

LITEPAPER

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# SOCIAL GAMES

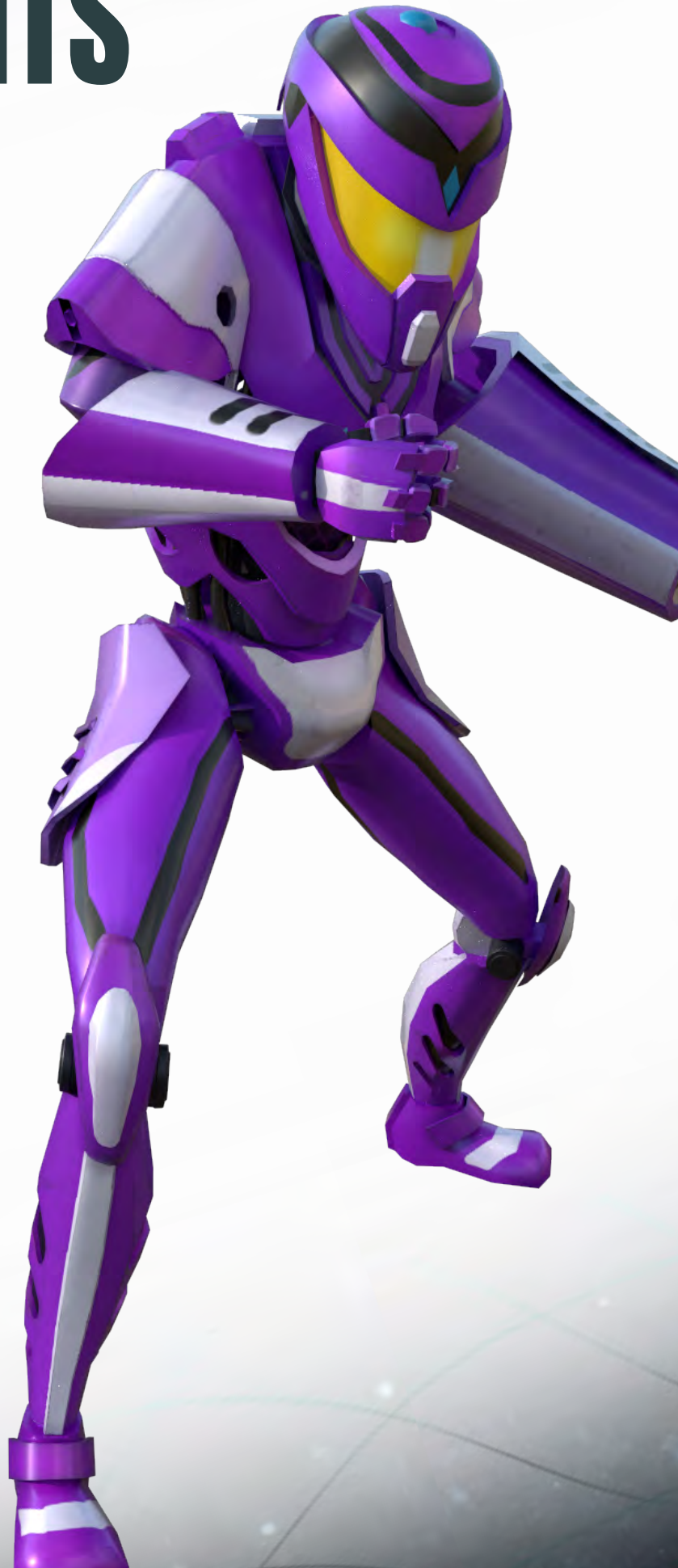
The social platform to have fun & play to earn





# TABLE OF CONTENTS

- 03** ABSTRACT
- 04** OUR VISION
- 06** THE PLATFORM
  - INTRODUCTION
  - THEMED WORLDS
  - CHARACTERS
  - TRIBES
  - PLATFORM REWARDS
- 12** THE METAVERSE
- 13** WHAT IS AN NFT?
  - WHY THEY ARE SO COOL
  - HOW SOCIALGAMES USES THEM
- 15** PLAY-TO-EARN
- 16** THE GAMES
- 17** THE SOGA TOKEN
  - CRYPTOCURRENCY AND WEB3
  - TOKEN USE CASES
  - TOKEN DISTRIBUTION
- 20** THE MARKETPLACE
  - ECOSYSTEM
- 21** PROJECT INFO
  - CORE TEAM
  - THE FORCE
  - SOCIAL MEDIA





# ABSTRACT

The convergence of a number of revolutionary trends means that the world of gaming is going through a fascinating transformation.

**Firstly**, casual gaming, which is mostly driven by the growth of web gaming and mobile gaming, is on a decade-long uptrend that is poised to continue.

**Secondly**, the unquestionable cryptocurrency revolution, which has now evolved into the new Web3 paradigm, has stormed the world of finance with DeFi, and is now set to conquer the gaming world with the emergence of GameFi and the Play-to-Earn model.

**And lastly**, we have the metaverse. This the idea of an increasingly larger part of the population spending their lives online through their own avatars and digital personas. Facebook recently rebranding itself as Meta to capitalize on the metaverse opportunity only confirms how strong this trend is.

**Socialgames seeks to capitalize on these three trends**, by creating

a multi-world cross-game platform in which people can socialize and have fun playing games with their friends, while at the same time being economically rewarded for it. A platform that equally suits both the casual gamer and the more dedicated ones, with the latter group having access to greater rewards and privileges.





# OUR VISION

**The gaming industry has gone through a tremendous amount of change since its humble beginnings back in the 70s when Pong, the first-ever videogame, was launched to the amazement of the world.**

What used to be a somewhat simple relationship between players and videogame machines, is now, almost 50 years later, a very sophisticated ecosystem of multiple simultaneous players, distributed online platforms, and complex reward systems that entice and incentivise players to spend a seemingly endless amount of time to improve their game characters, hone their skills or acquire unique items that will aid them in their gaming journey.

Gaming has been heavily influenced not only by technological change, but also by changes in the dynamics of society and how people interact now compared to before.

## Online Gaming

Lower-cost and faster smartphones, with bigger screens, can now run increasingly richer graphics and more sophisticated gaming mechanics, letting casual players engage in all

sorts of cooperative and competitive gaming experiences, which can encompass very passionate and large communities of players world-wide.

Web-based gaming is also on the rise and, with the help of faster browsers and standardized GPU rendering protocols, it is now possible to play high-quality complex games without the need for any installation. This is a massive boost to user experience and has resulted in a significant increase in the number of players worldwide.

## How it works / Tokenomics

This revolution started with Bitcoin in 2008 but has since expanded and grown exponentially, so much so that we now have large and vast ecosystems built on top of blockchain platforms. These ecosystems are not only changing the way the financial industry works, but have also started transforming other markets such as arts & collectibles, data privacy, and the one that is the most relevant to us: gaming.

The huge success of DeFi (Decentralized Finance), which has grown into a





# OUR VISION

multi-billion dollar industry in just two years, has led into the emergence of GameFi (Gaming Finance), more prominently exemplified by materialization of the play-to-earn model, which turns the monetization strategy of gaming platforms on its head, turning the players into the product instead of the customer, and economically rewarding them for their participation.

In the same way that ecommerce and social media are probably the most prominent examples of the transition into Web2, now DeFi and GameFi have emerged as first and best use-cases for the decentralized web: Web3.

## The Metaverse

Finally, we have the metaverse. We just have to look at how much time people spend today communicating with others online to understand how much the world has changed in the last few years. Remote working has

gone from being the exception to being the norm. It is now commonplace to make video calls with friends or family regardless of where in the world they are. As virtual reality evolves and becomes more refined and accessible, it will inevitably pave the way for the metaverse to materialize.

Although the metaverse is still in its early days and it will take years to finish building the technology, it is arguably the most exciting trend of the three. It'll be a future in which we will all be connected to each other in a multi-sensorial digital world in which we will socialize, play and interact with each other in novel ways, perhaps resembling some of the scenes in the movie Ready Player One.





# THE PLATFORM

## Introduction

**Socialgames** is a web based multi player gaming platform which combines both the latest internet and social trends and technologies.

The platform uses a play to earn model to give economic rewards to players who participate in the platform, creating an economic cycle around our own token called SOGA.

One of the unique feature of **Socialgames** is that players video chat and communicate in real time while browsing the platform and during gameplay, creating a fun and engaging gaming experience, the core of which is social interaction.

On accessing the platform, players will enter Cybercity, our first themed world. Here, players face a range of challenges, play all the available games (as single player or multiplayer) while engaging with the rest of the community. Players can video chat with other players in their "Tribes", groups of friends, workmates, or even with guests attending the matches if they're being broadcast in real time.

As players make progress in the platform, they acquire more experience and increase their rank. This, in turn, will give them privileges, prizes, access to new challenges and new worlds.

The screenshot displays the Social Games platform interface with a dark, futuristic theme. At the top, there are navigation icons for users (19), items (7), and other features (2, 1). A central banner reads "NFTSHOP" with a "10,5" value. The "SOCIAL GAMES" logo is prominently displayed in the center. On the right, there are indicators for "UNIVERSE", a diamond icon with "349", and a gold coin icon with "12,900".

**ACTIVITY** section shows a grid of game events:

- Player vs Player: This game starts in 02:25. Includes a "JOIN NOW" button.
- HERO @Leeman end #1 in #Sumo PvP.
- @Nadie92 joined to #Sumo PvP.
- HERO @Erika83 acquired a new hero, congrats!!
- HERO @Erika83 acquired a new hero, congrats!!
- Player vs Player: This game starts in 02:25. Includes a "JOIN NOW" button.
- Player vs Player: This game starts in 02:25. Includes a "JOIN NOW" button.
- HERO @Leeman end #2 in #Sumo PvP.

**REWARDS** section shows a table of rewards:

Connection	Session <sup>1</sup>	Progress	Referral <sup>3</sup>
Daily reward	2 days reward	Weekly reward	
	00:48:37	5d 00:48:37	

Don't forget to pick up your rewards. You will need SG coins for extra features in games

**CHALLENGES** section lists tasks:

- Get XP Level 10**: Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text Lorem Ipsum is simply dummy text
- Create a Club**: Lorem Ipsum is simply dummy text of the printing
- Buy a NFT**: Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text

At the bottom right, there are three circular icons representing different characters or items, and a "World activity" label.



# THE PLATFORM

## Themed worlds

The themed world concept gives players the chance to inhabit virtual spaces specialized for their favorite heroes and games.

Under this magnificent artistic and technical architecture, we can also specialize and customize games and their characters to make the most of each themed world, effectively creating a more immersive experience that leverages the nuances of each world (e.g. magic, space travel, cyber technology, fantasy, etc.).

Each themed world includes unique challenges, games, and personalized characters. In addition, the hero upgrade mechanism, their gear and items, resources and world mechanics will be different for each world.





# THE PLATFORM

## Characters

**Each world will have its own native characters, all with their own unique features and abilities characteristic to their world.**

Players can obtain new characters, which are called "heroes", in many ways, such as participating in special events, taking advantage of temporary promotions, finding all the parts needed to assemble the hero, or buy it through the marketplace.

While playing certain games, players can choose between the standard or native game characters, and a hero of their own (as long as the hero matches the game requirements). The fact that heroes can jump across multiple games creates a rich and exciting experience, giving players bragging rights if they obtain rare heroes that their friends may not have.

**As heroes participate in games, they will accumulate experience points to be used to improve abilities and unlock new special skills.**

Those players who choose not to purchase the NFT heroes will have the option to assemble the heroes themselves by collecting different hero parts to be found in treasure chests, world achievements and during gameplay.

Once the hero is complete, they can mint it as an NFT. This gives a free to play experience to those who have more freetime but are not willing to (or can't) spend money on the game.

Conversely, those who have limited time but still enjoy casual gameplay can make a degree of progress in the different worlds by acquiring characters and items in the shop or marketplace.

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To learn more about this, please check the NFT section.

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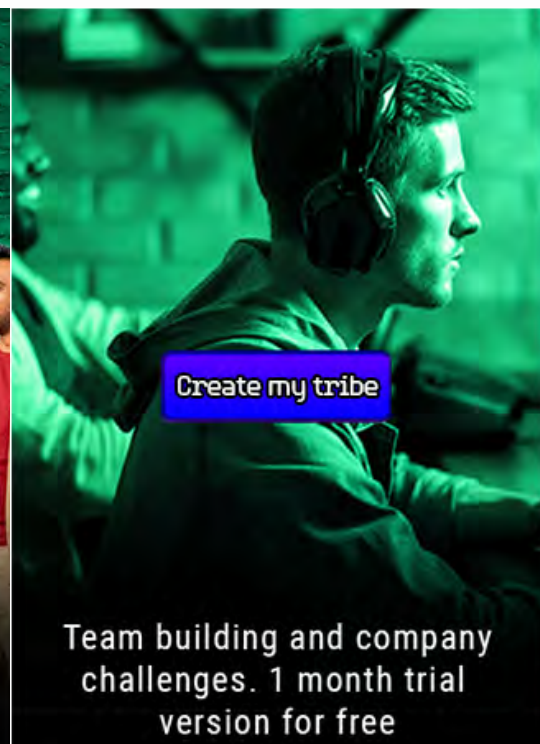
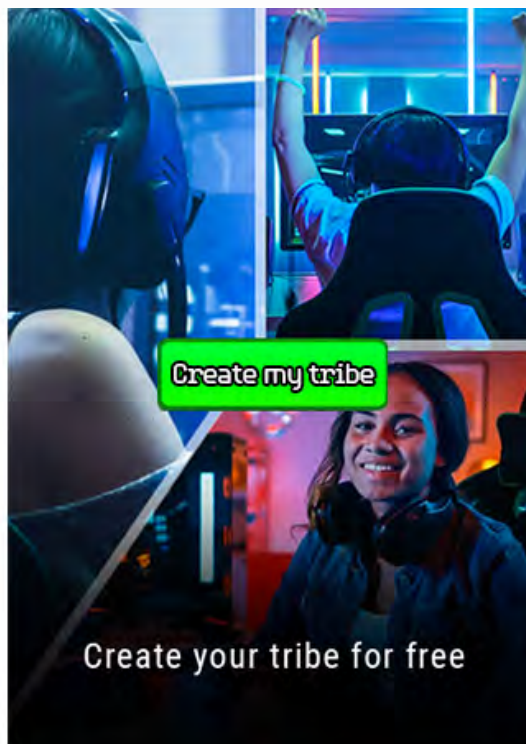


# THE PLATFORM

## Tribes

Players can create their player groups, called Tribes, and invite other players to join. This is free, and there is no limit as to how many Tribes a player can be member of. Each Tribe has a private space with group challenges, member ranking, and the ability to videochat, in private or as a group, at any time and while at any section of the platform (including during gameplay)

At a later stage, we'll study player behavior and seek community approval to organize tournaments and decide the formats of these events in which Tribes could join.





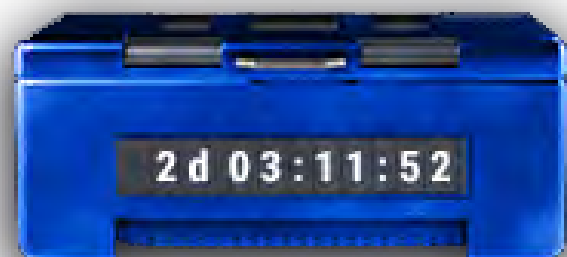
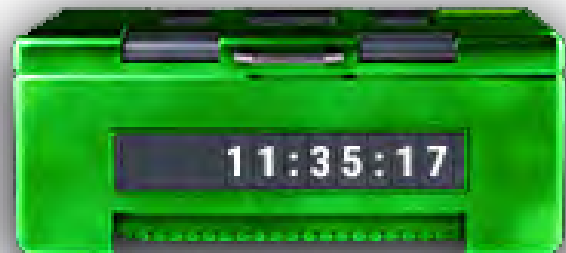
# THE PLATFORM

## Platform rewards

One of the main challenges that the **Socialgames** team had to face was to design an environment that was attractive not only to gaming fans but also to NFT and crypto enthusiasts.

For this purpose, on top of the platform's social streaming capabilities, and the variety of different games, we have put a considerable amount of work into creating a richer, more engaging multi level reward experience which combines acquiring and upgrading heroes, collecting rare items and unlocking new worlds. We firmly believe in the Web3 philosophy of decentralized ownership, and as such we have designed **Socialgames** to be owned by the players as much as possible.

A result of this design thought process has made the platform itself a game of games. From the very first moment in which someone creates a new account, they're already unlocking their first world, collecting rewards, facing challenges, and managing a variety of different valuable resources which let them perform different actions on the platform.





# THE PLATFORM

**These are some of the mechanisms that promote player progression across the platform:**

Special missions, challenges and events unique to each world

Virtual crafts, letting players take on income generating platform jobs

Hero training

NFT marketplace for trading heroes and other items

Lucky draw and treasure chests

Resources that can travel across worlds

**There are different reward mechanisms across the platform:**

Session rewards

Gameplay rewards

NFT upgrade rewards

Referral rewards

**Some of the rewards involve receiving SOGA tokens, such as:**

Token staking

User referral

NFT boosting





# THE METAVERSE

**The metaverse refers to the prospects of a digital reality that combines aspects of social media, online gaming, augmented reality (AR), virtual reality (VR), and cryptocurrencies to allow users to interact virtually.**

Socialgames aims to develop its metaverse strategy including most of these features, making it well positioned to capitalize on this trend over the coming years.

The first version of our web platform will already integrate video chat streaming services and augmented reality. The mechanism whereby different worlds in our universe unblock as players obtain more gaming experience will also be available from the start. In addition, there will be support for

multiple resource types, challenges, exciting games, as well as SOGA tokenomics.

We anticipate launching our marketplace as soon as May 2022, so that players can start trading NFTs. And around this same time we will bootstrap liquidity for our first liquidity pool for SOGA.

At a later stage, we will launch a specialized world focus on Virtual Reality. In this world, some specific sufficiently evolved NFT heroes will be able to participate. More details about this world will be announced towards the end of 2022.





# WHAT IS AN NFT?

## Why they are so cool

**An NFT (Non Fungible Token) is a blockchain based unique digital asset. You can think of it as a digital object having a serial number.**

**Because NFTs can be stored in digital wallets, and owners of NFTs can easily transfer them to other people, they're great ways to collect and own digital creations.**

In the gaming context, NFTs are used to represent in game characters, weapons, vehicles, gear and all sorts of items. In the past, these in game items were confined to centralized platforms and could not exist outside walled garden ecosystems operated by a single entity: the game developer.

**In the new world of Web3**, the decentralized web, content is no longer centrally owned by a single entity, but rather by all users. When it comes to gaming platforms, Web3 means that your in game characters are no longer trapped inside walled gardens. Thanks to NFTs and blockchain technology, players can now take their favorite game heroes into other platforms, transfer them to friends, or sell them in decentralized marketplaces.





# WHAT IS AN NFT?

## How Socialgames uses them

**At Socialgames, , players can win or acquire new characters or vehicles. This can be done through promotions, NFT assembly, or through the shop or marketplace. Each hero and special item acquired is tracked as an NFT on the Polygon blockchain, with the option to bridge it to Ethereum and other chains.**

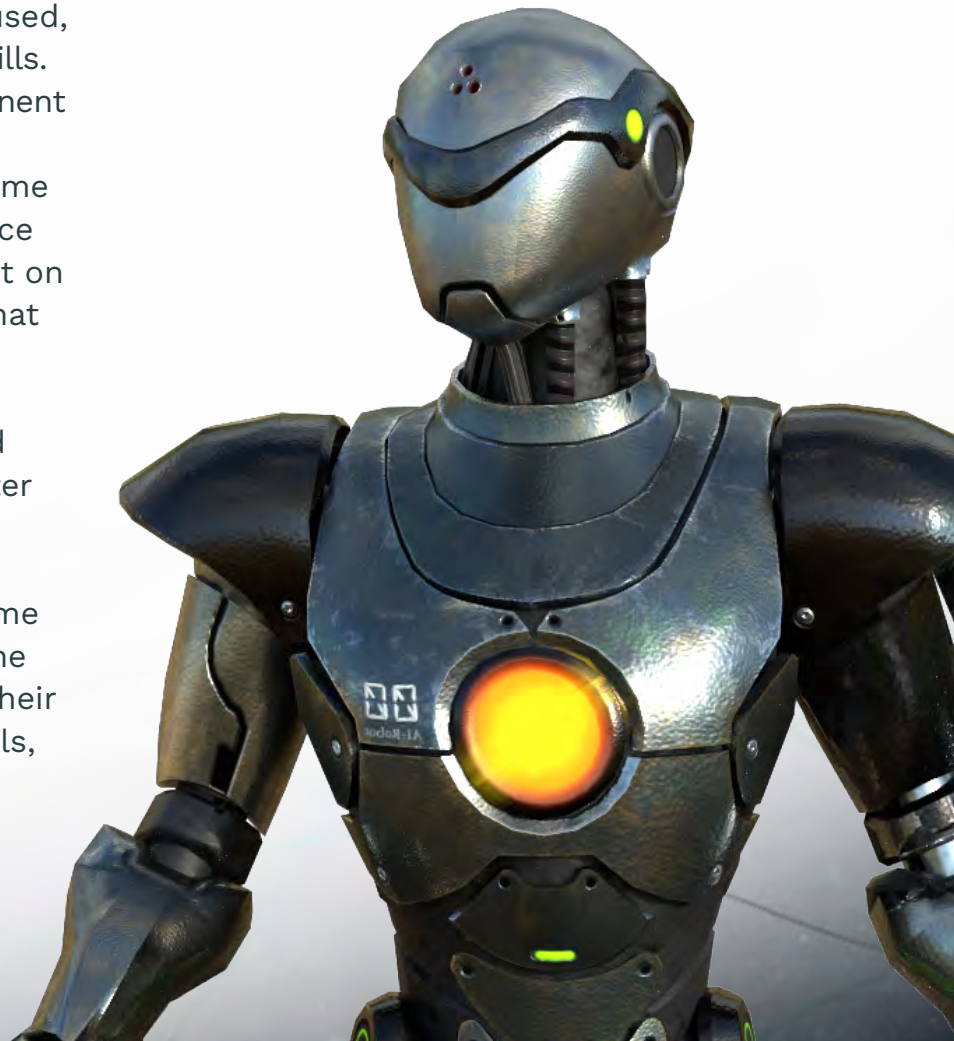
While playing certain games, players can choose between the standard or native game characters, and a hero of his/her own (as long as the hero fits the game requirements).

As NFT characters and items are used, they will acquire experience and skills. These skills are intrinsic and permanent to the NFT. In addition, as the NFT travels from world to world and game to game, those skills and experience stay with them and have an impact on gameplay. Those NFT characters that have travelled to more worlds and have acquired unique skills would effectively increase their rarity and therefore become more sought after and valuable to other players.

Depending on the game, or the game mode itself, different aspects of the NFT character/item will be used: their abilities, their aesthetics, their skills, or all of them combined.

Those players who choose not to purchase the NFT heroes will have the option to assemble the heroes themselves by collecting the different hero parts which can be found in treasure chests, world achievements and also during gameplay, and once complete they can mint it as an NFT.

NFTs can be used to boost the player's resources. For those who chose to stake SOGA tokens in the platforms, they can use NFTs to boost their staking yield and amplify their earnings. There are other benefits to holding NFTs, such as discounts at the shop, and the chance to participate in special events.



# PLAY-TO-EARN

**Play-To-Earn games are a novel way to incentivize players' efforts with monetary rewards. These rewards are usually in the form of crypto tokens, which can then be used in platform currency, or exchanged for cryptocurrency, or eventually cash, using third party exchange platforms.**

The P2E model is seen as being much fairer than traditional top down models in which the totality of the economic benefit goes to the game developer, and nothing is shared with the gamers. Socialgames has adopted this model as it aligns perfectly with its mission to become an open and diverse platform in which friends can have fun while playing a multitude of exciting games.

There are many ways in which players

can earn SOGA token rewards in the platform, namely:

- Reaching individual milestones in the platform
- Second hand marketplace
- Staking
- NFT boosters
- Virtual professions

Options we have NOT chosen because we are not a gambling platform:

- To play the games in the platform doesn't cost Fiat money or tokens
- We don't reward with money or Sogas for playing our games

More details about the rewards will be announced to the community. Sign up to our whitelist or follow us in social media to be amongst the first ones to know.





# THE GAMES

Games available on our platform have been designed and built specifically for players to have fun, either in single player mode or playing with or against other players. Some games are more fun to play individually, while others are more enjoyable when played as a team. It is up to players to experiment and try out different heroes in different games to discover the best synergies in the platform!

Each unlocked world will have its own set of games, typically between three and six, depending on their complexity and sophistication, with each game

unlocking specific rewards and unique items that will help players in their quest.

At launch, we have a total of 6 games in alpha version, which are being extensively tested by our team. The games cover the following genres: FPS, MOBA, board, RPG and fighting.

These games support some of the following modes: single player, coop, single battle, team battle.

**Few games examples from our first themed world, Cybercity :**



# THE SOGA TOKEN

The SOGA token is a cryptographic blockchain token compatible with the ERC20 standard, as per the Ethereum platform.

**Socialgames** will take advantage of lower cost and faster Layer 2 blockchain solutions to reduce the cost and increase the speed of transaction for the SOGA token.

Our initial deployment of the SOGA token will be on the Polygon blockchain network, but in future we may consider bridging into other highly scalable blockchain platforms, such as Solana.



## Cryptocurrency and Web3

SOGA tokens will be at the heart of the **Socialgames** platforms and will act as the platform's main currency. Under the play-to-earn model, players will be rewarded with SOGA tokens by engaging in a many activities in the platform, such as playing games, forming Tribes, unlocking achievements, participating in special events.

The SOGA tokens earned have a multitude of uses in the **Socialgames** platform. The tokens can be used to buy items from the Shop, such as new heroes, special gear, amulets, and so on. They can also be used to pay to enter special events, to trade NFTs in the marketplace, and to buy surprise treasure chests.

SOGA is a blockchain token and, as such, it can be withdrawn from **Socialgames** and stored in any ERC20 compatible wallet. It can be traded for other tokens at crypto exchanges or staked at liquidity pools to earn rewards.





# THE SOGA TOKEN

The more SOGAs a player earns, the better their team of heroes will be. They'll be able to upgrade their gear, acquire special items, and increase their chances of being more successful in battles and quests, which in turn will earn them bigger rewards. Socialgames economically incentivizes committed players who strive to reach the top.

## Token Use Cases

### GAMERS

SOGA tokens are used to reward players for their efforts in progressing and unlocking milestones in the platform. These earned tokens can then be used to upgrade characters, purchase new gear or special items, or trade in the NFT marketplace. This continuous earning & spending creates an economic cycle that makes SOGA equally valuable to hold not only for those users who want to have an edge and get ahead of the crowd, but also for the casual gamer who wants to differentiate themselves by obtaining special cosmetics, novel animation skills, or character tricks that together make each player truly unique.

### BUILDERS

In the **Socialgames** world there are many tasks to be undertaken, primarily those related to craftsmanship. Those who put in the time and effort to hone their skills can master the arts of craft-

ing new weapons and tools, repair items and armour, and specialize in any of the available jobs in the different worlds. These acquired skills, which will improve with XP, will be used to provide services in return for SOGAs, making it a potentially lucrative profession for those who take it seriously and become proficient at it.

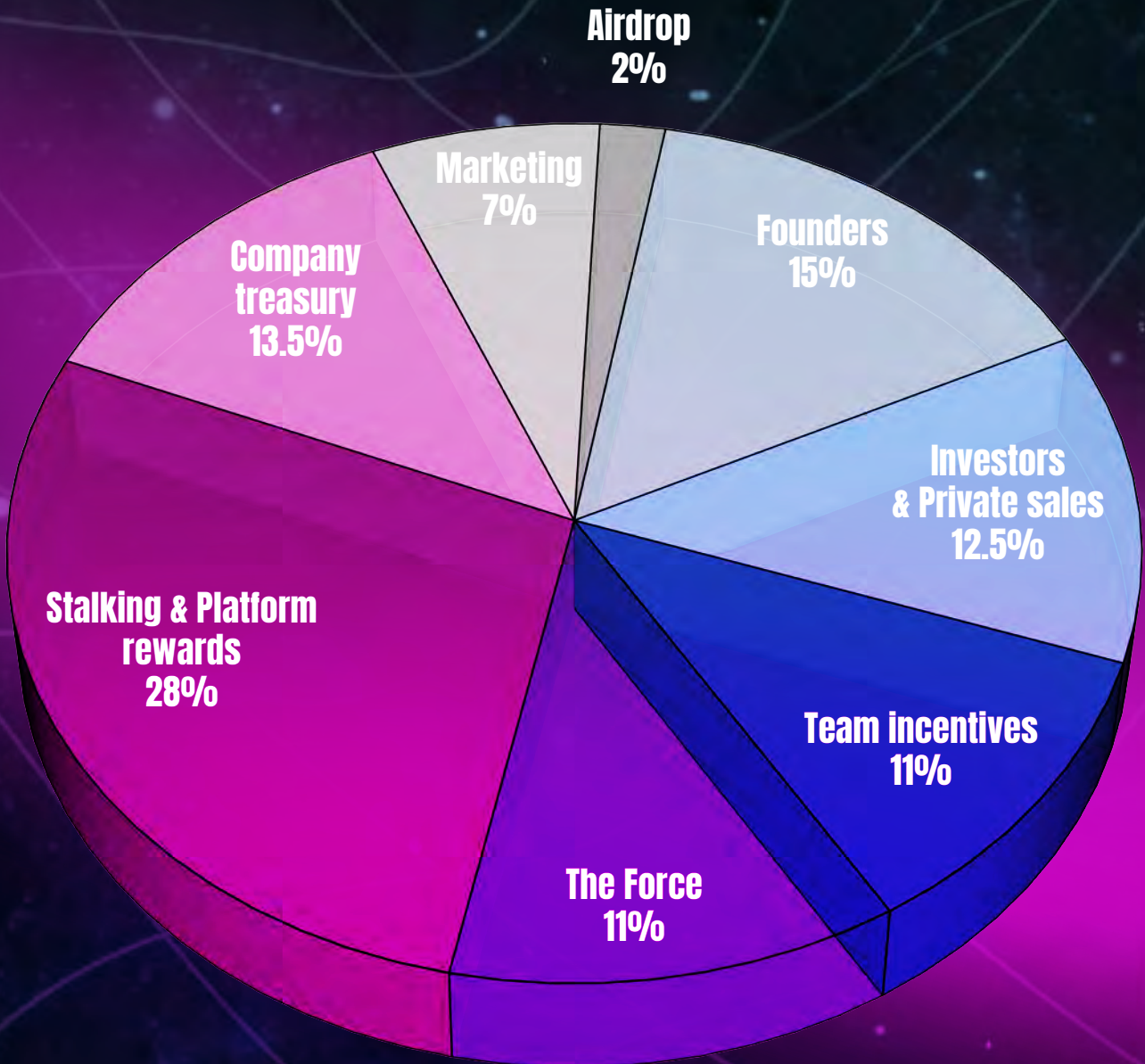
### LIQUIDITY PROVIDERS

**Not a gamer? SOGA can still be interesting for you.** The token, as part of the wider crypto ecosystem, will need to stay liquid to ensure that both gamers and builders can sell/purchase SOGAs when needed. Those who choose to provide liquidity to the various pools will be rewarded with incentives, special NFTs, and other privileges. Owning SOGAs is a way of owning a fraction of the success of **Socialgames** and providing liquidity is a great way to increase profits



# THE SOGA TOKEN

## Token Distribution





# THE MARKETPLACE

One of the key components of our platform are the heroes and other items that players can acquire and collect both through playing and by participating in special events. Many of these items can become quite valuable if they attain certain rare traits, and as such they'll be sought after by many players.

Our marketplace will let players trade amongst themselves, to sell these items in return for SOGA tokens, which can then be used to upgrade their gear or heroes, or to make new purchases either in the marketplace itself or in the **Socialgames** shop.

## Ecosystem

**Socialgames** has built its platform on the Ethereum blockchain, and therefore SOGA tokens will be ERC20 compatible and all the smart contracts are written in Solidity. However, due to high gas costs, we will be deploying our contracts on the Polygon network which is a highly scalable Layer 2 blockchain that leverages EVM (Ethereum Virtual Machine) and has bridges into Ethereum, meaning that both the SOGA tokens and any NFTs created through **Social-games** will be portable to the Ethereum network (and potentially other EVM compatible networks as well). We will endeavour to integrate our tokens and NFTs with the most popular and widely supported wallets, DEXs (Decentralized Exchanges), bridges and marketplaces.

**Follow our social media accounts to stay up to date with our latest developments and announcements.**



# PROJECT INFO

## Core Team

We are a passionate and dedicated team of more than 20 professionals. We love games and gaming, and we are thrilled to be building what we think is an incredibly fun platform, in which players will surely find quite a few games that they will like. We firmly believe that the future is digital and it's going to be much better if we are all connected and feel closer to each other, which is why one of the core features of **Socialgames** is the videochat function, which is built to be ubiquitous across the platform.

Our team of experts cover a wide range

of disciplines including but not limited to software engineering, videogame developers, game and character artists, marketing specialists, and others.

We all feel grateful and privileged to be working on this exciting project, and we very much look forward to seeing Socialgames grow, fostering a healthy community of people who not also love to play videogames but also like to socialize and connect with their friends.

**If you want to learn more about us, check our Project Info section.**



### Carles Pons

Co Founder, CEO & Product . IT Engineer, former CEO & founder Campings.com



### Marcelo G. Casil

Head of Blockchain It Engineer, Expert on crypto tech & community



### Marco Fernández

CMO. IT Engineer, 10 years experience on Videogames Studios marketing



### Rodrigo Rosseuw

Head of Art, Videogame Dev Degree & 3D Character Artist, +10 years exp on industry



### Mustafa Raza

It Engineer, Specialized on High Performance & Scalable systems

**You may know more about us on [socialgames.com](https://socialgames.com)**



socialgames.com



# PROJECT INFO

## The Force

**Socialgames** is an ambitious project, and part of our growth strategy is to build a strong community of game collaborators.

You can join The Force regardless of where you live and what you do. If you have any skill that you think will help our platform grow, you can apply to fill any of the available freelance roles

The Force also includes special partnerships with other companies of the industry.

Check our website for the latest information, when it's published. If you can't wait and want to know more, you can get in touch with us at [theforce@socialgames.com](mailto:theforce@socialgames.com) or through our Discord server.



# PROJECT INFO

## Social media

