

OPEN TRADING NETWORK

**COMMUNITY PROPOSAL
FOR FUTURE
OTN DEVELOPMENT**



PROJECT: REWORLDVER

PROJECT OVERVIEW

Project Name – Reworldver

Voting Address – ilivil-3225

Team – Vulcando Games GmbH;

Brief Description of the Development Plan – usage of OTN coins in a MMORTS

Celetania for in-game currency 1 OTN for 1 Module;

Budget – 55,000 OTN.

INTRODUCTION TO THE IDEA

Invention is a very complex process where many people compete, steal, and borrow ideas but only a few succeed in creating a successful product. It is 2019-2050AD. The only material thing humanity can possess and label is the planet Earth . How much is the Earth worth? If we remove morality and emotions and just give a price it will be \$10Quadrillion . Wealth of \$10 000 000 000 000 000 divided amongst 10 000 000 000 people on Earth they all get \$1 000 000 each. Another concern is the financial control over media outlets and philosophical-educational institutions by people who posses money and political power. We (the OTN community) can successfully challenge the current hegemony and promote a multipolar unbiased and fair pluralistic approach. So in short we are going to reshape the Financial and Media World. To achieve this we need customers who will use and value our products . In order to increase the influence our customers can impact on the World ,we are going to supply them with a futuristic device that will immensely outperform all other competitors.

MAIN FEATURES OF THE PRODUCT

We need to transform a basic product into a high end masterpiece. Models:

- object-device-product
- bee-hive-food
- water-bottle-money
- inventor-radio-communication
- mongrel-Sputnik2-legend
- athlete-Olympics-peace
- fruits-distiller-happines

That is why we should cooperate with a particular PC Game developing studio . To create a multipurpose socially interacting platform combining Amazon, Telegram, Facebook, TV News, DAB Radio, Cinema, Bank, Cazino, Mixer streaming,Google advertisement, Fashion, Art, Lottery, Forbes 2000, IQ Option.... like businesses in a MMORTS format with a huge number of users active or passive providing a stage to interact with business, media, and customers. REWORLDVER is a virtual projection a hologram of planet Earth into the open space. Why the space ? New restriction free territories where OTN can complete the crypto revolution race. Imagine France the most capable European country in the late middle ages, learns back then that rivals settle the new continents (Americas ,Oceania) 100 times larger than France itself. New land yet to be exploited and robbed, with new gold and silver mines thick forests, arable land and rivers full of fish. France wants to project control over the New world ,France is full FOMO they need on board NOW the ship is sailing. OTN need to be the first to achieve a firm hold and full dominance of the virtual world.

PROVEN INNOVATION

2009 Vulcando Games operated a virtual futuristic human like 3D Space universe similar to Star Wars inhabited by thousands of people interacting in a Galaxy trading, chatting, fighting with no area or time restrictions. Global Games Market Report service forecast that 2.3 billion gamers across the globe will spend \$137.9 billion on games in 2018. This represents an increase of +13.3% from the year before, or \$16.2 billion. Digital game

revenues will take 91% of the global market with \$125.3 billion. Rediscovering the wheel and adjusting the size and pressure in response to demand of speed and traffic load. People may be sceptical about going virtual but when they get virtual e-mail from Police on their PC the effect is the same as if the letter was on paper.

MARKET ANALYSIS

Cryptocurrency can be viewed as a share in a network. Crypto technology is going to stay and grow, so a technological and financial revolution will be turned into evolution where the strongest, fastest and most energy efficient will enjoy the fruits of decentralization. While many claiming fancy algorithms and unique features are already falling by the wayside . Our product is going to embrace all 3 aspects of marketing (cultural, business, consumer) and add value in all directions ([**more info here**](#)).

CURRENT STATE OF THE MARKET

Uncertainty about state regulations and fear of governments potentially losing taxes and control is making the adoption of the Crypto technology harder. In order to escape direct confrontation with governments and restrictions we are moving our assets into 'Space'.

COMPETITIVE ANALYSIS

The Sun and Moon ,both spherical and for both It takes approximately 27 days to rotate once on their axis .So a day on the Moon is the same as a day on the Sun, but a Moon year is again 27 days or 13 times an Earth year ,so the Moon is 50 000 000 000 Moon years old and the Sun is only 18 Sun years old!! Shocking how 3 spherical bodies (Sun,Earth,Moon) competing on same system and following same laws are so different .What are the rules when competing? OTN coin should not aim to be expensive or to have large market cap or trading volume OTN should aim to be beneficial to all users. Many crypto projects claim uniqueness but it seems it is all about putting cash into a crypto basket with doubtful benefits once the flow of fresh money stops. Additional huge costs for keeping the blockchains operational (electricity, utilities) is taking away from potential revenue.

MONETIZATION STRATEGY

OTN as its name suggests should keep trading in the network open to all assets. Everything that can get a label and a value should be tokenized and absorbed into the multi Social platform.

Revenue Stream

- Advertisement inside the virtual universe (sound and visual);
- Exchange fees to OTN blockchain;
- In game items purchase;
- Pay loan interest in OTN;
- Creating a powerful franchise on the scale of *'Star Wars'*.

Revenue Model

Space stations with company logos will attract the inhabitants of the Universe and try to sell them services or just to establish and increase their branding in the market. PPP adjustment for different national areas will give greater chance for the local companies to compete. OTN receive the fees and then place companies in a position relative to their financial contribution. All this assets movements are done by *'it is just a game'* format.

Business Model

Multi layer zoom like Google maps structure with different levels of interaction passive or active. Some users will just check their Wallet, others will read News or search for items in a the online-shop. These passive users will be like greek gods watching from above without interfering in the world beneath, but the „channel,, they receive will be influenced by the mortals interacting in the space under them. Humans (avatars) in tens of thousands play for free and will colonise new planets (if they pay) and explore new worlds and technologies, but the best modules and items are priced and purchased with OTN. These players will

search fame and glory in the rankings but also will have the opportunity to seize the Jackpot Solar system where OTN HQ is situated and receive 1% of the revenue collected from advertisement. Each of the 360 (large real nations China, USA up to 12 galaxies) sectors will have the chance on one particular day of the year to take 3% of the available jackpot and divide among the sector members (multiplied by invested OTN in the game and promoting active users who buy in game properties).

PRACTICAL APPLIANCE

The Reworldver (*Rewårldvær=reward, revolv, revolt, rewar, reword + dver*) is a rotating stage where business, ideas, art, and customers meet each other. A portal to a giant spherical world projecting the 2,000 most powerful companies or institutions on the 2,000 galaxy screens but according to OTN not Forbes. Powerful doesn't mean only richest ,but also the most influential among users (controlling most sectors).

Functionality

We do not need another crypto fruit basket, we need a crypto distiller a generator of money, dreams and ideas. A multi asset wallet, with options to zoom in and interact with other wallet users, medias, institutions and companies if the user is interested in receiving additional bonuses. Separation of different classes of services health, education, finance, insurance, politics, technology, gambling. Keeping anonymity for both users(safe for gold, bank konto, tokenized items) and institutions if they wish so. A financial institution wants to remove another company from the top spot and pays inside the Reworldver for the replacement either to OTN leadership or to the active players inside the platform.

User Value

Estimating the value of OTN by paying users to stop using it for 1 year? Invested €10 will be worth €1000 in a hope for reward (main game jackpot) and future benefits (OTN price increase, user base growth). So average 100x increase of the social value the users invest on the product. €30 a year for user revenue from Advertisement/Influence (Facebook rate) plus €30 from user for purchasing in game items. Consumers can create a passive income

stream by selling their personal data directly to corporations as the global trading volume of personal data has reached \$250 bln. So €60 per active user and €10 for passive user. 200 000 active users and 1 million.....here we can speculate about numbers of passive/active users . Keep in mind that part of the revenue will be reinvested inside the platform by the winners of the Jackpot and increasing the value of the Reworldver itself.

How did i get those numbers? Limit is the Earth 100% and its useful land 100ml.km², people 10bl ,wealth 10 Quadrillion. 10% is China (1Q), 1% Iran (100tn), 0.1Bulgaria (10tn), 0.01Montenegro (1tn), 0.001Andorra (100bn), 0.001Nauru (10bn). One in 1 million persons is from Nauru: \$10,000,000,000 on OTN 100,000,000 is the standard value of 1OTN=100\$.Can OTN capture 1 of 1,000,000 of our planets wealth? Can we make users put 1 of 1,000,000 \$, €, £ they possess on our platform ? Can we at second stage get 100,000 users and match Andorra with one in 100 000 people on Earth being from Andorra and increase OTN value even to \$1000 as we capture one in 100,000 £, €, \$ and reach the 2018 ETH price of \$1,000?

PROJECT ECONOMICS

How much OTN cost ? How much a cubic of fresh drinking H₂O cost? 1€ to10,000 and even 100,000€. How much does a hectare of arable land cost on same continent with similar climate? From 1 000€ to 100 000€. In order to have a stable model we should find the perfect middle the golden balance. Creating a crate cube OTN for the game worth 10\$-10€-10£. With the limited Earth resources 1ha land=10,000€, 10 cubic bottled water=10,000€ and the big 6 metals 1OZ of each gold, rhodium, osmium, palladium, platinum, and iridium for 10 000€. While OTN is growing we can set the limit at 10,000\$ than to middle 10,000€ and finally at last stage at 10,000£ . At each milestone OTN foundation should release part of its tokens into the market . Once we reach the ultimate maximum of 10,000£ and there are no more coins to be released we start to pay dividends(splitting the profit over the £ value) from the advertisement revenue ,and game purchases . In time of uncertainty we go back to passive € and in time of crisis we go to low 10 000\$ standard. In order to return from low \$ to € middle standard if advertisement is not sufficient we start „burning,, tokens inside the game . So we pay dividends(airdrop) to all wallet users(more to the game fields owners) only over the +£ profit and we burn tokens only at -\$ level.

Description of the Economic Model

Advertisement as main income ,the institution that pays the most will be on the top ,the second on second and so on .Companies may have special wishes to advertise only in their local national or regional areas . Buying and losing of OTN purchased space ship in battle will only result in adding value into OTN bank jackpot where advertisement money are also collected. Colonising planets or terraforming\enlarging them will lead to at OTN is permanently loaded -saved into the planet/wallet and cemented there for ever, you can not withdraw it(but you can lose it to enemies) ,the only way is to sell your game account to a person who wish to have flying start(the new person will benefit from higher pay offs because of larger production fields) .Another component is ability to insure your property invested with OTN. As mentioned when OTN value goes under 10,000\$ then we „burn,, the destroyed ships purchased with OTN as then there will not be contribution to the jackpot bank in that (USD-EUR) cycle. Notice that at 10\$ for a module it may look as a bargain compare to 10£.

User Motivation

Millions of people young and old spending hours online gaming and wasting their time while they entertaining themselves. Unfortunately our lives are limited to around 100 years. I cannot pass on my game experience to others but they can inherit my wallet account in the OTN Universe with land/planets paying dividend .Use of simple multi wallet. Access to banking establishments in an active world. Fame and Money to the Hero who captures The OTN HQ sector ,Glory and money to the nation which holds the OTN HQ sector for 24 hours ,Feeling part of a community , Freedom of replacing a hated media or company with your favourite one, once you take control over ordinary sector capital, Choosing your favourite political party and vote for your nation virtual/real leader, Declare war on a group you do not like ,Peace and respect to your comrades,Learn about new products and innovative companies , Excitement to be one of the participants in the new Banking and Media Revolution, Education by accepting the most advanced and innovative platform. Companies can have livestream tv screens from space stations they control so colleagues can meet each others avatars after work. A platform for political parties to send their message before elections in our mirrored world and give the chance to build a Meritocracy where it is not necessary to be a billionaire or populist in order to rule your

nation. What will happen if more people vote in the Reworldver than in actual votes in elections (dictatorships)?

ROADMAP OR ACTION PLAN

The ultimate goal is to increase and maintain the value of OTN coins and pay dividends to holders. That is why we need the interacting platform to increase the value of the coin . Contacting and hire developers of MMORTS Celetania and other specialist who can implement the newest developments into servers scaling and graphical improvements.

Development Stages

1. Acquiring the old source code and at least one of MMORTS Celetania developers;
2. Keeping IQ Option as a strategic ally and including OTN as one of the tradable coins in the IQ Option platform;
3. Look for new marketing allies;
4. Building a final version of the virtual world with its final structure and limits (adjustable) so we know that once we fill the numbers and volume it can only grow in quality and price.

Possible Risks and Challenges

1. It is accepted that crypto can be blown as a balloon at ratio 1 to 50(When Bitcoin market cap was \$300b JP Morgan estimated real fiat inflows were approximately \$6 but probably invested real \$1 milion is increasing market cap by 1to10 ratio. So keeping „Nauru,, inflow of money we will reach „Andorra,, markets cap. OTN coin has the unique chance to be held stable and same time able to pay dividends;
2. Uncertainty about 415 of 573 voters from IQ Option as they received OTN airdrop Q Option can still be a very useful ally and a major contributor to the proposed growth and be a model to others . IQ Option specialists were the backbone of the progress so far and they are a valuable asset for the future;

3. OTN token price increase during the IQ Option „free,, token distribution where first week 350,000 tokens were to be distributed by 2% decreased emission weekly halved in one year(175k on week 52)and further into over 100,000 tokens distributed in week, instead were halved each week ,this led to OTN token prise explosion on IQ Option platform to around 100\$ at the last week of OTN „free,, distribution (around week 10 instead of week 104) . This bad experience if reversed can have positive effect on future planning;
4. Considering placing operational servers in countries (Abkhazia, Cyprus, Cuba...) where international community is not able to arrest people for spreading fake news or refusing to import democratic values and human rights or lack of discussions emphasised the need to ensure that all parts of the country are addressed by activities promoting *hmhshm* rights;
5. Challenge of starting a new cooperation between OTN and IQ Option and getting back the trust of many people who got OTN tokens at a very high price on the IQ Option platform and were left disappointed.

ADDITIONAL SPECIALIST REQUIRED FOR FUTURE DEVELOPMENT OF THE PROJECT

IQ Option, OTN Foundation, Vulcando games/Thomas Göttling.

Afterword from the Author:

Fight the banksters and their puppets on the screen is my new hobby, so let`s play . Here i will save you from reading some 24 more pages and also save parts of the concept(like why only 360 national sectors when a year is 365 days+) in case i have to find other partners if my proposal sounds too childish and naive to you . Good luck to my competitors ,hope they come up with something brilliant and smarter .

Kind regards,
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