

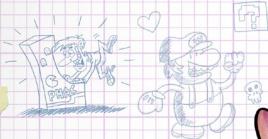


May 1, 2022

# the RETRO VIDEO GAME ARCADE







Remember the game arcades where you could walk around a kaleidoscope of classic video game cabinets, pinball machines and claw cranes? Arcades have been a staple of the gaming industry for many years, with video games taking over from traditional mechanical and electro-mechanical games in the late 1970s and early 1980s. Whether you played alone to set the highest score, or played with other players competitively or cooperatively, the arcade was where gamers gathered. There would be all kinds of games; top-down shooters, side-scrolling brawlers, 2D and 3D fighters, platformers, driving games with the steering wheels and pedals, shooting games with the tethered weapons, and maybe the occasional imported rhythm game with the dance platform, hand sensors, or the drums.

You'd walk up to your favorite machine, or the new one that you're just getting to know. Insert the coin, listen to the satisfying "thunk" as it fell into the receiver, and hit "play". You sat down and cracked your knuckles while the game loaded, before putting your hand on the controls. Left hand on joystick, right hand on buttons, eyes on the prize. Or maybe you walked into the arcade with your best friend, already trash talking as you bought your tokens. You walked to the nearest open machine and sat down, dropped your tokens in, and selected your fighters. You'd gone up against each other, with these same fighters, a hundred times and you'd do it again a hundred more.

Sometimes you'd get prize tickets for playing well, and trade them in for stuff at the counter. But often what really mattered was beating that high score, or finishing your opponent with a sick combo. That was what you'd talk about with your friends. You'd have a roll of coins or tokens and spend hours playing the different machines, to hone your skills and be the best. On weekends there might be a tournament in the arcade, and if it was your game you'd enter and win prizes if you played well enough.





# The web 2 wave of Video Game Arcades

The dawn of the internet introduced legacy browser arcades of the 1990s and early 2000s - Miniclip, CrazyMonkeyGames, Newgrounds, and Kongregate. Games in these arcades could be played "for free" but players had to bear with all manner of advertising. Banners and pop-up ads detracted from the player experience. The dawn of mobile devices brought with it freemium games, hundreds of brainless copycat mobile games flooding the centralized app stores, making it difficult for independent game developers' releases to be discovered by players.

The gaming community has been awaiting the next evolution of virtual gaming arcades for decades. While current real-world arcades can successfully combine social events with a variety of games, electronic and otherwise, they lack meaningful prize options, are limited by the size of their physical space, and usually serve terrible food.



ADS!  
POPUP  
ADS!  
EVERYWHERE

















## Tournaments



Forest Cuties

## Games



Web 3 brings a new dawn, the perfect combination of elements to build the next generation virtual arcade! Arcadia's focus is to bring together the best elements of Web 2 and Web 3 gaming. We will have a diverse multitude of fun, replayable, tournament-ready games. Reignite your competitive spark as you compete against players within your community or compete against other communities in head-to-head events. Keep playing to shape your Arcadia avatars as they become an expression of who you are as a gamer, and your keys to unlock more fun and opportunities in Arcadia. If you play well, explore every corner of Arcadia, and experience all that our world has to offer, you may even find that your time and energy has yielded far more than fond memories.

Arcadia will be home to all forms of genres and gameplay styles. We aim to eventually have something for everyone, no matter what type of game you prefer. Solo or multiplayer, player versus environment (PvE) or player-versus-player (PvP), multi-player in cooperative or competitive formats, there will be games for you to choose from.

Insert coins, play, and be rewarded.

## WEB 2 VS WEB 3 GAMING

# SUSTAINING A MARKET FOR INDIE DEVELOPERS

We give game developers an alternative to launching their own projects into the oversaturated blockchain gaming market. Monetizing games in Web 2 has been one of the hardest hurdles for developers. For many years the answers have included intrusive advertising, that made the playing experience awful, and selling powerful items in a cash shop to "whales" causing a free-to-play vs. pay-to-win divide.

Web 2 gaming is dominated by monolithic corporations, in both the development and publishing spaces, whose primary goal is to generate revenue for themselves. They weaponize deep marketing budgets to push anti-player "features"—such as pre-purchases, downloadable content (DLC) and microtransactions — often on top of premium-priced games or monthly subscriptions. Players are enticed to spend more money on additional content of questionable quality and longevity.

Web 2 gaming is also dominated by centralized marketplaces where the convenience of one-stop-shops for gaming libraries and updates is offset by difficulty of discovery for many independently-published games. These platforms can also ban a player with no possibility of appeal, costing a player his or her entire library of games and all the progress in those games. Gamers' progress in games, achieved from hours of play as well as buying the add-ons, disappears when the game is shut down. Sale of characters, items, in-game currency and player accounts is rarely possible and, even when possible, is often prohibited by the game's Terms of Service (ToS). Players are banned for violating ToS arbitrarily and rarely with avenues for appeal.

Web 3 provides the possibility for developers to build games without the restrictions placed on players in Web 2. Anything you purchase, you can sell. That includes your progress, embodied in your character — your avatar. Gear that you find or earn in-game can be used, hodled, or sold. They are all yours, you decide what to do with them. If you enjoy creating and leveling alts, you can sell them if you wish.

Developers can engage with their player communities directly and make decisions on their development choices with player input. They can reward their fans in many ways. Most importantly, freed from the fees charged by greedy gatekeepers, they can earn enough to support the passion of creating games for players to enjoy.



# WHO ARE OP GAMES?



We started our blockchain adventure in 2017. Our founders and startup team are all veterans of the gaming industry and experienced Web 2 developers, at the forefront of in-browser and mobile gaming. Our earliest blockchain project was a dapp to mint ERC-721 NFTs that could be used across games, and be bought, sold, and traded by players in a standalone crypto wallet. It was an idea far ahead of its time. This idea evolved into the "Game Legos" that are one of the core elements of Arcadia's developer toolset. Today we have grown into a cross-cultural decentralized team that spans multiple countries and timezones, with builders in both Web 2 and Web 3.

We want to move the industry forward and are focused on creating tools for indie game developers to come on the journey into Web 3 with us. Developers bring their existing Web 2 games, or make new games from scratch, and we bring tools to bridge them into the Web 3 space using our platform technology.



# WE KNOW GAMES

We aim to encourage a diverse community of developers to create awesome experiences for our ever-evolving user base. Managing a portfolio of games across all genres, from 2D fighters to racing simulators to real-time strategy, is the lifeblood of Arcadia. We want every gamer to feel at home, and having each person's favorite genre represented in our galaxy of titles is one of our most important objectives.

Developers will be able to submit games through our intake process. The games will first debut in the Main Arcade, where games will be tested and enjoyed by the widest possible audience. Eventually, the community, under certain criteria, will be able to nominate, vote for, and represent their favorite games in a discovery process that's fully transparent and based on games that players play and enjoy the most.

Games that don't see traction and engagement will return to the queue for iteration and community collaboration on the game's goals. These will be determined via a mix of data-driven metrics and community sentiment via governance.

Arcadia aims to be a breeding ground for innovation. The games that live on the Arcadia platform provide the true gameplay experience. New game genres, new paradigms; and testing the limits of both browser- and mobile-based game engines will allow a fair opportunity for creative developers to validate their games. We will build an expansive metagame around player avatars and communities, the multitude of games available, and the World of Arcadia itself. This will include a creator economy where anyone that shares our vision can build with us.

# HAVE FUN, PLAY WELL, BE REWARDED

Arcadia is not a pure GameFi or Play-to-Earn (P2E) project. We do not aim to enable anyone to play games as their means of livelihood, nor do we focus on gamified defi via staking or providing liquidity. Our goal is to release fun, replayable games from our developer partners, and provide the best possible player experience for communities during the time they spend in Arcadia. We aim to serve communities through offering a great gaming experience. When everyone has fun playing games, our project tokenomics will properly reward developers for their work, and players for their gameplay accomplishments. Our goal is to consistently reward everyone that has a stake in Arcadia over time, with both psychic and material income.



## OPEN SOURCE AND PUBLIC GOODS

We encourage and support the development and use of open source software that assists developers in building games in general, specifically games on Web 3. This is why we've partnered with projects that are aligned with this goal. This enables developers to use battle-tested, freely forkable code, with no charge, as building blocks, reducing the time and resources invested. We define our community as both developers and players. We seek to reward open and public goods to grow the industry. When we benefit, the community benefits.

## INTEROPERABILITY ACROSS BLOCKCHAINS AND COMMUNITIES

We envision Arcadia games as blockchain-agnostic. We welcome all developer projects regardless of game engine. Your identity should not be tied to a blockchain and we hope that, within Arcadia at least, you will be able to take your Web 3 identity with you wherever you go or play. Arcadia originated on NEAR and is now building on Polygon as its beachhead into Ethereum Virtual Machine blockchains. We will announce partnerships with other blockchains as the project expands in scope in the future.

Community is a key area of focus for Arcadia. We encourage everyone to bring their Web 3 identities with them. Identify yourself with any existing Web 3 community you are already a member of. Avatars will be integrated into games where possible, reinforcing representation of Web 3 communities as you play. There will be leaderboards that cut across all of these groupings, with potential rewards for excelling at gameplay.

While Arcadia will launch with primarily casual and hypercasual games, the plan is to expand into mid-core games and beyond as our tool sets allow faster and more efficient game integration. The tools we are developing are meant to be flexible and adaptable.





# PLAY WITH US

## ARCADIANS

Arcadians are NFTs created by OP Games in 2021 as interoperable game assets. This Genesis Collection of ERC-721 retro-arcade avatars were minted on the Ethereum blockchain by Arcadia's earliest supporters. Holders of Arcadians can equip them on their Arcadia account as their avatars. This confers various bonuses, access to special areas, and is an indicator that you were early. Regardless of how you acquired your Arcadian, OP Games and its partners are grateful. The Arcadian Collection will continue to grow with new releases in the future.

# THE METAGAME

Many of the surprises, discoveries and mysteries of playing in Arcadia will be realized as players complete quests, achievements, and other objectives for rewards. If you enjoy building up your characters with powerful gear, or customizing them to express yourself, you will be able to do so. Whether you are a completionist or just enjoy exploring the open game world, the world is your oyster. If you enjoy spending time building out your own personal space in Arcadia, and having friends visit so you can show off your collection of \*very special trophies\* from the furthest reaches of the realms, you will be able to do that too.

## GEAR UP TO SUIT YOUR STYLE

Arcadians are designed to be upgradable in several ways. These upgrades will come from playing the games on Arcadia, and participating in the Arcadia metagame. The more challenging and memorable the path to the upgrade, the more valuable the upgrade reward. The most valuable rewards are minted as NFTs and will be tradable on the Arcadia NFT marketplace. These items will carry with them the story of how they were gained and, for the truly legendary artifacts, the names of all previous owners.

### COLLECTION COMPONENTS

SKIN  
HEAD  
EYES  
MOUTH  
TORSO  
WEAPON RIGHT  
WEAPON LEFT  
LEGS  
PET  
BG



# ARCADIA REWARD SYSTEM

Depending on the game, players are eligible to earn a variety of prizes based on how well they score. Gamers can earn Progression Items, Tickets, Mystery Boxes, and for the ultimate intersection of a truly legendary performance with fantastic luck, Rare Items.

A Gem of Light for upgrading your Arcadian's gear? A Lucky Ribbon for your virtual pet? A unique skin that overlays the game just for you? A mysterious item with a cryptic message engraved in its metadata that might lead to a fabulous treasure? The possibilities are endless.



## EXPERIENCE AND LEVELING UP

Equipped Arcadians gain experience as their owners play games. Experience allows Arcadians to be promoted to higher levels. Arcadians gain abilities as they level up and allow their holder to access more of Arcadia as they grow in power. Players with high level Arcadian avatars equipped can access more rewarding quests and achievements, may receive rarer drops, and encounter more opportunities overall.

## QUESTS AND ACHIEVEMENTS

Players will be able to access and complete a number of quests over a set period of time, after which the quests reset. These quests award experience, currency, and progression items upon completion. These items will have certain uses in Arcadia, though those uses may not be immediately apparent. Completing quests is primarily tied to playing and winning games on Arcadia. More complex and challenging quests are unlocked as the player's equipped Arcadian gains levels. In contrast to Quests, Achievements reward dedication and sustained gameplay excellence over time.

## THE WORLD IS THE GAME

Arcadia is a living, breathing, dynamic place. The actions of the players, and the results from the games played over a period, can change things about the World and the experience of playing in it. Strange, wonderful, unexpected, and unusual things can manifest at times, and how the players interact with these phenomena could also alter the World and its inhabitants temporarily or permanently.



# BUILD WITH US

## WEB 2 VS WEB 3 GAME DEVELOPMENT

With the current domination of Web 2 game development and publishing by massive corporations, independent game developers have two choices. Either they work with these corporations and concede their independence, a large chunk of their potential profits, and ultimately control over their own game in exchange for sufficient funding, or attempt to go it alone and risk running out of funds in the quest to get to public release. Even when an independent developer succeeds in releasing a game on their own, discovery is a Herculean task in a crowded market.

The mobile gaming scene is also dominated by centralized marketplaces. Developers are forced to play by their rules, or else be denied access to their users. For the pleasure of being made available in their stores, developers pay a significant slice of revenues. There are limited ways to make a game profitable – ads, ads and more ads, or selling premium items via cash shops to deep-pocketed players aka “whales”. This often leads to a “pay-to-win” environment that isn’t fun for anyone.

Arcadia aims to change this dynamic.



## GAME LEGOS

Game Legos are open source building blocks for game developers.

## GAME ENGINE SDKS

Arcadia offers integration for games built on partner open-source game engines to the blockchain. This allows games to accept configurable token buy-ins and make payouts based on player in-game performance such as high scores, time trials, and leaderboard placements, or any other benchmarks that the developers determine.

## TOURNAMENT MODULE SDK

This extends to tournaments, which can be organized by OPG, a third party, or initiated ad hoc by a player to compete with family and friends. All competitors buy in, and the winner (or top placers in an organized tournament) takes home the pot, minus a fee for the platform.

## PERMISSIONLESS PVP CONTRACT

The PvP contract will allow players to compete head-to-head in supported games any time they want to. One player picks the game and issues a challenge. The player challenged has the option to accept or reject.

## PERMISSIONLESS WAGERING CONTRACT

The Wagering contract is an extension of the PvP Contract. Players will be able to add a wager to the challenge and the player challenged can consider the wager before making their decision.

## LEADERBOARDS

Arcadia will publish public leaderboards on the platform. Aside from the expected leaders by game and time period, there will be leaderboards that show additional groupings by individual, team, community, and other relevant groupings.

## BLOCKCHAIN INTEGRATION

Every game on Arcadia will connect to cryptocurrency wallets of partner blockchains. This will allow all games on the platform, as well as the Arcadia metagame, to accept cryptocurrency for purchases and payments, and send out cryptocurrency for rewards.

## MONETIZATION

Monetization in the Web 3 space is not the adversarial exercise that it is in Web 2. The player community exists before the game is launched on Arcadia, and players are actively involved in providing gameplay and user experience feedback, reporting bugs, and making suggestions to improve games.

Developers benefit from buy-ins for regular and tournament play, shares of certain platform revenues, and potential sales of various Web 2 and Web 3 assets that make sense for their game. Developers have a range of ways to poll their players on their planned upgrades and expansions to their games, as well as any other feedback that they desire.



# GOVERNANCE

## COMMUNITY COLLABORATION

Community Collaboration is the Arcadia equivalent of traditional Web 3 “governance”. Players, game developers, and the Arcadia team will work together to discover and determine the best way forward for each individual game, Arcadia as a whole, and the Arcadia metagame.

In the early development stages the Arcadia team will take responsibility for building the platform. Game devs will continue to take their own games in their preferred direction. As the player community becomes more experienced and engaged, with both individual games and Arcadia, their involvement will gradually be increased.

At a yet to be determined point in the future, Game Shards will be introduced. These are NFTs that represent a player’s interest in specific games in Arcadia. They are equally fan keepsakes, access tokens, and a measure of share of voice when the developer or community team decides to put certain matters up for vote. These votes may or may not be binding depending on the type of feedback sought. Players may also propose topics to be voted on but player-initiated votes are not binding unless the developer or Arcadia team freely states otherwise prior to the vote.

For instance, the Arcadia team may make funds available for developers, which developers then make proposals to use. The community as a whole will then be able to vote on which proposal gets the funds. Or a developer may have several ideas for new game features and call on holders of their Game Shards to vote on which one to prioritize.

The detailed mechanics of Community Collaboration, and of using Game Shards for voting, will be determined at a later date.

## COMMUNITY COLLABORATION

As Arcadia is developed, opportunities to use voting and other governance actions as game mechanisms will be added to the metagame. Players will be encouraged, supported, and incentivized to organize into Guilds or Houses, and given opportunities to utilize collective voting power in pursuit of game objectives with commensurate rewards. The detailed mechanics of these metagame elements will be determined at a later date.



# STRONG FOUNDATIONS

It is our belief that a fully developed foundation is critical for the success of the project. We rely on investor funding to build out the earliest stages of Arcadia into a robust product. This allows us to go to the retail market with more than just promises and a well-written whitepaper.

To date, we have built, founded, or assembled:

- Alpha.outplay.games, our test platform with playable games , and more in the pipeline
- Close working relationships with a broad spectrum of game developers
- Our sister company, the first Web 3 game publisher; GM Frens Interactive
- Our tournament module and leaderboard, integrated into the alpha platform
- An ongoing schedule of tournaments, called Game Nights, to continuously host games with live play
- Partnerships with open-source game engines, NFT creators, game developer communities, and other champions of the Web 3 ecosystem
- The Arcadians NFT collection, designed as a Game Lego building block, with 100% of proceeds benefiting open-source game engines and other partners
- A close-knit, vibrant, and engaged player and developer Discord community
- Hosting Game Nights for Gaming Guilds and other Web 3 Communities
- A regular rotation of events to talk about Arcadia, Web 3 game development, and other related subjects
- An investor group that believes in our vision and our capability to deliver on that vision



MECHANISM  
CAPITAL

Republic



MASTER  
VENTURES

TENSOR  
CAPITAL

Jaquare

Cyberlight

SPARK



3 BASICS  
CAPITAL



MENTHA



DEFI ALLIANCE

81 cap

JRR

CONTELLIGENCE

CABALLEROS  
CAPITAL

ZMT

LD

OS AZ

GFS

LONGHASH  
VENTURES

ONE  
BLOCKCHAIN  
VENTURES

SCORMAS  
CAPITAL

EDEN

DI

x21

BR

Industria

BlockchainExchange

OS AZ

Luctable

M

NEOWAVE  
CAPITAL

Pyromaniac

OSR Ventures

DFG



Lotus Capital

EX

KERNEL

ZB Capital

DUTCH CRYPTO  
INVESTORS

Blocky

F3

SYNAPS



# ARCADIA

## ECONOMICS



# GOALS OF THE ECONOMY

## COMMUNITY-DEVELOPED, COMMUNITY-CURATED GAMES

The beating heart of Arcadia is its gaming experience. Our goal is to offer such a large selection of games that players can always find a title that they *want* to play. Instead of having to play the same thing over and over again. Our games are made by experienced, game developers that focus on fun and replayability.

## AN ALTERNATIVE MARKET FOR INDIE GAMES

To combat the issues already outlined with the Web 2 gaming experience (mega companies, advertising revenue, centralized marketplaces, pay-to-win models, etc), Arcadia aims to be a viable alternative to the traditional route, and even the 'traditional' blockchain gaming strategy.

We give game developers an alternative to launching their own projects into the oversaturated blockchain gaming market, when tokens are released with no utility and promptly lose all value as holders sell. We do not see that as sustainable.

We are committed to offering game developers a platform to present and iterate on their games, while offering a robust and dependable framework to validate and monetize their work, thereby earning their fair share of generated revenue.

## PRIZES YOU MIGHT NEVER SELL

We want the NFTs that gamers own to matter. Arcadia is firmly committed to digital assets that not only are solely owned by gamers, but also capture the individual identities and affinities we attach to the NFTs we own. In our world, when you mint an NFT, it's special and not just from a rarity standpoint. They will have attributes and properties that result from the games you play and the things you do in Arcadia. Each will be a story in itself, and the abilities it grants to its owner will be clear and concrete.

Much like the bike or car you've loved and kept for years, or the exclusive pair of sneakers you waited hours in line for, or the limited edition copy of a video game cartridge from your childhood console, we see NFT technology as a way to organically infuse digital assets with the personality of the owner, as something that is to be kept and sold only with regret and a heartfelt goodbye. The memories of owning that NFT will linger and you'll be telling stories about it long after it's no longer in your wallet.

As future generations of gamers spend more and more time developing their identities online in virtual metaverses, this augmented digital ownership is crucial for us to have a home on the internet.



# ARCADIA'S ECONOMY

## WEB 3 ASSETS

### \$ARCD: THE ARCADIA ENGAGEMENT TOKEN

Unlike other tokens crowding the Web3 gaming world, ours is not the foundation of our platform, but rather a privilege for our most loyal users. At Arcadia, we focus on the fundamentals: games you like to play and revenues we can reliably make for us and our developer community. Therefore, we've designed a platform token primarily as an engagement and loyalty currency, where the goal is to maximize engagement and retention for each token emitted. This is \$ARCD, our ERC-20 token.

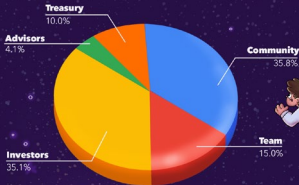
\$ARCD allows gamers to buy-in, grants access to exclusive prize drops, and potentially improves mystery box drop rates when used in Arcadia. \$ARCD is also the exclusive token for Tournaments, allowing players to buy into participation.

\$ARCD can only be earned from winning tournaments, selling NFTs on the Arcadia marketplace, and very rarely as a prize drop from accomplishing certain things in Arcadia.

## TOKEN ALLOCATION AND DISTRIBUTION

\$ARCD will have an initial capped supply of one billion tokens.

### TOKEN ALLOCATION



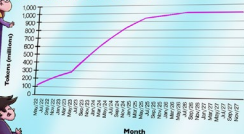
### TOKEN DISTRIBUTION

Vesting Schedule	# Tokens	%	Notes
Pre-Seed	16,105,779	1.61%	1 year cliff, 1 year vesting
Seed Tranche 1	130,000,000	13.00%	10% of TGE, 1 year cliff, 2 years vesting
Seed Tranche 2	100,000,000	10.00%	20% of TGE, 1 year cliff, 1.5 years vesting
Seed Tranche 3	75,000,000	7.50%	30% of TGE, 1 year cliff, 1 year vesting
Strategic Round	30,000,000	3.00%	TRO
Advisors	40,750,000	4.08%	1 year cliff, 2 years vesting
Team	150,000,000	15.00%	1 year cliff, 2 years vesting

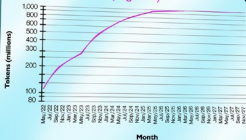
## TOKEN EMISSIONS

The initial \$ARCD supply is expected to be unlocked over a period of up to 48 months.

Tokens in Circulation (Linear)



Tokens in Circulation (Log Scale)

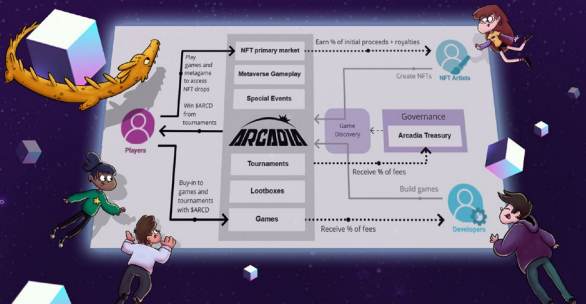


## USD EQUIVALENTS

Before \$ARCD is launched, Arcadia will launch a beta platform that will test our in-game loops and monetization strategies with the USDC stablecoin. We seek to maximize accessibility for the Web 3 gaming world and will explore systems to accommodate gamers around the world.

# THE ARCADIA TREASURY

The role of the Arcadia Treasury is to determine and manage inflows and outflows of fungible tokens as it maximizes the amount of revenue it generates for the platform and its developers. By managing this portfolio of assets, the Treasury can exercise control over dilution, inflation, sell-pressure, and ultimately the rate of resource flow in and out of the reserve. The Treasury will be tasked with all forms of allocations within the treasury pool, such as determining the revenue splits with each game developer, the seasonal rewards that will be allocated across Arcadia, and any other related decision.



# NFT COLLECTIBLES

NFTs are minted when the asset is deemed to be extraordinary and valuable.

NFTs in Arcadia:

- Avatars, including all series of Arcadians past, present, and future
- Core avatar gear and equipment
- Pets and companions
- Major quest items
- Items signifying notable achievements
- Items signifying that the account holds an exceptional title
- (Future) Land
- (Future) Player Housing Assets
- (Future) Buildings
- (Future) World Units



## WEB 2 ASSETS PROGRESSION ASSETS

As you climb leaderboards and spend time in Arcadia, you will accumulate assets. These are not NFTs but signatures of your progression and experience in Arcadia.

These will be items that may be combined in various ways and used to:

- Name your Arcadian avatar
- Upgrade your Arcadian avatar
- Create or upgrade cosmetic gear to temporarily alter your Arcadian's appearance
- Create or upgrade your avatar's miscellaneous gear, such as backpacks
- Create or upgrade badges and titles commemorating certain milestones
- Create access passes to new games, exclusive tournaments, and events
- Create tokens that allow you to mint NFTs

Further down the development path, progression assets may include materials to claim and develop land, build player housing, mine land for resources to create more advanced buildings, exploration and combat units, and other, more advanced metagame assets.



## TICKETS

Just like in an arcade hall, collect tickets for your achievements. Tickets are earned by playing and performing well in your favorite Arcadia games and in Arcadia-sponsored tournaments. Tickets are a non-crypto currency used to spend on prizes.



## MYSTERY BOXES

Mystery boxes contain a random combination of Tickets and Progression Assets to use in various ways around Arcadia. None of the items that can be found in a Loot Crate are unique. Most of them can be bought and sold from the Arcadia Marketplace. Occasionally, a "soulbound" item will be found that cannot be traded or sold. It will be up to the player to uncover the mystery behind the item.

## THE MARKETPLACE

The Arcadia Marketplace will have two areas, the Web 2 marketplace for buying and selling Progression Assets, and the Web 3 marketplace for buying and selling NFTs. Items may be listed, bought, and sold using various cryptocurrency tokens. However, using \$ARCD will carry the lowest marketplace fee for sellers. The Marketplace will be accessible from within Arcadia itself.



# MARKET RESEARCH

Despite the COVID-19 pandemic, the global games market hit \$175.8B in 2021, powered by over 3 billion gamers around the world. The growth is attributed to the constant increase in online population and better digital Internet infrastructure. The mainstream gaming market undeniably continues to grow rapidly but it is also key to note that it is evolving dramatically.

"Metaverse" has been the buzzword for almost all gaming, technological, and digital conferences over the last year. The promise of decentralization, shared destiny, co-creation, opensource, and community powered projects has propelled the popularity of blockchain gaming and Web 3. According to a report by the Blockchain Gaming Alliance, the blockchain gaming industry hit over \$2.5B in 2021, surpassing the sales figures of more established projects and IPs such as NBA Topshot and Cryptopunks.

Axie Infinity, in particular, has brought the concept of "play-to-earn" to the global stage. The game now has over 2.8M daily active users and is clearly the most successful blockchain game to date. Their success has put the spotlight on this industry and they continue to inspire game developers and gamers around the world to reimagine "gaming".

This is why OP Games has embarked on a mission to champion Web 3 and blockchain gaming by empowering and equipping the next generation of game developers and gamers to co-create new worlds and gaming communities. Through Arcadia, we envision a vibrant supercommunity of different blockchain-enabled games powered by highly engaged and passionate gamers.

This isn't just a gaming revolution. This is a complete reimagination of what gaming can be. Join us and let's re-write the rules together.







# INVESTORS



3Commas Capital <http://3commascapital.io/>  
8186 Capital <https://www.8186capital.com/>  
Ascensive Assets <https://ascensiveassets.com/>  
Basic Capital <https://basics.vip>  
Bitcoin.com <https://www.bitcoin.com/>  
Bitrise Capital <https://www.bitrisevc.com/>  
BR Capital <https://br.capital>  
Caballeros Capital Limited <https://caballeroscapital.com/>  
Cointelligence <https://cointelligence.fund/>  
Cyberight <https://cyberight.capital/>  
D1 Ventures <https://d1.ventures/>  
Defi Alliance <https://www.defialliance.co/>  
DFG <https://www.dfg.group/>  
Digistrats <https://digistrats.com/>  
Double Peak <https://doublepeak.io/>  
Eden Holdings [https://twitter.com/eden\\_holdings](https://twitter.com/eden_holdings)  
Everest Ventures <https://www.evg.co/>  
Exnetwork Capital <https://exnetworkcapital.com/>  
Firefi Capital <https://firex.capital/>  
Firex Capital  
FT Ventures <https://www.fundamentallabs.com/>  
Fundamental Labs <https://genblock.capital/>  
Genblock Capital <https://gfsblockchain.com/>  
GFS Ventures <https://gsrventuresglobal.com/>  
GSR Ventures <https://huobi-ventures.medium.com/>  
Huobi Ventures <https://www.hyperedge.capital/>  
Hyperedge

Infinity Ventures Crypto <https://www.ivcrypto.io/>  
Israeli Blockchain Association <https://blockchainisrael.io/>  
JRR Group <https://jrr.group/>  
JSquare <https://www.jsquare.co/>  
Kernel Ventures <https://kernel-ventures.com>  
Kerve Capital <https://kervicap.com/>  
LD Capital <https://ldcap.com/>  
Longhash Ventures <https://longhash.vc/>  
Lotus Capital <https://www.lotuscapital.me/>  
Lucid Blue Ventures <https://www.lucidblueventures.com/>  
Master Ventures <https://masterventures.io>  
Mechanism Capital <https://www.mechanism.capital/>  
Menthia Partners <https://mentia.partners/>  
Momentum6 <https://momentum6.com/>  
Morningstar Ventures <https://www.morningstar.ventures/>  
Newave Capital <https://newave.fund/>  
OKex Blockdream Ventures <https://www.okex.com/blockdream-ventures>  
OSAZ <https://www.osaz.xyz/>  
Polygon Studios <https://polygonstudios.com/>  
Protocol Labs <https://protocol.ai/>  
Republic <https://republic.co/>  
Seven X Ventures <http://www.7xvc.com/>  
SpaceHD Ventures Ltd <https://sparkedigitalcapital.com/>  
Spark Capital Management <https://www.spartangroup.io>  
Spartan Group <https://www.tenzor.capital/>  
Tensor Ventures <https://x21digital.com/>  
X21 <https://www.zb-capital.com/>  
ZB Capital <https://zmtcapital.com/>  
ZMT Capital



# PARTNERS

Js13kGames:  
Enclave Games:  
Gamedev.js:  
Game 7:  
Yield Guild Games:  
Phaser:  
Defold:  
Cryptopop Art Guild:

<https://js13kgames.com/>  
<https://enclavegames.com/>  
<https://gamedevjs.com/>  
<https://game7.io/>  
<https://yieldguild.io/>  
<http://phaser.io/>  
<https://github.com/defold/defold>  
<https://twitter.com/cryptopopart>



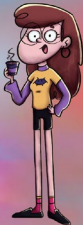
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<https://opgames.medium.com/>  
<https://linkedin.com/company/opgames>  
<https://facebook.com/OPGamesCrypto>  
<https://discord.gg/opgames>



# THE CHARACTERS



**DEBBIE**  
THE GAME DEVELOPER



**ARCHIE**  
THE GAMER



**GEM**  
THE PARTNER



**ROI**  
THE INVESTOR