



# OKOK White Paper

*The world's leading social distribution platform  
for Web3 metaverse blockchain games*





## Foreword

Open world is an important game form in the future, which can effectively increase the bearing scale of game users, extend the life cycle of games and increase the income of game life cycle. In addition, the open world has metacosmic elements such as identity, socialization and immersion, and the mature commercial realization mode may lay the foundation for the commercial realization of metacosmic products. According to our calculation, under the neutral hypothesis, the scale of the open world game market may reach 44.8 billion yuan in 2025, with a large room for growth, and various manufacturers are actively deploying. In the development of open world games, game engine determines the performance level of open world games, game design determines the core experience of games, and IP is an important source and commercial means of game creativity; In addition, drawing lessons from the rapid development experience of blockchain games, the combination of de-financialization NFT and game IP may effectively improve users' willingness and scale of payment, reduce the cost of game acquisition, and further extend the game life cycle. Therefore, we believe that head game developers and head engine developers who have advantages in IP creation may benefit more from the rapid development of the open world game market.

Our OKOK is the best in the open world games. OKOK is a dynamic value system based on Web3 network, and it is a comprehensive digital game social platform that is constantly expanding automatically. Players and developers can not only enjoy the pleasure brought by OKOK games here, but also increase the purchase, download, application, discussion, video, uploading, updating and sharing of games, software and game chain changes on the platform to enhance more fun.

The platform mainly serves the game ecology, the blockchain game payment ecology, and builds the value network ecology of the world's large-scale universe chain tour. It is the joy of playing games, discussing games, sharing games, creating games and virtual social interaction.



## 1.0 Development trend

### 1.1 The development of Web3 chain tour

The emergence of GameFi and NFT represents the transfer of power from game studios to players for decades.

From pay-to-play (P2P) to free-to-play (F2P), and then play-to-earn (P2E), it implements blockchain and NFT, making users' ownership of assets completely democratic. P2E was initiated by famous GameFi projects, such as Axie Infinity and Gods Unchained.

Optimistically, the future of P2E will be an interactive metauniverse centered on GameFi, which will pull market participants out of the edge and reward gamers and developers through the creation and financialization of in-game assets.



However, at this stage, if more than 70% of the energy is put into X To Earn to consider the top-level design of Web3 chain tour, the sustainability of the project and the value of the main network integral will decrease rapidly with the fading of economic incentives. Because at present, X in the field of GameFi can't precipitate value, it is like some kind of "work" with economic stimulus. So if a game can't get increment or profit from Web2 through X, how can it continue to subsidize players and keep them in this ecology?



The above problems are particularly prominent in P2E mode, even Axie Infinity, which stood at the top at that time, could not be avoided.

To put it bluntly, P2E, which is currently being played by most GameFi projects on the market, is essentially a mobile mining in a game coat, and the game is still difficult to play. Once the heat in DeFi is over, everyone knows what they are doing, and the next object of transmission is undoubtedly GameFi.

It is imminent that it is time for Web3 chain tour to need a new value narrative.

## **1.2 Open World Games**

### **1.2.1 The development trend of open world games or representative game forms.**

The core of the open world lies in "openness". In open world games, game developers often design a variety of exploratory elements, so that players can explore the world more freely, rather than being limited by the predefined or strictly restricted regional exploration order. In recent years, the open world has become a popular game setting, and more and more games are close to the concept of "open world". While the open world is shaping the new development pattern of the game industry, it is also making continuous progress and evolution.

Since the development of open world games, it has a basically mature and stable model system, which has the attributes of openness of map tour, openness of task route and openness of interactive elements, and there are often elements such as fast travel, sandbox construction and multiple endings. The platform supported by open world games has gradually expanded from PC and host to mobile phone. The commercial success of Genshin Impact, an open world mobile game, has also attracted many manufacturers to speed up the layout of mobile games in the open world.



### 1.2.2 Open world games have metacosmic elements and mature business models.

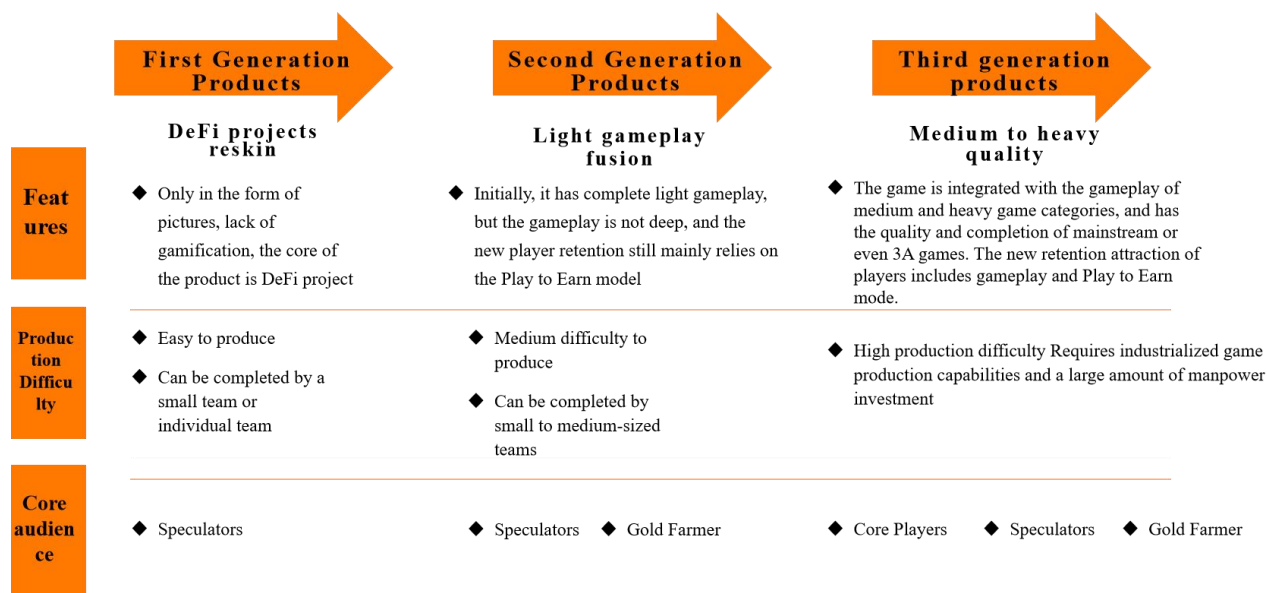
Open-world games have initially possessed the elements of meta-universe, such as identity, socialization, immersion, anytime and anywhere.

Eight elements of the metauniverse: identity, socialization, immersion, low delay, diversification, anytime, anywhere, economic system and civilization. We believe that before the concept of metauniverse was widely recognized, the open world game has been exploring the construction and experience of virtual world, and now it has initially possessed some elements of metauniverse, or the product form closest to metauniverse.

In the open world game, identity is the entrance and carrier of user experience. RPG is a role-playing game, which naturally gives players a certain role recognition or identity. Whether the game allows players to choose different roles or occupations, it is the core experience of RPG that players need to play the given identity in the virtual world. In the meta-universe, the user's identity is not only the entrance to the meta-universe experience, but also the carrier of digital assets.



### 1.2.3 Blockchain game market development stage



### 1.2.4 How to lay out open world games?

Open world is an important game form in the future, which can effectively increase the bearing scale of game users, extend the life cycle of games and increase the income of game life cycle. In addition, the open world has metacosmic elements such as identity, socialization and immersion, and the mature commercial realization mode may lay the foundation for the commercial realization of metacosmic products. According to our calculation, under the neutral hypothesis, the scale of the open world game market may reach 44.8 billion yuan in 2025, with a large room for growth, and various manufacturers are actively deploying. In the development of open world games, game engine determines the performance level of open world games, game design determines the core experience of games, and IP is an important source and commercial means of game creativity;

In addition, learning from the rapid development experience of blockchain games, the combination of de-financialization NFT and game IP may effectively increase the willingness and scale of users to pay, reduce the cost of game acquisition, and further extend the game life cycle. Therefore, we believe that head game developers and head engine developers who have advantages in IP creation may benefit more from the rapid development of the open world game market.



## **2.0 About OKOK**

### **2.1 Overview of okok**

#### **2.1.1 Introduction to okok**

OKOK is a dynamic value system built by BlackRock World Finance Fund and Sea Limited Game Company based on Web3 network, and it is a comprehensive digital game social platform that is constantly expanding automatically.

Based on the Web3 network, OKOK allows game contributors, developers and players to participate together, build a fair, open, transparent and decentralized game dividend distribution value network, and provide services such as game ecology, blockchain game payment ecology and meta-universe chain tour value network ecology, which is the joy of playing games, discussing games, sharing games, creating games and virtual social interaction.

OKOK not only provides players and developers with the pleasure brought by games, but also increases the functions of purchasing, downloading, applying, discussing, video, uploading, updating and sharing games and software, and game chain reform, so as to enhance more interest.

#### **2.1.2 BlackRock World Finance Fund**

BlackRock group (English: BlackRock Inc, NYSE: BLK), also translated as Black Rock Group, is an American company. Investment management company, headquartered in the United States. New York city, and 30 in the world. country We have set up 70 offices with customers in 100 countries. The main business is to provide investment management, risk management and financial consulting services for legal persons and retail channels. Its well-known funds include BlackRock Global Asset Allocation Fund, BlackRock World Mining Fund, BlackRock Latin America Fund, BlackRock Emerging Europe Fund, BlackRock World Energy Fund and BlackRock New Energy Fund, etc.

BlackRock World Finance Fund aims to maximize the total return. The fund will



invest no less than 70% of its total assets in equity securities of companies mainly engaged in financial services around the world.

### 2.1.3 Sea Limited

Sea Limited is a multinational technology group in Singapore, which is famous for its e-commerce, games and digital financial services. Sea Limited's revenue for the 12 months ended December 31st, 2023 was USD 13.1 billion, up by 4.9% year-on-year, of which USD 510.77 million came from its digital entertainment business called Garena. Some popular games released by Sea Limited include League of Legends, Superheroes, Arena of Valor, Speed Drifters and Free Fire.



## 2.2 OKOK layout

- Single product explosion game: Develop corresponding single product explosion chain tour according to real-time trends and players' needs.
- Multi-product explosive games and the introduction of more scenes: social activities, shopping, competitions, conferences and other activities produced a variety of explosive games and scenes.
- Infrastructure: sinking development, developing towards the infrastructure similar to Decentraland/SandBox, and laying out hardware facilities.
- Tools: middleware such as chain tour creation tools/asset generation tools/interstellar shuttle.
- Interactive system: Create a perfect interactive system to ensure real-time interaction

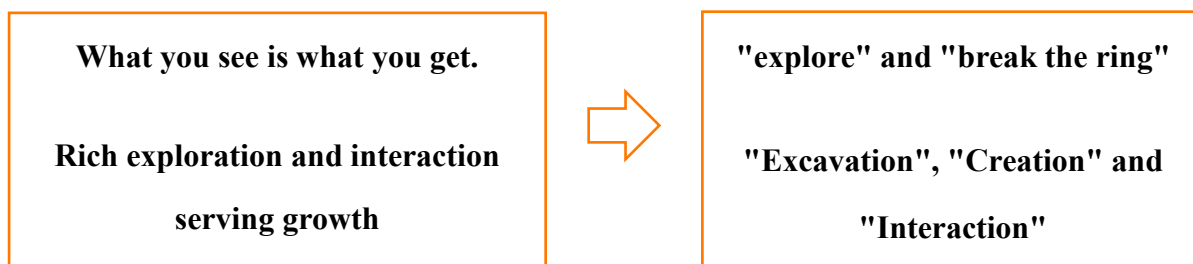




between players, players and platforms, players and manufacturers, and platforms and manufacturers.

- Gamified Dex: Cooperate with many public chains to develop customized maps, weapons, people. The DeFi project on the gamification public chain will increase the gameplay/stickiness.

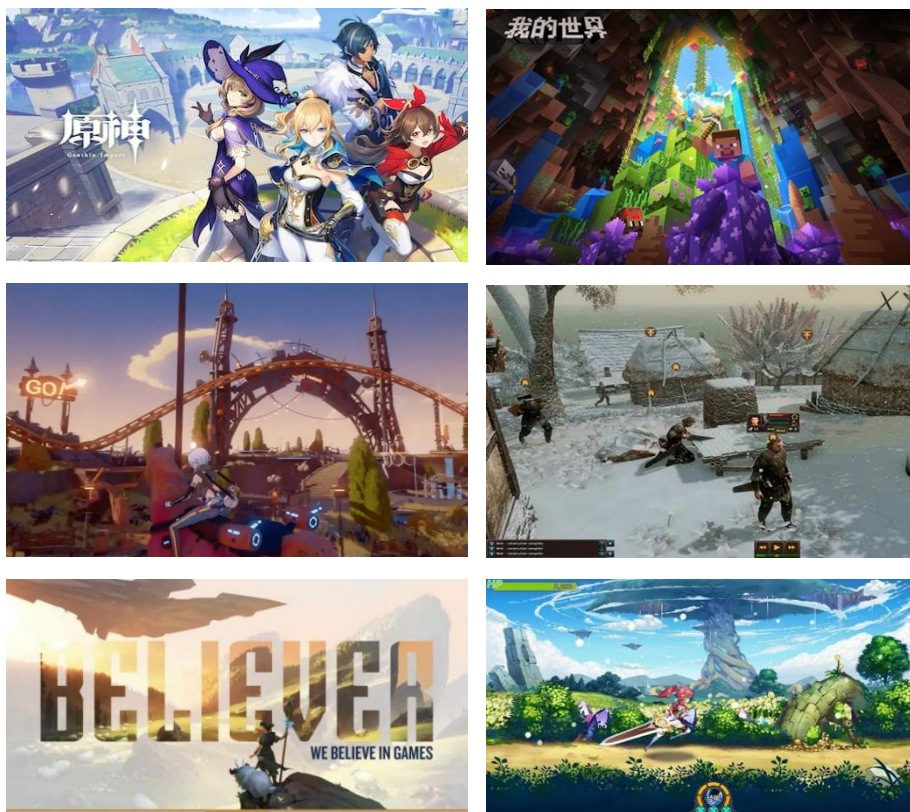
### 2.3 OKOK: Create a world where what you see is what you get.



- Environmental interaction in line with realistic expectations
- Combat experience with irregular constraints
- Diversified means to achieve the goal

- Interactive logic AI with degree fidelity
- Rich collection elements and creative space
- High degree of freedom main line and rich branch line

In the open OKOK game ecology, players use rich interactive ways including fighting (destruction, exploration and collection, etc.) to obtain their own promotion materials from the environment, and can give feedback to the environment through creation/destruction. A WYSIWYG game world is a simulation and re-creation of the real world. For all players, it is also their dream and pursuit of dance academy.



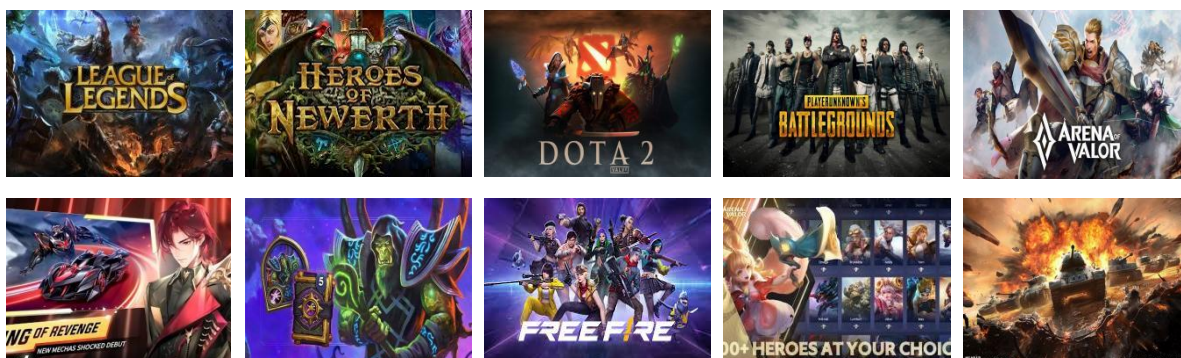
### 2.3.1 Game release and access

- Release games.

OKOK is a set of tools and services that can help game developers and publishers get the best benefits from distributing games on OKOK.

- Access the game.

There are more than 100 games on the OKOK platform, ranging from AAA masterpieces to short indie games. You can enjoy exclusive offers, automatic game updates and various excellent services.





### 2.3.2 Game community

OKOK platform has created the online game community section:

- Achievement-oriented: The demand of such players is to prove themselves in the game world, and they are keen to board in various leaderboards.
- Killer type: The demand of such players is to interact with other players in the game, and they are keen on PVP.
- Social type: The player's interest lies in making contact with other players, and he is keen on all kinds of social games.
- Exploratory: The definition of such players is that they pursue new surprises, that is, interact with the game world.

Players can meet new players by joining the community, join groups, set up clubs, chat freely in the game, and share more exciting moments of the game!

Here, you can enjoy endless fun with more than 100 million potential friends (or enemies)!

### 2.3.3 Game experience

- Support for mobile devices

You can use the mobile app to access it anytime, anywhere on IOS or Android devices.

- Experience the game first.

Explore, experience and participate in the development of the game. Take the lead in witnessing the coming of the future and become a part of promoting this process.

- Multilingualism

It is very important for us to create a global community, so our client will support



many languages and will continue to expand.

- Easy purchase

Our store supports a variety of payment methods and currencies (such as USDT payment), allowing you to choose how to pay freely.

- Support controller

OKOK encourages developers to support various controllers in the game, including PlayStation, Xbox and Nintendo controllers.

### **2.3.4 Diversified services**

- Game manufacturers: Game manufacturers can release games on the OKOK platform for free, and the platform guides players to enter the game through screening and data analysis. At the same time, the platform promotes the newly settled manufacturers.

- Player: The virtual property of the player is protected, and the manufacturer's games are independently set up on the platform server, and the system runs intelligently. OKOK ensures that players have a game entertainment experience in a fair and just environment.

- Interactive system: Players can not only interact with players from time to time, but also interact with game manufacturers directly, so that players' needs and creativity can be more accurately fed back to the manufacturers.



## 2.4 Strategic cooperation



## 2.5 OKOK platform functions

### 2.5.1 Creation and management of virtual goods

Games and communities can make unique in-game items, currency and privilege tokens based on OKOK tokens. Any holder can convert these assets into OKOK tokens at the original exchange rate at the time of casting.

#### A, casting customized coins

Web, mobile application and API-based user interface for coinage smart contracts will be developed to make the process of asset creation and management easier. The following parameters define new customized assets: name, icon, maximum supply, decimal places, exchange rate, access list, data, etc.

Once the coinage smart contract is created, it will be cloned and registered in a single registered smart contract, which will allow all smart wallets to recognize customized assets. By sending OKOK to the new smart coinage contract, anyone on the access list can cast customized assets, and the owner of the coinage contract will update the name, icon and the properties of the access list at any time.

#### B, customizing coins as game items

The same mechanism for casting custom coins can be used to represent unique game



items, in which case OKOK tokens will be used to cast one or more custom coins to represent valuable game items.

#### C, unique items

Irreplaceable items can be distributed by including unique data such as the original player who owns the item, casting date, plundered monster lords or other unrepeatably data injected into specific units.

#### D, goods trading market

The use of decentralized assets allows players to trade with each other outside the game environment and even trade between multiple different games to build value. Custom coins will be compatible with any foreign exchange that supports BEP tokens. In addition, OKOK will directly develop market, wish list and auction functions in OKOK social network and activity feed system to promote P2P transactions.

#### E. Customize the function of coins as privileged tokens.

Custom coins will be added to the existing access control used in OKOK's forums and can be used as a powerful method of authorization. For example, website owners can sell a limited number of "advertising" tokens to allow advertisements to be uploaded to news pages or message boards. Opening a treasure chest containing rare items in the game may require a customized "treasure chest key" token.

### **2.5.2 Community Integration**

The OKOK function will be integrated with the support of the entire OKOK and existing game websites. The development of other forums such as phpBB, vBulletin, Xenforo and CMS integration as part of the open source platform API through OKOK will enable more Internet communities to easily adopt OKOK coins in their websites and games.

Open source PHP and NodeJSSDK will make it easy for Web developers to access all OKOK currency functions and provide comprehensive functions of customizing websites and APIs.



#### A, reward automation

The existing automation system on OKOK can reward coins to user accounts according to a powerful combination of conditions and triggers. Various reward systems can be set up in forums and other activities for users to participate in.

#### B, forum message board

OKOK includes a rich forum system, which is currently providing all functions for small teams to giant communities. More than one million users participate in their message boards. Forum voting and points will expand with the display of customized coins. The consumption system will be added to the forum to give users coins with a few simple clicks and this operation will be displayed on the topic.

### **2.5.3 Distributed Payment Gateway**

The platform SDK makes it easy to create a complex distributed payment gateway. It aims to allow the unique new payment architecture to reduce accounting work and increase the trust between merchants and customers. Build your own custom gateway. All the back-end functions needed to build a PayPal-like gateway will be included in the platform SDK. You can realize your required functions such as purchasing equipment, online invoice, email/SMS notification, refund, etc. based on open source code and examples provided in SDK.

#### A. payment plug-in

The payment plug-in is part of the JavaScript SDK version, which will allow websites to easily accept payment of OKOK coins and customized coins on any website. The plug-in may connect with any payment gateway built on the SDK. Plug-ins can be used for major open source and commercial shopping such as Magento, Drupal, Shopify, Volume, ZenCart and so on.

#### B, no built-in fees

In addition to very little BNB as transaction procedure fee, a complete payment gateway can be created without any built-in fees or costs.



#### **2.5.4 Virtual commodity store**

The game assets of the creation store can use customized coins to represent items or privileges in the OKOK creation game, and websites hosted on OKOK can associate specific wallets containing OKOK and customized coins with website accounts. This can link any saleable asset to the OKOK store module management panel. These can be sold in the game and on the website and quoted in OKOK coins, customized coins, bitcoin, Litecoin, Ethereum or cashless banknotes.

#### **2.5.5 Complete wallet and blockchain browser**

OKOK provides digital asset wallets to a variety of operating platforms, including operating systems such as Android, iOS and Windows, to ensure that users in mainstream operating environments can participate in asset transactions. Through the digital asset wallet, users can store all the game tokens and BEP20 Token imported through the acceptance gateway, which is more convenient for consumption and trading in the game gold coin trading market. On the other hand, OKOK encrypts the digital asset wallet with financial algorithm, and at the same time, it will combine the KYC authentication service of the running platform to ensure the security of the digital property stored by users in the wallet.

OKOK provides the blockchain browser function directly in the wallet. The blockchain browser is the main window for browsing blockchain information, and the content recorded in each block can be viewed from the blockchain browser. Every independent blockchain system has a corresponding blockchain browser.

OKOK provides a complete blockchain browser with query and jump functions. For example, when the user produces a treasure-level prop asset in the game, the corresponding game prop data will be generated in the main chain, and the user can query the corresponding transaction information in the blockchain browser. OKOK's blockchain browser supports atomic operation. The blockchain browser allows users to understand their asset distribution more transparently, and all the data is recorded on the chain, which is true and cannot be tampered with.





## 2.6 OKOK features

Asset security: After users' game assets are linked, decentralized management will not disappear due to server failure or operator problems. [P]  
[SEP]

Transparency and clarity of processes: Let processes and rules have more control over the execution of programs to solve the problems of opacity and trust. [P]  
[SEP]

Higher yield: After the automation process, it can effectively reduce operating costs and provide users with higher yield. [P]  
[SEP]

Global market: The traditional game industry uses legal tender to participate and settle accounts. Due to different regional policies, the participation of global users is limited. GameFi has no borders and can be circulated around the world, allowing more users to participate. Rich gameplay: prepare a variety of gameplay to achieve a rich gaming experience, which can realize the continuous growth of wealth in the process of experiencing games and exploring unknown fields. [P]  
[SEP]

## 2.7 OKOK Value Vision

OKOK will fully integrate the advantages of game resources, regional advantages, service advantages, team advantages and brand advantages, which not only indicates that OKOK's own development has entered a new stage, but also reflects the integration of OKOK in the game industry and the deep-rooted operation of large-scale developers.

OKOK combines a variety of game resources and elements in different ways, divides the integration format, reconstructs the game network, builds the information system, summarizes the experience and improves the process.

At the same time, OKOK will establish a new business model of multi-format integration based on the multi-directional integration of the game industry link IP shaping, fan economy, online and offline communication circles, etc.

OKOK will build a super application public chain platform where everyone can participate in co-construction and everyone can share the benefits, so that inclusive finance can enter every individual!



## **3.0 OKOK features**

### **3.1 Game data information**

Each game participant has unique game data in OOK, and OOK will give users the right to confirm the game through the chain tour data. The owner of the data is the data producer himself, and others have no right to obtain and use the data without his consent. After the user agrees, the data information can be opened to game developers, game institutions, game business organizations, game research institutions, etc. and get corresponding OOK rewards. At the same time, the accumulation of data information also increases the stickiness of game users, which is helpful to establish the lifelong game files of game users and provide long-term and effective game service plans around the users.

### **3.2 Consultation and sharing community**

OKOK will provide a professional game information consulting platform for users to exchange information with third-party organizations and organizations and match their needs.

### **3.3 format resource integration**

OKOK will fully integrate the advantages of game resources, regional advantages, service advantages, team advantages and brand advantages of all parties, which not only indicates that OKOK's own development has entered a new stage, but also reflects the integration of OKOK in the game industry and the deep-rooted operation of scale developers. OKOK combines a variety of game resources and elements in different ways, divides the integration format, reconstructs the chain tour network, establishes the information system, summarizes the experience and improves the process. At the same time, OKOK will establish a new business model of multi-format integration based on the multi-faceted integration of the game industry link IP shaping, fan economy, online and offline communication circles, etc.



## **4.0 The first chain tour-"the vast starry sky: galaxy wars"**

### **4.1 Introduction of "Vast Starry Sky: Galactic Wars"**

#### **4.1.1 Game Background and Introduction**

People living on the earth are developing science and technology recklessly, but they ignore that the earth's resources are being exhausted little by little. Although they have the ability to explore outer space, they have never found a livable planet suitable for human beings. In desperation, the Earth Conservation Union can only find resources through space exploration to temporarily solve the problem of the shortage of earth's resources, but this is never a long-term solution. Therefore, our story starts from here and starts the exploration and collection of resources in "The Vast Starry Sky: Galaxy Wars"

"Vast Starry Sky: Galaxy Wars" perfectly interprets the new concept of the meta-universe, provides an immersive space exploration environment for players with the vast space as the background, and casts a valuable NFT+DeFi+SLG strategic chain tour through the casting of various props and resources, combined with the game content of blockchain NFT.

**The "Vast Starry Sky: Galaxy Wars" chain tour will be officially launched in Q1, 2025.**





### 4.1.2 Basic concepts of the game

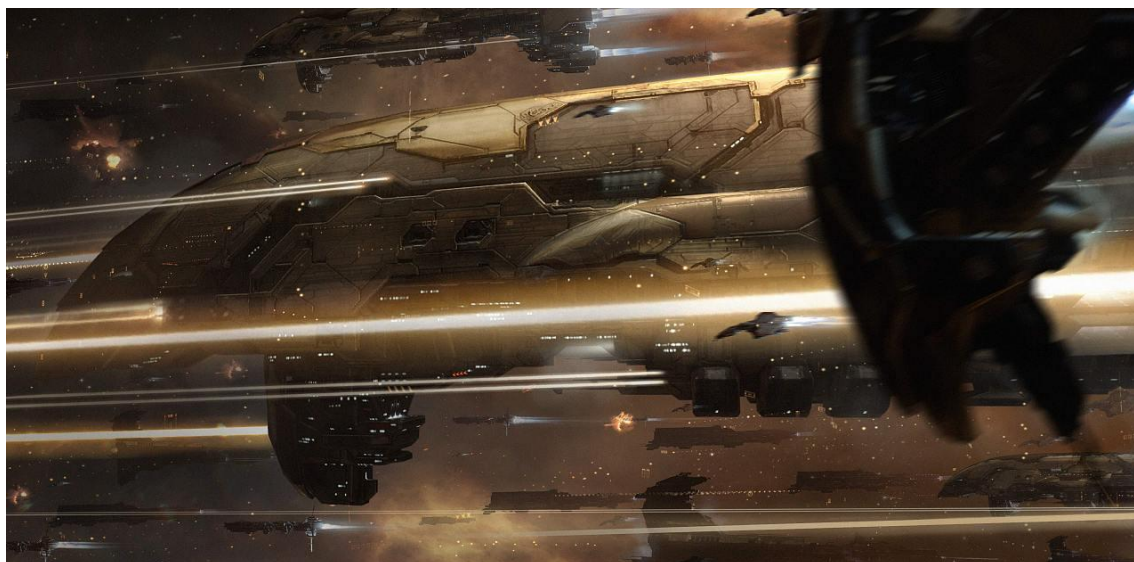
Starry Sky: Galaxy Wars is a strategic chain tour belonging to NFT+DeFi+SLG, which simulates the space environment and allows players to start a journey of exploring resources in space by purchasing and drawing blind boxes.

Different from other ordinary games, NFT elements on the blockchain and the characteristics of DeFi are added to the game, making it a real NFT GameFi. With the collection appreciation value of NFT and the playability of Game, you can also earn increasing OKOK tokens through the DeFi attribute in the game.

## 4.2 Introduction to gameplay

### 4.2.1 Basic gameplay

The game contains three kinds of resources, each of which is collected by three different collectors. Players must have a collector at the beginning to explore the space resources of mobile phones, and the base can host a variety of collectors for exploration. Therefore, players need to consume game tokens to buy blind box gift packages, and open blind box gift packages to randomly obtain collectors, resources and bases.



Extract and obtain the collector, through which you can continuously explore and collect space resources to obtain benefits; The resources obtained by extraction will be able to synthesize collectors through meteorite fragments and alloy ores, and



continue to explore and collect by consuming crystals; Draw and obtain the base, and you can trust the equipment for bonus income.

#### 4.2.2 Blind Box System

There are three types of blind box gift packages in the game. If you buy and extract blind boxes, you will randomly get blind boxes with different functions such as collectors, resources and bases after opening them.

1) Collector gift package blind box

A: mechanical wall, space anchor, cruise satellite

B: Electromagnetic guns, laser cannons and sonic missiles.

C: particle ball, space ship, kinetic energy falcon

2) resource blind box

D: energy crystal, meteorite fragments, alloy ore.

3) Base blind box

E: bases (divided into three different types of bases: large, medium and small)

Main uses:

One small base can be managed by each equipment, with a revenue bonus of 0.5%;

Medium-sized bases can be equipped with 2 custody, with a 1% income bonus;

Large-scale bases can be managed by 4 equipment, with a 2% income bonus;



#### 4.2.3 Blind Box Issuance and Extraction

There are 5 types of ABCDE, and each type issues 1000 blind boxes, totaling 5000 blind boxes.

##### ●ABC Three Kinds of Blind Box Extraction Probability

Probability of primary blind box extraction: 92%

Intermediate blind box extraction probability: 8%

Advanced blind box extraction probability: 1%

● Three kinds of raw material resources can be obtained by extracting D-level blind boxes.

Class D blind box: energy crystal, meteorite fragments, alloy ore.



- Three different levels of bases can be obtained by extracting E-level blind boxes.

The base can manage the equipment bonus income, and the number of equipment managed at each level and the income are different.

### 4.3 Introduction to Science and Technology

In The Vast Starry Sky: Galactic Wars, human beings have developed a variety of scientific and technological props through space science and technology to explore and collect space resources. Each scientific and technological prop has different functions and characteristics, and players can only realize the sustainable development of resources through reasonable strategic collocation. Scientific props must be synthesized from meteorite fragments and alloy ore, and they can work by consuming energy crystals.

#### 4.3.1 Introduction of Collector

- Mechanical arm: a primary energy crystal collector driven by wormhole space technology, which can collect energy crystals.



- Space anchor: an intermediate energy crystal collector developed with space positioning technology, which can collect energy crystals.





- Cruise satellite: advanced energy crystal collector realized by anti-gravity system, which can collect energy crystals.



- Electromagnetic gun: A primary meteorite fragment collector developed by electromagnetic induction technology can collect meteorite fragments.



- Laser gun: an intermediate meteorite debris collector based on the principle of semi-conducting laser, which can collect meteorite debris.



- Acoustic missile: advanced meteorite debris collector using ultrasonic and directional technology can collect meteorite debris.





- Particle ball: a primary alloy ore collector developed by particle acceleration technology, which can collect alloy ore.



- Space ship: an intermediate alloy ore collector developed by using space transition technology, which can collect alloy ore.



- Kinetic Falcon: an advanced alloy ore collector driven according to the dynamic principle, which can collect alloy ore.



### 4.3.2 Resource introduction



#### Energy crystal

- Main purpose: to provide energy necessary for the operation of various types of scientific and technological props. When the energy of props is insufficient, it is impossible to explore and work in the universe, and energy crystals must be consumed to recover.

- Acquisition method:

(1) explore and collect through a mechanical arm, a space anchor and a cruise satellite;





(2) Income from market transactions.



### **Meteorite fragments**

- Main application: one of the necessary materials for synthesizing various scientific and technological props.

- Access channels:

(1) Explore and collect through electromagnetic guns, laser cannons and sonic missiles;

(2) Income from market transactions.



### **Alloy ore**

- Main application: one of the necessary materials for synthesizing various scientific and technological props.

- Access channels:

(1) explore and collect through particle balls, space ships and kinetic energy falcons;

(2) Income from market transactions.

### **4.3.3 Collector repair**

In "The Vast Sky: Galaxy Wars", due to the long-term exploration and collection work in space, various types of collectors will cause losses to the body due to cosmic radiation, and they need to be repaired by energy-consuming crystals.

### **4.3.4 Galactic Purification Event**

In "The Vast Starry Sky: Galactic Wars", due to the long-term collection of space by human beings, a lot of space garbage has been produced, which seriously affects the ecological balance of asteroids, meteorites and meteors in space. Therefore, every other week, it is necessary to clean up the space garbage, and players must use three collectors at the same time to complete the cleaning, so as to get a generous reward (the reward can be OKOK tokens).



## **5.0 Technical advantages**

### **5.1 Web3.0 technical logic**

#### **5.1.1 Introduction 5.1.1 Web3.0**

Web3.0 is a decentralized, automated and intelligent Internet world based on the premise that users' digital identity, decision-making power and disposal power of assets and data return to users themselves. Based on blockchain, semantic network, artificial intelligence and other technologies, OKOK has built a fully intelligent, ubiquitous and self-service online world.

#### **5.1.2 Application logic 5.1.2 Web3.0 technology**

Based on Web3.0 technology, OKOK provides users with applications from many aspects:

##### **(1) Decentralized universal digital identity authentication system**

The collection of users' basic information and online behavior traces represents their digital identity. Although the current Web2.0 Internet has achieved good interaction and information flow, users' online behaviors within the framework built by various Internet platform vendors are basically separated from each other. Every Internet user has to register repeatedly on many platforms that provide different services, and if users want to switch between several homogeneous platform services, they will face high migration costs, which naturally intensifies the monopoly and information island effect of platform vendors. And the digital identity abstracted from users' online behavior is completely in the hands of service providers, and users don't even know about it.

OKOK provides a possible solution based on Web3.0: to establish a decentralized universal identity authentication system to replace multiple digital identities separated by centralized platforms, which are managed by users themselves, and can not be tampered with by any third party or used at will without authorization. Users can choose what kind of identity information is used for what purpose, without worrying



about the disclosure and abuse of identity information.

### (2) Data confirmation

In traditional online games, game service providers firmly control all the data from the beginning of the output link, and all of them are stored in the centralized server. Users are always faced with the risk of their own data being tampered with, deleted and sold. Once the service provider chooses to change or stop the service, the user will suffer huge losses, and the service provider may make a second profit by using the data without the user's knowledge at any time. Users have no choice but to trust the centralized Internet service provider unconditionally. Centralized digital assets (such as virtual currency, virtual goods, membership rights, etc.) are completely endorsed by the credit of the service provider, and their value is also completely controlled by the service provider. Service providers can profit by manipulating the value of digital assets issued by themselves, resulting in the loss of users' property.

OKOK is based on Web3.0 technology, and through the application of blockchain technology, users' data assets are decentralized and managed by distributed storage technology, which is controlled by users themselves. The transparent and tamper-proof nature of blockchain information ensures that any behavior related to user data assets needs to be authorized by users.

### (3) Optimization of value distribution structure

Historical experience tells us that whether the vested interests are willing or not, the free market will always move towards a fairer and more efficient direction. The existing Internet has hindered the development of productive forces to some extent, so the market will naturally change to meet the needs of the development of productive forces. The decentralized distributed structure of Web3.0 breaks the process of production and transaction and distributes it to every node, so as to completely reconstruct the value distribution system of the Internet. Internet service providers will no longer be able to occupy users' data for free. Using blockchain technology, users can be guaranteed to obtain the value generated by production materials. Decentralized Internet business environment will make monopoly and information asymmetry a thing of the past, and it will be possible to create a truly fair and open



market environment.

(4) the transfer of product design and service pricing power to users.

In the era of Web 3.0, centralized Internet service providers will evolve into decentralized encryption protocols. The universal economic system allows users to directly participate in the development decision. Users are both service users and Token holder, and really have the right to speak. User demands will directly affect product development in the form of community governance, and truly realize that demand determines products.

## **5.2 Protocol layer**

OKOK protocol is divided into real-time layer, consensus layer and content distribution layer:

### **5.2.1 real-time layer**

Visitors in the user world can communicate with each other, and the ownership of space is based on consensus. At this level, the spatial content is referenced by the hash value of the file content. According to the reference, users can download content from IPFS or Storj or Cloud Service. The downloaded file contains descriptions of objects, textures, sounds and other elements needed to present the scene. In addition, the file also includes the web address of the assembly site server, which can be used to coordinate the communication between P2P users who are exploring at the same time.

### **5.2.2 Consensus layer**

OKOK maintains the land ownership books in the virtual world through smart contracts. We call these irreplaceable digital assets "spaces": each space has a unique (x,y) coordinate, a space owner and a reference to the content description file (which can be used to encode the content that the space owner wants to provide). OKOK users will connect with currency security, wave field and Ethernet to get the status update of space smart contract in time. Space needs to be purchased with OKOK tokens, which are substitutes for the cost of claiming space ownership. The space



contract has the function of destruction. By destroying OKOK tokens, new entries can be created in the space registration, and the new space must be close to the claimed space.

### 5.2.3 Content Distribution Layer

OKOK uses a decentralized storage system to distribute the content needed to present the virtual world. Every piece of land that needs to be presented will have a reference to the description file of the content of the plot, which can be retrieved through smart contracts. The current solution is to store magnetic links for each plot, and use the actually tested IPFS and Kademia DHT networks.

However, as the technology of IPFS<sup>10</sup> matures, it provides a better solution. This decentralized distributed system enables OKOK to work without any centralized server infrastructure. Therefore, as long as users distribute content and transfer the cost of running the system to other participants who can benefit from it, this virtual world will always exist.

Moreover, this system can also provide strong censorship resistance for OKOK, and eliminate the power of centralized authority to change rules or prevent users from participating. However, hosting these files and bandwidth for serving content will bring huge costs.

At present, users of OKOK P2P network sow content out of goodwill, and there is no compensation at all. But in the future, the cost of infrastructure can be paid by using protocols such as Filecoin<sup>11</sup>. When this technology really lands, micropayments can be used to pay for services. At that time, the profits earned by OKOK through the continuous sale of OKOK tokens will be enough to cover the long-term operating expenses.

The description of the space will include a list of files used to present the plot, a list of services provided by the space owner, and an entry point used to coordinate objects and their behavior positions. This document must state:

(1) Content file

Reference the three-dimensional grid, texture, audio files and other related contents



used to present the space. By specifying this, users will know what content is needed in the presentation space without having to issue instructions specifically.

#### (2) Script entry point

Scripting system controls the location and behavior of content in space. This allows applications and animations to appear in this space. Scripting system also needs to coordinate various behaviors, such as the positioning and activities of objects, the length and frequency of sound playing, and the possible interaction with users.

#### (3) P2P interaction

This enables users to connect with the server, and the server can automatically realize the connection between users, coordinate the position and posture, and realize voice chat and message sending.

With the help of a server hosted by the space owner or a third party, users can communicate with each other through P2P connection. Without a centralized server, P2P connection can provide social interaction between users and applications that space owners want to run in their own space. In order to coordinate the boot program of P2P connection, space owners must provide the assembly site server, otherwise users will not be able to see each other in their space.

The maintenance of this kind of server can adopt the same incentive measures as the content server. When lightweight protocols such as STUN12 can cover the functions required by the server, the cost will become quite low. However, for more advanced functions, such as voice communication between multiple concurrent users or network traversal service, fees can be paid by micropayments. In the OKOK world, users' social experience will include avatars, positioning of other users, voice chat, message sending and interaction with virtual environment. This requires different protocols to coordinate, and these protocols will run on existing P2P solutions (such as FederatedVoIP or WebRTC13).

### **5.2.4 Payment channels**

It will take at least one year for the universal public distributed HTLC network (such as lightning network) to land, but the hub-and-spoke payment channel network with



low trust is fast and low cost, and it can be implemented now.

Payment channels are very important to OKOK for two reasons:

- Realize the purchase behavior in the virtual world;
- Encourage content servers and P2P servers to improve service quality.

Nowadays, all major platforms have eased the inherent risk of credit card payment: users trust the platform, but distrust the application to protect their payment details.

With the payment channel, users can purchase directly from developers without worrying about identity information being stolen. Some of OKOK's infrastructure usage fees support micropayments. The costs include hosting content, providing content, running P2P protocol, etc.

The marginal cost of running an application in OKOK is close to its actual cost, because it is essentially commercialized. However, in order to make the later developers have no barriers to access, OKOK will use the sales revenue of OKOK tokens as a reward for providing these services.

## **5.3 Multi-chain interaction**

### **5.3.1 Multi-platform game running**

OKOK believes that the operating environment of future blockchain games should have the following characteristics:

- Consistent and perfect chain interoperability interface;
- Downward transparent way of undertaking;
- Atomic operation of package;
- Multi-platform compatibility.

In order to simplify the use process of developers, OKOK has designed an integrated running environment that can adapt to various types of apps, as well as supporting interoperability interfaces. Combined with OKOK, it simplifies the docking process between game programs and blockchain, makes the interactive work in the chain



transparent to developers, and allows developers of traditional games to develop or migrate blockchain games without thresholds.

The OKOK game running SDK is integrated into the TRX engine, which provides a complete chain interaction interface for the game. Game developers complete the access of game content to the blockchain network based on the TRX SDK, and the chain interaction process is transparent and structured, so the game development team no longer needs to invest R&D efforts to adapt the chain network and different devices.

At the same time, the running environment will be compatible with native Android, iOS, PC Web, mobile H5 and other systems and environments, and the games in the running environment will have native cross-platform capability, realizing the barrier-free running of online games on multiple platforms.

### **5.3.2 Blockchain Interactive Interface**

OKOK provides a development environment for chain interaction, so that developers can interact with chains conveniently through this environment. OKOK's blockchain interactive development environment provides development components compatible with various working platforms, including SDK for Android and iOS systems, javascript library for front-end web applications, python and PHP library for back-end applications, etc.

Developers can use these development environments to develop their own blockchain software and realize data interaction, such as user registration, user information and asset operation, user game data operation and other functions. The data interface on the chain allows users to store homogeneous or heterogeneous asset data on the chain, and in order to provide the best compatibility and customizable characteristics, the blockchain system will not force asset data to be stored in clear text, and game developers can design their own data storage structure on the chain more flexibly, so that this information can be more safely analyzed by game clients and market plug-ins.

At present, the chain interactive development environment mainly provides the





encapsulation of functions such as query, transfer, ownership change, transaction submission, proposal and voting of homogeneous and heterogeneous digital assets and props.

### **5.3.3 Cross-chain Gateway of Homogeneous and Heterogeneous Token**

OKOK provides a set of acceptance gateway for automatic acceptance of game gold coins and props, which can realize the smooth transition of different games and platforms in the chain under a unified value measurement system. The contents that can be used for acceptance include game gold coins, game equipment data and so on.

OKOK coins support asset transfer with other alliance chains and independent chains through the acceptance gateway. The acceptance of game props and heterogeneous contracts by the acceptance gateway is similar to a special compiler. Through the translation and transformation of structured data, the two-way acceptance from heterogeneous contracts to game props in the chain can be realized, which is compatible with the circulation of more types of props inside and outside the chain and provides richer game content and user experience.

In addition to the cross-chain acceptance gateway, OKOK will support a more direct multi-chain hooking scheme in the future. For example, in the next stage of upgrade, OKOK will support the use of IPFS to store large contracts and some game data.

### **5.3.4 Data separation between assets and contracts**

Homogeneous and heterogeneous assets and smart contract data are stored separately in the chain.

There will be a large number of continuous transactions in the network of OKOK, so it is necessary to reduce the operation cost of asset analysis and circulation as much as possible. The separation of assets and contracts can realize the independent analysis and execution of contracts and the operation of winding necessary results.

Under the design of separating the storage of assets and contract data, the owner of the assets has all the rights of the assets, and the operation of the assets can only be completed by the owner's authorization. It can avoid the situation that asset properties



are destroyed or other people's assets are called by modifying the contract content because the asset contract is not separated, and it is easier to realize cross-chain acceptance of heterogeneous assets without considering the constraints of contract factors, so the separation of assets and contracts is a safer design.

### **5.3.5 Multi-chain hitch**

In addition to the cross-chain acceptance gateway, OKOK will support a more direct multi-chain hooking scheme in the future.

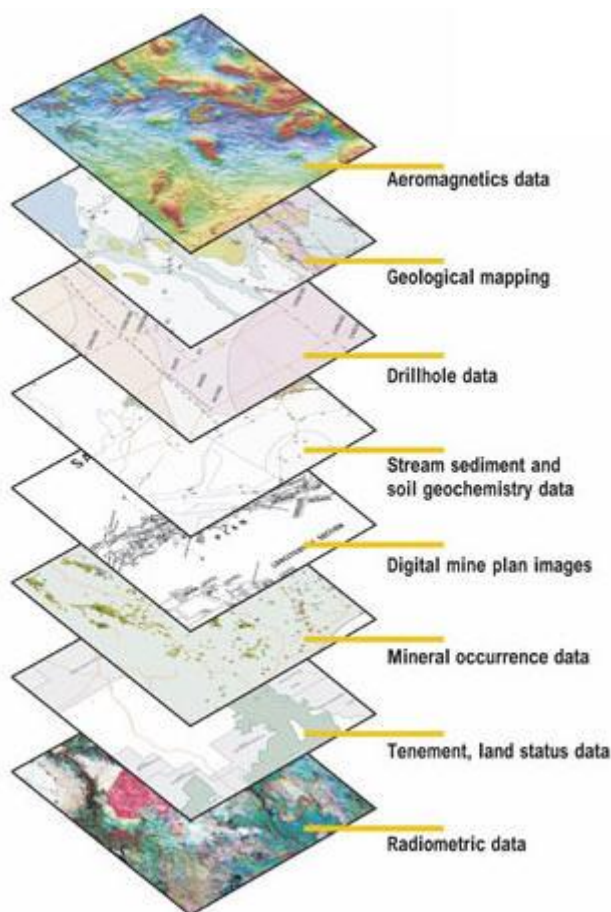
The production of props for blockchain games is atomic. Prop producers build props according to the needs, materials and assets submitted by players. After the construction is completed, the props are transferred to the players. In this process, there are a series of operations (OP): digital asset generation, setting prop properties, changing asset ownership to users, etc. In order to ensure the consistency of all operation results in the process, we combine these operations into one transaction, that is, an atomic operation, in which all operations will only succeed or fail at the same time.

Another application of atomic merger is to disintermediate asset circulation, with the purpose of making sellers benefit more and buyers consume less. The de-intermediation circulation platform itself does not store the user's asset data, but only serves as a matching medium for peer-to-peer requests. Game manufacturers can flexibly design their own game asset data structures, and the transferable content is not limited to homogeneous assets in the game, but also covers heterogeneous assets such as props, equipment and game data.

When a user submits a transfer request on the game content circulation platform, the game assets (gold coins or props, etc.) corresponding to the request will be locked and cannot be used in the game for the time being until the request is cancelled. The request includes the transferor's main chain ID and the content of transferring assets. When the transfer request is reached, the system automatically completes the change of asset ownership, and transfers the assets paid by the buyer to the transferor to complete the whole transfer request.



When asset transfer occurs, the transfer/purchase is submitted to the circulation platform in the form of a request. Asset transfer and asset ownership change are regarded as an inseparable operation, that is, both parties' actions need to be recognized by consensus. If either party's asset change action is not recognized by the main chain block, the whole transaction will be rolled back. That is to say, in the whole circulation process, the behavior of asset ownership change or asset transfer will be packaged in one transaction, and the states of the two actions are consistent, and a unique transaction ID will be generated after the transaction is completed normally.





## 6.0 OKOK economic model

### 6.1 OKOK Token Description

#### 6.1.1 OKOK tokens

OKOK is an in-game ecological token and community governance token tailored for the platform under the coexistence ecology of OKOK platform. It has the inherent properties of disintermediation and non-tampering, and ensures the phased stability and constant appreciation of the currency through private airdrops, game contract output and liquidity management mechanism.

OKOK is the only payment token on the platform, and all games such as "The Vast Sky: Galaxy Wars" need to be paid with OKOK tokens. OKOK tokens can be exchanged freely on the platform, and players and game studios can realize it through OKOK tokens.

#### Token distribution

Token abbreviation: OKOK

Issuing public chain: BSC chain

Issued quantity: 100 billion

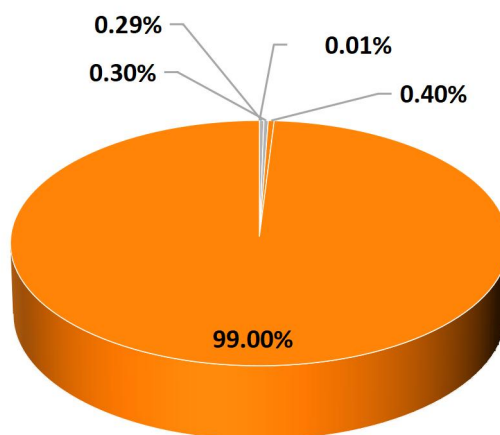
Private equity airdrop: 10 million

Market value management: 290 million

Foundation: 300 million

Chain game ecology: 400 million

Contract output: 99 billion (computing power output, of which 5 billion is early promotion output)



#### 6.1.2 Application of Okok

- Transaction circulation



OKOK goes online in the secondary market, which can realize the trading circulation in the global trading market.

- Payment

OKOK is the only payment token on the platform. Players can use OKOK to make all kinds of in-game payments on the platform, and purchase games (devices) such as "The Vast Starry Sky: Galaxy Wars" by paying OKOK.

- Governance

OKOK will implement a regular DAO governance mechanism to enable OKOK holders to obtain voting rights by pledging their tokens in designated products.

- Reserve

The reserve OKOK will be allocated for future planning and support for the community, marketing, exchange expenses and long-term liquidity.

- Incentives

You can get OKOK income incentive through DAPP pledge for 24 hours. Later, OKOK will also be used for other more game revenue incentives.

- Recharge and withdraw cash

OKOK can perform ordinary recharge and withdrawal operations through the platform.

- Casting

In the game or other ecology published or supported by OKOK, users who hold OKOK tokens can synthesize NFT assets according to their rules, and get the long tail income from synthesizing NFT assets.

## 6.2 OKOK output rules

### 5 billion output rule

1. Hold OKOK and pledge it through DAPP for 24 hours to get Okok;
2. The minimum pledge is 1W, and the maximum pledge is 50W. If it is not redeemed within 1 hour after the end of the pledge time, then



HETDTERSE automatically carries out the next pledge;

3. After each round of pledge, you can get a reward of 1.5% of the pledge amount;
4. Sharing the user pledge OKOK can get 10% of the user's income in each round;
5. Team Award

Remove a large area, and the rest of the performance is counted as a small area.

Membership level	Pledge amount of community	profit
V1	500 thousand pieces	Receive 5% of the income of members under the umbrella.
V2	2 million pieces	Receive 10% of the income of members under the umbrella.
V3	5 million pieces	Receive 15% of the income of members under the umbrella.
V4	10 million pieces	Receive 20% of the income of members under the umbrella.
V5	30 million pieces	Receive 25% of the income of members under the umbrella.
V6	50 million pieces	Receive 30% of the income of members under the umbrella.
V7	100 million pieces	Receive 35% of the income of members under the umbrella.

Peer reward: 10% of the team's income.

### 6.3 OKOK online trading platform





## 7.0 Introduction of okok team

### 7.1 Core team

#### **Tom , CEO**



Tom started his early career in the technology industry at OpenView Venture. Subsequently, he joined UNIGINE, a global IT company with 3D technology, and was quickly promoted to an investment manager, and actively participated in investment and financing activities in the field of new technologies. Before THE STAR DIMENSIONAL Studio was founded, Tom was the vice president of Battery Ventures, bringing the company profits worth \$140 million.

#### **Scott Kupor , COO**



Scott Kupor is an investment partner of NCsoft, and he is also responsible for all operational aspects of the company's operations. Prior to joining NCsoft, Scott served as Vice President and General Manager of Software as a Service at HP. Scott joined HP in 2007 as part of the Opsware acquisition, where he served as senior vice president of customer solutions. In this position, he is responsible for global customer interaction, including professional services, pre-sales technology and customer support. Scott joined Opsware shortly after the establishment of the company and held several executive management positions, including vice president of financial planning and vice president of enterprise development.

#### **John Den, chief senior developer**



John is the chief developer of THE STAR DIMENSIONAL Studio, responsible for supervising the overall technology development, implementation and deployment of the company. Before founding THE STAR DIMENSIONAL Studio, John was a member of companies such as Sky Mavis and NCsoft, and was responsible for supervising the development of popular multiplayer games around the world.



## Peter Levine , CFO



Peter Levine is the general partner of Andreessen Horowitz, a venture capital firm, and he focuses on enterprise investment. He served as senior vice president and general manager of Citrix data center and cloud department, responsible for revenue, product management, business development and strategic direction. Peter joined Citrix in 2007 through the acquisition of XenSource for \$500 million and served as CEO.

## 7.2 Development Team



Satish Talluri  
Senior developer



Justin Kahl  
Senior developer



John Garcia  
Senior developer



Vijay Pande  
Game developer



Sriram Krishnan  
Software engineer



Julie Yoo  
Project coordinator



Mason Hall  
Application  
development manager



Kristina Shen  
Software engineer



Justin Larkin  
UI/UX designer





## 8.0 OKOK strategic development

### 8.1 Strategic planning

- Startup period

OKOK has completed the initial work, and will effectively test and partially apply the closed loop of the whole business logic, and according to the plan, it will preheat the market in a small scale to test the acceptance of the community and nodes.

- Development period

OKOK's global market, community, nodes and core technologies will develop in depth with OKOK, and its ecological token OKOK will further promote the application of mining, pledge and liquidity, benefiting every participating user.

- Business period

Focusing on the growth of community users and the layout of ecological services, we will realize a virtuous circle, two-way incentive and self-purification ecological community and continue to create a high-yield value platform.

### 8.2 Development route

In Q2 2023, the project was discussed and approved.

In August 2023, the construction of the OKOK platform officially started.

In September 2023, the development of the first blockchain game "The Vast Starry Sky: Galaxy War" officially started.

In Q1 2024, strategic cooperation was reached with many well-known institutions.

In Q2 2024, the OKOK ecosystem was completed and testing began.

In August 2024, the OKOK platform was put into trial operation and node recruitment began.

In September 2024, the OKOK token was launched on the XT.COM trading platform.

In November 2024, the OKOK token was launched on MEXC. Global (Matcha) trading platform.



In January 2025, OKOK tokens will be launched on Gate.io (Biter) trading platform.

In Q1 2025, the platform's first self-created large-scale blockchain game "Vast Starry Sky: Galaxy War" will be officially launched.

In Q1-Q2 2025, OKOK tokens will be launched on Bitget, OKX, Binance and other trading platforms.

In Q3-Q4 2025, the platform will develop the second blockchain game.

From 2026 to 2028, the platform will successively carry different types of blockchain games to create a super commercial application metaverse blockchain game distribution social platform.



## 9.0 Disclaimer

Please read this disclaimer carefully. If you have any questions about the actions you should take, you should consult your legal adviser, financial adviser, tax adviser or other professional advisers.

(1) The information contained in this white paper may not be comprehensive and does not imply any elements of contractual relationship.

(2) The contents in this white paper are not binding on the growth value ecology of OKOK, and may change with the continuous research and development of the project.

(3) This white paper does not constitute suggestions on investment, law, taxation, supervision, finance, accounting or other aspects, and is not intended to provide the only basis for the transaction evaluation of purchasing OKOK. Nothing in this white paper is deemed to constitute any kind of prospectus or investment invitation. If the laws and regulations of any jurisdiction prohibit or restrict the transactions involving or using digital currency in any way, this document is not prepared in accordance with such laws and regulations and is not restricted by the laws and regulations of that jurisdiction.

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(5) OKOK and other holders of digital token assets are not allowed to prohibit or restrict trading in digital currency countries or regions in any way by applicable laws and regulations. It is the responsibility of each potential OKOK buyer to determine whether the buyer can legally purchase OKOK and other digital token assets in its jurisdiction, and whether the buyer can resell OKOK to other buyers in any particular jurisdiction. Please read the tips of the project disclaimer carefully before purchasing OKOK and other virtual digital assets. Thank you for your cooperation!