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WHAT IS GEOPOLY?



***GEOPOLY** is a geolocation economic simulator that allows users to rent, buy, upgrade and sell real-life businesses all around the world.*

Available in Web and Android (with iOS coming soon), it creates a fun and innovative experience based in real world data interacting in 2 different layers:

The ON and the OFF-Chain.



Recognitions

During its brief soft launch, **it was selected as 1 of the 4 most innovative mobile games on iOS in the region, by the Apple Latam team.**



Also, **GEOPOLY** has been selected from over 1700 applicants across 37 countries to participate in the ***Global GOOGLE's Indie Games Accelerator in 2019.***

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OFF-CHAIN GAME LOOP

GEOPOLY´S OFF-CHAIN GAME LOOP is divided in four main actions: Build, Rent, Upgrade and Sell Business.

It all starts with the Branches. In their first session, players are granted one Branch for free.
That Branch gives them initial ***Management Capacity*** (MC) to "manage" (Rent) new businesses.

Once they reach the total MC available, they have to **invest in upgrades** for those already rented properties (which eventually will increase the hourly income of such properties). **Each upgrade completed generates XP.**

The earned XP levels-up the Headquarters **and grants new additional Branches.**



ON & OFF-CHAIN CURRENCIES



Cash

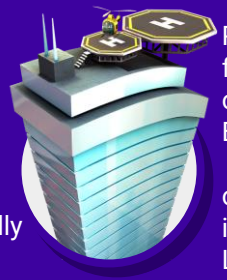
Generated passively by renting businesses, it's the basic and most used off-chain game currency. Can be used to rent new businesses and invest in upgrades.

Gold



Only available through In-App-Purchases, or by completing Business Objectives. It can be used to speed-up processes like building and upgrading.

XP



Produced by finishing Upgrades on rented Businesses.
It accumulates over time, increasing the Level of the Headquarters.



MC

Generated automatically by Branches, it can be increased by upgrading owned Branches.

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ON-CHAIN TOKENS AND NFTs

NFTs

There will be 2 types of NFTs in the game:

A) Special and Iconic Locations: those are pre-minted NFTs that can be purchase by any player and will generate GEOS Tokens passively (yield farming).

B) Ownership Certificates: these NFTs will be minted on request by players, granting the full, perpetual, exchangeable and sellable ownership of the selected business. Owned certificates will generate passive income for the owners as well.

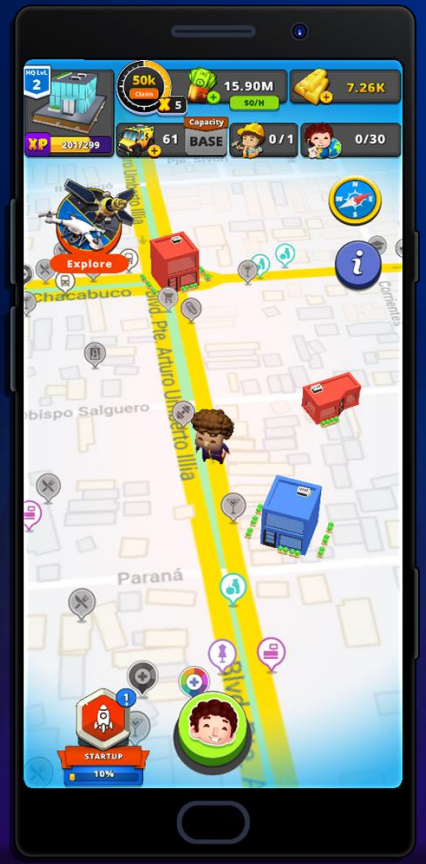


GEOS

GEO$ are the exclusive Tokens that will be available on the GEOPOLY Web + ON-Chain version. Can be bought with cryptocurrencies and FIAT, and it can be used to buy Business all across the globe (among other uses to be defined).

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Economic Simulator



Explore, look for opportunities, rent, buy, invest and sell in the largest capitalist game in the world where the main goal is to generate as much revenue as possible and expand your business exponentially.

You will start from scratch and build up the greatest real-estate empire that the world has ever seen.

But be aware, you will be competing with others. There's a kind and benevolent way of doing businesses...

And there's a dark side as well in the form of...



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Player VS Player

Once we've launched the Tokens pre-sale, the next stage is to create a competitive + social feature that will engage users for longer periods and create additional Sink (Burn) points for the economy.

In this future PvP section, players will be able to attack each others' Branches, steal resources as well defend theirs.

The PvP will be an Asynchronous “Tower Attack” combat where the attackers must use an especial **CONSUMABLE CURRENCY** to send **Robots**, **Drones** and **Satellites** to Hack the mainframe on top of the enemies' Branch and steal non-tokenized digital assets.

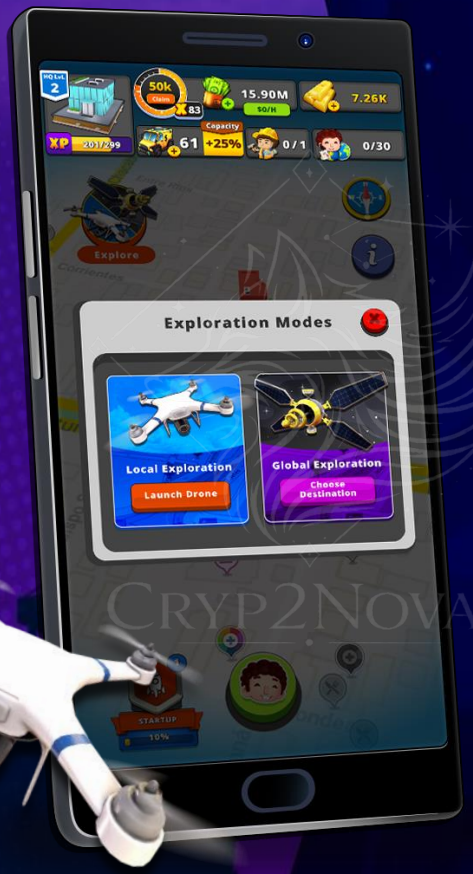
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EXPLORATION FEATURES

We believe that “exercise-to-play” should be fun, but not mandatory..., especially in this Pandemic situation.

In GEOPOLY players have the chance to fly away from their current locations and explore cities all over the world.









The first option lets users **fly a Drone** to scout for new Businesses in their locations.

The second allows players to rent (for a limited time) a **Satellite to explore interesting cities across the world**, where they could find new Businesses to rent or buy, launch and fly a drone locally, or even build a new Branch for their company.

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BUSINESS OBJECTIVES

To help players on getting the ropes of the game, we developed a new section named "***Business Objectives***".

This section is divided in different incremental stages (*Entrepreneur, Start-Up, SMB, Corporation, International Corp,* and *Global Empire*), and each one has a list of objectives that could be completed by players, winning Rewards that helps them in their onboarding process.

At the first stages it acts as a "Tutorial with Rewards", and on later stages it is appealing to Achievers and Completionists.

This section is critical to educate non-savvy-crypto players and Teach them the benefits of playing in this platform.



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ROADMAP TO GEOPOLY'S LAUNCH



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TOKENOMICS

ROUND	% OF SUPPLY	GEOS	USD	PRICE
Private Round 1 VCs	12,50%	125.000.000	$1.500.000	$0,01200
Private Round 2 KOLs & Launchpads VIPs	5,00%	50.000.000	$800.000	$0,01600
Launchpads / Public pre-sale	3,00%	30.000.000	$600.000	$0,02000
Listing / TGE	1,00%	10.000.000	$200.000	$0,02000

** TOTAL OF PRE-SALE SUPPLY FREE % AT TGE 1,60%*

TOTAL SUPPLY: 1.000.000.000
LISTING MARKET CAP: $200.000
TGE MARKET CAP: $320.000
FULLY DILUTED MC: $20.000.000



TOTAL SUPPLY DISTRIBUTION

ROUND	ALLOCATION	VESTING
Private Round 1 VCs	12,50%	4% at listing & 12 months x 8%
Private Round 2 KOLs & Launchpads VIPs	5,00%	10% at listing & 9 months X 10%
Launchpads / Public pre-sale	3,00%	20% at listing & 20% x 4 months
Listing / TGE	1,00%	No vesting
Yield Farming	30,00%	Locked, released for: a- staking, b- liquidity providers, c- NFT holders pre-game
Ingame Rewards	25,00%	Locked, released for: a- NFT holders in game, b- PVP & PVE
Advisors	4,00%	Cliff X 3 months and 20 months X 5%
Team	9,00%	Cliff X 6 months and 12 months X 8.33%
Marketing	5,00%	Cliff X 6 months and 12 months X 8.33%
Treasury	5,50%	Cliff X 1 month, unlocked as needed
	100,00%	

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Widow Games was founded in 2013 by former Microsoft employees.

With more than 15 mobile games already developed and 1.5 million monthly subscribers, it created a rich ecosystem of VCs, Advisors, Associations and Partners to support its innovative developments.

Proud Member of

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ASOCIACIÓN DE DESARROLLADORES DE VIDEOJUEGOS ARGENTINA

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>Nxtp.Labs GROW MORE FASTER

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And adding more every week!

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