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WHITEPAPER

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INTRODUCTION

The greatest concern of the human's life is the "Online Accessibility" to all of his needs these days. They are trying to facilitate the way of living by the growth of technology. Also, technology has incredibly improved in various fields like automation and digitization. The technology growth is that fast that if an idea emerges and it takes too long to be implemented by its owners, another idea would possibly be replaced. So, if the owners of an idea want to take place in their market, they have to act as fast and accurate as possible .

PROBLEM STATEMENT

As it mentioned, the human is trying to get access to everything he wants easily and fast. The technology growth is incredibly rapid and every single day, an innovation comes to the world in various fields .

The macro economics has been affected by this technology expansion and is going to be more integrated in order to be more compatible with these changes. There were many cultural and interior ways of solving problems in the past but nowadays, the problems have an effect on the human chain all over the world. So, they have to be conducted in a more integrated level. For example, one of these needs is communications. The most descent way to communicate with other people around the world is by the social networks. If a government or a society decides to restrict it to the local levels, not only this need won't be answered but also, the society dissatisfaction would be emerged. Because all of the people and businesses need to communicate worldwide and the best way to facilitate this need is using the social networks platforms .

This was one of the simplest examples of human today's needs and working on the full list of these needs is not the thing we concern on this paper .

One of the most wonderful innovations amongst all of the others is a phenomenon

called Blockchain. This one had a great effect on the technology itself. Let us walk through these effects. Blockchain is a platform that all the applications compatible with it, have completely different nature and features. So, it could affect the human needs and develop them to an enhanced level. Now, some demands like decentralization, combining the rough face of internet with human sensation, etc have arisen.

With the introduction of blockchain, a new wave of vastly creative ideas emerged and cryptocurrencies was the greatest one. Cryptocurrencies started to be popular by Bitcoin but later, many other cryptos were introduced to the world and gain a huge amount of capital invested in this market. The growth of this market was nice and slow at the beginning but a few years later, it began to grow rapidly by entering new coins and tokens offering great investment opportunities. Some other features that made this innovation very popular, are fast and secure transactions without any need to identity authentications that were important factors for many businesses to be absorbed.

The main factor amongst the blockchain that all the programs running on this platform are using this incredible feature is decentralization. After this market emerged, the far majority of people took out their assets and capitals from the banks and the under regulated markets and decided to invest on the cryptos on order to access the equal opportunity of profitability. One of the other charming aspects of this market is the ownership on somethings that we could never really own them in the past. Somethings like our innovative artistic products like music, paintings etc. This feature has become really famous recently and it is attracting many celebrities and pioneers. Blockchain help the humanity to overcome his brain limitation and now a new and completely different world with different criteria can be imagined.

With the consolidation of blockchain and cryptocurrencies, new ideas are emerging every single day and many new platforms are being constructed on them in order to generate the best way of responding to the needs of users. Some of these platforms that can be mentioned are Metaverse, Decentraland, etc.

These kind of projects changes all the important factors of businesses like advertising . and businesses are looking forward to be recognized on this new world instantly. One of the most amazing concepts in this area is P2E games which means that people can earn cryptos in exchange of playing online games and passing some challenges. That is incredible .

As it mentioned above, one of the most important concerns of people is communicating without any boundaries and this desire has come true by the social networks. Although social networks made the communications much better and easier, they have some disadvantages too. Now that Web3 has been invented, new demands of social networks have emerged. People want to have a full experience of any kind of human relationships with all of their aspects through this new world and its features. Despite Web2 has so many advantages, it has some important problems like the theft of identity information and selling this information and so many other problems. With Web3 and its properties these kinds of Web2 problems have been solved and the main reason of it, is the decentralized nature of this network. In Web3, you must create an avatar representing your real personality and appearances and communicate with other people thorough the decentralized platforms like Metaverse using special gadgets featuring as the required tools .

One of the most popular way for getting in touch with other people and getting to know them better is by playing various games with together. This is its principle that you are going to play a game you like with other people that like the same games and having fun. We had this kind of online gaming platforms on Web2 but, the most important difference between these games with Endless Board Game on Web3 is that in this game you can get in touch with other players through Web3 using the Metaverse features and play beneficial games in order to know them better. So, you are going to enhance your circle wisely .

Playing games is recognized as a time-wasting concept in many cultures or from the parents' points of view. Also, playing games for mature people was recognized as a bad habit in the past. Although the concept of gamification has come to make a progress in learning process by using different games as tools but it also has two main disadvantages. First, this kind of learning process focuses on a specific and fixed subject. Then, most of these contents are designed for a specific group of people with special criteria .

SOLUTION METHOD

According to the problem, the need to create a platform with the following features seems to be urgent. 1- achievable for everyone, 2- teaching very common concept in an innovative way by using gamification methods, 3- possibility of taking profit and 4- the ability for users to expand the platform .

Endless Board Game has been designed and developed by an expert team from various fields of expertise like education, gamification, advertising, engineering, etc making this platform a beneficial network in all aspects. People can enhance their abilities in various useful fields and make money even during playing and learning new helpful skills. Endless Board Game has many different board games as it's obvious from the name of the project and it's based on the financial intelligence and it's planned to teach the most important and useful financial strategies to different types of people with different age ranges around the world. Players are going to compete in order to take the superiority in order to win the other players' assets in order to win the match. Some of the most common aspects of our daily lives like death, bankruptcy, taxes, insurance, etc are being used in the game so the players with the best strategy in most of the circumstances can win the game. Teaching the negotiation ability with other people especially people from the other cultures and nations is one of the main goals of the game .

Some of the other considered goals of the game are making correct decisions in sensitive situations, the power of enhancing inner peace, etc .

Because of the decentralized nature of the game, anybody who wants can play from all around the world. The point is they are from different cultures with so many different personalities gathering around a table for playing with each other. Anyone who can take the superiority can win the match. So, one of the most charming challenges that all the players will be looking for is overcoming to the other players' strategy in all of the circumstances. In the negotiation section of the game, the players are talking to each other trying to convince one another. So, in some points they are socializing and getting familiar with various cultures, various points of view from all over the world. The important point is, after a match has finished, the players can keep being in touch with each other thorough the platform and prepare to play in group. People can create their own games in this platform and starts to earn money from the turnover that will be attracted to their game. Advertising is one of the other ways of earning. So, if you can become influential player in the game, you can advertise others' products so you can take money in exchange. The buy-in token to take place in the game is ENG token so the asset of transaction this token will be funded as the backup for the game itself .

PRINCIPLES OF ENDLESS BOARD GAME

Learn: There are various ways of learning these days and new methods are introducing each and every day. Online learning, skill-oriented courses, etc and so many ways to access them from YouTube channels, Telegram channels and so many other ways. All of these ways are very great and the traditional learning systems are being replaced by these methods. But Endless Board Games provides an innovative learning system using the gamification methods to teach most useful concepts of our everyday lives to a wide range of people with different ages, nationalities, cultures, etc. You can earn while you learn .

Earn: There are 4 ways of earning in this platform. 1- playing the game and winning matches, 2- HODLing of ENG token and trading, 3- Creating new games, 4-Advertising after being populated enough .

Play: As it mentioned before, one of the most effective ways to earn money is to enter multiple matches and rise the chance of winning and earning money.

Create new games: Endless Board Games decides to support new ideas. So, if any of the players can advertise his personal brand and any content that is permitted. It means that players who has new ideas and can perform his game creatively will make the best out of it and can earn money effectively.

MARKET RESEARCH

The cryptocurrency market and the blockchain itself are decentralized phenomena. It means that a coin or a token can be successful if a great majority of people have a positive point of view on it. The positive money flow to the markets based on the VR technology has been increasing since 2018. The amount of positive liquidity flow to this market was around 26/7 billion dollars in 2018 and assuming current growth rate, it would be 815 billion dollars. Endless Board Game will be one of the most popular projects in this field according to some other projects' prosperity in the same field like Metaverse, Decentraland, Sandbox, DVision Network, etc .

There is an additional node for earning extra money in the Endless Board Game. But it is available only after the game launches. This node is only available for the players not for the HODLers and traders. Since the players must set and design an avatar for themselves, these avatars can be sold as NFTs on NFT marketplace .

ENDLESS BOARD GAME ECOSYSTEM

Endless Board Game is following great targets and it needs to be decentralized in order to realize those targets. A decentral core that removes all the obstacles and provides essential requirements for the users to grow and earn more in this platform .

Backup ecosystem: This project uses two ecosystems simultaneously. The first one is the Metaverse ecosystem and its subcategories that act as the backup ecosystem and the users of this project can easily use the advantages of those platforms too. One of these backup ecosystems is Decentraland. Since the Decentraland is the main point of Metaverse, it will be one of the most important nodes of Endless Board Game respectively.

Main ecosystem: Endless Board Game is based on Web3 in general and all the games' operations, transactions, avatars, operating systems and players' growth are based on Web3 and they don't need to be verified. This is one of the superiorities of this system against all other P2E projects. Contacts support is the only section that is based on Web2. All the users can use this part after they sign up in the official website.

Endless Board Game Ecosystem Performance: players are known by their wallet addresses and the only way they can use all of the features of the games. The communication between the players would be thorough the Metaverse infrastructures. Endless Board Game operating team would be in charge of online transactions.

In this ecosystem, there is a one-sided connection between the wallet addresses and the players. It means that all the players would be recognized as HODLers but all the HODLers and traders wouldn't be recognized as the players. Players can use all the advantages of the platform. Players are considered in all of the Airdrop rounds and can win the Airdrop awards. Only players can create new games on the platform that have reached to a specified level in the game. So, this feature can be available for the players too.

With that all in mind, there is some advantages for the investors too. The longer an investor hold the token the more Airdrop token he gets and the rising amount will be exponential. In addition, whoever holds the token more than 6 months will be added to "Explosive Plan".

Explosive Plan: the leaderboard of the Endless Board Game project will improve the

game lands during the development of ecosystem. Buying and selling the lands on Decentraland or any other platforms related to Metaverse will be profitable. The ENG token investors who hold the token more than 6 months, will be awarded by the profit that is made by mentioned process.

TOKEN METRICS

The ENG token is a Binance Smart Chain token (BEP20) token that its contract address is: 0x7EeFB6AeB8BC2c1ba6be1D4273eC0758a1321272

Total Supply=800,000,000 ENG

Private sale: 6%

Public sale: 5%

Game Issuance:15%

Land Issuance: 5%

Staking Rewards: 10%

Advisors: 2%

Team: 25%

Ecosystem Growth: 19%

Reserve: 13%

The token's valuation mechanism: this project doesn't have the token burning structure. This means that the token circulation between the players and the achievements that players gain, makes it more valuable. Players who reach the upper levels can play multiple games with more rewards and earnings.

This is ought to be mentioned that after distributing all of the specific portion to the players, new players can buy-in to the game with another token that will be made for this project as the chance token. New players will use it to have the chance to play. If the new player loses the game the token will be burned.

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One of the other aspects is inviting new active player to the game. The mechanism of this invitation would be as follows: 1- Every single player has a unique referral Code which can invite other people to the project using that unique code. 2- The new player registers to the game by the referral code taken from one of the current players. 3- If the invited player starts to play and makes some beginning progress, both of the players will be rewarded by the main token airdrops.

TARGETS

As it mentioned before, the leaderboard's main target is to provide an appropriate context for everybody to learn new set of essential and useful skills without any limitations and thorough gaming. This means that you can play and earn while you learn new skills. Our second target is to support people and businesses that have new ideas to perform their own platform on Endless Board Game and can enhance them in the most potential way.

ROADMAP

Endless Board Game Roadmap

Private Presale
1

Airdrop and Twitter lunch
2

Public Presale
4

Dapp Launch
5

Game Deployment and Eco-system Development
7

Airdrop round2
3

Exchange Listing
6