

A vibrant space-themed background featuring a colorful nebula in shades of red, orange, and blue, with a view of the Earth's horizon in the lower right. The scene is filled with stars and a soft blue glow.

NFT Collection

WHITEPAPER

ALIENS-WORLD.IO

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SUMMARY

DISCLAIMER

All information on this Whitepaper is intended for general information only. This is not a financial advice. Do not trade or invest in any tokens, companies, or entities based solely upon this document.

Investors should conduct independent due diligence, with assistance from professional financial, legal, and tax experts, on topics discussed in this document and develop a standalone judgment of the relevant markets prior to making any investment decision.

We expressly disclaim all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the Whitepaper.



OUR VISION

Aliens-world.io is an UNREAL Engine development metaverse game project with a total of 8,888 unique Alien NFTs on the Avalanche Network. The project's mission is to leverage metaverse to create open-world reality gaming experiences and sim cities. High-quality scenes produced by Unreal Engine 5 in Aliens-world.io metaverse enable the players to get obsessed with the most vivid reality metaverse worldwide.

In Aliens-world.io gameplay, holders can battle in teams and explore their metaverse city by gaming and obtaining game rewards. We focus to build up our alien community, not only as a platform for holders to play games but also as a group to gather gamers and spread out high-quality tech gameplays, as will be our future. Aliens-world.io DAO community shares a co-development agreement by each DAO member's voting, and holders can exploit jointly at the Metaverse Map during the community development. Players can get more involved in the reality Metaverse map by self-development using Unreal Engine, which will also accelerate the development of the metaverse 3.0 world map.

Our game designer and developer created our metaverse and game by unreal engine 5, which enables our game to be the first Unreal engine game that acquires VR, XR, and AR on the Avalanche chain. We desire to provide the highest visual quality to let our members enjoy the ultra joyful digital society.

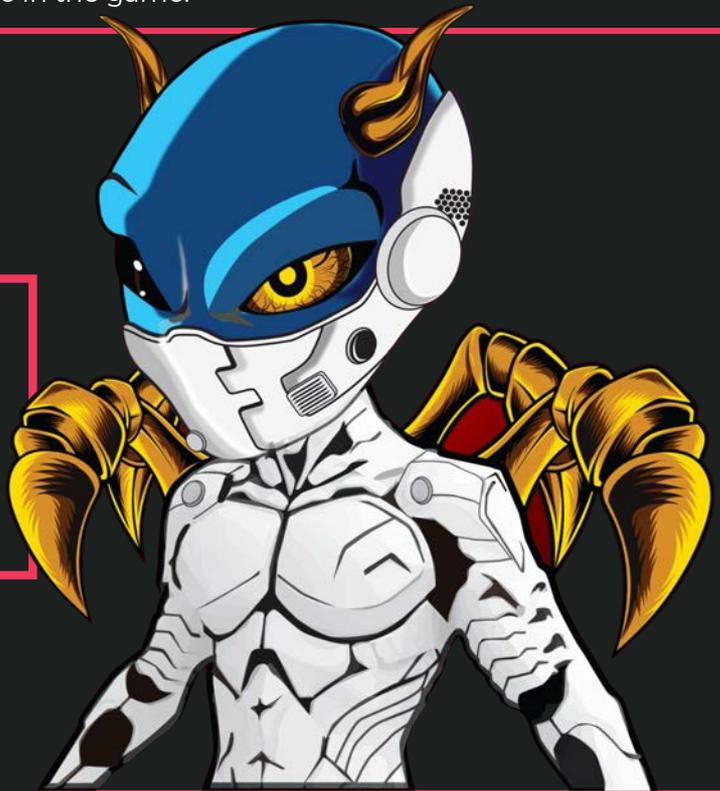
Our project is based on the aliens theme. We designed the image of aliens to be human-like and each of them has distinct characteristics. NFT holders can control their movement freely in our Metaverse, which is built through Unreal Engine. The realistically present scenes in our metaverse cover street scenes worldwide so that our NFT holders can have a better immersion. In our Alitaverse, we will organize activities including DJ shows and concerts to let holders have unforgettable experiences.

ALIENS DO EXIST!

BACKGROUND

Aliens are always mysterious and elusive, but they are often spotted. We believe that humans and aliens are both interested in each other, so we anticipate players to look at the earth from the Aliens' perspective in the game.

Aliens-world.io is founded by Mike and Christy, and powered by Popfield Crypto Strategies Group. Mike and Christy are our game designers and developer. They are software technicians, design teaching instructors, and game software lead designers. They wish to look for an experienced company for collaboration.



Popfield Crypto Strategies Group is a crypto assets management company which provides crypto investment advisory services and digital marketing solutions. Therefore, the first partnership was formed and we have targets to bring more benefits for our members through Aliens-world.io.

OUR TEAM

PROJECT CHIEF DESIGNER

Mike Ng graduated from the Hong Kong Polytechnic University with a master's degree. After graduation, he has been engaged in the design industry in various fields and has continued to increase his self-value in design software technology. He is proficient in Adobe and Autodesk design software. Mike is also an Unreal Engine game developer with 5 years of experience.

He is one of the few people in Hong Kong with internationally recognized design software teaching qualifications. Mike has run his design studio for many years, and the design team has also won awards in many large-scale international design competitions. In recent years, the team has been committed to introducing VR technology into the design business and has also participated in the Metaverse development plan. Mike has more than 15 years of software teaching experience and has worked in many colleges and universities. He has also worked as part-time software and design teaching instructor, teaching courses including 3ds, VR, and other fields of technology.

Award

- SIT Furniture Design Award 2020 (Winner)
- London International Creative Competition 2020 (Professional)
- European Product Design Award 2019
- IDA International Design Award 2018 (First prize)

3D MODELING DESIGNER

Kevin Wong work as a experience Web Developer more than 15 years. He got bachelor degree in computing and master of design.

He is expert in

- Website, mobile apps and web apps development
- Generic Platform for Virtual Reality System and development (3D Modeling in 3DMax, Graphics programming in Alternativa3D engine, 3D scanning with Kinect technology, VR & AR technology implementation, panorama, CMS, etc.)
- System design and development of Social Networking online platform, VXRWorld (forum, blog, aalbum, mini-game, Avator system, IM system)
- Game design and development with single and multiple interaction



OUR TEAM

POPFIELD CRYPTO STRATEGIES GROUP

OPERATION PARTNER

Founded in 2021. In strategic partnership with TDX Crypto Derivatives Exchange, Popfield Crypto Strategies Group comprises a diverse group of global experts and presences across Hong Kong and Asia. We are dedicated to teamwork, collaboration, and superior client services. Forging enduring relationships with the business community, as well as remaining attuned to the dynamic financial landscape, we understand and work to achieve the needs of our global clients.

MEMBERS

Sunny - Chief Technology Officer

Over 15+ years of experience in the Technology and Finance area. Bachelor in Computer Engineering and profession in finance.

Gilbert - Senior Vice President

Over 10+ years in brand & digital marketing. Focus on brand collaboration and event organizing.

Jim - Creative and Marketing Advisor

Over 13+ years in the branding, CRM, Customer Relationship Management, Product Marketing, and Digital Marketing. Bachelor in Global Marketing.

Crisp - Financial Advisor

Katherine - Project Analyst

Adrian - Operation manager

Roger - Operation assistant

Keeven - Community manager

Niko - Community assistant



ROADMAP

Q1 2022

Phase 1 - The Departure

- Finished artwork for Aliens-world.io NFT
- Launched community and social media platforms
- Released project teaser
- Obtained Start-up fund

Q2 2022

Phase 2 - The Exile

- Active community and social media platforms development
- Release Metaverse gameplay demo video
- Enlarge the exposure (collab with Livestreamers)
- Concept design of merch disclosure
- Business partner and charity cooperation

Q3 2022

Phase 3 - The Arrival

- Launch official website
- Metaverse trial open for downloading
- Minting
- Merch releasing and giveaways
- Donate to selected charity

Q4 2022

Phase 4 - The Alitaverse

- Release Unreal Engine Metaverse
- Aliens avatar experience in Game
- Digital mini-concert in Metaverse
- Develop more real-world city simulation
- Alien-DAO announcement
- Unreal Engine online tutorial

Q1 2023

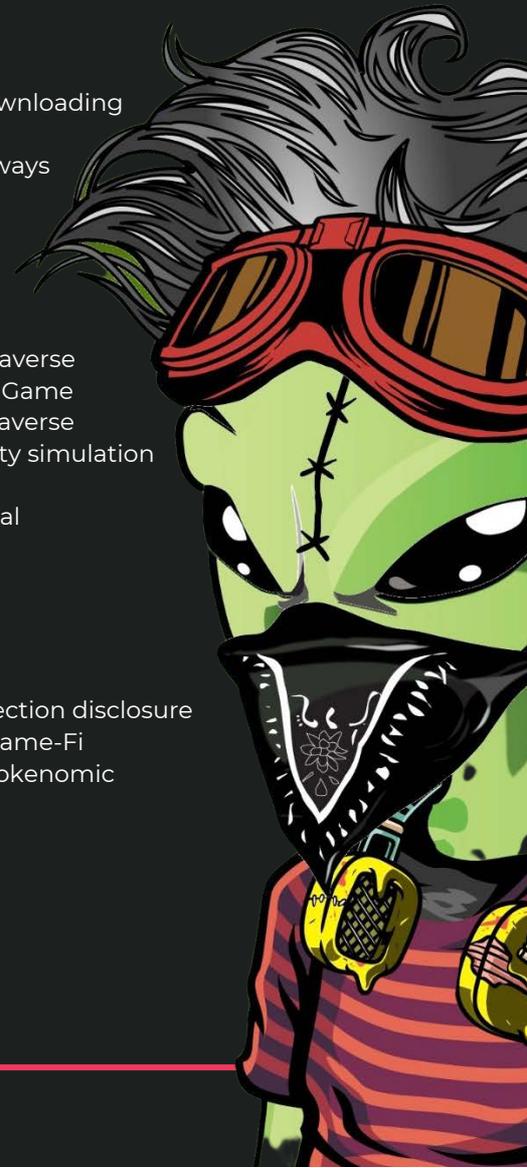
Phase 5 - New Creature

- Staking
- New series GIF and 3D collection disclosure
- Introduce Aliens-world.io Game-Fi
- Introduce Aliens-world.io Tokenomic
- Improve holders benefits

Q2 2023

Phase 6 - Game-fi

- Finalize game
- Launch \$AT



UTILITY

The project mission is to create an unprecedented and extraordinary quality metaverse for both our Aliens and game lovers. We are going to input most of the resources to achieve this goal. In addition, we also attach importance to how many benefits this project can bring to the holders. We want to give back as much as possible to our members, thereby building a mutually beneficial community. We are not only creating the virtual world but also giving out physical benefits to the community. Last but not the least, the Aliens-world.io team will never forget our social responsibility.

BENEFITS

Alitaverse

- Gaming with several episodes and earn coins or other utilities
- Multi-chatting with other players
- Cobranding metaverse event or concert

Aliens merch

Game-Fi

- Players can trade coins, tokens, elements & weapons through the marketplace

Game and graphic tutorial



ALITAVERSE

TECHNOLOGY

Unreal Engine is a 3D computer graphics game engine developed by Epic Games. The first generation was released in 1998. It has been applied to various genres of games. In 2022, the fifth-generation with ultra graphic and physical effects was announced. It enables game developers and creators across industries to realize next-generation real-time 3D content and experiences with greater freedom, fidelity, and flexibility than ever before.

CITY SIMULATION

In the Aliens-world.io project, we will create several virtual cities based on the real world. In the early stage, we created New York City, Tokyo, and Hong Kong for game demonstration. After that, we planned to make more city simulations. Our goal is to create ten sim well-known cities in different countries. Members can explore the cities freely.

GAME DEMONSTRATION

In phase 3 of the Aliens-world.io project, we will release the playable gaming demonstration and open it to discord members for downloading. Discord members can download the metaverse demo from our discord server. We wish our members and supporters experience our metaverse in advance. Meanwhile, we can conduct some bug testing during the demonstration.

META-CONCERT

In the metaverse, we will hold a digital concert for our aliens. Holders can enjoy the performance without geographical limitation.

GAME-FI

PLAY-TO-EARN

Game-Fi refers to the financialization of video gaming. GameFi is a fusion of the words “Game” and “Finance”. It is important to note that GameFi is not gambling. The games we consider part of this emerging sector require players to leverage a mix of skill and strategy to generate income. Although luck may be a part of these games, it is not the predominant factor in determining who wins or is eligible for financial reward.

GAMEPLAY

The game will be designed for player versus player (PVP) and team battles. For instance, hurdle racing, soccer battling, and capture the flag game. Players can earn Xfile-coin (\$XC) and Alien-Token (\$AT) by winning the matches. By using coins, players can strengthen their avatars by exchanging items in the game. They can buy equipment, buffing elements, and skills. The 3 main systems in the game are called: 1) Treasury System 2) Element Library and 3) Equipment Warehouse. Players can obtain several skills or effects such as acceleration, power jump, and being invisible by different combinations.

THE DETAILED GAME LITEPAPER AND INTRODUCTION WILL BE RELEASED INDEPENDENTLY TO LET OUR MEMBERS UNDERSTAND THE ECOSYSTEM OF THE GAME.

GAME STORY

EPISODE 1 - "UST" ELEMENT

In the past thousands of years, Aliens have been lurking around the Earth to acquire the "Ust" element or what you may call the "Eternal Energy".

In May 2022, Alien scientists confirmed that the "Ust" element is located underground, 5761 km inside the inner core of the Earth. With "Ust", Aliens can create an eternal planet that will last forever, even when the sun burns out eventually. Therefore, two camps of the Alien race (Zeta Reticuli planet "Grays" and the Draco planet "Draconian") begin a scramble for Earth to obtain the "Ust" element.

THE WAR IS ON THE VERGE OF BREAKING OUT

The Alien scientist Dr. Eton has recently invented the most state-of-the-art drilling machine, the HYPERDRILL, which can drill up to 661 metres per hour.

By drilling 24/7, the inner core could be possibly reached within one year. At the same time, the machine requires photosynthesis to operate, so Aliens begin to compete on the Earth.

Aliens adhere to the "The Alien Protocol" and promise to use their advanced technologies without affecting humans. Aliens can only fight for the "Eternal Energy" in peace.



GAME MODE

PLAYER VERSUS PLAYER (PVP) AND TEAM BATTLES

Mode

- The game can be played on 1 vs 1, 3 vs 3, or 5 vs 5 team battles.
- Players would be divided into 2 different teams, to grab the Earth's "Ust" element. Players must enter the territory (New York, Tokyo, Mumbai, Hong Kong) to find the location of the HYPERDRILL, which is randomly placed by the game system.

Time

- Since aliens could only move around in their original prototype and could not survive in the air for more than 5 minutes, the time limit for each round would be 5 minutes.

Energy

- Each game will consume 1 energy, and the system will provide 5 energy every day.
- If you want to continue to play games but you used up your energy, you could buy extra energy on the market.

Result

- The winning team and MVP will be rewarded with a certain amount of Xfile-coin according to the ranking.
 - Winners will get the drilling depth (max 140 metres), by calculating with ranking & used elements within the game.
-

ELEMENT LIBRARY

ELEMENT

Elements will be segmented into different levels
- Common, Uncommon, Rare, Epic and Legendary

Players can collect the elements during the game and stake the element during the game for multiple effects.

Circulation: Different Distribution in Elements

How-to-get:

- Finishing quarterly missions
- Purchasing in the market
- Completing daily tasks
- Finding the treasure chest and get it randomly during the game

FUNCTIONALITY

Powerup HYPERDRILL to speed up the drilling deepening process

Staked to earn coins

Specific Elements (e.g. "osmium", "LIGO's latest hit", "antimatter") can be staked to earn Alien-Token (\$AT). Higher the rarity will return in higher yield.

Synthesizing Equipment

Combining two specific elements to form a random equipment box

Synthesizing Alien

Combining two to three specific elements to form a random alien birth box

Players can speedup the unboxing process by using Xfile-coin (\$XC)

TREASURY SYSTEM

After the project is minted, to accelerate the process of our metaverse, Xfile-coin (\$XC) and Alien-Token (\$AT) will be launched with our ecosystem. In tokenomics, these tokens can be play-to-earn in the metaverse, and token holders will be able to stake their Alien-Token and yield tokens.

XFILE-COIN (\$XC)

Circulation: Unlimited Distribution

Usage:

- Synthesizing Equipment
- Upgrading equipment
- Upgrading Alien's abilities e.g. acceleration, power jump, and invisible.

How-to-earn:

- Winning the games
- Completing daily tasks
- Staking to earn coin

ALIEN-TOKEN (\$AT)

\$AT is used for Metaverse gameplay to enter special missions, tournaments, and game trading systems for users. In the Metaverse store, users can sell or buy their items in metaverse like powerful outrange equipment, accessories, and skills. With the player-to-player system, players can trade their items in Metaverse. \$AT can also buy merchandise on the official website online stores, like clothing, stickers, sideways, phone cases, and more.

Circulation: Limited Distribution

Usage:

- Synthesizing Equipment & Aliens
- Upgrading (rare, epic, legendary) equipment
- Purchasing items in the market

How-to-earn:

- Purchasing in the market
 - Top 10 in quarterly rankings or limited events
 - Staking to earn coin
-

EQUIPMENT WAREHOUSE

EQUIPMENT

Equipments will be segmented into

Different Levels

- Common, Uncommon, Rare, Epic and Legendary

Different Categories

- Skin
- Wearings (masks, accessories, clothes, shoes, etc.)
- Weapons (freezing guns, Shrinking guns, etc.)
- Tools (skateboard, rollers, flying wings, etc.)

Circulation: Different Distribution in Equipments

How-to-get:

- Random rewards in game
- Purchasing in the market
- Completing daily tasks



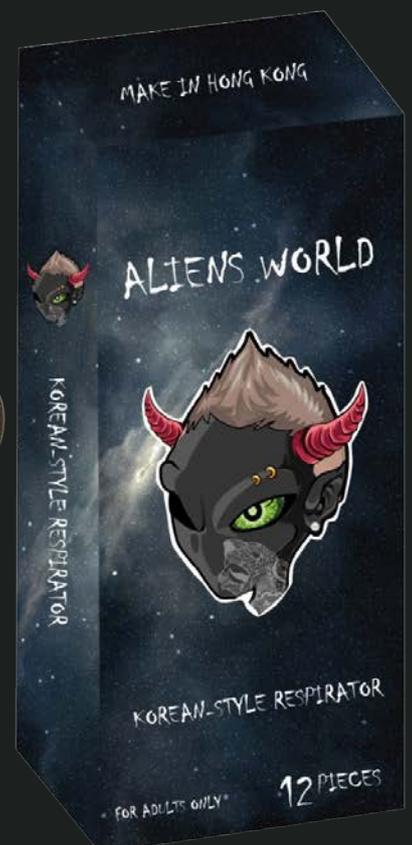
MERCH

ORIENTATION

In Aliens-world.io, we not only develop virtually, but also come back to reality. Therefore, we would provide merch as a member benefit. At this stage, we confirmed the cooperation with ONEMALLTIME, core member of Hong Kong Watches Manufacturing Association to produce Aliens-world.io watches for members. Moreover, we will further produce masks, clothing, phone cases and skateboards.

HOW TO BUY

We will disclose all the Aliens products on our official website. Members can access the website and acquire the products with membership discounted prices as member-exclusive benefits.



TUTORIAL

VISION

The Aliens-world.io project would like to be more educational, rather than just playing. Therefore, we will hold several series of tutorials for members to learn how to develop game graphics. Our professional game development and artists team will provide their knowledge and skill. We are happy to share our skills and knowledge with potential participants to make the gaming industry stronger.



DAO

WHAT IS DAO

Aliens-world.io will be establishing our Decentralised Autonomous Organization (DAO). A decentralized autonomous organization (DAO) is an autonomous organization regulated through a set of rules embedded in computer programs, technically known as smart contracts. However, Aliens-world.io DAO aims to provide many electoral systems. To enter our DAO, members are required to hold two Aliens-world.io NFTs.

BENEFITS

For Aliens-world.io's DAO, members can design the metaverse gameplay, and we will edit the design into our game. The creators have access to edit how the game world would be like, which includes:

1. Map design (Locations)
2. Character design (aliens' style)
3. Gameplay (actions)

Members have their voting rights for the gameplay. DAO members can also make decisions on Aliens World's future development. Moreover, when Aliens-world.io starts series 2, DAO members may have a Whitelist automatically.

We will also provide merch (Aliens products) to our supporters, including watches, phone cases, clothing etc. We may crossover with some brands and DAO members can suggest which brand they want us to collaborate with. DAO members can vote to provide design suggestions for Aliens products, the most favourite design will be adopted.



CHARITY

Metaverse is building up in this human century, with new technology and systems bringing lives better. Education is a right and a crucial opportunity. It holds the key to a better life for children and adolescents. The near universalization of primary schooling is one of the great global achievements of the past 50 years. Furthermore, children today are more enrolled in school than ever before. The conventional education of IT knowledge input is not improving learning outcomes. Children and owners will earn excitement and happiness in our Aliens-world.io project by learning the gameplay.

Therefore, Aliens-world.io Team will donate 10% of the mint fund to UNICEF's Education Worldwide Programmes, covering 144 countries and regions around the world. UNICEF works to provide online and offline learning opportunities that prepare children and adolescents with the knowledge and skills they need to thrive.

MINT DETAILS

MARKETPLACE: JOEPEGS.COM

SUPPLY: 3,000

WHITELIST PRICE: 2 AVAX

PUBLIC PRICE: 2 AVAX

MINT DATE: AUG 2022



ALIENS DO EXIST...

SUMMARY

Aliens-world.io creates an immersive metaverse, which allows players to own their NFTs (Alien Avatar), as parts of our gaming metaverse, and to participate in the governance as well as the economy (\$XC and \$AT).

Players can control Alien Avatars to battle, teamwork, explore, trade, create, earn, govern, and benefit from the game, on the Avalanche blockchain.

In the coming days, our experienced and dedicated team will develop more real-world city simulation and launch the finalized Alitaverse to our NFT holders.



