

**METaverse-IFLY**

# Metaverse Flight Leader

**METaverse~IFLY**



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**Disclaimer**

## Preface

The Metaverse aims to create a virtual digital second world, independent of the real world, where users can live freely as a digital identity. The core of the Metaverse is sustainability, real time, inaccessibility (multiple terminals), economic functionality (having its own closed-loop economy), connectivity (connecting to the real world through terminals), and creatability (PGC & UGC). Games are the best vehicle for the Metaverse, and with the global epidemic driving online activities to intensify, the Metaverse concept is increasingly being applied in a variety of scenarios.

The 2018 Spielberg-directed sci-fi film "Top Gun" is currently considered to be the most consistent with the shape of the "metaverse" described in "Snow Crash". In the movie, the hero puts on a VR headset and instantly enters an extremely realistic virtual game world of his own design - the Oasis. In the "Oasis" scene set up by "Top Gun", there is a fully functioning virtual social form, including countless digital content and digital products from all walks of life, in which virtual personalities can exchange values.

If these "metaverse" still exist in novels and movies, then the successful listing of Roblox on the NYSE in March 2021, known as the first stock of "metaverse", seems to mean that this virtual world wants to move towards reality.

The metaverse is gradually being recognized by the outside world, and 2022 will be the starting point of the metaverse industrialization explosion.



## Chapter 1: The collision of times between blockchain and metaverse

Since the birth of blockchain, more than ten years have passed. From the initial infrastructure to the construction of the underlying technology to the application of the scenario, the global blockchain technology and industry are on the way of development step by step.

### 1.1 Financial Properties of Blockchain

Blockchain has its own advantages of data persistence, anti-tampering, anti-repudiation, decentralization, etc. It has a natural financial attribute since the birth of blockchain technology. Blockchain is defined as a data structure or a distributed database from the perspective of data. Blockchain is defined as a distributed bookkeeping technology from the bookkeeping perspective. From a protocol perspective, blockchain technology is essentially a new type of Internet protocol that enables value transfer. From the technical point of view, blockchain is considered as a fusion of mathematics, cryptography, computer science and other disciplines to achieve reliable maintenance of the database by decentralization and de-trust.

Blockchain technology is a distributed database that combines the characteristics of market subjects, realizes the authorization of transaction parties, forms a consensus mechanism, compiles smart contracts, determines the contents of agreements in transactions, ensures the security of transactions, designs blockchain application models, and forms the underlying technology of data networks such as federated chains. Therefore, blockchain technology, with its financial characteristics, will empower more industries, and its value is worthy of greater release.

### 1.2 Emergence of the Meta-Universe

On March 10, 2021, Roblox, a sandbox game platform, was the first company to include the concept of "meta-universe" in its prospectus and successfully debuted on the New York Stock Exchange, with a market capitalization of over \$40 billion on its first day of listing.

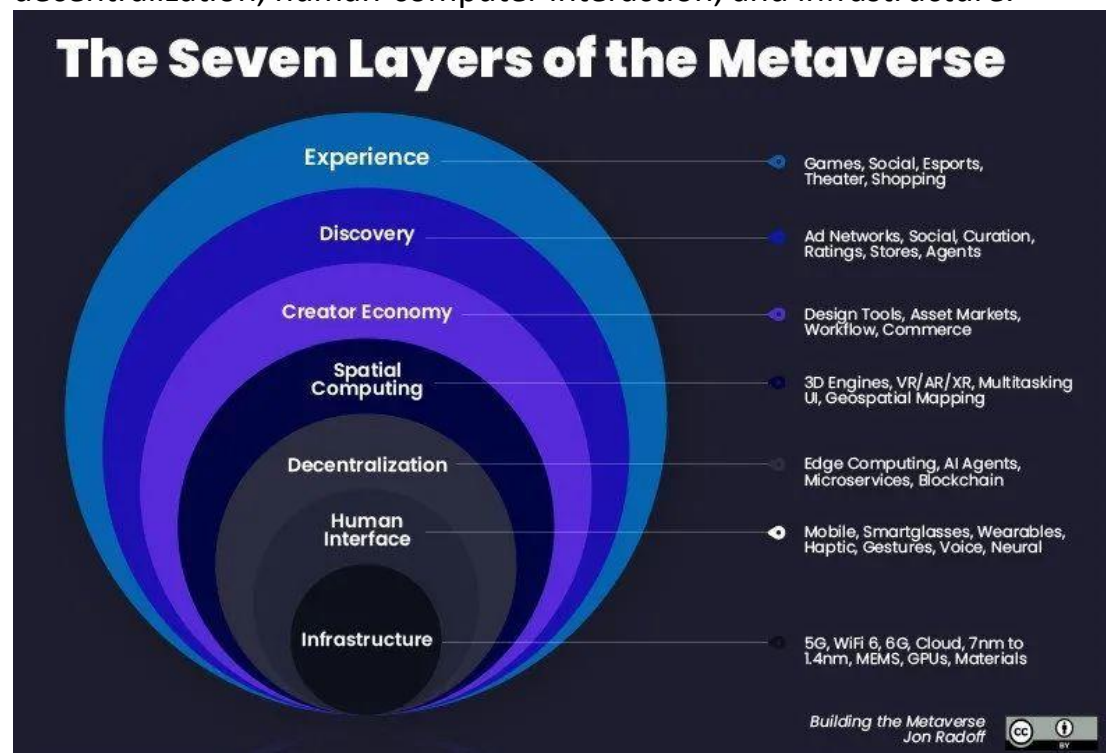
There is no standard definition of the metaverse concept. In general, the Metaverse is defined as "a collective virtual shared space created by the fusion of a virtually augmented physical reality and a physically persistent virtual space, including the sum of all virtual worlds, augmented reality, and the Internet."



Four major technologies are needed to build the metaverse: blockchain, games, network computing power and VR (virtual reality technology). This truly highlights the four characteristics of the metaverse, which is highly social, i.e. a breathing, living parallel reality that can serve all inhabitants of the world continuously and in real time. It has enormous scalability, enabling the coexistence of hundreds of millions of virtual characters around the world.

Simply put, the meta-universe is a reference system that pushes real-world humans and goals into the whole chain. Thus, the metaverse opens the door for humans to do anything we can do in the real world, and we can do things we cannot do in the real world.

It is important to see the value of the Metaverse through its vast concept. In a recent article, Jon Radoff, founder of Beamable, a research and development tool, analyzed the 7-layer value chain of the Metaverse: experience, discovery, creator economy, spatial computing, decentralization, human-computer interaction, and infrastructure.



### 1.3 The Significance of Blockchain Technology to the Development of Meta-Universe

When it comes to metaverse, we can imagine a scenario where there are two "me's" in the metaverse, what would it be like? It is just like in the Internet world where it is easy to copy the same document, it is hard to distinguish who is the copy. However, blockchain can do it. Blockchain can provide "anti-counterfeiting" function, which includes not only

identity anti-counterfeiting but also asset anti-counterfeiting. NFT supported by blockchain technology empowers the assets in the metaverse in a reasonable and efficient way, and blockchain technology itself brings the possibility of asset digitization.

After a period of bubble, blockchain has entered a more stable stage of development and has received attention from technology practitioners around the world, while the metaverse, as the masterpiece of technology, is also supported by blockchain.

#### 1.4 Outlook of the Meta-Universe

Looking at the development of information technology and media in the past, from the era of newspaper, radio and television to the era of Internet and mobile Internet, the technological revolution has constantly pushed people to refresh their cognitive approach to the world, and then to consciously transform and reshape the world. With the rapid development and continuous maturation of 5G, cloud computing, Internet of Things, AI, block chain and other technologies, a solid technical foundation has been laid for the development of metaverse, and the path to metaverse is gradually becoming clear.

In the future, the physical metaverse will be similar to the scene described in the science fiction movie "Top Gun": one day in the future, people can switch their identities anytime and anywhere, freely travel between the real world and the virtual world, and study, work, make friends, shop, and travel in the metaverse. The metaverse will profoundly change the organization and operation of the existing society by integrating the virtual and the real, forming a new way of life, giving birth to a new social relationship with online and offline integration, and giving a new vitality to the real economy from the virtual dimension.

The development of technology has turned the impossible into reality time and again. Blockchain, artificial intelligence, Internet of Things, cloud computing, 5G, 6G and other technological developments have made the metaverse within reach. Human beings will create a new window for us to see the open interconnection and shared value.

## Chapter 2: GameFi Explosion of Momentum

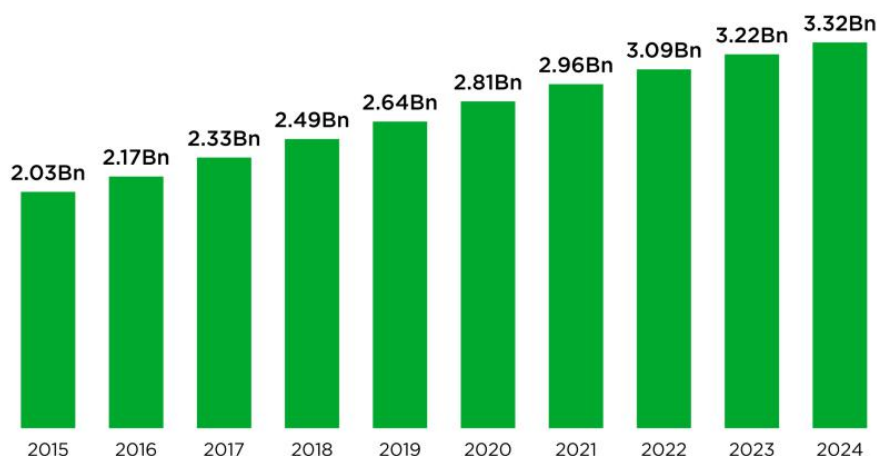
Gaming has become an extension of our real world: it can be a major destination for social gatherings and a way to celebrate life's events, both big and small. Digital avatars have become part of people's self-expression, and the world of gaming is capable of hosting and enabling a rich social and human social experience that cannot be felt through other mediums. The emergence of the metaverse allowed the gaming industry to break through and evolve into GameFi.

### 2.1 Game Market Size

Driven by nearly 3 billion players worldwide, the global gaming market collects \$175.8 billion in revenue from consumers in 2021. After this, the global gaming market will grow at a very healthy 8.7% compound annual growth rate (2019-2024) to \$218.7 billion by 2024, crossing the \$200 billion threshold in 2023.

Player growth from 2020 to 2021 is already impressive (+5.4%), and players who started playing during the global outbreak will continue to spend on gaming products and keep playing as a form of recreation. There is no doubt that more players will continue to enter the gaming market in the future.

### 2015-2024 Global Player Count



Source: ©Newzoo | 全球游戏市场报告 | June 2021  
[newzoo.com/globalgamesreport](https://newzoo.com/globalgamesreport)



## 2.2 Metaverse: The Gaming System's Ark to Virtual Reality

A highly intelligent meta-universe with "decentralized" games as the carrier. 2003 marked the launch of the Open3D-based "Second Life" by Linden Lab, an American Internet company. The event was followed by Roblox in 2006. Later, in 2006 Roblox released Roblox, a game that combines virtual worlds, casual games, and user-built content; in 2009 Mojang Studios in Sweden developed the game Minecraft; in 2019 Facebook announced Facebook Horizon as a social VR World in 2019, and Decentraland, which uses ethereum as a platform to support user ownership and operation of virtual assets in 2020, all constitute major historical points in the metaverse.

On the one hand, the infrastructure and framework of the game-based Metaverse are maturing; on the other hand, the boundary between games and reality is beginning to dissolve, and the creators are only the earliest players, not the owners, and the rules are decided by the community. As the best carrier of the Metaverse, games have attracted global game manufacturers to actively promote the Metaverse concept project and layout one after another.

## 2.3 The Convergence of Metaverse, GameFi and NFT

The relationship between metaverse and GameFi: GameFi is currently a very intuitive window for users to understand the metaverse, which originated from the gaming industry. In the future, GameFi may have a deeper impact on all aspects of human social life, such as finance and social networking. From this perspective, GameFi is a valuable window into the metaverse, and the continuous development of GameFi will enhance our knowledge of the metaverse.

Meta-universe and NFT: NFT will become the key infrastructure of the meta-universe. The uniqueness and replaceability of NFT will provide a trusting tomb base for real-world humans to immerse in the meta-universe, which is a fusion of online and offline worlds, where the physical and electronic are combined. The metaverse paves the way for the virtual world to penetrate deeper into the real world, whether from virtual to real or from real to virtual, and is dedicated to providing a more realistic experience for users.

The relationship between GameFi and NFT: The convergence of NFT and GameFi is beginning to bear fruit and will continue to have a profound macro and micro impact on the business model of the gaming industry and the validation of virtual assets in games. gameFi changes the de facto multi-party fragmentation of traditional games, connecting each

participant, and even more so than NFT.

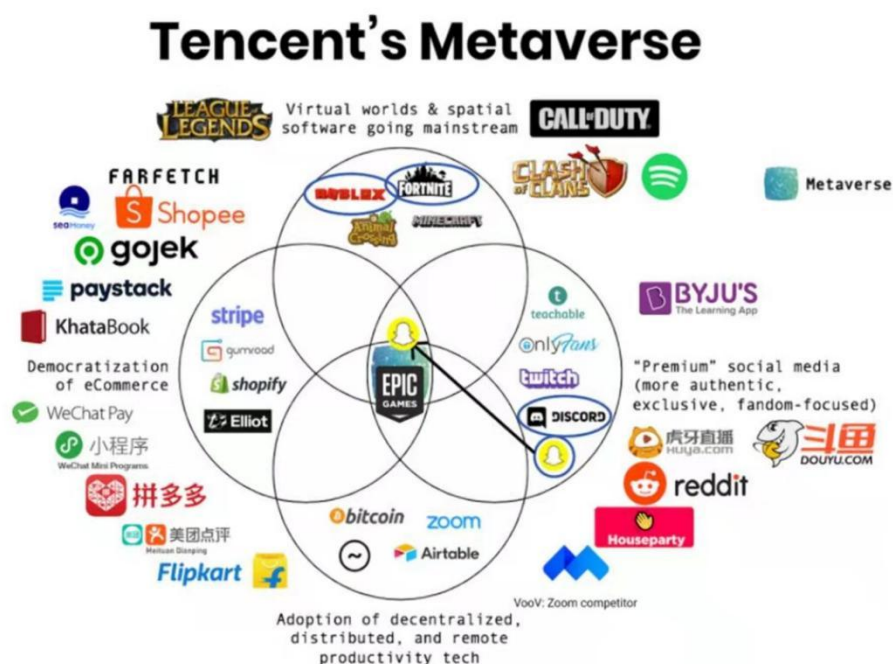
## 2.4 Roblox annual revenue exceeds \$1 billion, becoming the first stock in the metaverse

Roblox, the Metaverse concept, went public on the NYSE on March 10, 2021, and is a community platform for creating games with an average daily activity of 32.6 million users. Its social attributes, user exported content, real-time participation, and independent closed-loop economic system are all in line with the Metaverse concept.

Roblox has a vibrant economy based on a currency called "Robux". Users can use this currency to purchase experiences and props for their characters. Developers and creators get Robux by creating engaging experiences and engaging props that users want to buy. Roblox allows developers and creators to convert Robux into real-world currency.

## 2.5 Tencent Games strives to create an era of full-fidelity Internet

Tencent has laid out the Metaverse in multiple areas, with gaming as the key application segment. In the key areas of AR, VR, music and Internet, Tencent has already been involved in the metaverse: Epic's Unreal Engine, the top engine tool needed to build virtual worlds; Snap, the leader in AR components and mirroring worlds; and global music giant Spotify, free emoji tool, Bitmoji, camera Kit and social software Discord. The company has also invested in global music giant Spotify, Bitmoji, camera Kit, and social software Discord.



## Chapter 3: METAVERSE~IFLY flying connoisseur

METAVERSE-IFLY is a simulation game based on the background of the metaverse aviation business, with the operation of the airport as the starting point and the integration of social, shopping and entertainment. With the most realistic metaverse scenes, it will create a virtual reality flight world that integrates player experience, entertainment, work and profit.

### 3.1 Launch Team

METAVERSE-IFLY is led by Golden Horse Digital Investment Bank and jointly initiated by Thai Airways International and Thai Smile Airways, and is dedicated to creating the world's first metaverse virtual reality flight world ecosystem.

Golden Horse Digital Investment Bank (GHDIB) is a pioneering, fully licensed and regulated digital investment bank. GHDIB was registered with Labuan International Business Finance Centre in November 2019 and will be licensed as an investment bank by Labuan Financial Services Authority (Labuan FSA) in March 2021. The bank will build its own digital banking system through its proprietary blockchain technology and provide banking and payment services to business users (B2B) through the Bank-as-a-Service (BaaS) model.

-  Golden Horse Digital Exchange
-  Golden Horse Multi-Chain Wallet
-  Golden Horse Chain
-  Digital Solutions



Thai Airways International (THAI) has earned an excellent reputation worldwide for its quality products and high standards of customer service. The airline serves more than 30 countries and 70 cities around the world. Passengers have experienced THAI's Royal Orchid service to Europe, the Middle East, the South Asian subcontinent, Oceania, the Americas and Africa.

Thai Smile is a regional short- and medium-haul airline in Asia, featuring excellent value for money, safety, punctuality and high quality standards. Thai Smile is a wholly owned subsidiary of Thai Airways and is headquartered in Bangkok.



### 3.2 Technical and Collaboration Team

METAVERSE-IFLY's core technology R&D team members are mostly from top international blockchain projects and well-known Internet companies. The team brings together the best technical experts in the fields of computing, information security, gaming, communication, mathematics, finance, web development and high-frequency algorithmic trading. At the same time, the team members have market and practical experience in DAPP development, DeFi, NFT, metaverse, chain game, GameFi, VR/AR, etc. They not only have strong technical ability, but also excellent scientific research ability, and have achieved outstanding results in many fields.

Hale Drake - formerly with IBM Computer Research Center. He is well versed in the principles and implementation of mainstream blockchain technologies such as Bitcoin, Ether, HyperLedger, etc. He has a deep understanding and rich practice of blockchain consensus mechanism, smart contracts, cross-chain technology, side-chain technology, and privacy protection.

Bradley - Bradley's research focuses on big data parallel computing and distributed algorithm optimization, and has extensive research experience in blockchain, cryptography, and data mining. Bradley will provide in-depth algorithmic support for the project.

Elvis - the original Unity3d client program architect, his game development team, with 3D modeling, painting, UI design, game planning, AI, VR technology support and other super high ability, independent development of a number of global explosive games.

Rodriguez - Ph.D. in Computer Science and Postdoctoral Fellow at Yale University. 10 years of experience in data storage research and development. He has worked as a chief scientist for several big data companies. He is an expert in business intelligence systems and has an authoritative influence in data mining. He founded his own big data research company and was responsible for project architecture and solution design.

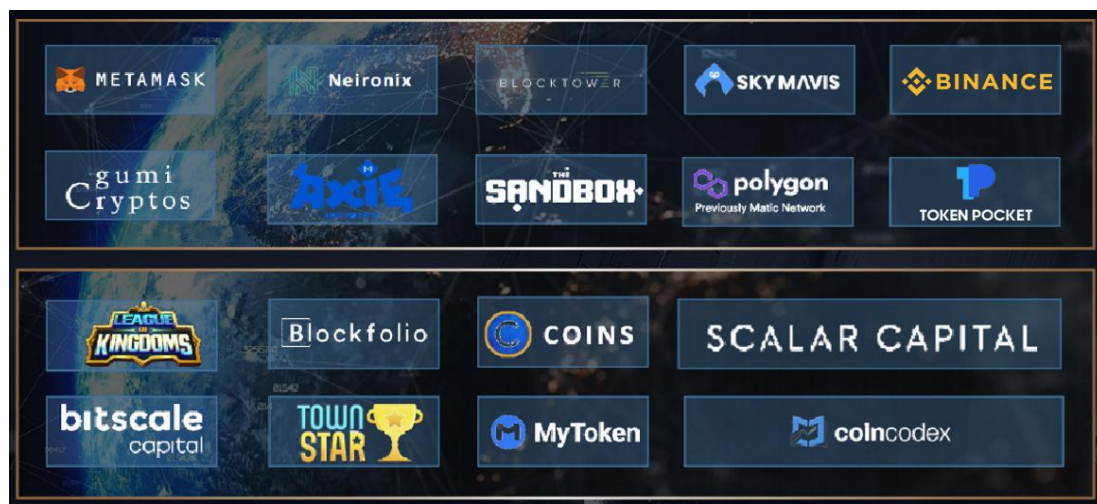
Ben Jones - BA in Finance from the University of Toronto, Canada. He specializes in industry research and business analysis. He has in-depth research and unique insights on business operation models. He has professional financial knowledge and complete experience.



## Strategic cooperation in the chain segment



## DeFi segment strategic cooperation



### 3.3 Game Introduction

METAVERSE-IFLY uses 3D game engine technology, AI technology, VR original hardware system and combines with block chain technology, and also integrates the NFT concept, pans the real society to the virtual Internet world, realistically reproduces the aviation world in the Internet, and integrates the aviation city construction, management, operation and community virtual survival and other comprehensive contents downward.

Players buy NFT cards through the official flight tokens AIR issued by the game, and use the cards to open the blind box to obtain various aircraft and parts to build the airport, and then obtain the game tokens FCOS through operation.



### 3.4 Scenery, Characters and Props

#### [Airport]

The level of the airport determines the capacity of the passenger aircraft (1, 3, 5, 7, 9, 11, 16), and the upgrade of the airport requires the consumption of FCOS, a gold standard token. Each airport is divided into 7 levels from low to high, and the facilities attached to each level are upgraded accordingly.

Airport Rating	Simple Airport	Civilian Airport	Branch Line Airport	Mainline Airport	Hubs Airport	Domestic Airport	International Airport
Parking Space	1	3	5	7	9	11	16

#### [Flight Center]

**Mission Center:** The system assigns daily flight missions that players must complete each day to earn FCOS tokens. Players can also use it to purchase routes (flight kilometers), which can only be purchased at the same or lower level, and are divided into regular routes (refer to real world routes) and special routes, which are randomly released by the system.

**Trading center:** parts trading, oil trading, whole machine trading, missile trading, shield trading.

#### [Hanga]

**Fuel depot:** Used for storing flight fuel, the level of the depot changes according to the airport level.

**Oil storage capacity data:** Class 0 ~ 20 tons, Class 1 ~ 100 tons, Class 2 ~ 200 tons, Class 3 ~ 500 tons, Class 4 ~ 1000 tons, Class 5 ~ 2000 tons, Class 6 ~ 5000 tons.

**Maintenance Center:** Aircraft maintenance (only the same class of aircraft can be repaired, if you repair a higher class of aircraft, the maintenance fee will be doubled according to the class), FCOS tokens are required to repair the aircraft.

**Synthesis Center:** a. Synthetic aircraft synthesis, five parts of the same level can be synthesized into a whole aircraft of the same level. b. The whole aircraft can also be strengthened by the same level of parts to enhance the flight parameters of the aircraft, after strengthening the aircraft has more flight parameters than the same level of aircraft, such as improve the flight distance, passenger capacity, etc.

### [Flight Operations Group]

There are flight time requirements for the captain, and the captain cannot fly high level aircraft during low flight time. Captains can purchase the aircraft through FCOS at any time.

**Captain Class Classification Table**

Grade	Captain Level	Upgrade Flight Duration
V0	Flying Students	2 days
V1	Single Flying Students	4 days
V2	Trainee Captains	8 days
V3	Pilot Trainee	16 days
V4	Co-Pilot	32 days
V5	Full Captain	64 days
V6	Five Star Captain	Full Level

### [Aircraft]

Airplane is an important prop in the game, players need to transport passengers by airplane to earn coins.

Aircraft flight parameters: a. flight speed; b. passenger capacity; c. flight distance; d. endurance consumption; e. fuel consumption.

The aircraft can be strengthened at the maintenance center (to increase flight speed and distance, passenger capacity, etc.). +N, A (this card) + B (synthesis card) can be combined with each other to strengthen the aircraft, the success rate is different, if the strengthening fails, the B card will be scrapped.

Aircraft parts and complete aircraft can be purchased at any time by using AIR coins in the trading center.

### Aircraft Model And Price List

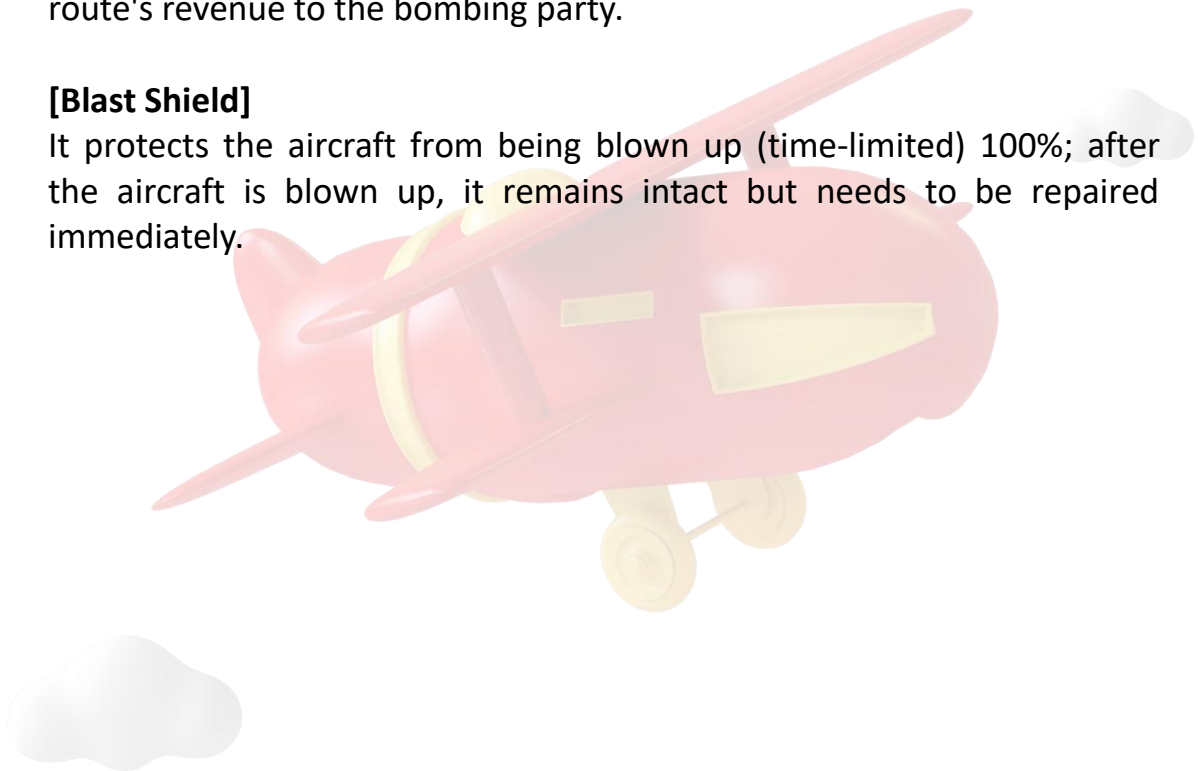
Aircraft Type	Double Wing	Single Spiral	Double Helix	Air Jet	Dual Engine	Four Engines	Supersonic
Aircraft Model	D-17	DC-4	DC-9	A310	A340	A380	XH-1
	G145	L-10	L-14	B737	B787	B777	B1b
	YU5	JDT10	IL106	TU04	TU110	TU130	TU144
Capacity	50	100	180	290	390	460	600
NFT Deck Price	0U	20U	40U	80U	160U	320U	640U
Number of Flights (maintenance required)	1	2	4	7	13	25	50

#### [Bombs]

You can choose to blow up a part of the aircraft and get that part as a bonus; after blowing up, it randomly drops 10%-30% of the current route's revenue to the bombing party.

#### [Blast Shield]

It protects the aircraft from being blown up (time-limited) 100%; after the aircraft is blown up, it remains intact but needs to be repaired immediately.



## Chapter 4 : IFLY Economic Model

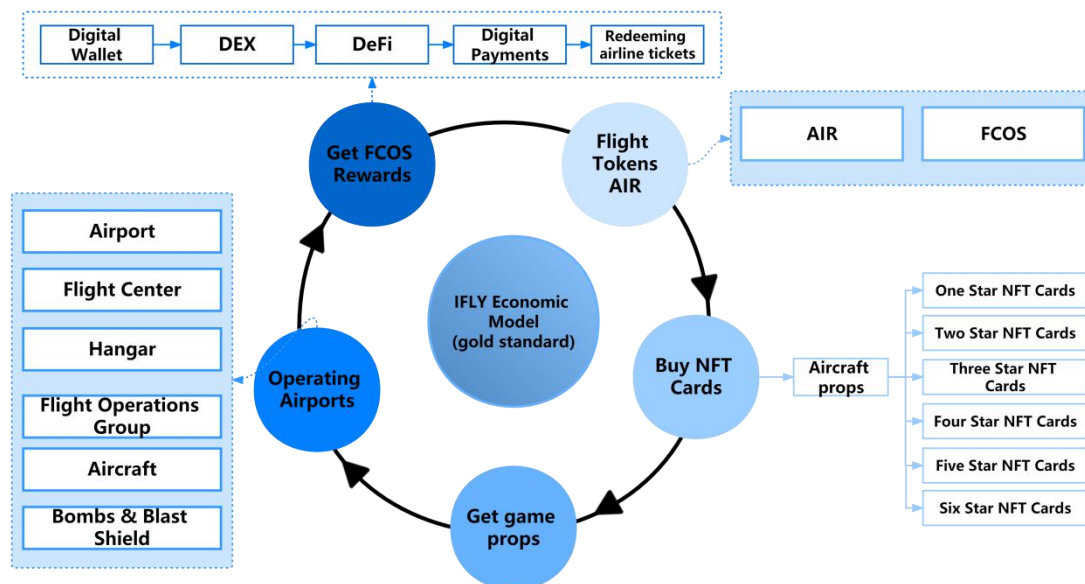
METAVERSE-IFLY is an epic meta-universe game based on the Coinan Smart Chain (BSC). Characters and props will be passable, and assets will be valued in flight tokens and game tokens. Various Play to Earn mechanics are built into the metaverse, and direct NFT trading and Staking are supported.

### 4.1 IFLY Business Logic

In order to facilitate players to participate in the game and get an intuitive experience and revenue, METAVERSE-IFLY has two built-in tokens, flight tokens and game tokens.

- ✦ Flight Tokens: AIRlines
- ✦ Abbreviation: AIR
- ✦ Total Issue Quantity: 20,000,000 pieces
- ✦ Game Token: Fly Cos Share
- ✦ Abbreviation: FCOS
- ✦ Total number of pieces issued: 10,000,000

Players buy NFT cards through the official flight tokens AIR issued by the game, and use the cards to open the blind box to obtain various aircraft and parts to build the airport, and then obtain the game tokens FCOS through operation.



## 4.2 NFT Transactions

NFT's earliest attempts to land on the ground are games. Based on blockchain technology, NFT can record the player's status and achievements in the game, save the list of items acquired in the game, such as props, energy, characters, etc. NFT can ensure the seamless transfer of the records that cannot be tampered with, guaranteeing the ownership verification and authenticity of the game items. At the same time, game items can be designed to be used across games or to have a certain exchange value! The problem with traditional games is that they do not allow the transfer of these items, and few games allow trading or selling of collected items; NFT provides a solution to this problem by allowing in-game assets to be transferred to other games.

METAVERSE-IFLY important prop aircraft in the form of NFT cards, requiring users to extract blind boxes through the game tokens AIR. Game DAPP comes with NFT trading function.

Aircraft prop NFT cards: one-star NFT cards, two-star NFT cards, three-star NFT cards, four-star NFT cards, five-star NFT cards, six-star NFT cards.

## 4.3 DeFi Applications

The relationship between the DeFi space and the gaming industry is mutually beneficial. On the one hand, players who have invested a lot of time and money in gaming platforms will now be able to profit from their time and progress, and DeFi platforms and the industry as a whole will have an easy process for onboarding new users, thus increasing mainstream adoption. The trend of earning while playing will further blur the line between financial assets and in-game collectibles, which were once considered worthless. This will allow a new generation of players to trade in-game assets outside of the gaming platform.

The DeFi mechanism allows gaming platforms to not only provide a fun gaming experience, but also to allow players to earn from simple gameplay. Business models such as AXIE Infinity and Splinterlands have proven that the earn-while-you-play business model has the potential to not only disrupt the gaming industry, but also change the way users learn and interact with DeFi platforms.

With the video game industry valued at \$175 billion by the end of 2021, and the DeFi space currently totaling nearly \$100 billion in locked-in value, the intersection of these two industries could be a real game changer.

METAVERSE-IFLY game mechanism adopts DeFi logic and embeds



intelligent contracts, all props exist in the form of NFT cards, and the number of props will not be increased infinitely to ensure that each prop has real value and players get more revenue in a fair environment.

#### 4.4 Application Payments

In recent years, the global electronic payment market has been maintaining rapid growth. The development of electronic payment not only has a catalytic effect on economic development, but also plays an important role in creating an open market environment, equal competition and innovation in the global financial payment channel that cannot be ignored.

IFLY business involves many fields, including investment, financing and industrial incubation of new science and innovation sectors: chain tourism, hotel, tourism, real estate, intelligent industry manufacturing, cross-border e-commerce, social metaverse, etc.; empowering traditional economy, innovating science and technology finance, creating unicorn economy; IFLY open digital pass with payment function is more relevant to community life, industry entrepreneurship, wealth investment and other diversified IFLY is able to let the public experience and contact this new financial ecology more clearly.

In IFLY's theological system, AIR and FCOS are not only applied to games, but also to empower the real economy, to assetize, digitize and circulate the real economy, which must have intrinsic value and use value. At the same time, investors are willing to hold or trade the pass, which not only reflects the storage value and potential value of the pass, but also the value of the real economy with future growth factor, so that the growth value can be distributed to pass holders, forming a positive ecological cycle between the real economy, pass and investors. The landedness of the pass-through economy, whether from the overlapping generation of the system, the design of the pass-through economic model, or the technical innovation. All of them are promoting the development of productivity.

## Chapter 5 : IFLY Technical Support

Strong technical support is the key to GameFi's development, and METAVERSE-IFLY embeds a number of key core technologies to maximize the player's pleasure and protect various rights from infringement.

### 5.1 Smart Game Engine ~ Unity3D

Unity is one of the platforms for building CIM data bases. With its real-time 3D rendering technology and comprehensive industrial product matrix, Unity can import data from GIS and BIM into a unified digital twin platform to help transform the industrial sector. Unity is working with Hong Kong Airport to develop a digital twin platform for airport operations and maintenance, which will connect twin airports with dynamic data to create a comprehensive airport management service platform that integrates sensing, analysis, service, command and monitoring.



(The picture shows the modification of BIM building model with Unity Reflect in real time)

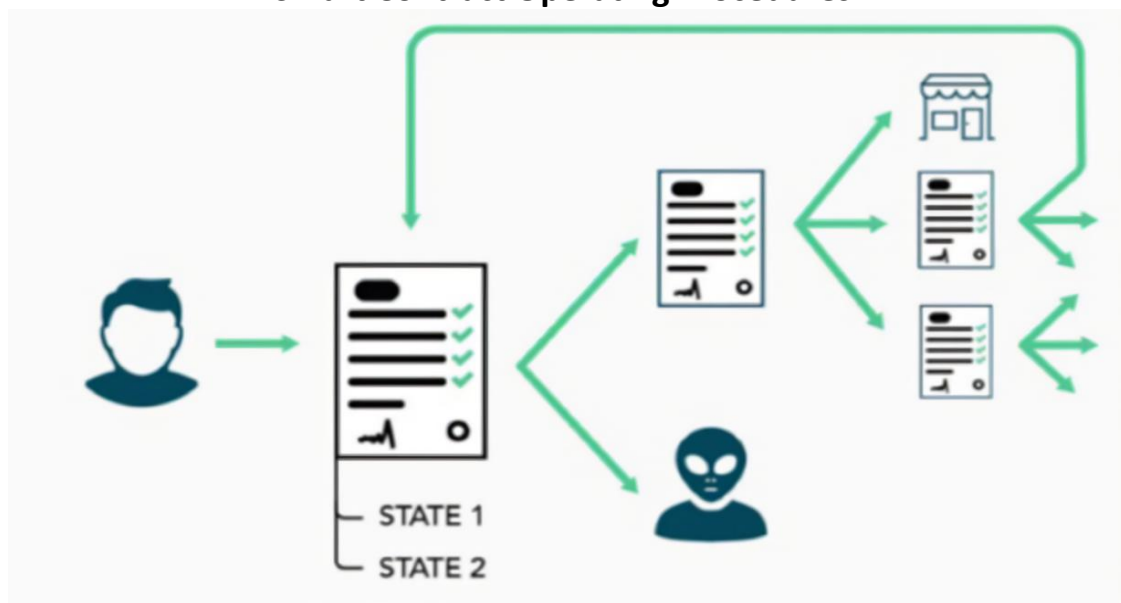
The game engine will participate in the construction of scenes and content creation in the meta-universe. With its complete development kit, IFLY can construct 3D digital scenes with shape, sound and color from scratch in an efficient and high quality way.

## 5.2 Smart Contracts

In the blockchain space, many tech geeks espouse the spirit of "code is law". Compared with traditional contracts, smart contracts solve the problem of "trust". Traditional contracts rely on the law for endorsement, and when a breach of contract occurs, it needs to rely on the courts and other administrative forces to deal with it. Smart contracts, on the other hand, are not only the electronicization of traditional contracts, but their true meaning is to replace the endorsement of traditional contracts from the law to the code. Once the external conditions are met, the smart contract will be automatically executed without human intervention, with mandatory.

Early successful blockchain games witnessed the emerging behavior of various developers to build code contracts on top of other contracts, thus enabling composability and faster innovation. the developers at IFIL decided to build smart contracts on top of existing gaming mechanisms, which meant that a fair and equitable gaming environment could be given to players.

### Smart Contract Operating Procedures



## 5.3 Cross-Chain Wallet

The world of blockchain is overlapping, and the arrival of cross-chain era has triggered a greater network effect, so that the function of assets is no longer limited to the single-chain system itself, but the chain will enter the pattern of division of labor and collaboration, and assets will be free to flow between chains. When users make investment, pledge, GameFi, etc. on different block chains, they are restricted to use their own consensus mechanism on different block chains and cannot

integrate assets. If users need to consolidate or transfer assets, they need to cross-chain. With the rise of crypto-assets, the number and size of emerging blockchain ecosystems has increased dramatically, and the need for cross-chaining has increased significantly as users may not use a single blockchain.

IFLY is committed to become a cross-chain hub for digital assets in the future, assuming the function of standardizing and transforming the assets of each chain, and any chain can access the mainstream assets of other chains simply by establishing a connection with IFLY. IFLY guides users to conduct cross-chain mapping, and there will be systems such as game props and online shopping malls that need to establish similar binding relationships.

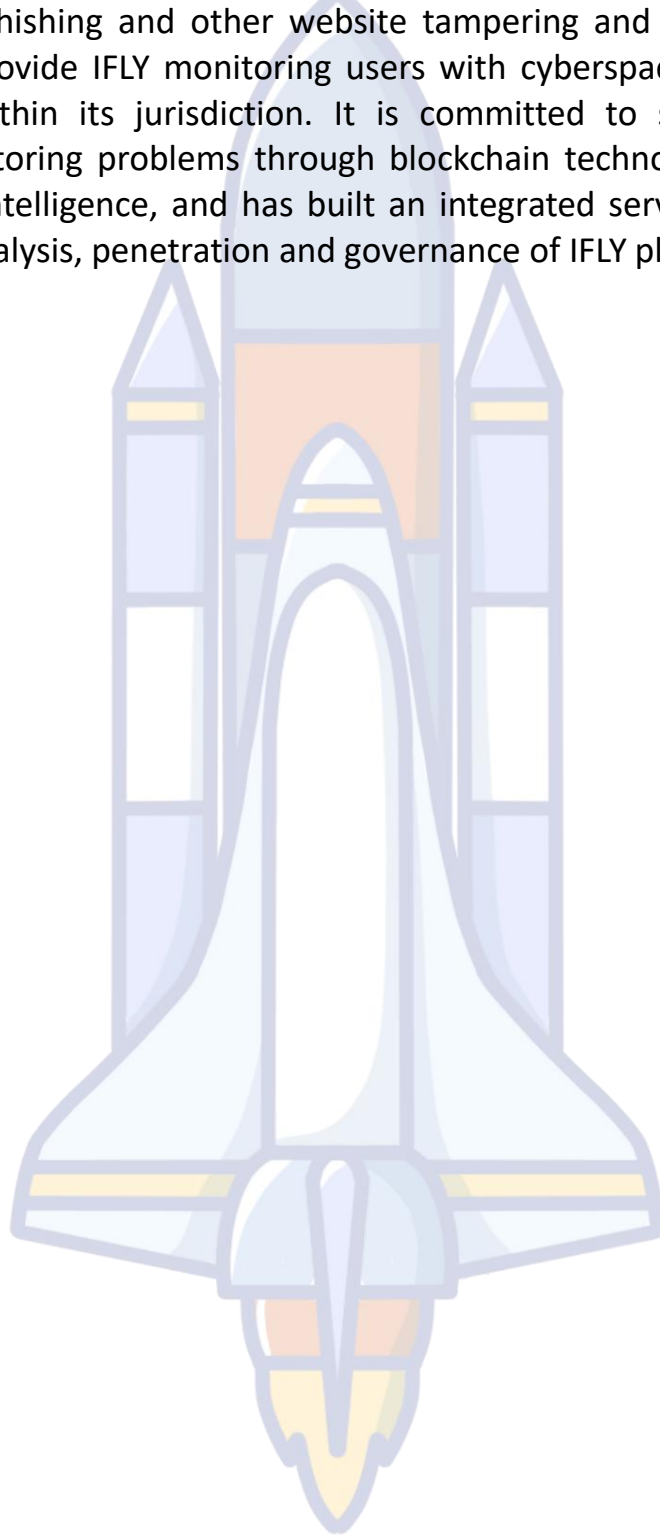
#### 5.4 BSC Smart Chain

IFLY chooses to cooperate with Coinan Smart Chain, the biggest advantage to seamlessly support the decentralized exchange of Coinan DEX, which is convenient for IFLY users to trade. The main features are as follows.

- a. Support EVM, compatible with Ethernet protocol: BSC can facilitate developers to copy the Ethernet ecology over.
- b. ERC 20 pass (Ether Protocol) and BEP2 pass (Coin Security Chain Protocol) interoperability: it is possible to tokenize digital assets of Bitcoin and Ether. For example, you can lock 10 BTC to receive 10 BTCB on the chain, and the price of BTCB should be anchored to the price of BTC.
- c. Cross-chain Compatibility: Users can seamlessly transfer assets on the Coin On Chain to BSC. Users can enjoy fast transactions on the Coin On Chain while the dApp ecosystem is built on the BSC. Users can also transfer assets on different chains through the Coin Bridge service.
- d. Proof-of-rights mechanism (PosA): enables faster network working time than proof-of-work mechanism and supports various pledge services.
- e. Transaction time < 10 seconds: Higher data throughput than existing Ethernet to meet users' transaction needs.

### 5.5 Security Monitoring

From the beginning, IFLY has attached great importance to platform data quality monitoring, security event and vulnerability monitoring, and security threat early warning, etc. Using cloud-based big data machine learning algorithms, IFLY can quickly and accurately discover dark links, black pages, phishing and other website tampering and counterfeiting events, and provide IFLY monitoring users with cyberspace governance supervision within its jurisdiction. It is committed to solving virtual currency monitoring problems through blockchain technology, big data and artificial intelligence, and has built an integrated service model for monitoring, analysis, penetration and governance of IFLY platform data.





## Chapter 6: IFLY Strategic Planning

METAVERSE- IFLY is supported by strong technology, resources, governance, community and other elements to evolve and upgrade decentralized autonomous organizations (DAO), decentralized finance (DeFi), decentralized games (GameFi) and decentralized social (SocialFi) in the ecology of IFLY to create value.



### 6.1 Objectives and Mission

IFLY's goal: to drive the arrival of the era of interconnection of all chains and become the "airline overlord" of the meta-universe.

IFLY Mission: To let users around the world reap the fun and value of meta-space aviation operations.

### 6.2 IFLY1.0

IFIY version 1.0, player self-operated. Players complete game tasks to improve the operation of their own airport to obtain more game resources. The whole ecology belongs to God's perspective, from the air overlooking the city, you can enter the NFT building copies and complete a variety of work tasks and commercial activities, see the aircraft, cars in transit, the transformation of day and night, the four seasons of weather changes, and all the residents of the assets will be displayed in the ecology, personal part of the assets are through the NFT rights, chat function is built in, no third-party software, in the game The city map can be extended according to the amount of inhabitants, and the three built-in channels allow you to feel the magnificent and spectacular

meta-ecological world. 3D scenes can switch the size of the whole city, and the whole situation can be viewed and enlarged to the details of the houses, which can satisfy the immersion of all the inhabitants in the senses to the maximum.



### 6.3 IFLY2.0

IFIY 2.0 version, player association. 2.0 version combined with the concept of DAO, spontaneous establishment of airline alliance between players and players to seize IFLY internal game resources, alliances and alliances can initiate commercial warfare between them, with a very high level of interaction, entertainment; NFT makes assets interoperable across projects, participate in DeFi revenue.



### 6.4 IFLY3.0

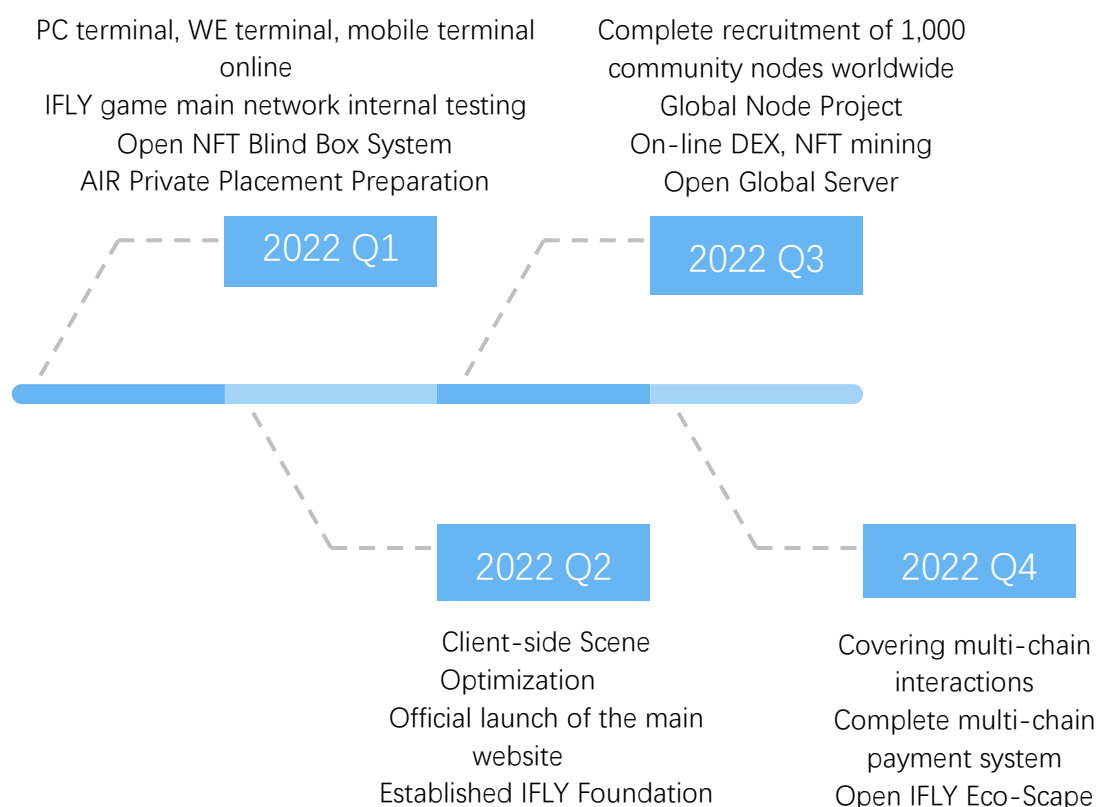
IFIY 3.0 version, private social, virtual shopping, METAVERSE- IFLY metaverse characters, props, assets, etc., one by one to real-life production scenarios, such as the game assets directly to the real airline tickets, the game flight data to correspond to the real flights, including flight delays in advance warning information. In the meta-universe world, the aviation business will be displayed to the fullest.

IFIY 3.0 can not only realize the game scenes that bear the virtual interaction of identity, wealth, and relationship networks, but also

support NFT creation and trading, as well as the new model of SocialFi. Anyone can have a virtual identity in the IFIY metaverse, design and create a variety of scenes and virtual objects, and through the NFT to achieve the auction and exchange of virtual goods.

DeFi -> GameFi -> SocialFi is the inevitable evolution of IFIY, SocialFi is an attempt to DeFiize the social economy, where the issuer directly connects with the participants through social currency and benefits from it. SocialFi is an attempt to DeFi the social economy, in which the issuer directly connects with the participants through social coins and benefits from them, while we, as the general public, can gain more benefits through the financialization and pass-through of our social influence. We can amplify the existing e-commerce, social, games, etc. by a factor of one, and the final result of IFIY will be immeasurable now.

## 6.5 IFLY Timeline



The actual development status and the post-2022 path will be disclosed in the official newsletter according to the actual development of the project.

## Chapter 7: Investment Advice & Risk Tips

### 7.1 Investment Advice

The Metaverse concept and the virtual reality industry are two-way enabling, and the Metaverse concept is expected to contribute to the re-invention of the industry, initially in the entertainment segment represented by games, and in the long term, as it matures, in a variety of industries not limited to AEC (architecture, engineering, construction), manufacturing, telecommunications, infrastructure, and aviation and automotive.

The virtual reality hardware side of the well-known domestic and foreign Internet majors are laid out, such as Facebook-Oculus, Microsoft-holololens, Google-google glass, Intel-Daqri, HTC-vive, PICO-piconeo. software and content support side, with the impact of the global epidemic in recent years, more offline scenes moved to the Internet. More offline scenes moved to the Internet, part of the reality of social can be synchronized to replace online, giving rise to a variety of Metaverse concept applications. With the scale of hardware up, the popularity of the population will be further enhanced, and the content application side is rich, which will help to enhance the industry user stickiness and the positive development of market development work.

We recommend to pay attention to Roblox (the first Metaverse concept stock, multiplayer online creation game platform), Tencent (Yao Xiaoguang took over PCG to start Tencent Games plus social, and develop the whole real Internet, and layout Metaverse-related companies in all fields), Facebook, Netease, Bilibili, Heartbeat, Unity and other Metaverse-related companies. The concept of Metaverse-related companies. The global technology majors are unanimous in their deployment of Metaverse, showing that the Metaverse windfall has arrived.

#### Comparable Company Valuation

Company	Market Cap	PE		EV/SALES		PRICE/SALES	
		2021	2022	2021	2022	2021	2022
Facebook	55544.57	20.73	18.13	6.26	5.33	6.66	5.67
Tencent	49541.72	26.43	21.44	7.09	6.00	6.95	5.88
NetEase	4881.20	22.37	19.03	4.09	3.60	4.69	4.13
Roblox	2561.88	206.80	126.34	14.61	12.33	14.81	12.50
Unity	1828.60	—	1284.43	21.42	16.67	22.74	17.69
Take Two	1317.88	29.49	21.49	5.05	3.85	5.67	4.32
XD.COM	258.90	53.41	51.52	5.87	5.14	6.34	5.56
IGG	127.28	9.79	9.50	1.95	1.91	2.26	2.21
Mean		27.04	23.52	8.29	6.85	8.76	7.24

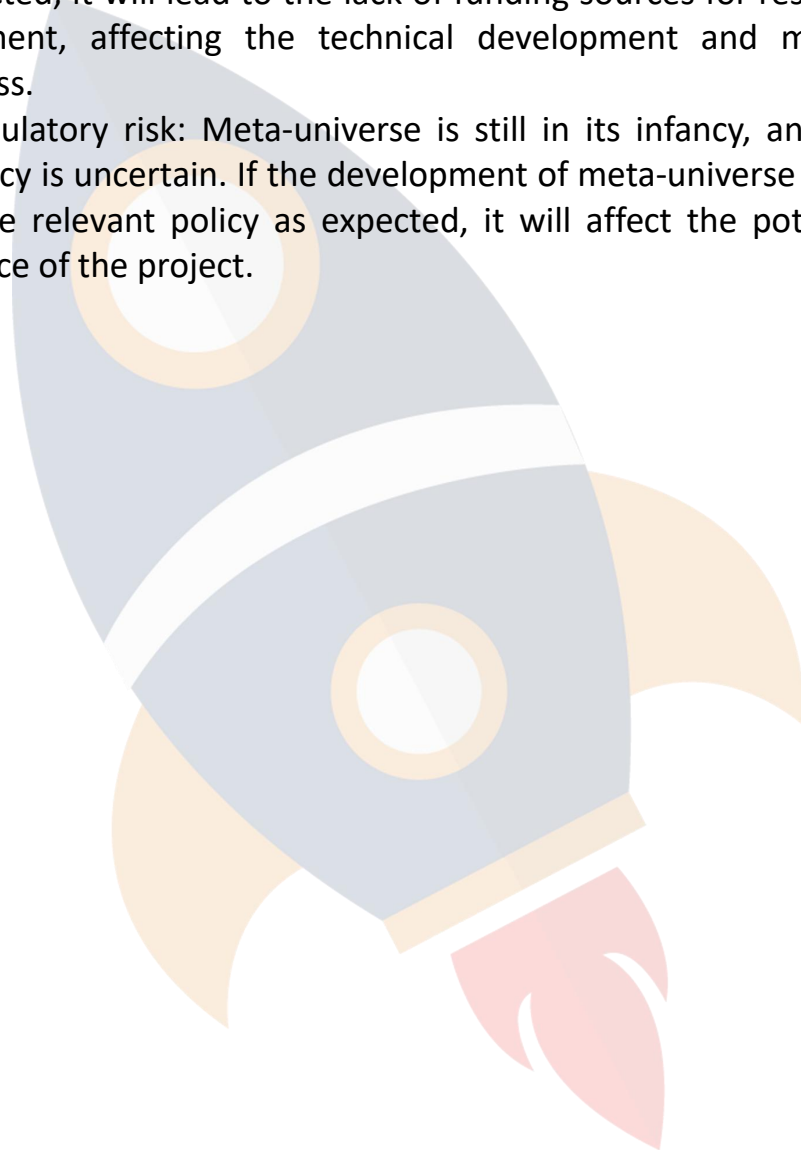
Source: Bloomberg Consensus Forecast

## 7.2 Risk Warning

Technology development is not as expected: the game engine needs to continuously iterate the technology features to meet the diversified needs of developers, and if the technology development is not as expected, it will affect the customer loyalty and retention rate.

Commercialization is not as expected: the development of game engine and market expansion require large capital cost, if the commercialization is not as expected, it will lead to the lack of funding sources for research and development, affecting the technical development and market competitiveness.

Policy and regulatory risk: Meta-universe is still in its infancy, and the regulatory policy is uncertain. If the development of meta-universe is not affected by the relevant policy as expected, it will affect the potential realization space of the project.





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***The world of IFLY is waiting for  
you to explore!***

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