

ONE White Paper

1. Abstract

Over the past few decades, the gaming industry has grown into a major economic force, but most games still operate on centralized, server-based architectures that deny players true ownership of their in-game assets. Items, currency and characters earned by players remain locked on developers' servers, and the value created by player engagement is captured solely by the game operator. This centralized model means that even if a game thrives, players cannot hope to realize any tangible benefits from the time and effort that they have invested.

ONE addresses these limitations by introducing a **Game Token Protocol** that leverages blockchain technology to give players ownership of the value they create. ONE consists of a protocol that enables **every game to issue its own tokens** and a **blockchain gaming platform** designed to facilitate free and transparent ownership and trading of in-game assets. By tokenizing game items, ONE allows players to securely own, transfer and trade them outside the confines of any single game. This transformative approach unlocks a new, player-centric game economy where digital assets become freely exchangeable and persist beyond individual titles.

By empowering players with true ownership and providing developers with simple tokenization tools, ONE aims to fundamentally reshape the gaming landscape. The protocol aligns the interests of players and developers: **players gain a tangible stake in game economies**, while **developers benefit from enhanced user engagement and a vibrant, interconnected ecosystem**. The result is a more equitable and robust gaming industry in which the value generated by games is shared among those who contribute to them.

2. Vision & Mission

ONE's vision is to **provide players with ownership of all in-game assets** by decentralizing game economies. In pursuit of this vision, the project's mission is to **offer a universal protocol that allows any game to easily issue its own blockchain-based tokens**, thereby **empowering players to own and intuitively trade their in-game assets**. By moving in-game economies to an open blockchain infrastructure, ONE promises decentralized and distributed value to ensure a seamless and transparent experience for all participants.

3. Problem Statement

Despite the gaming industry's massive scale and rapid growth, it continues to face the persistent issues of centralized asset control and a lack of standardization.

3.1. Player Limitations

In traditional games, players **do not truly own the items** or currencies they acquire. Assets are tied to game servers and accounts, so a player risks losing the time and money invested if a game shuts down or their account is banned.

Moreover, the **value of in-game assets is rarely recognized in the real world**. Players often spend money acquiring items through in-game purchases, leveling up or participating in events, yet these assets have little to no legitimate value outside the game. While some internal marketplaces and third-party P2P trading platforms exist, they are frequently restricted or deemed illegal by developers, preventing players from freely exchanging their digital possessions.

3.2. Developer Challenges

Game developers face **high barriers when attempting to integrate blockchain technology**. Implementing smart contracts, managing gas fees and ensuring security require specialized expertise and resources that have not traditionally been available to game developers.

Additionally, a **lack of standardization across different blockchain platforms** means developers must navigate the complexities of numerous token standards, consensus models, gas fee models and wallet compatibility issues, leading to redundant development work and an overly complicated user experience.

3.3. Ecosystem Constraints

The current gaming ecosystem has an **imbalanced value structure** in which developers monopolize revenue streams while players who contribute countless hours receive no tangible rewards. This imbalance can easily erode long-term player engagement.

Game assets are siloed with **virtually no interoperability between titles**. These assets remain confined to separate servers and databases, making transfers between games impossible in most cases. The lack of specialized gaming protocols or integrated ecosystems severely limits the utility and scope of assets across games and genres. This interoperability problem has stunted the concept of asset tokenization from its paradigm-shifting potential for global gaming industry transformation until now.

4. Solution Overview

ONE combines blockchain technology with user-friendly design to address these issues through the following key solutions:

4.1. True Asset Ownership for Players

Every in-game asset (currency, items, characters, etc.) can be represented as a token on the blockchain. By **tokenizing game assets** as either fungible or non-fungible tokens (NFTs), ONE ensures players have true ownership and full control over their items “on-chain.”

Instead of being stored on a developer’s server, these assets reside in the player’s personal wallet, allowing them to keep, use or trade assets freely. This **player-centric approach** ensures that assets remain independent of any single game, enabling flexibility and interoperability while opening the door to real and lasting value for players.

4.2. Developer-Friendly Integration

ONE provides a **comprehensive development framework to greatly simplify blockchain adoption for game studios**. With ready-made smart contract templates, SDKs and APIs, developers can seamlessly issue game tokens for both new and existing games, easily integrating blockchain features without the need for deep technical expertise.

By handling asset tokenization and management, ONE minimizes the workload and costs associated with writing complex contracts, running nodes and conducting security audits. Developers can efficiently issue game tokens, including BEP-20, BEP-721 and BEP-1155, while seamlessly participating and allowing their players to participate in the blockchain gaming ecosystem.

4.3. Seamless & Open Ecosystem

The platform is designed to make all blockchain interactions simple and secure, fostering a vibrant in-game economy. A **user-friendly interface** abstracts away complexities like wallet addresses and gas fees, hiding key blockchain functions behind a veil of simplicity. This important aspect of ONE allows all gamers to own and trade assets with ease, whether or not they understand the nuances of blockchain and cryptocurrency.

Built-in bridge technology connects ONE chain with BNB Smart Chain and other networks, supporting bi-directional asset transfers and cross-game interoperability. Additionally, robust security measures (smart contract audits, fraud detection, multi-factor authentication, etc.) **protect users** to ensure trust and fairness in the ecosystem.

5. Ecosystem and Use Cases

ONE will become a comprehensive platform for real-world adoption in gaming and related digital domains. The following key areas illustrate how ONE is applied in practice to create a vibrant ecosystem of products and use cases:

5.1. Onboarding Games & Ecosystem Growth

ONE is committed to fostering a diverse gaming ecosystem, with a short-term goal of launching **over 100 games**. This milestone is viewed as a strategic inflection point where the ecosystem reaches critical mass, setting the stage for exponential growth.

Why 100 Games Matter - “Lessons from Steam”: Historical trends show that once a gaming platform releases enough titles, its ecosystem accelerates rapidly. The case of Steam illustrates this effect. While only a few games were initially launched, exponential growth followed only once the platform exceeded a critical number of releases. The resulting platform today consists of a thriving worldwide marketplace consisting of tens of thousands of gaming titles.

Application to the ONE Ecosystem: Similarly, projections show that once 100+ games are live on ONE, the ecosystem will benefit substantially from shared user pools, cross-genre interactions and active on-chain asset movements. At this juncture, the reciprocally virtuous cycle between players and developers will accelerate.

- **Players:** “ONE hosts multiple game genres, and I can easily transfer my assets (tokens, NFTs) across them!”
- **Developers:** “With over 100 titles, ONE offers a strong user base, along with robust technical and marketing support!”

Around the launch of 100 games, cross-promotions, joint events, and IP collaborations become more active, driving the overall platform and token economy into a full-scale expansion phase.

In conclusion, onboarding 100 games is both a turning point where the ecosystem starts growing explosively and a key milestone for ONE to **achieve critical mass**.

5.2. Cross-Game Asset Trading and Management

Unified Asset Dashboard: Players have a **single interface** on ONE to view and manage all their in-game tokens and NFT assets across different titles. This unified experience simplifies asset management compared to juggling separate accounts or wallets for each game. Furthermore, a variety of features (such as item combination, enhancement and rental) can be easily implemented using standardized smart contracts. Game operators can manage everything through a dashboard, just as they would operate a conventional game.

Open Market Integration: Tokenized in-game assets on ONE are never confined to one game’s economy. Players can freely trade their NFTs on open marketplaces (for example, general NFT exchanges like OpenSea) or within the ONE platform’s native marketplace. This liquidity and openness ensures that asset values are determined by market demand and players can benefit from their in-game achievements.

Cross-Game Collaboration: Games on ONE can collaborate by recognizing and leveraging each other’s assets. For instance, an NFT item earned in one game could grant special benefits or cosmetic appearances in another game. Developers can co-host events where collecting a set of NFTs from multiple games yields bonus rewards. Such interoperability

boosts the utility of assets while encouraging players to engage with multiple titles in the ecosystem.

5.3. Player-Centric Economy

Item Rental, Trading & Auctions: Tokenizing assets enables built-in features like item rentals, P2P trading and auctions on the blockchain, creating unique new revenue opportunities for players.

eSports, Events & Rewards: Major tournaments and seasonal events can offer limited edition NFTs and token rewards, increasing player participation and ecosystem immersion. Tournament results are recorded on the blockchain, permanently verifying winner information and ensuring fair, transparent tournament operations for both eSports fans and players. Limited-edition NFTs symbolize both performance and prestige, maximizing buzz within the community.

User-Generated Content (UGC): Players can design their own in-game content, such as weapon or character skins, minting them as NFTs to unlock trade. This UGC model offers players new tangible reward opportunities, mobilizing the creativity of the community to benefit the entire ecosystem. Developers can enrich their content by integrating player-created assets into their games while also collecting additional revenue.

Guild & Clan System: In multiplayer games, players can form guilds or clans and issue shared assets (such as guild badges, shared virtual property or exclusive gear) as NFTs under a shared ownership model. The direction of clan operations (expansion, warfare, alliances, etc.) can be determined using DAO-style voting by members. As guild/clan activities evolve into more robust communities, members can collectively contribute to and share the value of owned assets, boosting engagement and cohesion.

5.4. Expansion Beyond Gaming

Digital Art, Music & Sports: The ONE protocol's capabilities extend beyond games. Artists and content creators can issue digital works of art or music tracks as NFTs on ONE, enjoying the same ownership and royalty features available to game assets. Sports and entertainment organizations might create fan tokens or collectible NFTs (event tickets, trading cards memorabilia, etc.), using ONE to engage their communities. The platform's infrastructure for verifiable ownership and P2P trading applies equally in these domains, unlocking new revenue possibilities and fan engagement.

Metaverse & Virtual Worlds: As metaverse platforms and virtual reality worlds grow, ONE can serve as the backbone for their virtual economies. Assets such as virtual real estate, avatars, wearables and other metaverse collectibles can be tokenized and traded on the ONE network. By providing a gaming-friendly blockchain environment, ONE enables these virtual worlds to have scalable, interoperable asset markets. This positions the platform as a bridge between traditional gaming and broader metaverse experiences, allowing value and assets to flow freely through and across both.

6. \$ONE Token

6.1. \$ONE Token Utility

\$ONE token's essential utility is to provide access to the ONE Web3 gaming platform. The token is engineered to drive ecosystem activities, reward players and cultivate a vibrant gaming community. Its utilities are carefully designed to ensure ease of use for traditional gamers while offering enhanced opportunities for Web3 participants. Below are the main features of \$ONE token:

Gas/Network Fees: \$ONE token powers all blockchain activities, covering operational costs while ensuring network security and efficiency. Holding \$ONE token is required to access the platform's Web3 games and dApps, positioning it as the gateway to the ONE economy.

Player Rewards: \$ONE token helps to incentivize engagement, skill progression and long-term participation in the ecosystem. By rewarding players and boosting various user-centered initiatives, the platform fosters a thriving in-game economy while maintaining a balance between traditional and Web3 gaming experiences.

Support for dApps: \$ONE token enhances the ecosystem by enabling dApps to integrate advanced functionalities. Developers can leverage \$ONE token to create rewarding tools within their applications.

Exclusive Opportunities: Stakers and holders of \$ONE token gain access to special perks which can include but are not limited to:

- Airdrops of new game tokens or NFTs.
- Whitelist spots for exclusive events.
- Launchpad allocations for new game launches on ONE.

Medium of Exchange:

- \$ONE token offers robust liquidity and widespread adoption among players and developers.

Developer Integration: \$ONE token is required for developers to deploy and manage smart contracts and game-specific tokens on the network.

Cross-Chain Asset Transfers: \$ONE token facilitates seamless bridging between the ONE ecosystem and BNB Smart Chain via a checkpoint-based bridge.

6.2. Tokenomics

ONE pursues a transparent and sustainable economic model, ensuring fairness in its tokenomics. The total supply is fixed at **1 billion tokens** with no additional issuance. This ensures token scarcity and stability, preventing inflationary value dilution.

6.3. Use of Proceeds

Funds and tokens allocated to the project will be used in the following areas, including but not limited to:

Platform Development: Protocol development, network operation and upgrades, security audits and developer support.

Ecosystem Building: Partnerships, marketing and community engagement.

Infrastructure Operations: Ongoing operational costs for network infrastructure.

Foundation Operations: Administration and governance costs for sustaining the Opengame Foundation, whose purpose is to promote the development of the ONE Protocol.

7. Technology and Features

ONE's infrastructure leverages several key technologies to handle large-scale gaming activity, including an EVM-compatible Layer 1 blockchain, cross-chain bridges, a checkpoint system and dynamic gas fee delegation.

7.1. EVM-compatible Layer 1 Blockchain

The ONE blockchain (ONE Chain) is implemented as a Layer 1 blockchain compatible with Ethereum (supporting EVM-based smart contracts and developer tools) and optimized for Web3 gaming. Developers can deploy existing smart contracts or games to ONE Chain with minimal changes, benefiting from lower transaction costs and higher throughput. By offloading game transactions to a dedicated sidechain, ONE alleviates Ethereum mainnet congestion while still maintaining the ability to interface with Ethereum when needed.

Additionally, ONE reviews and incorporates **relevant Ethereum upgrades** to stay current with the latest blockchain technology standards. New technologies such as Layer 2 scaling solutions (zero-knowledge or optimistic rollups) and Proof of Stake are actively adopted to enhance chain performance and scalability.

7.2. High-Performance Consensus

ONE uses a **Byzantine Fault Tolerant (BFT)** consensus mechanism (**Quorum's latest BFT version**) to achieve **fast and secure transaction finality**. Efficient communication between nodes reduces overhead, enabling high throughput (over 5,000 transactions per second) even under heavy load. Short block times and near-instant finality provide rapid transaction confirmations, ensuring a smooth in-game experience.

7.3. Cross-Chain Bridge

An integrated bridge connects ONE Chain with the BSC mainnet and potentially other chains. This bridge uses smart contracts to lock assets on one chain and mint equivalent assets on the other, enabling the **seamless two-way transfer** of assets. This allows players to bring assets into the ONE ecosystem for in-game use or move them out with similar ease. ONE also **integrates with external blockchain projects** and NFT marketplaces to broaden the utility of its various game tokens.

7.4. Checkpoint Mechanism

To enhance security, ONE periodically commits the state of the blockchain onto the BSC mainnet via checkpoints. These checkpoints, which summarize block data and state hashes, act as an anchor of trust, allowing quick verification of the state of the blockchain's history. This design **maximizes the performance** of ONE Chain while still benefiting from the security assurances of BSC for its overall **ledger integrity**.

7.5. Dynamic Gas Fee Delegation

ONE implements a **flexible gas fee model** tailored for gaming. It allows for gas fee delegation and tiered pricing so that the **game design** can be **flexible**. For example, a game developer can sponsor transaction fees on behalf of players or set custom low fees for certain transactions. This ensures that frequent micro-transactions (item pickups, trades, upgrades, etc.) are not cost-prohibitive, promoting a frictionless user experience.

7.6. Evolving Chain Architecture

The technology underpinning ONE is designed for continuous evolution to support a player-centric game economy. **Technology serves as a means to achieve this vision and mission**, not the end goal in itself.

To stay at the forefront of blockchain innovation, ONE actively **researches and integrates emerging technologies** such as proof of stake, zero-knowledge proofs, and interchain protocols. This approach allows the platform to evolve without restriction from its own initial architecture.

ONE also fosters **community-driven** development through governance proposals, developer engagement and open-source contributions, ensuring a collaborative and future-proof ecosystem. For **long-term sustainability**, ONE monitors global gaming trends and blockchain advancements, strategically upgrading ONE Chain or overhauling protocols as needed to drive ecosystem growth and maintain industry leadership.

8. Roadmap

ONE has a clear roadmap divided into short-term, mid-term and long-term phases, each with specific goals and strategies.

8.1. Short-Term

Onboard 100+ Games: Secure partnerships with large, mid-sized and indie studios across diverse genres to launch over 100 games on the ONE blockchain. Highlight early success stories (pilot games with strong player engagement and transaction volume) to demonstrate the protocol's value and attract further adoption.

Community Activation: Cultivate an *early adopter* community of gamers and blockchain enthusiasts through official forums and social channels (Discord, Telegram, etc.). Host interactive events such as quizzes, giveaways and NFT airdrops to boost user engagement, encourage word-of-mouth growth and build loyalty.

Infrastructure Stabilization: Ensure the platform's stability and scalability. Optimize the cross-chain bridge for smooth bi-directional asset transfers, refine the checkpoint mechanism for performance and data integrity, and validate the dynamic gas fee delegation system under real gaming conditions to guarantee a frictionless user experience.

8.2. Mid-Term

Expand into Non-Gaming dApps: Attract a diverse range of decentralized applications beyond gaming (NFT marketplaces, digital art/music platforms, community DAOs, etc.) to run on ONE, broadening the ecosystem. Provide expanded SDKs and a robust developer portal to support non-gaming developers, encouraging new services like community organizations.

Enhance Developer Support: Launch comprehensive developer support programs to foster innovation. Host global hackathons and annual developer conferences to discover new blockchain game ideas and onboard projects to ONE. Offer prizes, grants and technical consulting to standout teams. Improve documentation, tutorials and open-source resources (e.g., GitHub repositories). Maintain active developer community channels for knowledge sharing and Q&A.

Forge Partnerships & Global Presence: Partner with major game companies and popular IP franchises to launch high-profile projects on ONE, driving mainstream user adoption. Establish regional presences or collaborations in key markets (U.S., Europe, East Asia, etc.) to provide localized support and community engagement. Participate in prominent gaming expos and blockchain conferences to increase visibility and build a global community.

8.3. Long-Term

Industry Standard & Decentralization: Position ONE as the global standard for blockchain gaming. As the ecosystem matures, transition to a decentralized governance model where developers and the community vote on major proposals, ensuring the network is largely directed by its users.

Large-Scale Global Ecosystem: Collaborate with leading technology and gaming enterprises to integrate ONE as fundamental infrastructure across the industry. Expand into emerging

platforms like console gaming, cloud gaming and VR/AR worlds, making ONE ubiquitous in the gaming landscape. Continue active involvement in top-tier global events (E3, GDC, Gamescom, blockchain summits, etc.) and host dedicated ONE Ecosystem events to unite players and developers worldwide, showcasing the community's strength.

Sustainable Token Economy: Continually refine the token economy and ensure long-term sustainability. Use real operational data (bridge usage, gas fee patterns, staking behavior, etc.) to fine-tune fee policies and incentive structures, balancing low costs for players with network health. Remain agile in adopting new technologies and design patterns to keep the ecosystem fair, transparent and secure for all participants.

By following this roadmap, ONE strives to realize its vision of democratizing in-game asset ownership and building a sustainable, innovative gaming ecosystem that benefits both players and developers.

9. Opengame Foundation

9.1. Overview

The **Opengame Foundation** (the “Foundation”) is an **independent non-profit** organization established to support the development and adoption of the ONE protocol. Headquartered in **Switzerland**, a jurisdiction known for its supportive environment for blockchain initiatives, the Foundation operates with a public-interest mandate. Rather than seeking profit, it focuses on **promoting decentralization, open-source technology and a healthy gaming ecosystem**. This structure provides ONE with a neutral and reputable base for global collaboration and long-term sustainability.

9.2. Foundation Activities

The Foundation supports **core research and development** for the ONE platform, providing financial and organizational resources to maintain and improve the protocol. It helps fund and coordinate work on standardizing the game token protocol, conducting security audits and optimizing network performance.

Additionally, the Foundation actively promotes **ecosystem growth**. It offers grants or assistance to developers building on ONE, maintains comprehensive documentation and tools, and hosts community events (such as workshops, hackathons and conferences) to **educate and engage participants** in the blockchain gaming space. The Foundation also plays a key role in **forging partnerships** with industry stakeholders, from game studios and tech companies to academic institutions, expanding the ONE ecosystem globally.

In its operations, the Foundation emphasizes transparency and good governance. It undergoes **regular audits**, publishes **financial and project updates** to the community and seeks stakeholder input on major decisions. This ensures that the ONE ecosystem is supported by a credible and accountable institution dedicated to its long-term success.

10. Risk Factors

Engaging with the ONE ecosystem involves inherent risks and uncertainties. While the project aims to mitigate these risks through rigorous development, governance and compliance strategies, participants should carefully consider the following factors:

10.1. Technical Risks

As with any emerging technology with industry-revolutionizing potential, there are inherent risks associated with decentralized networks and blockchains, even when expertly executed. Some examples of risk factors that could potentially lead to service interruptions or asset losses include vulnerabilities in smart contracts, hacking, node failures or unsuccessful network upgrades.

10.2. Market Volatility & Liquidity

The prosperity of the \$ONE token and the activity within the ecosystem are subject to broader cryptocurrency market conditions. Rapid fluctuations in token price or a general crypto-market downturn could impact user confidence and participation. Low liquidity or high volatility might reduce the token's utility as an in-game currency or discourage new users.

10.3. Regulatory & Legal Uncertainty

Blockchain and gaming regulations are evolving and can vary widely by jurisdiction. Changes in laws or regulatory approaches could materially affect the project and the token. Such actions might limit the availability or functionality of ONE in certain regions, or impose compliance costs that impact development.

10.4. Operational & Governance Risks

As a growing project, ONE faces execution and governance risks. Delays in internal decision-making, failed partnerships or community conflicts can arise, posing operational challenges.

10.5. Competition & Technological Advancements

The emergence of similar or more advanced blockchain gaming platforms may weaken ONE's competitive edge.

10.6. Force Majeure

Uncontrollable events such as war, terrorism, natural disasters or pandemics could delay or halt project timelines. Such events could impair the team's ability to execute the roadmap or limit users' access to the platform, regardless of the project's fundamentals. Participants should be aware that real-world events can have unpredictable impacts on any tech project.

Digital tokens are a new and untested technology. In addition to the above factors, there are other risk factors associated with the project and the token, including unanticipated risks.

11. Legal Disclaimer

11.1. Purpose of Information

The content of this white paper is for general reference only and may not be up to date. You bear sole responsibility for any transaction decisions; consulting legal, accounting and/or financial experts is recommended.

11.2. Investment/Transaction Risks

The cryptocurrency market has unpredictable risk factors such as regulations, market prices and liquidity. Users must fully recognize these market risks when handling \$ONE tokens or digital assets.

11.3. Legal/Regulatory Status

Due to differences in securities, financial, and anti-money laundering regulations across jurisdictions, the legal status of \$ONE tokens may vary and cannot be guaranteed in any specific country or region.

11.4. No Guarantee of Legality

There is a possibility that \$ONE tokens could be classified as securities or that trading could be restricted. In such cases, user or business partner access to services may be limited.

11.5. Limitation of Liability

Neither ONE nor the Foundation guarantees that the material or statements in this white paper are complete, accurate or up to date, and they assume no liability for losses incurred from contracts, or decisions made based on this information.

11.6. Forward-Looking Statements

Future plans, roadmaps and technological development scenarios described in this white paper are based on assumptions and predictions. Actual results may differ due to unforeseen variables such as market shifts, technological changes or regulatory developments.