OWNER

WHITEPAPER

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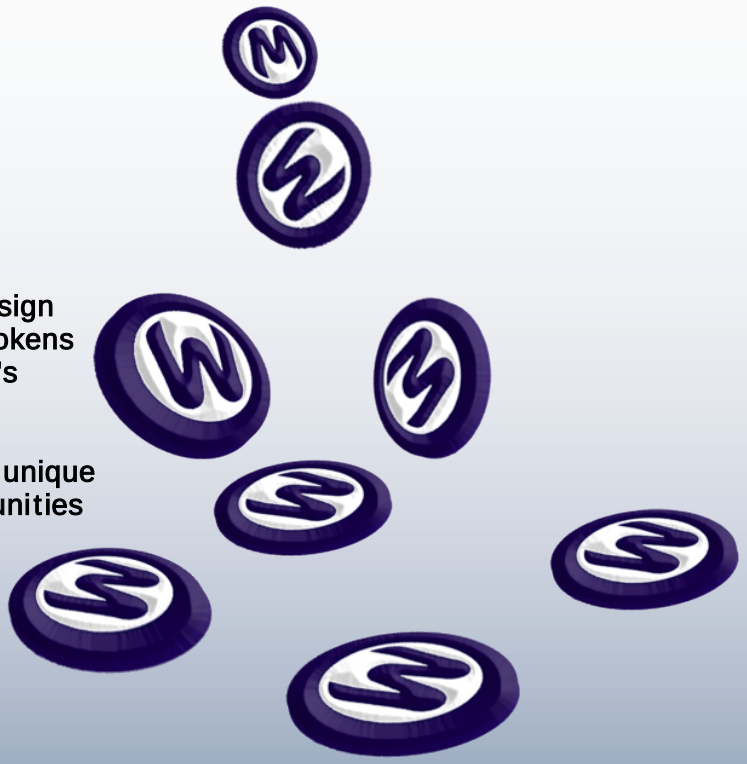
OUR VISION

The Owner team aims to build a PLAY TO EARN platform where users can earn tokens through the WATCH TO EARN method without a central authority. The Owner family targets to become the new generation investment and entertainment tool in both the gaming and crypto worlds through their self-developed games and established watch to earn system.



The OWNER team is creating a unique VIRTUAL WORLD where users can design their gaming experiences and earn tokens by playing games using the platform's main utility token, OW.
By establishing a sustainable gaming platform, they are building a unique PLAY TO EARN platform with opportunities that no other company offers.

ABOUT OWNER

OWNER, is the only PLAY TO EARN AND WATCH TO EARN project on the AVALANCHE (AVAX) BLOCKCHAIN where players can create their gaming experiences and earn tokens using the platform's utility token, OW.

It is a gaming platform that finances itself through the watch to earn method. It is a platform that allows its users to earn tokens by playing games either through its website or mobile application games. Users can join the system by performing a simple identity verification and quickly and easily earn OW Tokens by playing the games on the site.

WHAT IS OW ?

OW is a social currency created by the OWNER team that operates on the Avalanche (AVAX) network.

OVERALL 500.000.000 OW

WATCH TO EARN, WHAT IS IT, HOW DOES IT WORK?

WATCH TO EARN system is a simple ecosystem established to self-finance itself. It is built on distributing all revenues from website ads and additionally from mobile application ads to users, contrary to today's crypto projects which have been created with the philosophy of putting user interests to the forefront. The project is planned in a way where the company will continuously create games, acquire OW tokens with the money from these games, and distribute these tokens to users who play games and watch ads. The ratio of OW tokens acquired with the entire income of the company to the monthly viewing count will be calculated, and the amount of OW tokens per advertisement will be determined accordingly, and users will be given OW tokens based on this calculation.

Example:

Monthly revenue is $1000. And if Monthly ad views are 10,000.

1000/10000 = $0.1 revenue per ad view is achieved.

Let's assume the OW token price is $0.2. 0.5 OW tokens will

be allocated to the user profile for watching 1 ad.

Sign up,
Verify your wallet address,
Stake OW tokens, and start earning points while playing games.
Earn 1 point for each ad you watch, and when you accumulate 2 points, you can request 1 OW token as a withdrawal.
Remember, you will earn this money yourself, and we will only send it to you.

Owner is positioning itself as the first watch-to-earn project. The necessary membership requirements for users to join the website include:

- Email address verification,
- Introducing a cold wallet,
- Purchasing and staking 1000 OW tokens from the market.

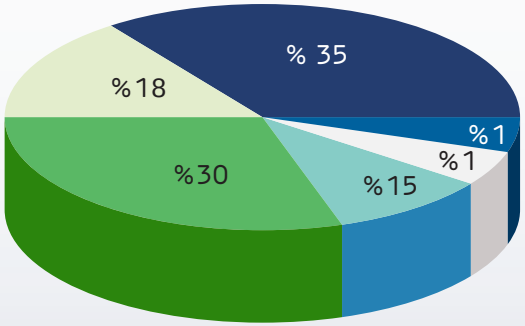
After these requirements are met, the watch-to-earn feature of the user account will be activated by the Owner team. Users will earn tokens from the ads they watch while playing games on the web.

On the game window, there is a "Watch Ad" button. Users earn points by clicking here and watching ads obtained from Google or through ad membership agreements. 2 points are equal to 1 OW token (this ratio may vary according to the OW token value).

Later, when these accumulated points are desired to be withdrawn, a withdrawal request needs to be created . After the request is approved by the Owner team, the points earned by the user will be sent to the user's cold wallet address in OW tokens.

TOKENOMICS

- 175.000.000 - Total token supply in the Owner ecosystem
- 150.000.000 OW - Reserved for public presale
- 90.000.000 - Allocated to team members
- 75.000.000 - Reserved for private presales
- 5.000.000 - Airdrop
- 5.000.000 - Allocated for simple tasks within games



500.000.000 - Total supply

ROAD MAP

Q2 2025

Private Pre-Sales
Public Pre-Sales
TGE
DEX, CEX Listing
2 Games

Q3 2025

5.000 Users
5 Mobile Games

Q4 2025

10 Mobile Games
1 VR Game
20.000 Users
Top 10 CEX Listing

Q1 2026

100.000 Users
2 VR Games
15 Mobile Games
Top 3 CEX Listing

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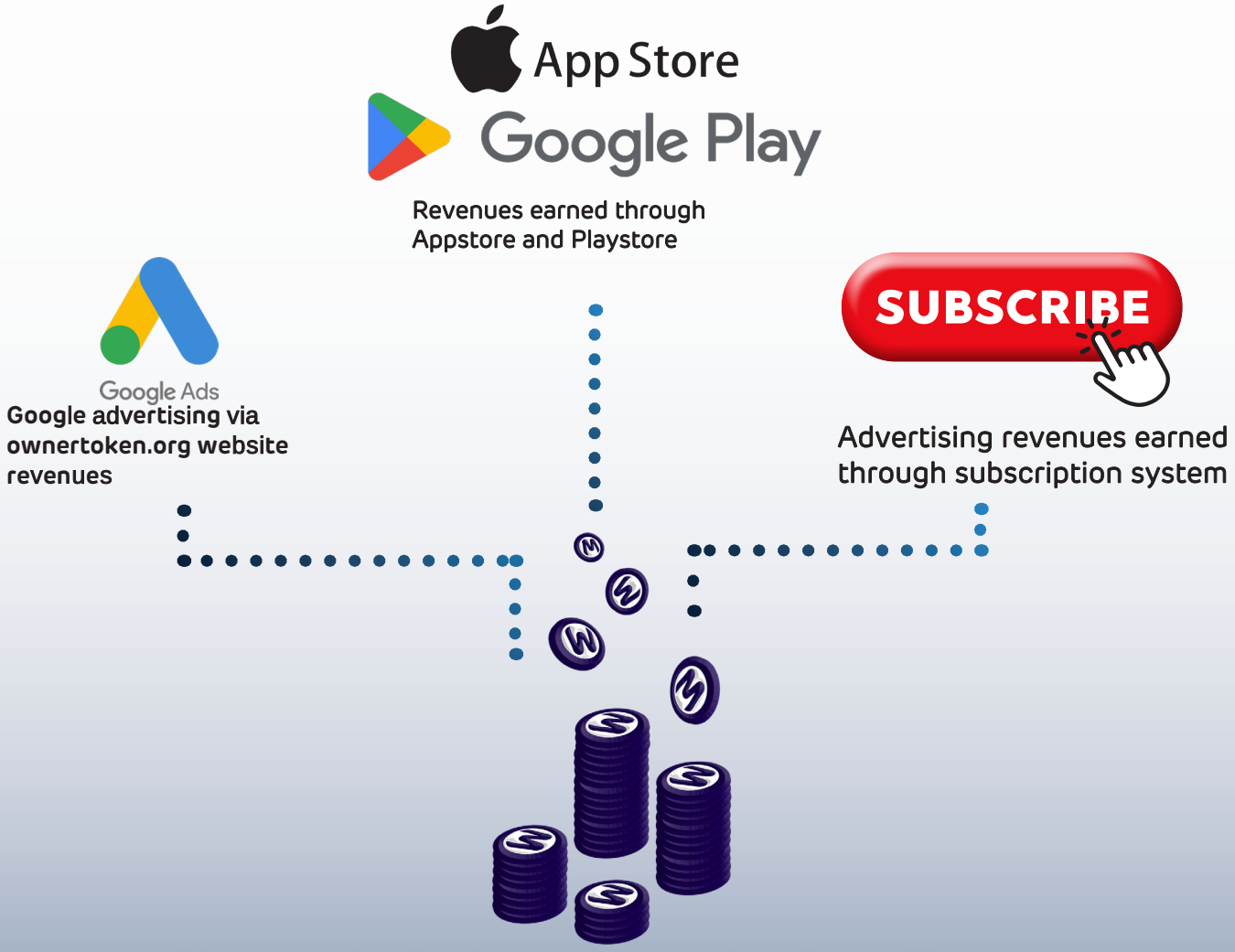
ABOUT ADVERTISING SUBSCRIPTIONS

Within the Owner ecosystem, an ad membership system has been established for companies and users. Users are given the opportunity to advertise for a period of 1 month by spending OW tokens equivalent to the current OW token value. The advertisement does not have to be limited to just videos or promotional films; people can advertise anything they want (subject to review by our team) by spending a certain amount of OW tokens . OW tokens earned from these advertisements are distributed back to users who watch the ads.

OW ECOSYSTEM REVENUE MANAGEMENT



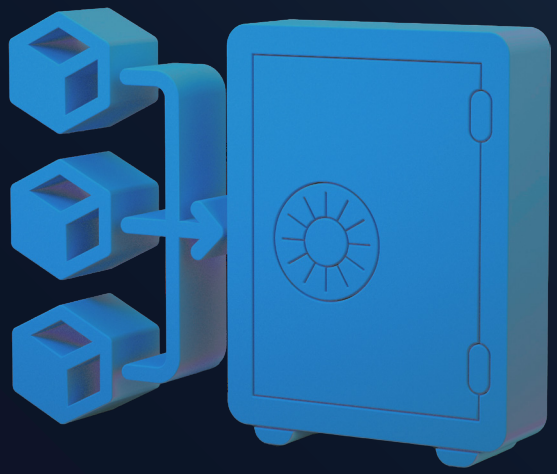
Revenues will be accumulated in the owner system, OW tokens will be purchased and staked collectively. According to the previous income and expense data, the price per view will be determined and OW tokens will be distributed to users per ad viewing.

ABOUT STAKING

Staking is the process where a user locks up their cryptocurrencies in a wallet for a specified period without spending or transferring them, to contribute to the operations of a blockchain network. During this locked period, the user earns rewards in the form of additional cryptocurrencies, known as staking rewards. Users will need a special mobile or computer wallet to hold their cryptocurrencies for staking purposes.

ADVANTAGES OF STAKING

Staking provides the greatest support to operations by preventing large amounts of computational power from going to waste. Additionally, staking benefits the supply-demand balance because it restricts the amount of cryptocurrency circulating. In a staked blockchain, the less cryptocurrency circulating, the higher the likelihood of its value increasing. This means that the more cryptocurrency is locked up, the less likely its value will decrease.

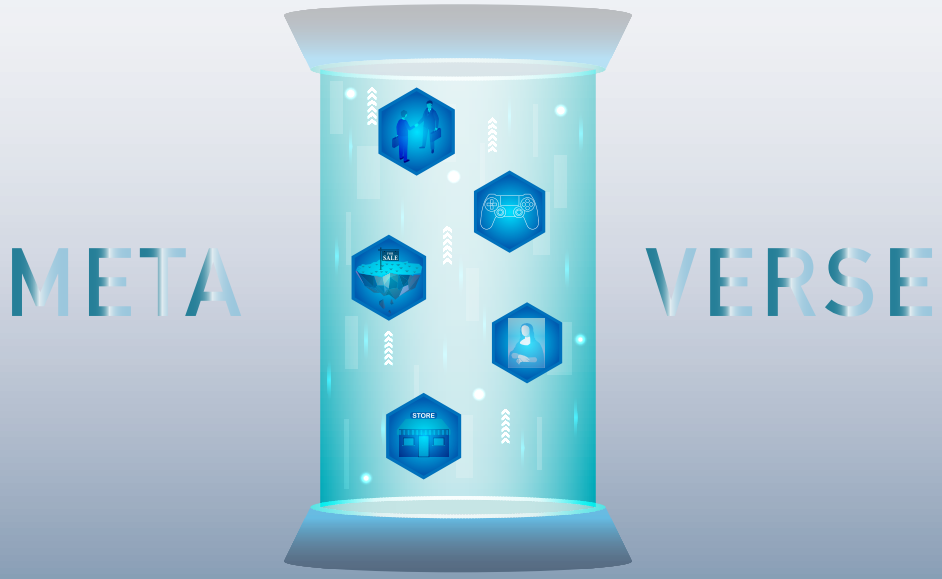


ABOUT METAVERSE PROJECTS

The term "Metaverse projects" refers to online platforms that enable users to create virtual universes and interact within them. These interactive platforms provide services for users to build, explore, and engage with others in virtual worlds. They offer various features, capabilities, and can be used for different purposes, serving not only the gaming community but also education, training, and other fields.

Metaverse projects are virtual realities accessible online where people can use avatars to access and interact. Each Metaverse project varies in dimensions, structures, and purposes. Some are comprehensive and detailed, offering users various ways to discover and interact. Others focus on specific areas, primarily for gaming or specific objectives.

Metaverse projects can provide unique and compelling experiences not found in other online platforms. They have the potential to revolutionize internet interactions and could have a significant impact on the future of the web.



THE IMPORTANCE OF INTERNET ADVERTISING TODAY

• Advertising Statistics

Unlike traditional advertising, internet advertising allows for the identification of viewing rates and popular platforms, enabling the development of effective marketing strategies

• Target Audience Determination

It also facilitates reaching the target audience by leveraging viewing data on the internet.

• Brand Awareness
Utilizing online platforms allows for the creation of personalized campaigns aimed at increasing brand recognition among potential customers who interact with website traffic.

• Updateability: Compared to traditional advertising, online platforms allow ads to be tailored to specific targets as needed, regardless of location or time constraints.

• Cost Advantage: Advertising costs on online platforms are generally lower compared to traditional models.

WEBSITE REVENUE MANAGEMENT

App Store

Google Play

Revenues earned through Appstore and Playstore

Google Ads

Google advertising via ownertoken.org website revenues

Advertising revenues earned through subscription system

TOTAL INCOME

TAXATION AND EXPENSES

=

NET INCOME

=

AS OW TOKEN DISTRIBUTED.

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