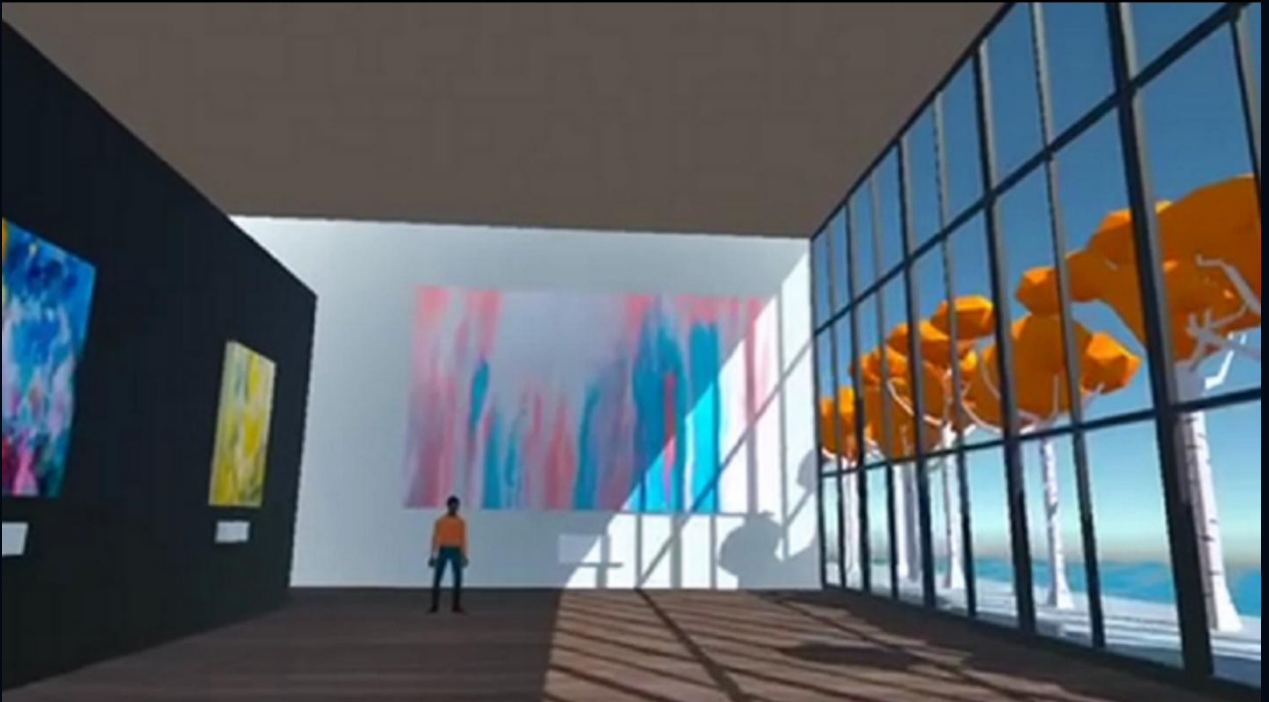
2.1 ◇ How to play

➤ 1. First of all, players can start the game by buying RIV to get ordinary immigrant characters at a very low cost, or they can spend more RIV to unlock advanced characters; when players earn more GES coins in the game, they will be able to upgrade their characters and repair equipment, upgrade and synthesize, pay for competitive training, etc. in the game.

Spend more on RIV

RIV
purchase role

Unlock
advanced roles

➤ 2. Each character has its own unique attributes, skills. Characters achieve different skills through different attributes. There are a total of 12 different tribes of constellation characters, these 12 tribes represent different constellation attributes and skills.

12 Tribal characters

Proprietary Astrological Attributes

RIV Selling props

➤ 3.The game has three different scenarios: the simulation scenario, the PVP competition scenario and the puzzle leisure scenario. In the simulation scenario, players can move their characters by throwing dice, choose to buy virtual space through RIV, and players accelerate their character experience and get passive income from GES by continuously upgrading buildings. In the competitive scenario, players can control their characters to compete with other players to get GES or RIV. In the puzzle scenario, players can count down to answer questions to get GES.

a) Business mode

i. The game provides a world map, which consists of land resources connected to each other, and players can use currency to buy land.

➤ 1. Blank land has only a small fixed income.

➤ 2. Players can build buildings on the land, and the buildings have extra gain effect.

➤ 3. Players can also send up to 3 characters into my land to explore and get a lot of random income.

➤ 4. Characters sent into the land for exploration can gain random equipment, material gains and a large amount of experience gains during the cultivation process.

➤ 5. Land gains are refreshed daily and do not stack.

➤ 6. Players must enter the land every day and collect the land proceeds manually.

MyLands   **Follows**

ii. The way to obtain land is based on the classic Monopoly dice shaking method.

➢ 1. By rolling the dice, the character moves around the world map.

➢ 2. When the character reaches an empty piece of land, the player can choose whether to buy the land or not.

iii. In the world map, players can talk to each other.

➢ 1. Any player who enters the world map can view the information of any land, the information includes
  a)Land number
  b)Character number
  c) Holder information

➢ 2. Players can choose to follow the holder of the land and initiate a private chat.

b) Competitive mode

i.PVP

➢ 1. Players need to choose a character to fight with others, and the winner will be rewarded.

➢ 2. The battle is played with projectile weapons, and life value is deducted from hits.

➢ 3. Projectile weapons play focus on the character's combat attributes, such as attack, defense, shooting speed, etc.

➢ 4. The player's reasonable operation, judgment, and accurate grasp of the projection curve are equally important to the outcome.

➢ 5. Players can challenge other players without restriction. The only restriction is that they can only fight with characters of the same class as their current character, otherwise it will be an oppressive experience.
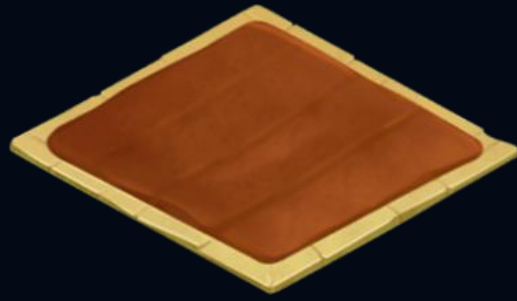
ii.PVE

- ➤ 1. Players need to choose a character for PVE battle, the enemy of the battle is the player's own choice of invaders.
- ➤ 2. Players control the same way as PVP, hitting monsters deduct life value, when the life value of one side to 0, the game is judged to be over.
- ➤ 3. Limit players to 3 times a day to challenge the invaders.
- ➤ 4. The blood level of the invaders will not be restored automatically after the players quit, and will only be refreshed in the early hours of the day. Therefore, players can use multiple chances to challenge an invader.

c) Puzzle and Leisure Mode

i. Players participate in the system quiz and the more questions they answer correctly within the time limit, the more rewards they will get.

ii. The game offers a zero–entry revenue model, which guarantees the player a lower limit of daily benefit.

iii. The casual mode restricts the maximum amount of benefits players can earn per day. After reaching the upper limit, players cannot regain the benefits.

2.2 Game System

Character system

iv. We made 12 characters according to the 12 signs of the zodiac and the concept of the four attributes of wind, water, soil and fire.

➤ 1. Each character has the concept of class, and there are 3 classes.

   a) Star Migrant

   b) Tribal hero

   c) Interstellar leader

➤ 2. Different classes of characters, when participating in different ways to play, get different income ceiling. The higher the class, the higher the gain cap.

➤ 3. Characters can use upgrades and promotions to advance in rank.

v. The 12 constellations are divided into four signs, and the corresponding characters are also divided into four signs: wind, fire, water, and earth.

➢ 1. Characters of different signs have different fighting qualities. 2.

➢ 2. A character of one sign can restrain a character of another sign in battle. This is a one–to–many restraint relationship. For example, Pisces, who belongs to the Water sign, restrains all characters of the Fire sign.

➢ 3. The four signs restrain each other in battle, forming a closed loop.

vi. Attributes of the character

➢ 1. Combat Attributes

    a) Life value

    b) Attack power

    c)Defense

    d) Blast rate

➢ 2.Skill Attributes

    a) Each character has a combat skill.

    b) Combat skills are automatically triggered at a specific moment and last for a period of time, providing the character with additional combat status.

vii. There are two types of character spawns.

➤ 1. Original character output.

a) Initially, the game will be open to the purchase of characters, and the system will offer blind boxes of characters.

b) Players can purchase blind boxes for specific constellations and classes according to their own constellations and preferences.

c) After purchasing the blind box, the character will be unsealed and the attributes of the character will be displayed.

d) All original characters, with the ORIGIN trait.

i. The trait compensates the character with additional, random, capped attribute values.

ii. The trait compensates for at least one and up to three additional attributes of the character.

➤ 2. Reproduction of offspring character output

a) Each character has the ability to procreate, but it takes two characters to produce offspring.

b) Each character has a limit on the number of births, and no offspring can be produced after reaching the maximum number of births.

c) The appearance of the offspring (astrological characteristics) is determined by the player.

d) The offspring's attributes are determined by the attributes of both parents.

i.The offspring inherits 90%~108% of the common attributes of both parents.

Equipment system

➢ Equipment provides characters with a large number of combat attributes, enabling them to obtain higher gains in competitive mode play. Equipment such as gloves, cloaks, clothes, weapons and decorations are all add–ons to the character. They are like a buff that enables players to gain huge GES rewards in the game. Each piece of equipment has its own attributes and wear and tear from use, and players can use GES coins to repair, upgrade and mint equipment.Every equipment can be traded in the secondary market as NFT.

viii. Equipment types.

➢ 1. weapons
➢ 2. gloves
➢ 3. clothes
➢ 4. cloaks
➢ 5. decorations;
each provides different combat attributes.

ix. In addition to combat attributes, equipment also has a special attribute: durability

➢ 1. Equipment attribute values are related to durability

a) Each time you participate in a battle, the durability of the equipment will decrease, and the value of the equipment attributes will drop

b) When the durability drops to 0, the equipment will be broken and disappear.

➢ 2. Equipment needs to be repaired regularly or irregularly to replenish the loss of durability: a) Endurance repair, consuming

a) Durability repair, consume currency.

b) The higher the quality, the more durability loss and the more currency consumed.

x. Casting of equipment

➢ 1. Casting can improve the quality of equipment, and the attribute value will be improved after the quality is improved.

➢ 2. Casting conditions.

➢ a) Durability 100%.

➢ b) Consumption of currency. The higher the quality, the more currency is consumed.

➢ 3. Additional effects of casting

➢ a) When the equipment is cast, it will randomly generate additional attribute value bonus.

➢ b) When equipment is cast, the lowest level equipment has a very small chance of being upgraded to the highest level equipment.

2.3 Space debris

➢ Players can customize the map board, which greatly improves the fun and playability of the game and enables a more flexible movement mechanism. When players unlock 3 or more space debris, players can open NFT space debris auction and trade.

➢ Players take turns rolling the dice to move in a clockwise direction. Each time they stay in the corresponding space, they can perform the corresponding business class operation. Players accelerate experience and gain passive income from GES by continuously upgrading buildings.

2.4 Buildings

There are 27 types of buildings, including land use buildings and acquisition buildings. Land use buildings are divided into three categories:commercial buildings, residential buildings, and industrial buildings. Each set of commercial, residential, and industrial buildings can form a building portfolio. The buildings serve as important NFT assets in the game's business scenario, and the higher the building level, the more passive gains and experience the player chooses to gain by being in the role.

Ranking List

xi.Character ranking list

1. A ranking list for all characters.

➤ a) Rank characters based on the total number of victories they've had participating in arena PVP play.

➤ b) Displaying the top 20 of all characters and their holder IDs, with the latest data refreshed at 0am every day.

2.Ranking rewards

➤ a) Every Saturday at 1am, the top 10 characters will be rewarded according to the latest ranking data for the players holding the top 10 characters.

➤ b) The rewards are monetary and gradually decrease according to the ranking.

xii. Wealth Ranking

1. A list ranking all players' monetary assets held by GES.

xiii. Leisure Ranking

A ranking of the total number of correct answers of all players participating in casual mode.

2.6 Game asset function

a) Game character

i.The value of the character is reflected in its ability to fight and gain in the game.

ii.The more prominent the combat attribute, the higher the gain in the game.

iii.In the secondary market trading, in principle, the higher the level of class and level, the more scarce the value.

b) Game equipment

i.Equipment can additionally increase the combat ability of the character.

ii.Equipment can complement the character's shortcomings in some combat abilities.

c) Space debris

i.Land resources can provide direct benefits to players.

ii.Land resources can also generate additional gains for the character and increase the value of the character.

d) Virtual Buildings

i.Space fragments are used to synthesize buildings.

i.   ii.Buildings provide passive benefits to the incoming characters.

3.Find Genesis

RICHVERSE

after the launch of GENESIS, we will simultaneously launch Genesis series NFT pre−sale and "Find Genesis" game based on GPS positioning and AR technology, users can find and collect their favorite Genesis virtual IPs in different geographical locations in real life. The virtual IPs collected by users will have a rich and interesting social interaction experience and the opportunity to directly exchange the corresponding NFTs in the GENESIS game.

4.VR–NFT mining

RICHVERSE

We will launch the world's first VR–NFT mining program in the Q2 of 2022. The hours used by the mining program will be allocated based on the user's RIV holdings and game hours; users will be able to see their NFT images mined through the VR mining machine in their headset miner. After Richverse's VR native engine is opened, it will be OTA to the hardware terminal.

5. Value Proposition

5.1 Vision

To achieve greater success, Richverse aims to enable users to gain friendship and enrich knowledge while playing and earning, providing a good ecological foundation for the virtual social network to be built in the future.

- ➤ a) Channel marketing for KOC and KOL, ambassadors, community managers and regional representatives to attract more players to Richverse.
- ➤ b) Implement team leadership and community sponsorship programs or grants to educate the local community to "Play to Earn" in the GENESIS.
- ➤ c) Reward and airdrop for the Mentor Program, where at least 100 players become Super Players and will be rewarded with achievements if they complete all tasks to become Mentor Players.
- ➤ d) Expanded game features to include more features in the game based on XR technology for more experiences.
- ➤ e) Enrich the in-game assets and allow users to benefit from them.

5.2 Value

➤ a) The value of Richverse comes from the following strategies:

➤ Revenue and capital gains from the use of the game and virtual social networks to acquire assets, including NFT assets purchased from players in the game.

➤ b) Strategic partnerships from the METIS/BSC DEFI program, providing liquidity for ecological rewards.

➤ c) Earnings from gaming experiences, competitive tournaments and social events.

Earnings from the sale of hardware.

6. Richverse tokennomics

➤ a) GES is obtained in the series of game scenarios and is used in the game ecology to repair game equipment, character upgrades, player grouping, competitive training fees, daily taxes, etc.

➤ b) Space debris is a game generated NFT asset. It corresponds to the virtual land ownership of the future Richverse meta–space and can be traded with RIV.

➤ c) RIV can be used for space fragment purchase within the game ecology, scene building, NFT assets such as purchasing equipment and unlocking character roles, PVP competitive training, including the use of VR virtual social network in later products.

➤ d) Each user consumes 700 –2000 GES per day in the game as tax; the project owner regularly burns RIV&GES to complete the deflation of tokens.

➤ As the number of users increases, it becomes more difficult to mine GES and the yield decreases accordingly.

➤ e) As the Richverse metaverse grows, the GES and RIVs, space debris and stacked scenarios, enhanced

➢ characters, game equipment and other NFTs acquired and purchased by users through missions and contests will become increasingly valuable through the deflationary mechanism.

➢ f) Richverse charges 2.5% of the transaction value for in–game asset transactions as a commission.

➢ g) Richverse charges 7% of the transaction amount as a fee for competitions between players.

➢ h) PVP arenas are divided into Novice, Cultivation and Master Arenas, each charging a different entrance fee for admission.

7.Route Map

7.1 Development and Operation Plan

Our game development is divided into five phases in total:

Phase I (2021 Q2–Q4)
- Team building
- Product prototype and official website release development
- Launch

Phase 2 (Q1 2022)
- Richverse1.0Genesis Character Image NFT Released
- Richverse1.0Genesis test
- The game has over 15,000 registered users

Phase 3 (Q2 2022)
- Flow pool established, users can start to participate in pledge dividends
- Registered users exceed 20,000
- Ready for public offering

Phase 4 (Q3 2022)

➢ Genesis 2.0 released
➢ 30,000 registered users

Phase 5 (Q4 2022)

➢ Complete Richverse socialfi product start development, complete original VR engine development
➢ App registrations reach 50,000–100,000 people.
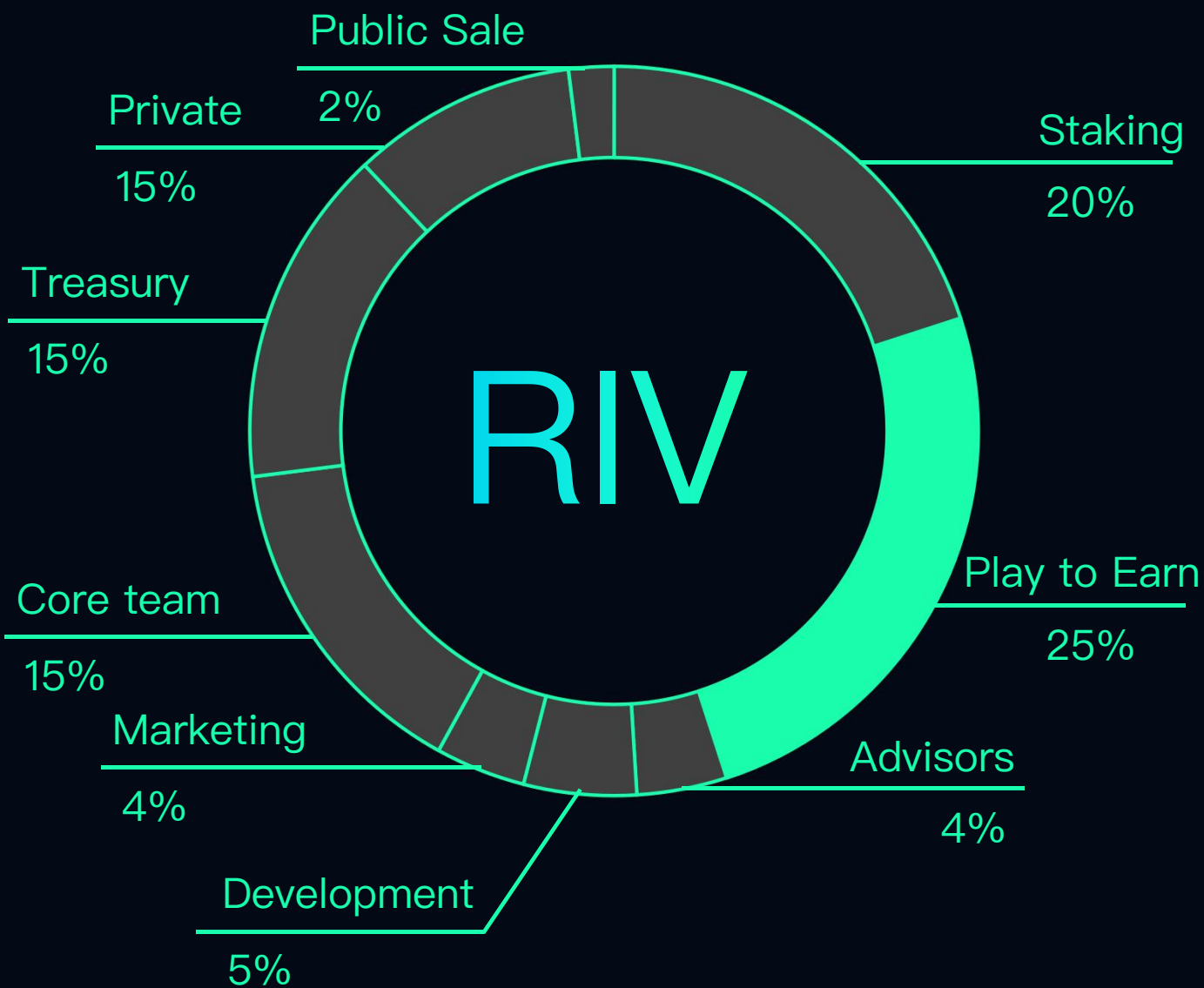
⬦ Token and NFT Issuance
7.2

Total issue volume of governance token RIV 200 billion, total issue volume of ecological token GES 200 billion.

NFT cap: 1 million space debris; game equipment props; 0.5 million constellation immigrants; 50,000 constellation chiefs; 10,000 tribal heroes.

Allocation of Token

- 15% Staking:will be used as per liquidity needed on DEX and CEX.
- 25%Play to Earn.
- 4%Marketing:0% unlocked at TGE,then released over 36 months.
- 5% Development:0% unlocked at TGE,then released over 36 months.
- 4%Advisors:12m cilff, 36m daily vesting.
- 15%Core team:12m cilff, 36m daily vesting.
- 15%Treasury:0% unlocked at TGE, will be used as per to need.
- 5%Seed round :6m cliff, then7.5% on a monthly basis.
- 10%Private:3m cliff, then7.5% on a monthly basis.
- 2%Public Sale:TGE 15%, followed by 3m cliff,rest over 18 months.

RIV

Public Sale 2%

Private 15%

Treasury 15%

Core team 15%

Marketing 4%

Development 5%

Staking 20%

Play to Earn 25%

Advisors 4%

8. Disclaimers

RICHVERSE

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