



P A R A L A N D

M E T A V E R S E

Ver.3.1 ENG

Glossary

PARALAND	Administrative communal world that holds all the information regarding the Landers
Land	Personal worlds governed by Landers
Lander	A player that holds administrative authority over their own Land
Jumper	A player with a registered PARALAND account
ParaBot	A player's loyal companion in PARALAND, assists in the player's adventures
Avatar	A player's appearances in the game
Territory Rooting	The primary method of earning mPARA through the use of ParaBots
Contribution Points	A metric representation of a player's contribution towards a Land
Ranking	A leaderboard that places the players according to their Contribution Points
Spot	Locations that players can set up on the LBS map based on real world locations such as establishments, landmarks and places of interest where players may post comments and discussion threads at these locations, fulfilling the map
Chips	An in-game currency that can be used to purchase items within the game
\$PARA	The crypto currency issued by PARALAND
mPara	A token that can be exchanged into \$PARA obtainable in PARALAND
Para Chain	The act of transporting mPARA obtained from Land expansion to a designated location on the LBS map then into a player's mPARA wallet
Encryption Squad	Squad dispatched by a player that carries out the Para Chain process
Black Hat Operation	The act of intercepting and looting mPARA transported by another player's Encryption Squad

PARALAND : THE PARALLEL WONDERLAND



Game Overview

PARALAND is a pioneering Metaverse platform based on the concept of combining territorial contention, crypto, social interactions and parallel worlds, where well-known IP's of various industries and fields can interlink through innovative customizable gaming mechanisms and rewards most suitable for their respective communities, functioning on a framework based on AR and LBS (Location Based Service) technology to provide an unforeseen gaming experience.

In PARALAND, there are numerous diverse worlds that provide an amicable environment for players to interact with. Whether your goal is to learn more information about a specific Land, game with friends, meet new people or purely a lucrative motive, we've got you covered! All of your actions will contribute to the growth of the worlds you visit. Any spoken opinions, territory expansion, and interactions between fans and IP's can be carried out in PARALAND.

Our players can take part in events on various Lands via the combined elements of AR and LBS technology along with missions and the Ranking to create a new and fun experience. In-game rewards are not limited to just loot, they could also come in the form of physical prizes and NFTs. Players are able to utilize ParaBots to earn mPARA as rewards and become a shared value member of PARALAND and begin the journey of Play-to-Earn!

Unlike most current GameFi's, PARALAND does not uphold a threshold to join. Players are able to access all functions within the game even without a blockchain wallet. Just simply download, and access will be granted to join this entertaining social networking game.

Game Features



CUSTOMIZABLE FEATURES

Features of Avatars can be altered to the Jumper's preferences to convey personalization and fulfill PARALAND with diversity!



INTERDIMENSIONAL GAMEPLAY

Embark on a journey that traverses between virtuality and reality, undertake a gaming experience that goes beyond conventional entertainment!



EXPLORE MULTIPLE WORLDS

Break the boundaries and confinement of the real world, trail blaze across multiple worlds!



FREEDOM OF CONTENT CREATION

Creativity can be expressed as far as the eye can see, every corner of the world is your canvas!



UNITE & EXPAND

Assemble your fellow Jumpers, earn mPARA through territorial Rooting and expand your world!



CONTEND FOR EXCLUSIVE REWARDS & NFTS

Complete in-game missions that drop hash boxes and Contribution Points to climb the Ranking!

Background Story

An old tale passed on throughout millenia once told, "Along with the progression of technological advancement, the human kind will be increasingly doubtful regarding our own existence and whether we are actually living in a world of deception and virtuality. Our exploration of the cosmos only generates further questioning of whether we truly exist, or are we just a component of fictional realms depicted in sci-fi, evoked by imagination."

In the summer of 2022, an unidentified flying object in the shape of a sphere emerges above the horizon just off the coast of an island in the Pacific. The silhouette of this gargantuan sphere hovers in the distance, sparkling despite the daylight, casting down a sense of uneasiness upon the citizens staring at it from ashore. A few days later, a legion of extraterrestrial robotic beings are seen descending on shore. Initially, this evoked panic amongst the citizens that were drenched in fear and awe, but over time, it became apparent that these robotic beings meant no harm. They flooded the streets and began repeating a sound that could only be made out as "Para.. Para...?". Linguistics experts and extraterrestrial researchers have been gathered from all over the world to investigate this phenomenon, to figure out the true intentions of these robotic beings. Many efforts have been made to try to communicate with them, but none have been successful. That's until the 21st of July, a curious teenager snuck into the blockaded research facilities, bravely approaching one of the robotic beings, and when encountered with the usual "Para... Para?". The teenager has been experimenting with different combinations and this time he was sure of it and confidently responded with, "PARA...LAND!". This somehow triggered some sort of kill switch mechanism within the robotic beings, and they began to collectively shut down and ascend into mid air in an offline state and signaling simultaneously as if they're sending out a beacon deep into space. The beacon continued for a few seconds, and all of a sudden, a deafening and deep voice penetrated through the whole world's ears with the words: "Gratissimum ad PARALAND!"

When the echoes of those words came to an end, the world stood still for a split moment, and the world as we know it, was never the same again...

A majority of mankind were teleported across multiple peculiar worlds in a split second. At first glance, these new worlds did not seem to be any different from our own, even featuring some familiar locations. Everyone eventually figured out that the portals that link our world to these can be accessed back and forth at will. Those who wish to return to our world did so and those that found this new world enticing chose to stay and explore the unknown.

The robotic beings greeted the ones that chose to stay and introduce themselves as the "ParaBots". They referred to Earth as PARALAND and explained that their objective of visiting Earth was to invite mankind into these Lands and expand them. Mankind is now civilized enough in mindset to trailblaze and expand more worlds and traverse in between PARALAND and the Lands.

Over time, mankind becomes gradually familiar with their new way of life, and anyone can freely jump from one world to another. Many began to start building their own worlds and gather other like minded people to join in. Mankind or creatures, tangible or intangible, all are able to communicate and interact with each other in each world. This created evolutionary communities and hence, mankind now willingly traverses and resides in between PARALAND and the Lands.

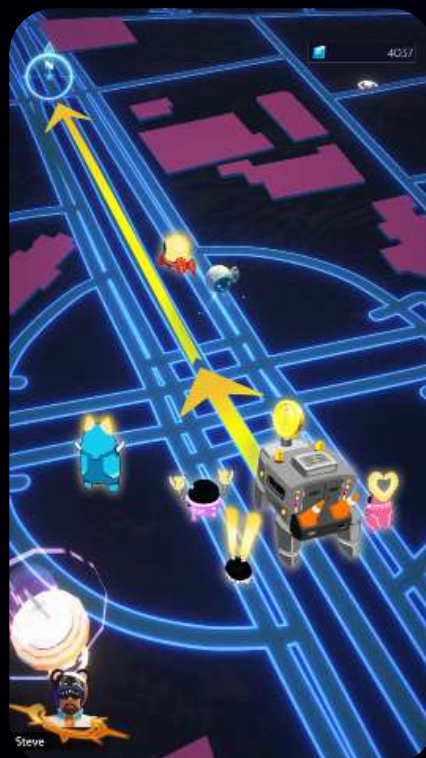


Our Metaverse

(LBS, Social Platform)

PARALAND utilizes LBS technology and combines the real world with the virtual world to create an unforeseen experience. Players can travel around in the real world and experience the virtual world in the game at the same time.

The in-game map of PARALAND allows players to set up Spots based on real world locations such as establishments and landmarks. Players are able to communicate through these Spots, search for hash boxes around the area, and protect wandering ParaBots. ParaBots can also be used to Root for the territory location and become an expansion of the Land that the player is supporting, increasing the Land's income at the same time. ParaBot Encryption Squads can be sent out to retrieve earned mPARA, or dispatch Black Hat Operations to intercept and loot mPARA transported by another player's Encryption Squad.



Lands

(New Worlds created and expanded by Players)

Lands are external worlds created by Landers, these worlds surround PARALAND and are expanded through the combined efforts of the Landers and Jumpers. Lands can be accessed freely by the Jumpers contributing towards the prosperity of their preferred Landers.

After a certain territory is Rooted by a Lander or Jumper, the territory will be projected onto the Land of the Lander and become a new part of it, producing mPARA for the Lander and Jumpers of the Land. Newly acquired territories require regular maintenance otherwise proprietorship could be lost from the Land, losing its mPARA income as well.



The entrance to a Land will open up in the air above a corner of PARALAND. Keep your head up, you might find a surprise!

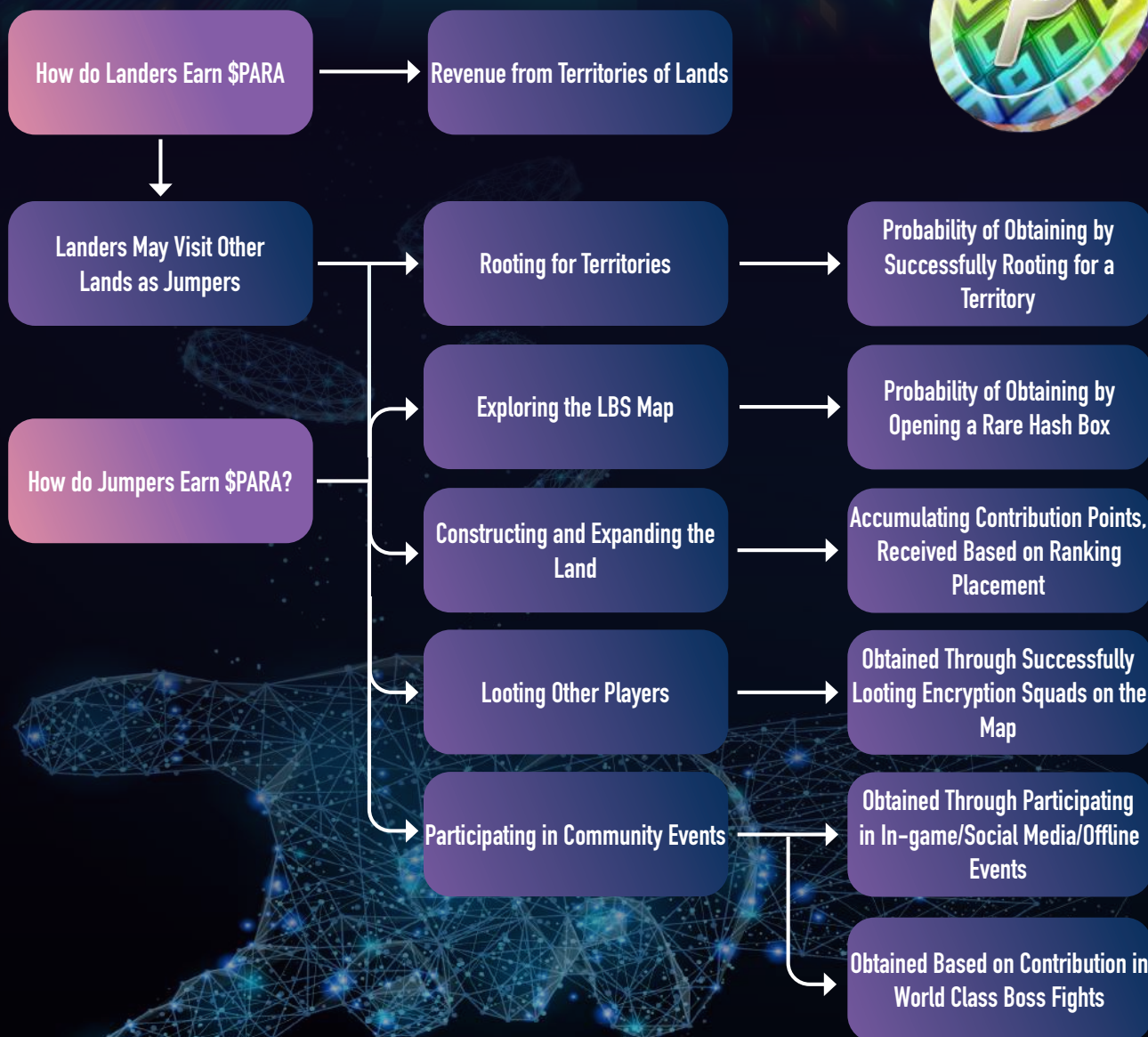
\$PARA

SHARING ECONOMY BASED TOKENOMICS

The \$PARA can be obtained through the Seed Round, Private Offering, Public Offering, and eventually, the exchanges. Players may also obtain mPARA within PARALAND through territory Rooting, opening in-game hash boxes, gaining Contribution Points, looting other players and completing world class missions. The concept of Play-to-Earn will be candidly implemented in the world of PARALAND.

\$PARA holders are able to establish a world of co-owning, co-existing and collegiality of all resources within PARALAND. The ideal is to lead the players and \$PARA holders towards a truly community based decentralized and autonomous organization.

PARALAND is Free-to-Play, a token by the name of mPARA will also be issued. mPARA will not be tradable, it can only be exchanged into \$PARA, and players are able to do so at will. Players that have yet connected a crypto wallet to the game may earn mPARA at first, and upon successfully connecting their crypto wallet, they may exchange it into \$PARA and begin gaining revenue through playing the game.



PARA Chain

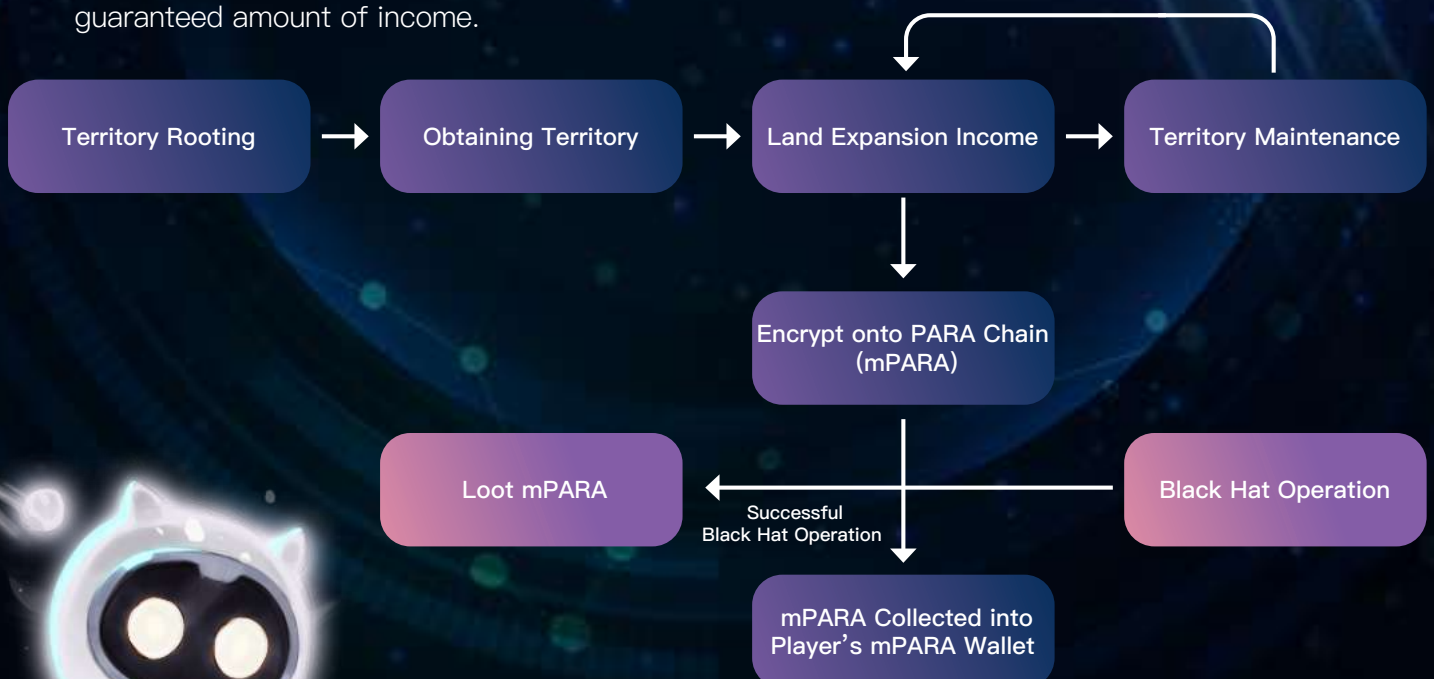
(Encryption Squads & Black Hat Operations)

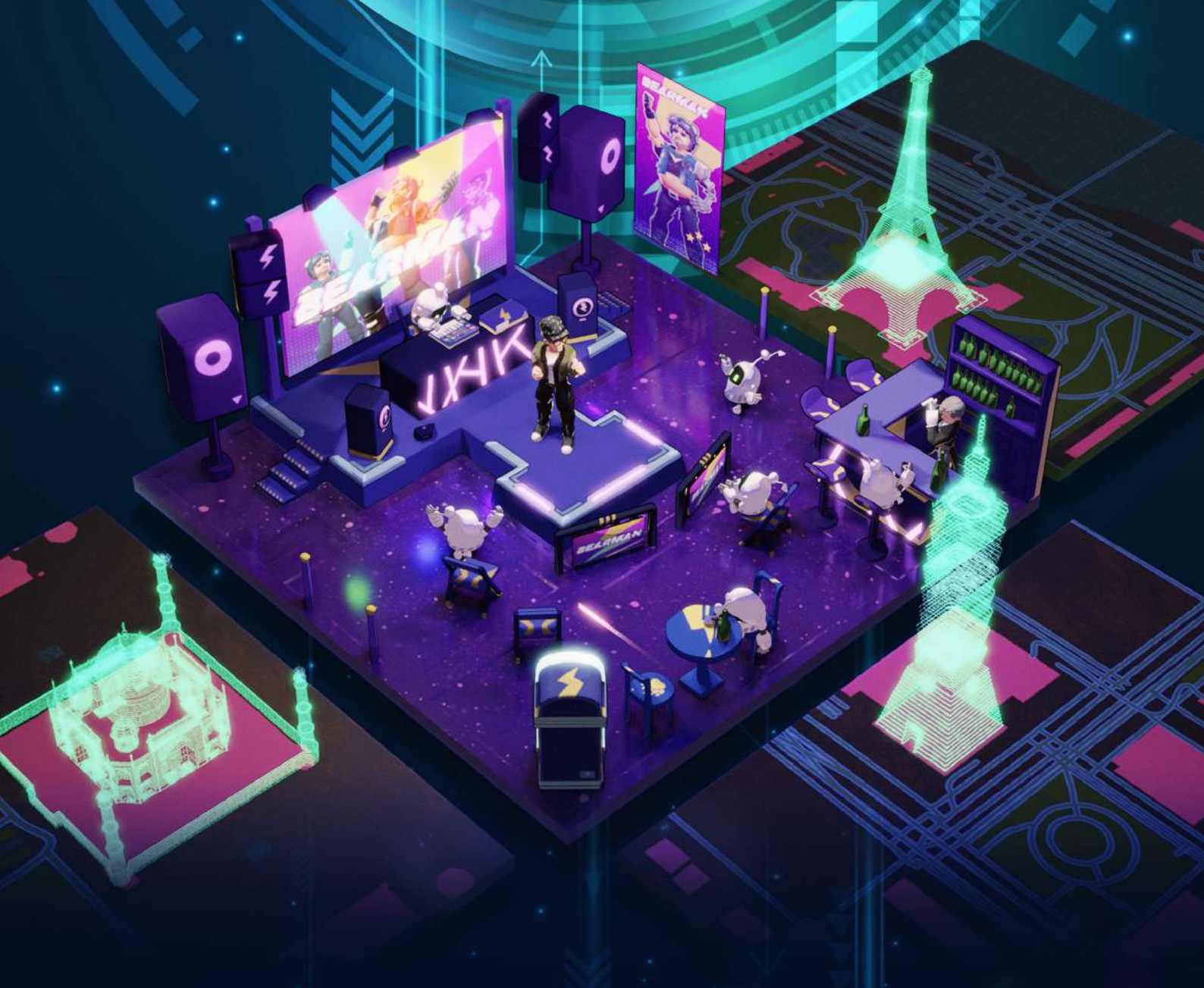
Income from Land expansion is the main source of obtaining mPARA for players. This income will be settled daily according to each player's contribution points as well as the total number of territories owned by the Land, then distributed among the players who contributed towards the Land.

This income will be deposited into the Land's account, players must dispatch Encryption Squads to encode the mPARA data onto a node on the Land to complete the retrieval process and collect the income into their mPARA wallet. There is a limit to the amount of mPARA an Encryption Squad can transport each time, players will need to send out more Encryption Squads to retrieve all their earnings.

When a player comes across an Encryption Squad sent out by another player, a Black Hat Operation can be initiated to dispatch ParaBots and conduct in a mini-game against the Encryption Squad to try to 'hack' into the transit and loot a part of the mPARA that is being transported.

Each Encryption Squad has a limit to the number of times it can be intercepted by a Black Hat Operation, after a certain number of 'hacking' attempts, the transit will be protected to ensure a guaranteed amount of income.





Operations and Construction of Lands

(User Generated Content, UGC)

PARALAND offers endless possibilities in customization. Through the aid of Jumpers, Landers are able to renovate Lands to their preferences such as a hot air balloon with the Lander's logo on it, an open theater that plays suggested videos, or even a band on-stage that performs requested tracks. Players are also able to upload their own NFTs, self-created 3D models, Avatar accessories and music to display and share with others.



Landers & Jumpers

PARALAND is an enormous Metaverse, consisting of multiple worlds. Players will usually take on the role of a Jumper. There are also in-game mechanisms where a Jumper can become a Lander and erect their own Land and lead their Jumpers into the unknown.

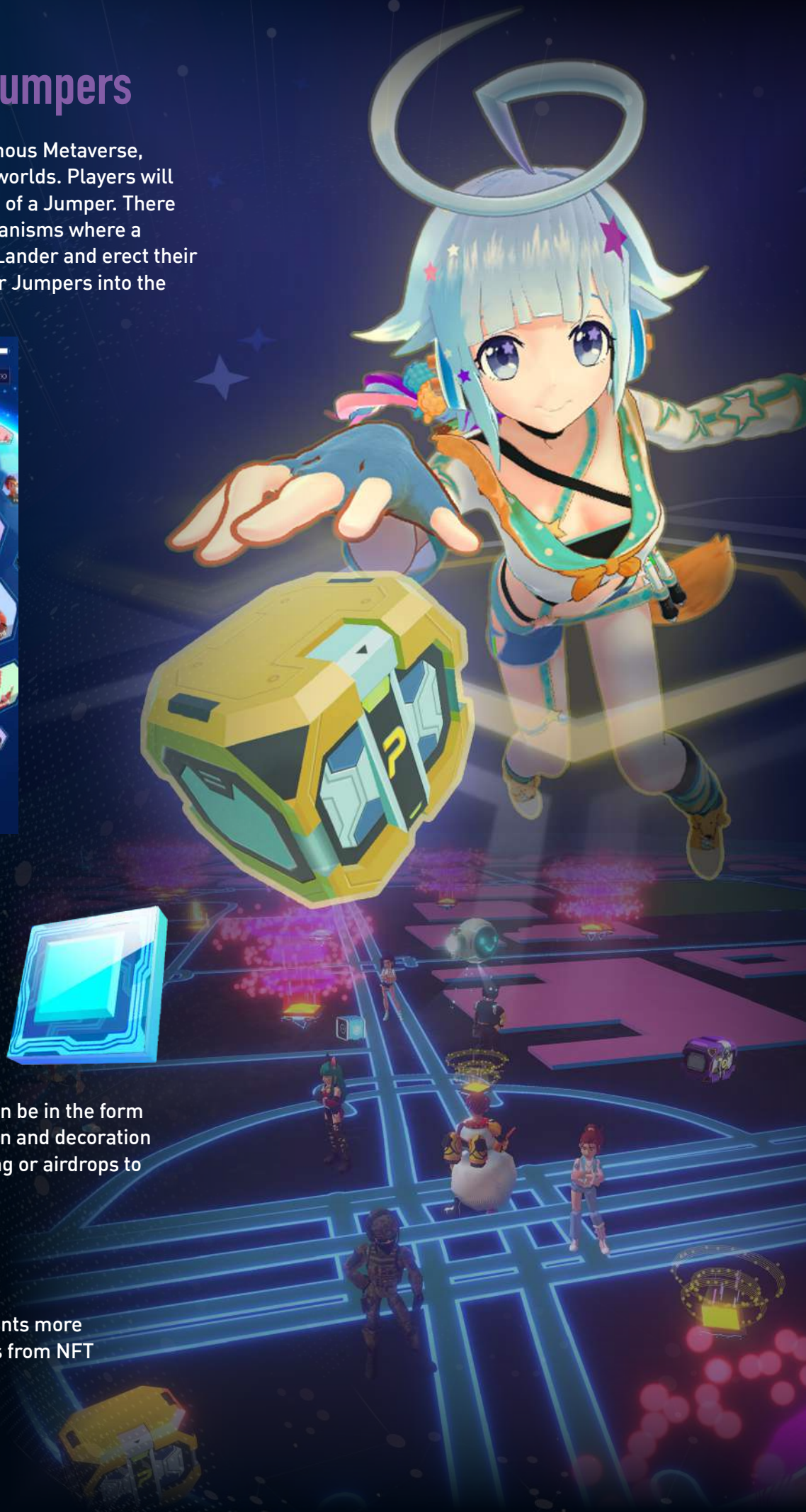


Landers

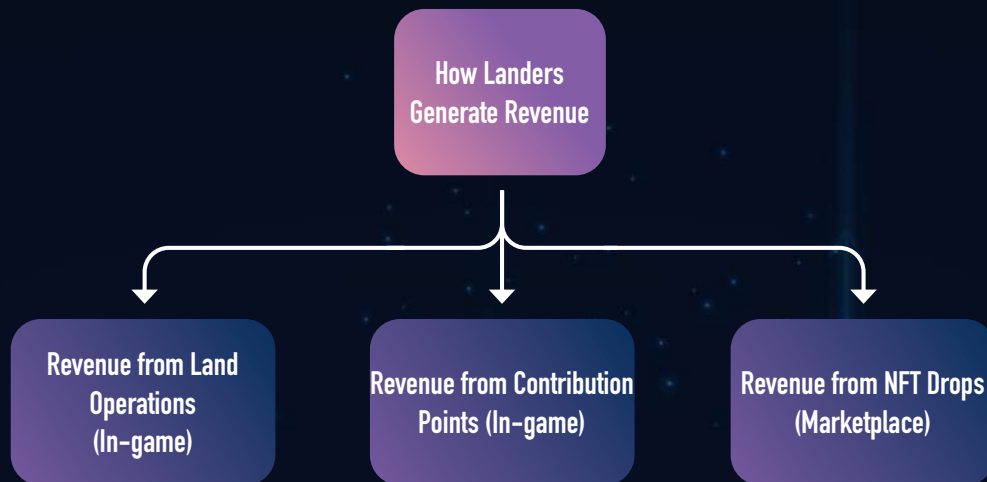
Landers are able to send out self-generated quests and events for Jumpers to join in. It can be in the form of boss fights, expansion and decoration of the Land, NFT minting or airdrops to contributing Jumpers.

SHARING

Becoming a Lander grants more revenue such as shares from NFT sales, etc...



How Landers Generate Revenue

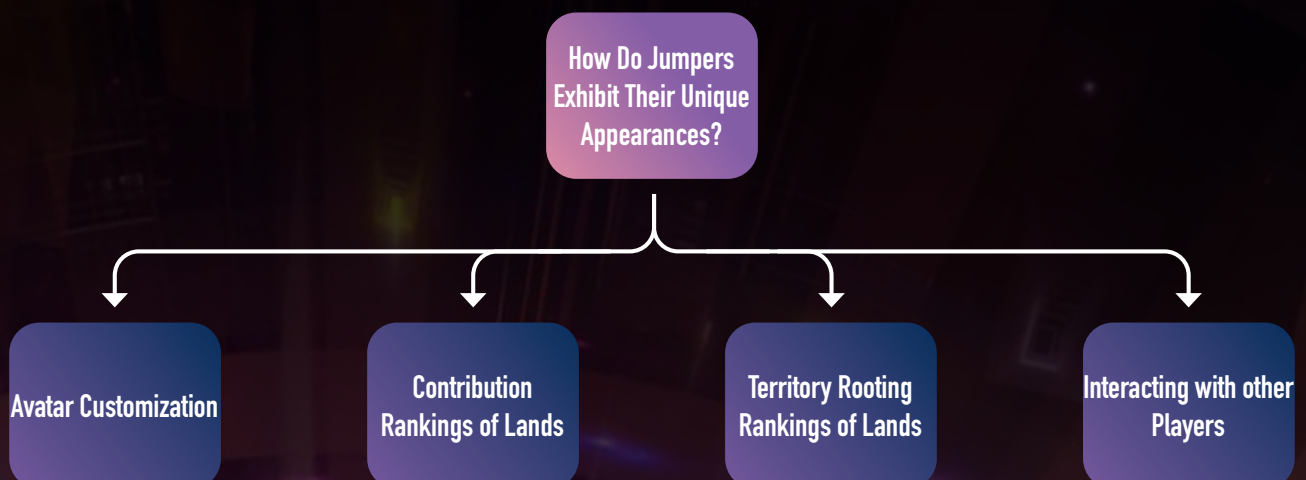


Jumpers

Jumpers are able to traverse through all the worlds and contribute to its community through completing missions, Territory Rooting, territory preservation and participating in events hosted by Landers in return for Contribution Points. Jumpers will be rewarded by Landers according to their placement in the Rankings.

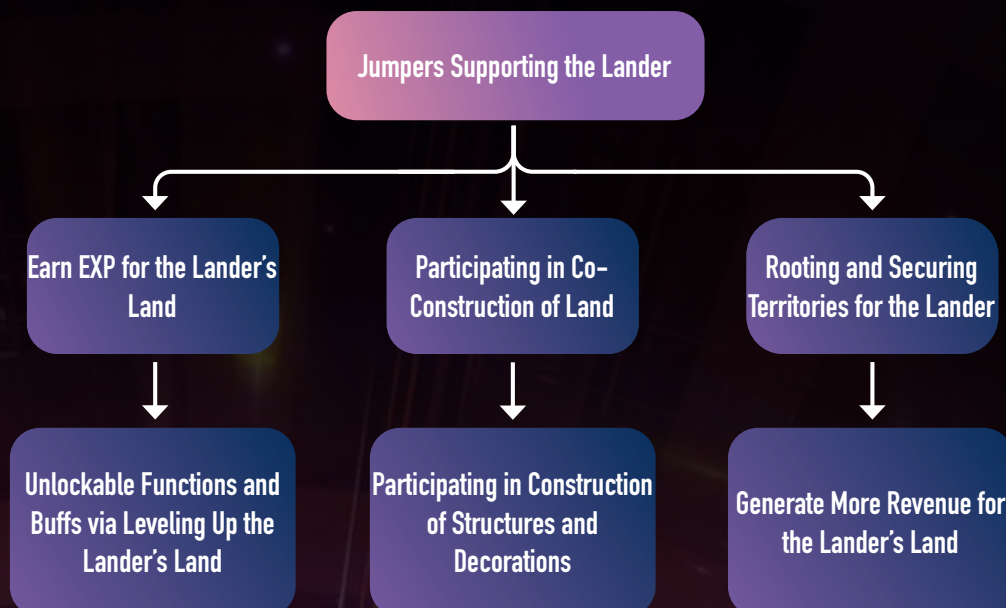
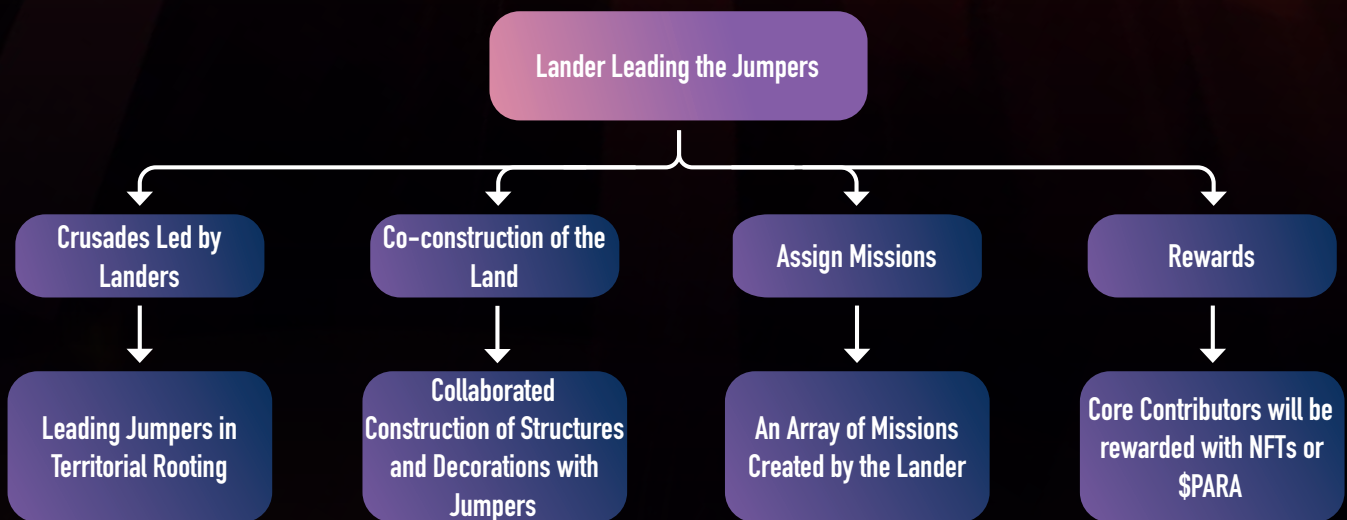


How Do Jumpers Display Themselves?



Relationship between Landers and Jumpers

PARALAND provides an innovative ecosystem between the Landers and Jumpers: Landers are the front runners, leading the Jumpers to participate in various events, in return Jumpers will receive rewards and gain favor from the Landers. Surrounded by their Jumpers, Landers will gain honor and revenue, creating a co-existing ecosystem.





Avatars

The Avatars within PARALAND are customizable from head to toe, whether a player wishes to be dripping in a fresh outfit, have a bionic arm, or turn into a mythical creature, it can all be carried out in PARALAND's

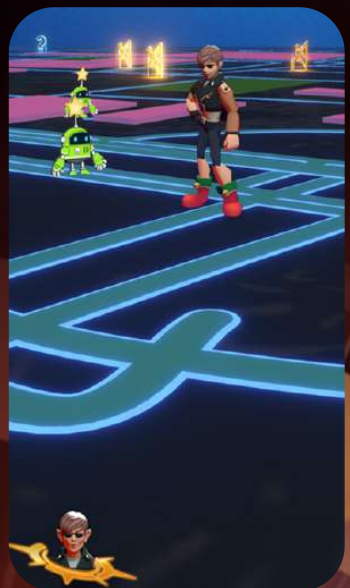
Avatar System. Some Decos (rare equipable accessories) can be turned into NFTs, granting them value and therefore will be tradable.



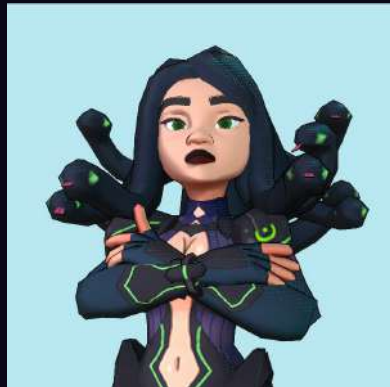


Missions

In-game missions include treasure hunts and item collection, Jumpers are able to partake in their preferred type of missions. Some missions will incorporate interactions carried out in the real world to provide a mixed reality experience. Missions allow players to earn Contribution Points which can be used to compete in a Lander's Ranking to earn exclusive rewards or mPARA. Exclusive missions assigned by Landers amass the Jumpers and induce a sense of cooperation towards the same goal between the Lander and the Jumpers.



How Do Players Earn NFTs?



Tokenomics

\$PARA is the circulating currency and governance token of PARALAND, holders possess the right to special privileges, staking, and collaborative management of PARALAND.

Token Code:\$PARA

Maximum Supply: 100,000,000 \$PARA

	Amount	Supply	Lock-Up Period Configuration
Seed	5,000,000	5%	Lock-up for 6 months, then release linearly over 12 months
Private Offering	8,000,000	8%	Lock-up for 6 months, then release linearly over 12 months
Public Offering	2,000,000	2%	
Initiate Liquidity	3,000,000	3%	
Liquidity Mining	7,000,000	7%	
Play-to-Earn	40,000,000	40%	
Team	25,000,000	25%	Lock-up for 6 months, then release linearly over 24 months
Partner	10,000,000	10%	Lock-up for 6 months, then release linearly over 12 months
Total	100,000,000	100%	

Roadmap

PHASE 1 Q4 2021

RECRUITING

PIONEERS

1. PARAZEN NFT Drop
2. \$PARA Seed Round
3. Forming PARAZEN/ PARALAND Social Media Community
4. Set Background Story of PARALAND
5. Develop Official Website of PARALAND
6. Commence Production of Whitepaper
7. Commence Game Development of PARALAND

PHASE 3 Q2 2022

GRADUALLY FORMING

THE PARALAND

METaverse

1. Commence Private Offering
2. Issue PARA Ledger NFT
3. Update Whitepaper & Roadmap
4. Finalize Tokenomics
5. Recruit Future Landers
6. P2E System Testing
7. Expand Types of Missions
8. Begin Alpha Testing

PHASE 2 Q1 2022

THE PIONEERS TAKE-OFF

1. PARASTAR Campaign
2. Finalize Game Rooting System
3. Release Whitepaper v1
4. Airdrop mPARA Tickets to Community Contributors
5. Finalize \$PARA TGE (Token Generation Event) Schedule
6. Develop Territory Rooting Gameplay

PHASE 4 H2 2022

OFFICIAL LAUNCH OF THE PARALAND METaverse

1. Commence Public Offering
2. Set Up \$PARA Staking Rewards Pool
3. Open PARALAND's NFT Marketplace
4. Develop UGC (User Generated Content) Program Editor of Landers
5. Enrich P2E Territory Rooting Gameplay
6. PARALAND Metaverse Official Launch
7. Issue Pioneer Scepter to PARAZEN Holders



Team



Dochin, CEO

Field: 10+ years in Game & XR
Location: TPE, JP, HK



Ethan, CFO

Field: 15+ years in Finance & Investment
Location: TPE, HK



Tod, Game Producer

Field: 15+ years in Game Producing
Location: TPE



Penny, Co-Producer

Field: 10+ years in Game Producing
Location: HK, NZ



Isak, CTO

Field: 15+ years in Game & SA/SD Expert
Location: TPE