

# Osiris: The Metaverse



**[OsirisMetaverse.com](https://OsirisMetaverse.com)**

\* All information presented represents an active work in progress and is subject to change.

## Lite Paper

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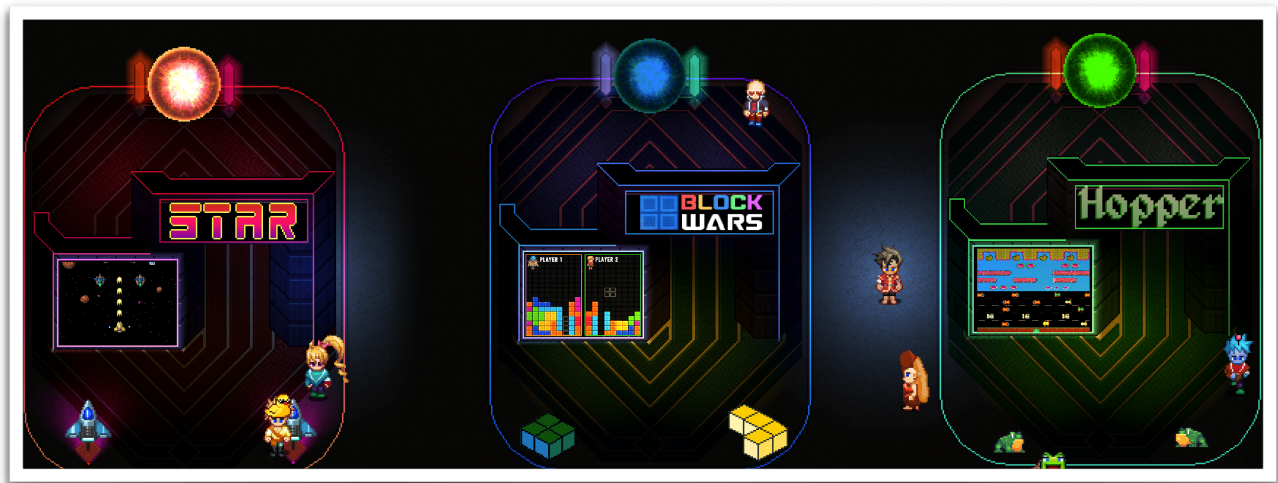
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## LEGAL DISCLAIMER:

Anything presented here should not be defined as a commitment or guarantee. This document is strictly for informational purposes. Do not construe any information in this document as investment advice. Do your own due diligence and consult with an appropriate professional before making any decisions, whether it be legal, financial or otherwise. Cosmic Kids are an ERC-721 utility token which offer access to Osiris the Metaverse, DAO governance with regards to Osiris, and social features. Do not attempt to buy any currency mentioned in this document as it does not yet exist. This document represents an active work in progress and is subject to change at any time.

**Abstract.** Osiris is a 2d metaverse. A living breathing virtual world with games, currency and player owned assets. The avatars of Osiris are known as Cosmic Kids which are ERC-721 utility tokens on Ethereum. Osiris is decentralized, being developed, directed, and owned in part by its community. The world of Osiris is known as the Nexus. It is constantly evolving and focused on fun, classic, casual games. Osiris is creating an open digital platform upon which a variety of experiences can be developed. At its core, Osiris is powered by the crypto currency Lumina. Lumina aligns incentives of the players, community, and developers. Items earned within Osiris are truly player owned and can be traded in marketplaces. Above all the goal of Osiris is to empower players with play to earn which rewards engagement.

# Gameplay



Play to earn game-pods in Osiris

Gameplay in Osiris is focused around one thing, earning currency while playing fun, classic games. Within the world of Osiris there are a variety of Game-pods, Mini-games, and other in world experiences. Each offers different styles of gameplay focused on play to earn. Currency is generated as each Cosmic Kid earns passively over a period of time while expending energy. Some games have passive play styles, while others are more engaging. Games also offer a jackpot which is rewarded per generation of a specific hash. This convention is implemented to keep currency generation fair.

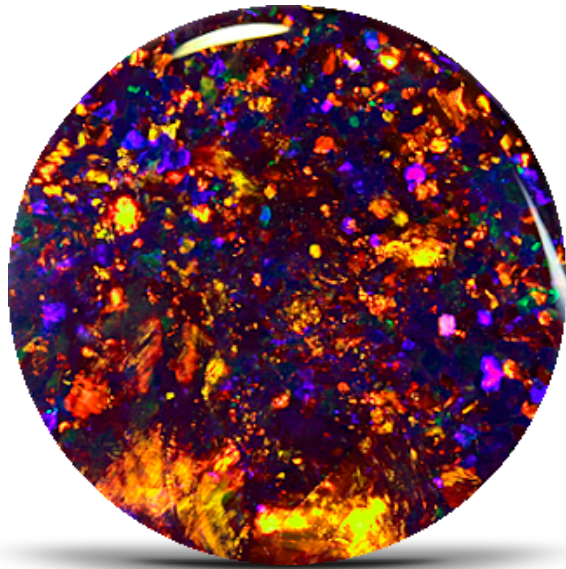
Osiris undergoes regular updates, changing to showcase the most enjoyable and popular community created experiences and content. In Osiris, how you play is up to you. You can compete with friends in real-time, play multiplayer classic arcade games, attempt to gain a spot on the global scoreboard or hang out with others at one of the many social experiences. These social experiences include events such as digital presentations, DJ sets, interactive NFT art galleries, and more. The initial launch will offer over several different game-pods and mini-games each generating the crypto currency Lumina.

# Cosmic Kids



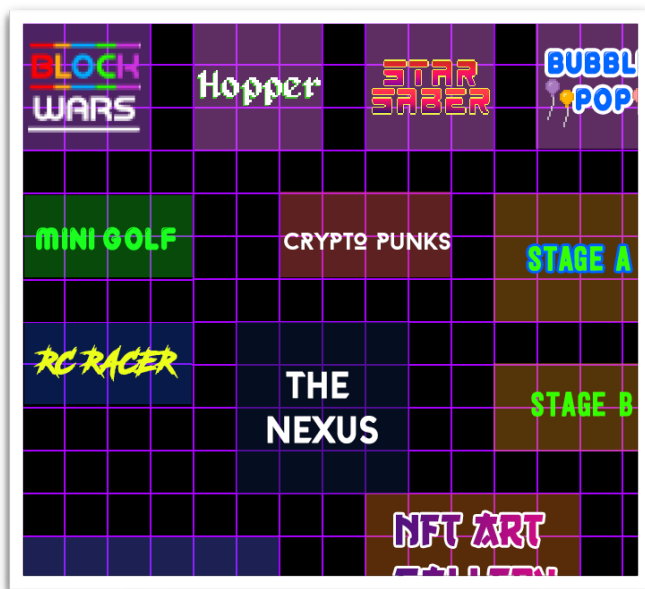
Cosmic Kids are the NFT avatars of Osiris the Metaverse. To access Osiris, start with acquiring a Cosmic Kid, a unique ERC-721 utility token on Ethereum. Cosmic Kids offer benefits such as passive income and voting rights in the DAO. There are 10,000 unique Cosmic Kids.

In the future, Cosmic Kids will be leasable to others as a means of earning passive income. Cosmic Kids have 170 different total attributes each with different levels of rarity. Together this constitutes your Cosmic Kids rarity score. The level of rarity effects how much energy your avatar has.



## Lumina

Lumina is a cross-chain crypto currency. New Lumina is minted on a daily basis to provide incentives to reward the community, developers, landowners, and players of Osiris. Overtime the amount of new Lumina minted daily slowly decreases to enable positive long term growth. Newly minted Lumina is split between Game-pods, Mini-games, Cosmic Kid owners and land owners.



## The Nexus

The Nexus is the main spawning area of Osiris and home to the most popular Game-pods, Mini-games and other experiences. To access fullscreen games your Cosmic Kid travels through a portal known as a Game-pod. The Nexus also contains several Mini-games, and other experiences. Most Mini-games are multiplayer and play to earn. The Nexus is constantly changing and the land itself can be directly owned. Additionally, developers can create and import their own experiences into Osiris.



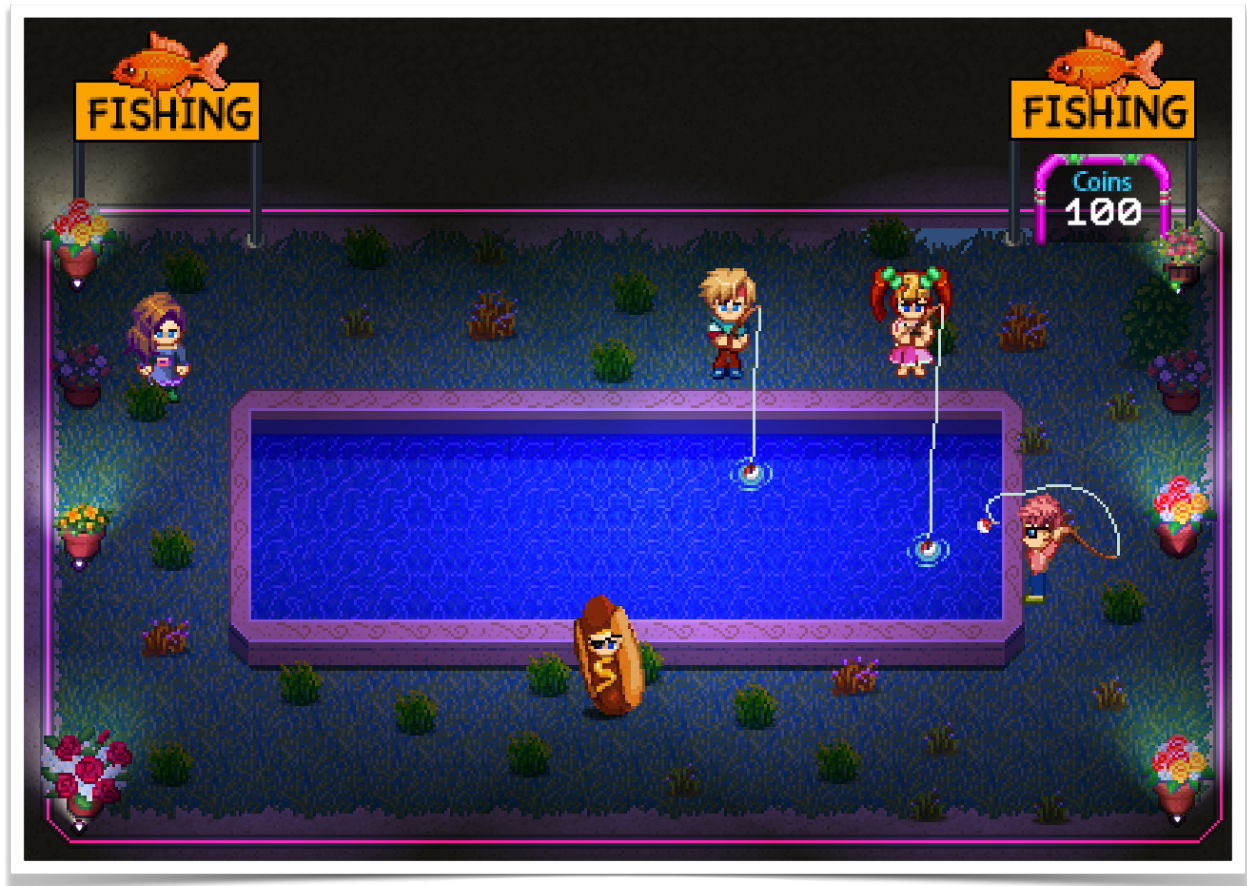
## Game-pods

Game-pods are portals to games from within the Nexus. These games are casual and lightweight, featuring the best classic and fun gameplay modes. Each time you enter into a game-pod portal your Cosmic Kid's energy is slightly depleted. Once gameplay is completed you are awarded Lumina. The Game-pods offered within Osiris are constantly changing and evolving.

Game-pods have an external display which show daily top scores, unlockable NFTs, daily jackpots and screenshots of the gameplay itself. The most popular and active Game-pods are featured in the central location of the Nexus.



# Mini-Games

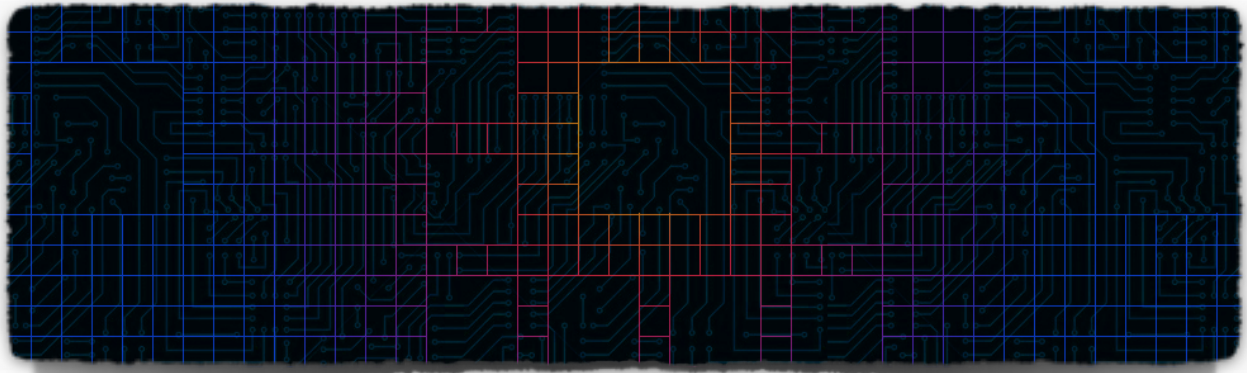


Fishing Mini-Game in Osiris

Mini-games are experiences that you can play directly within the Nexus. These games run in real-time and you can see other Cosmic Kids participating as you play. For each round of gameplay your Cosmic Kid is awarded currency and in return a certain amount energy is depleted. Some Mini-games are more passive such as Fishing. In passive games the quality of items used can be upgraded and enhanced increasing your earning potential. Other Mini-games are more active such as Bash-A-Mole. Mini-games are typically multiplayer experiences. Some Mini-games have a maximum capacity in which case Cosmic Kids can queue for gameplay.



# Land



Land can be directly owned by the community. Land is minted as a NFT on Ethereum and represents direct ownership of Osiris. The Nexus has 1,900 parcels of land which will gradually be sold in waves. Land is unique in that it grants passive income on a daily and recurring basis to the landowner. Land also grants super voting rights in the Osiris decentralized organization. This means land owners gain the highest priority in determining the future direction of Osiris.



## Player Items

Player owned assets represent any item discovered, unlocked or earned while logged into Osiris. These items can enhance your Cosmic Kid, for example, upgrading your energy or increase your earning in a specific type of game. Osiris offers several different types of player owned assets.



## Energy

In order to earn Lumina in Osiris each Cosmic Kid needs to expend energy. Energy is depleted with every Game-pod, Mini-game or experience a Cosmic Kid participates in at varying rates. Energy will naturally replenish overtime. However, a Cosmic Kid's total amount of energy and the rate at which it replenishes can improve with items.

## Conclusion



Osiris is a platform for a variety of gaming experiences. Initially the focus is on classic, casual gaming modes. This wrapped into a living active world with avatars, events and more. These experiences offer play to earn and are powered by the crypto currency Lumina. Initially the game client will launch on Android and iOS and is scheduled to release in 2022. Osiris currently has a functional alpha version and is actively being developed by a decentralized organization. Osiris is focused on empowering its players, developers and the community by featuring play to earn on a platform that offers the most engaging experiences in a 2d world.