



**GOLD
FEVER**

The Promised Land

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Executive summary

Gold Fever is a Free-to-Play and Play-to-Earn online multiplayer video game that:

- encourages community building by requiring players to cooperate and engage in a complex strategy
- leverages a decentralised structure with economic and psychological incentives
- carefully designed to unleash rapid and scalable growth in terms of players, game infrastructure, and development
- uses cryptocurrency to provide players with real-world economic incentives for both playing the game and supporting the game.

Gold Fever is first and foremost your typical video game, but it is also an economic game that rewards those who are more successful at analysing it and taking advantage of it.

In the rapidly growing online gaming market, which is anticipated to grow at 17.5% CAGR over the next 7 years to reach annual revenues exceeding \$285 billion, Gold Fever sits in the particularly attractive “competitive gaming” segment. The game is designed to appeal to players who enjoy complex strategy, immersive story, and dark themes.

A key differentiating factor from related offerings (such as Rust, SCUM, or DOTA) is that Gold Fever players have the potential to earn income directly through online gameplay, as well as to support the game's ecosystem. Our research (see appendix) shows that 90% of competitive gamers are attracted to the possibility of earning an income through the games they play. Up until now, their primary options for doing so have been limited to:

1. securing sponsorships for competitive gaming competitions
2. winning sponsored tournaments
3. gold farming - an activity forbidden by the majority of games but still practised at a massive level by millions of players

As with professional athletes, gamers who achieve “professional” status are one-in-a-million, meaning the chances of earning an income from gaming are slim to none. Gold Fever brings the potential to democratise obtaining a salary through online gaming by integrating a variety of crypto-enabled “decentralising” mechanisms.

Thus, Gold Fever players can earn money not only with their playing skills but also by:

- Crafting and selling in-game items
- Hosting Arenas
- Lending in-game currency
- Renting out in-game items
- Offering in-game services through skills or items that help other players
- Selling and trading unique in-game NFTs

In the early but rapidly growing crypto-enabled games segment, Gold Fever sets itself apart by being the first to feature top-grade 3D graphics and a focus on quality gameplay first over being a “crypto-enabled” game. Beyond that, Gold Fever uses cryptocurrency and decentralisation as tools to unlock growth and engage a long-lasting community of players and supporters.

After the game has been released to the public, decentralised governance mechanisms are gradually introduced. The aim is to create the perfect realm for a self-governing game where players elect a council that will decide upon the best interests, such as whom to work with, what things to tweak, what features to add, what budgets to use, and much more.

The next-generation structure of video games

As technology advances, the digital world increasingly mirrors the physical world. Nowhere is this more apparent than in gaming, where entire cultures develop around the most popular games - complete with memes, fashions and legendary players. However, one aspect of in-game worlds that remains largely untapped is the development of robust in-game economies. If designed correctly, these economies have the potential to supercharge the growth of the game and its surrounding ecosystem.

The two main reasons for the non-emergence of in-game economies thus far are:

1. Traditional game developers are centralised and maintain copyright control over all in-game items and characters. While there are numerous instances of external markets developing around in-game items, this is usually discouraged or explicitly prohibited in the game’s TOS, limiting the growth of such markets. Current business models instead rely on monetisation through one or more of the following methods:

- Individual licenses for the game
- In-game purchases
- Advertising

2. In-game items are not scarce. Items in other video games, like swords and shields, are infinitely reproducible and entirely indistinguishable, so they cannot accrue value. Just as items in the real world have value due to their scarcity, utility and history, items with such characteristics in the digital world can also accrue value. If players can be empowered to take ownership of

their lovingly crafted characters and other unique in-game items, a real economy around those characters and objects can flourish - just like in the physical world.

The decentralisation of development characterises the next-generation structure of video games. Empowering players with self-sovereign ownership of assets and the emergence of a free market for them as well as game-adjacent resources like server space and even game governance. By creating a robust economy, developers can unleash economic forces towards achieving rapid organic growth of the game and its surrounding ecosystem, including the resources needed to scale.

Basic plot

Gold Fever is set in the unforgiving wilderness where a gold rush pits the native “Tribes” against the “Adventurers” who come in search of riches. Gold fever has turned the jungle into a dangerous place where those who wish to survive and prosper must form alliances. Tribals seek to kill Adventurers, take their gold, and return it to the rivers of their ancestral gods. Adventurers might face attacks from other gold-fever-stricken Adventurers. The Gold Fever experience is dark and tense, with innumerable horrors lurking in the forest and generous amounts of gory violence.

Basic gameplay

The game’s virtual 3D world is divided into Mining Claims, which are unique areas of the jungle containing rivers, mountains, traps, and artefacts. Each claim also holds a set amount of gold up for grabs throughout the limited duration of a single game. The amount of gold included in each map is known to all players from the start. Adventurers may have to pay to have a shot at the claims containing the highest amounts of gold, but they stand to benefit if they can find and deposit the gold in the local bank. Tribals, meanwhile, can earn Reputation (see below) and currency by killing Adventurers and returning the recovered gold to the shrines of their ancestral gods.

Players take on specific roles that come with unique skills and abilities. Adventurers take the role of a Prospector, Medic or Hunter, while Tribals choose between Sorcerer, Forager, or Warrior. This motivates players to join balanced teams and work together strategically as they combine the uses of each class. For example, in the Adventurer faction, some individuals may focus on gold panning while others guard the camp, search for food or other valuable items. Gold Fever players, whether in Tribal or Adventurer roles, also earn Reputation and Experience, which are defined as follows:

Reputation: A value derived from the cumulative number of characters killed during fights, the quantity of gold saved, and other factors.

Experience: Points collected while completing quests and tasks in the initial tutorial and Free-To-Play arenas.

Note: Reputation and Experience affect players’ abilities such as fighting, movement, mining, and more.

High-level overview: How incentives work in Gold Fever

When players first join Gold Fever, they will go through a sort of tutorial mode. Initial games are entirely Free-To-Play, but as players progress, they will be encouraged to join games with real money on the line.

By carefully aligning economic incentives, Gold Fever aims to leverage economic forces to help the game achieve explosive growth. To understand how this works, let's take a look at a high-level example of a typical match where the money is on the line:

A typical round begins with a player who has purchased one or more Mining Claims, using real money (in the form of cryptocurrency), initiating an Arena using his Claim licence and obtains the rights to exploit the gold within the claim. The game will take place in one small section of the larger jungle game space.

Gold takes the form of NGL, Gold Fever's native, fungible cryptocurrency. The precise amount of gold (NGL) contained in each map is determined by the amount contained in the Claim licence. However, there is an element of randomness that affects the final amount (see the NGL token section below).

Also, note that the total value of the NGL contained in each Mining Claim is significantly more than the value of the cryptocurrency spent by the buyer. This is sustainable due to the economics of the ecosystem, which consists of several other revenue streams.

Of course, Mining Claim owners are not the type to dirty their hands with the unpleasant business of digging for gold, so they instead employ Adventurers. The game provides owners with a fair amount of flexibility over the terms of employment. For example, they might choose to offer Adventurers the opportunity to keep 20% of whatever they find in the Arena during a game (the owners also decide the time limit). Instead, maybe they will charge the Adventurers an upfront fee to access his land but offer them a more significant share of the spoils. Owners will need to adjust the incentives based on factors like the current availability of Adventurers, the amount of gold remaining in their Mining Claim, and more. Already, we can see, the elements of a real economy are taking shape.

However, we mustn't forget about the Tribals. The landscape is crawling with these hostile natives, whose goal is to protect their land and the gold in it. While the Tribals are motivated by the desire to appease their ancestral gods, the reality is that the Tribals (played by human players) are not immune to the corrupting forces of gold fever.

The role of Tribals in the Gold Fever ecosystem is:

1. Balancing the combined power of Mining Claim owners and Adventurers.
2. Enhancing the gameplay and optimising it for challenging fun.

It's necessary to motivate players to take on the role of Tribals. Thus, Julius and his company set the rules for how Tribals are compensated for their efforts. The Company determines the amount of gold that Tribals keep for themselves based on how much gold they steal back and how they performed during the round (e.g. kills, items destroyed).

Note that Adventurers may be hesitant to join if too many highly motivated Tribals are out to steal their gold. Therefore, the Company dynamically adjusts the incentives for Tribals towards the goal of achieving the optimal balance. As we can see, many considerations come into play, making Gold Fever a game with a high potential for extremely varied outcomes.

At the end of each game, any gold (NGL) that Adventurers did not extract remains in the Mining Claim, meaning the owners can host another Arena at a later time (albeit with less potential gold).

As it might be expected, Gold forms the backbone of the Gold Fever economy. It's critical to remember that gold (NGL) has value in the real world, making Gold Fever's economy very different from most.

1. Players spend money to buy the Mining Claims Licence containing gold (NGL).
2. NGL, as an ERC-20 currency, can be exchanged (subject to some conditions) for any other token and eventually into players' local currency.

Native Gold (NGL), of course, also has value in the virtual world and is the main currency in-game. It can be used as a form of payment to join Arenas, buy valuable objects or fund perks.

Each map contains artefacts and bonus items that can be added to players' inventories, such as weapons, survival kits, beasts of burden, gold extraction skills and more. The items players find along the way stay with their character for use in future Arenas and can be bought, sold or traded amongst other players by visiting one of the markets in the towns at the edges of the jungle.

Further, players must navigate through the larger map that contains the entire virtual space. Doing so may require the use of in-game items like railroads, aeroplanes and other transportation methods. This allows for players to build infrastructure and provide additional possibilities for developing the game.

Note that privileges, such as the rights to own infrastructure in the game, must be obtained and is represented as an important form of revenue for the Company.

Having gone through a high-level overview of the game's basic structure, let's drill down into the details.

Gold Fever deploys a variety of incentives and mechanisms that are designed to:

- kickstart development
- ensure compliance
- drive growth
- retain the balance of in-game resources
- make the game fun and challenging
- ensure the game is fair and balanced
- allow the game to scale
- ensure profitability for the Company.

The tokens: One game, four types of tokens

1. **Jul:** This is not a cryptocurrency, but rather a virtual internal unit of account like the currency earned in most games. Players will be able to buy JUL with the local currency (e.g. USD, Euro) using bank cards, PayPal, other traditional wallets(e.g. Skrill), or with crypto currencies like Bitcoin and Ethereum.

2. **Native Gold (NGL):** A fungible ERC20 token that represents the gold resource that players can find in the game's rivers. Approved participants effectively bring NGL into the ecosystem when they use their Mining Claim Licences to set up an Arena where Adventurers and Tribals fight amongst each other and extract the gold (NGL). Here's an example of how that works:

A player spends 1 ETH on buying a Mining Claim (these claims will take the form of non-fungible tokens). For simplicity's sake, let's imagine that this Mining Claim contains 1000 NGL. The problem is, the NGL is locked inside the Mining Claim. The only way for them to extract the NGL from their Mining Claim is to use it to start an Arena in Gold Fever and have the players find the gold (NGL). In this way, players in the Gold Fever ecosystem are analogous to ASIC mining hardware in the Bitcoin ecosystem.

Similar to how Bitcoin mining operators spend electricity on their ASIC miners, an MC owner in Gold Fever must motivate Adventurers by offering them a share of the gold in each map. Ultimately, the owner will exploit the players towards the goal of gaining NGL for himself. Participants are thus locked in a dance where, as each maximises his self-interest, everyone gains.

The Company acquires funds by selling Mining Claims and uses the proceeds to fund the game's development and profit from its efforts for doing so. Yet, here again, the balance is important. It is the Company's responsibility to ensure that the supply of NGL doesn't overwhelm the ecosystem, resulting in its price crashing. This brings us to another critical element of the game. The amount of tokens minted for the first 2 years, starting the TGE(Token Generation Event), will be 80,000,000 NGL, but because balancing such a complex economy it's something we can't foresee and because we plan to add additional chapters/locations to our game, we reserve the right to mint on a yearly basis up to 30% of the current supply.

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3. **Julius's Brain(JBR):** This is a governance token (also ERC20) airdropped periodically to Gold Fever participants based on an algorithm that takes into consideration your involvement in the game and multiple parameters such as the use of in-game token, rights acquired, reputation, pool liquidity providing, and more.

Note that in Gold Fever, Julius was the first to exploit the fictitious jungle. Julius has since ascended to a sort of god-like status in which he influences the world.

JBR tokens will control different parts of Julius's brain and will influence decisions that affect the game. This brings us to the next important element of Gold Fever: Non-Fungible Tokens (NFTs).

4. **Non-fungible ERC1155 tokens:** Each non-fungible token is uniquely identifiable, representing characters, artefacts, and other rare items in the game. These tokens (and the items they describe) can be borrowed, traded in-game, or potentially sold on external platforms. This means that each non-fungible token's value can be different from any other NFT. For example, if we

have a token representing a weapon, it has a specific utility in the game, which gives it value, but it may also accrue value through its history. For instance, if the weapon played a pivotal role in a particular legendary battle, it might become a sought-after item in the community. Note that the players' characters are also represented by NFTs, meaning that as players progress through the game, the Experience and Reputation they garner affects the value of the NFT portraying their character. Since all NFTs can be traded, this implies that a market for player characters themselves can develop.

Why so many tokens?

Separating the virtual token (Jul) and the crypto token (Native Gold NGL) is necessary to comply with the requirements of the major providers that process microtransactions in the gaming industry. This method allows Gold Fever to be listed on Steam and other game distribution platforms, thereby reaching a bigger audience and creating a more robust player base.

JUL also makes the game more accessible to those who aren't comfortable using cryptocurrencies yet. By purchasing Jul, they will be able to participate in Gold Fever just as they do with any other game that integrates an in-game currency. That being said, a key priority will be to make sure that acquiring and using the tokens is a breeze, even for users who have never dealt with crypto before.

As an ERC-20 token, NGL acts as the core of the Gold Fever economy, allowing it to be easily transferred into real-world value. This is important for intensifying the power of incentives in Gold Fever. NGL is a cryptocurrency that has a cost of production from buying Mining Claims and extracting the gold. The role of NGL is bolstered by its utility as the primary medium of exchange for all manner of in-game items, access, and perks. The minting of Mining Claims is ultimately subject to governance through the use of JBR. Participants must balance the desire to bring in more players by minting more Mining Claims with the diluting effects of creating more.

JBR is crucial as it rewards players by letting them decide the direction that the game heads in. This allows for a more player-driven ecosystem where the player base determines important aspects. To prevent domination of the governance features by whales, JBR must be separate from NGL (and airdropped fairly).

Finally, the NFTs are defined as separate tokens to enable the trading of unique and scarce items. This is essential for creating a robust in-game economy and introduces a vast array of possibilities for how the economy can develop and thrive.

Functions of JUL (non-crypto token)

Players will use JULs in the following ways:

1. For access to paid user-created Arenas.

Most of the matches created and offered by the Company will be free to play, but they won't contain much gold (perhaps \$20-50 per map). However, some games – especially those created

and hosted by Mining Claim owners might charge an entry fee and feature more gold to attract more players.

2. For in-game purchases.

This is how most Free-to-Play Arenas earn the majority of their revenue, and it will likewise be a primary revenue source for the Platform. Gold Fever players can spend JUL tokens on a wide array of items such as artefacts, weapons, skills and many more advantages. Examples of this include being able to cross large swathes of the game territory by plane or temporary access to a powerful gold-digging machine.

3. For special event games.

These are exclusive events (games) with very high rewards, scheduled and promoted in advance. With sponsors and support from the Platform, the total rewards could reach \$100,000 or more as the Esports industry thrives and grows.

Functions of the Native Gold token (NGL)

Gold (NGL) is the most important of the three types of tokens, which Adventurers and Tribals compete for.

NGL allows for the following activities:

1. Paying for access: Fees for user-generated and premium arenas (see 'More on games') can be paid in NGL as long as the Mining Claim owner who set up the game is willing to accept NGL as payment.

Note: Active crypto users may find it more convenient to buy NGL on a crypto exchange, while fiat users may prefer to buy JULs with a credit card or other traditional digital payment method, then earn NGL by playing the game.

2. Transferring: NGL tokens can be transferred to and from any external Ethereum address.

3. Getting paid: Arena creators, shop owners, in-game service providers, guild owners, and other services will be paid with NGL.

4. Locking/Consuming: Players may lock their tokens in their wallets to temporarily obtain various rights and privileges. Players can make these rights and privileges permanent by "consuming" their tokens (removing the tokens from the total circulating supply). The mentioned rights and privileges may include:

- Discounts on in-game items that are priced in JULs (the more tokens the player locks, the higher the discount)
- Unlocking game perks and skills
- Increase of daily rewards and participation in the weekly/monthly raffles of rare NFT items

- Opening shops allows you to make a profit while away from the game.
- Starting guilds. The rights within each guild may also depend on the number of tokens locked
- Purchasing certain exclusive items
- Taking part in exclusive events
- Upgrading the quality and quantity of gold potentially available in already purchased
- Mining Claims

Each privilege will require varying amounts of tokens to be locked/consumed. Players will also be able to choose how long they lock their NGL for.

5. Lending NGL/Renting Items: Players may entrust their tokens to other players who wish to receive the rights and privileges associated with locking but who don't have enough of their own tokens to lock. The borrower will gain the associated rights and privileges but won't have full access to the borrowed tokens (meaning they can't be sold on an exchange). The lender has the option to charge interest or to rent out for a fixed period with a flat fee.

Gold Fever doesn't use an over-collateralisation model that is common among crypto lending platforms. Instead, protection of the lender's interests will be ensured through the use of multi-signature escrow wallets. However, collateralisation using non-fungible ERC1155 items may be employed. For example, if a user has two expensive guns but can only carry one of them at any one time, the other gun can be used as collateral for a loan. In this scenario, the lender would keep the gun if the borrower defaults.

Functions of Julius's Brain token (JBR)

1. **Voting on features:** Players can propose and vote on new game features such as characters, weapons, machines, transport, landscapes, and more to be added. The number of tokens held weights individual voting power. Once the community has reached a decision, developers will create and implement the features voted on. A governance token like the JBR might be issued based on the use of the different features of the game (from mining to lending, crafting, etc), which will give power to players to submit different ideas or split some of the game revenues.
2. **Governance:** JBR owners decide upon the use of the platform's revenues coming from the sale of items paid with NGL, prices of items, services, pool yields, and other features.

Arenas and the Tournament model

Arenas will be made available by the Company and by Mining Claim owners, although some conditions will apply. Free-to-Play and Premium Arenas on a weekly/monthly basis will be offered exclusively by the Company.

To begin an Arena, they'll need a Mining Claim License, an NFT item - represented by a certificate-like design. The Company mints this NFT during an event called Special Sale. Each Mining Claim NFT will contain a number of NGL that is defined by:

1. The terrain surface - 1 km², 2 km² etc.
2. Amount of people allowed to enter 5v5, 10v10 etc
3. Quality of the gold
4. Transferable or not
5. Rentable or not
6. Free exploitation period
7. Location in the area
8. Monthly Average Users (MAU) - if possible to determine
9. Average Revenue Per Paying User (ARPPU) - if possible to determine
10. Tokens in circulation and average price during previous 30 days
11. Demand/Supply

During the special events, the company will also sell undiscovered entire game locations with large area NFTs containing 40-50 Mining Claim NFTs, which buyers can resell "en detail".

The Company will ensure the amount of tokens extracted from a Mining Claim contains a safety net, limiting the tokens a player can extract based on the maximum amount of tokens in that area.

Area NFTs will be generated for each game area that we plan to open in the game. Once the NFT is redistributed, and its Mining Claims are exploited, the area is considered open, and its infrastructure can develop.

Note that the gold tokens will not be distributed in the game's rivers directly due to gas cost concerns. Still, we are exploring ways of implementing a Layer 2 solution, allowing for a structure covering fraud and exploiting the game. Until that moment, the game will displace gold minerals in the rivers, based on the number of tokens in the Mining Claim NFT that the Adventurers will have to save in the bank, and only then NGL tokens are released.

User-generated games

Owning a Mining Claim Licence in Gold Fever, allows you to host Arenas and invite others to try to extract the gold from the Claim. You are allowed to take a share of the extracted gold if they choose to have a lower entry fee for their Arena. The fees can be paid in NGL, depending on the settings chosen by the MC owner.

Both Factions (Adventurers and Tribals) can get gold but in different ways. The Adventurers will have all the tools and abilities necessary to extract the gold from the rivers, while the Tribals will be rewarded based on how much gold they took back from the Adventurers.

Gold will not be considered extracted until Adventurers save it in the bank or Tribals return it to the Gods at a river shrine. Additional parameters that ensure safe and balanced functionality will be introduced later based on the suggestions and feedback.

Using non-fungible ERC1155 tokens

ERC1155 is a token standard released in 2018, enabling the management of thousands of different tokens on a single smart contract. This solution was developed specifically for gaming since one game can have a large amount of unique items.

By using ERC1155 tokens, players will be empowered with true (self-sovereign) ownership over their character and items. Apart from simply enjoying an object's practical benefits, players can use the ERC1155 tokens in other ways. These include:

- **Selling:** For instance, in user-run shops or markets outside of the game
- **Leasing/Renting:** NFT items, such as characters, pets, or artefacts, can be leased to another player in exchange for regular payments. Note that this differs from lending, where the player borrows money in the form of NGL to get certain rights or privileges as described above in [Functions of the Native Gold token (NGL)].
- **Collateral:** For borrowing NGL as described above in [Functions of the Native Gold token (NGL)].
- **Ownership:** Ownership of the initial NFT items would be individual, but with time, we plan to add multi-signature smart contracts that allow various individuals to own an item, with different hierarchy, utilisation rights and other features accompanying this.

The relationship between Juls and Native Gold

To comply with certain regulations, Juls and NGL won't be directly converted on the platform. Instead, there is a cycle of sorts whereby users buy Juls with local currency, use it to pay for access to an Arena, and win NGL by playing the game. Once players have NGL, they can use it for all of the above-described functions, including spending it on access to new Arenas, locking it, earning interest by lending it and converting it to other cryptocurrencies with a third-party exchange.

While most online games have their in-game currency, Gold Fever is among the first to integrate an actual cryptocurrency into its gameplay. The significant advantage of NGL is that it creates an in-game economy interconnected with the outside world, as NGL can be taken out of the game and sold on crypto exchanges giving it real value.

The gold that players obtain in the jungles of Gold Fever can become a real-life income stream through gaining NGL by trading, using the infrastructure and other opportunities. Despite this,

Gold Fever will never explicitly position itself as a money-making instrument. Any monetary proceeds that players extract will be presented and marketed as a pleasant bonus.

Market opportunity

Gold Fever sits at the intersection of several high-growth industries (e.g. eSports and MMOs) and several highly disruptive emerging trends (like cryptocurrency and decentralisation). Combined, Gold Fever has great potential to attract an audience of players and amass value through its ecosystem.

In terms of revenue, the global online gaming market was valued at \$67.67 billion in 2018 and is expected to grow at 17.5% CAGR, reaching \$286.44 billion by 2027. Based on the Free-To-Play revenue model, the industry in which Gold Fever sits (integrating in-game purchases as the primary source of revenue) is expected to have the highest amount of growth during this period. Increasingly, players are attracted to games that can be played without a high upfront cost. As a Free-To-Play game, the barrier of entry for Gold Fever is low.

The MMORPGs segment currently generates a revenue close to \$20 billion, making it among the business's most significant gainers. eSports has been growing at a CAGR of approximately 20% since 2016 and is expected to hit global revenues of over \$1.6 billion by 2021, with over 250 million people considering themselves "eSports Enthusiasts."

For the first time, Gold Fever integrates economic incentives to supercharge the growth of the game and its surrounding ecosystem.

Company business model

The Company must have the capacity to both generate revenue and the motivation to expand the game. This is achieved in the following ways:

- Through the sale of JULs, of items paid by JUL's and NGL
- By taking a small percentage of fees gathered from games and all transactions
- carried out in the in-game ecosystem, including trading of in-game items.
- By selling Mining Claims for ETH
- By ensuring the supply of NGL doesn't overwhelm the in-game economy, resulting in a
- crash in NGL's spot price.

Converting NGL into other crypto and fiat

As explained earlier, for reasons of compliance, users won't be able to buy and sell NGL tokens directly for fiat - at least not initially. However, we are in discussions to add a crypto-friendly processor. Though, until that moment, an NGL holder will have two options:

1. Sell NGL on a crypto exchange, convert the proceeds into BTC, USDT, etc., and exchange those tokens for fiat.
2. Sell their tokens to players at a fixed price in ETH via a built-in wallet. To do this, users will have to register a token sale request in their dashboard. The up-to-date exchange price will be available in the dashboard together with the price chart, allowing the user to make an informed decision: to sell or to wait. The Platform will then sell the tokens on the user's behalf on a crypto exchange and transfer the fiat proceeds to the user.

When selling NGL through the Platform, certain conditions will apply:

1. There will be a minimum selling threshold of \$50: A player must have at least \$50 worth of NGL to place a cash-out order.
2. There is a maximum amount of NGL that a player can sell within a certain period.
3. It is required that players meet KYC/AML requirements to sell NGL through the Platform.

In any case, there will be plenty of incentives for players to spend their NGL on access to Arenas, artefacts, skills, and stake in the game, rather than sell it for cash.

Roadmap

Working Prototype - April Q2 2021

This will be a playable but very rough version of the game where we demonstrate to early supporters and influencers the core features and potential of Gold Fever. It will feature the basic environment, including a living rainforest and ambient music, to set the tone. Additionally, it will showcase the game's core actions, such as killing, gold panning, machine use, store purchases, and much more.

Alpha - Beta Stage - Q2-Q3 2021

At this stage of development, we will integrate more characters, talents, items and skills. System design, economic design, and achieving ecosystem balance will take place during this period. Additionally, we will allow users to start playing in games organised not only by the developers but also by selected Mining Claim owners.

Early Access - Q4 - 2021

Early Access delivers the game to the open public. Anyone will be able to use Mining Claim Licences to start games, JBR to vote, etc. After this stage, we will continue adding content and bring the game to the next level by pushing it to a bigger audience through international marketing campaigns.

Team

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Should you have any questions regarding the Gold Fever project, NGL token, the contents of this Whitepaper or the sale of NGL tokens, please, do not hesitate to contact lega@goldfever.io or <https://t.me/goldfevergame>.

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