



AUTOVERSE

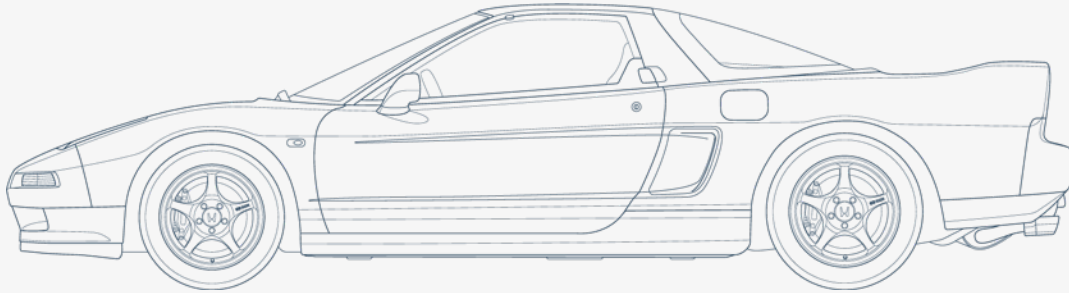
Collective

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AUTOVERSE COLLECTIVE

AUTOVERSE COLLECTIVE IDENTITY



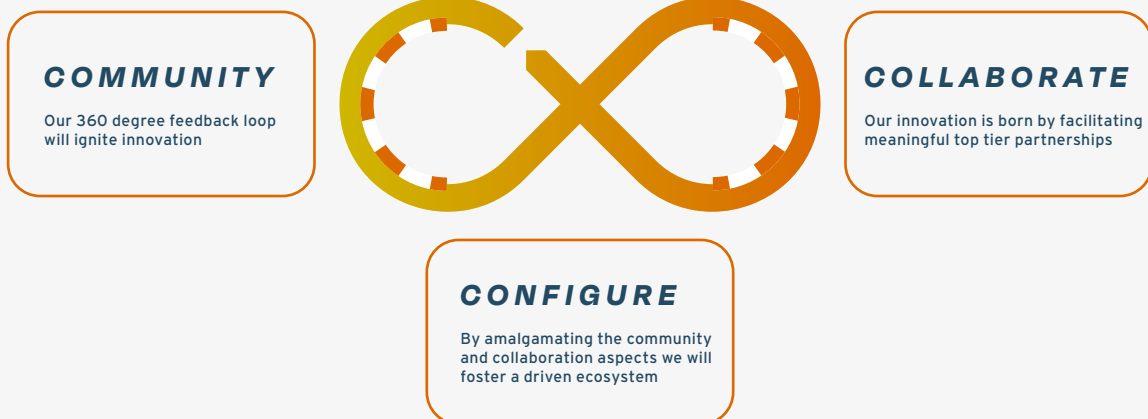
Autoverse Collective, is purely based on collecting cars, we're building a community and culture of like-minded enthusiasts to connect and trade what we love.

Everyone has their own backstory on how they got into cars and the majority remember with great detail.

Partnerships with cultural icons; licensed with manufacturers and key influential figures in the industry to provide the best authentic platform for true enthusiasts to come together.


What drives us to create Autoverse Collective is the desire to play something like it; however, nothing similar exists with our level of authenticity though licensing and production values. In our market analysis, our findings ultimately targeted a demographic that has a combined interest in cars and NFTs.


- As with any automotive enthusiast, the ultimate goal is to build a uniquely curated collection of exclusive automobiles.
- Players can display their dream lineup of cars through various garage designs with the ability to buy land with unlimited options for more garage space.
- However, we aren't just a game! Card collecting will be another important facet to AVC. More on that soon.




VALUE PROPOSITION

- Fundamental root value with licensed cars digitally recreated. Based on manufacturer data and real life production values.
- Open trading platform for transactions of in-game amongst users.
- Opportunities for artists to showcase their work in multiple ways and interact with the car community (which plays into the upcoming Web3 era, directly from creator to consumer).
- The incentivization framework is carefully calculated to benefit early adopters and owners with staking rewards, and opportunities to become a validator.
- Provide a strong community-driven platform for passionate car enthusiasts to connect, with capabilities beyond physical location on a global scale being able to share enjoyable assets.
- Full-proof collectible licensed assets that has outstanding utility fundamentals such as cold storage, security and more.

 384 AVC Fuel 112 L 13:50 June 8


Ferrari
'63 250 GTO #4293GT
Rarity ★★★★★



Displacement	2,953 cc	Length	4,325 mm
Max Power	296 hp	Width	1,600 mm
Weight	1,940 lbs	Height	1,210 mm

70000 AVC
PURCHASE

1963 Ferrari 250 GTO serial #4293GT. Car 33 of 36 ever made with only a few remaining.

CAREER & GAMEPLAY

Collect and modify cars. Build your dream garage, unlocking different types of upgrades as you level up. As you grow, you can decide where you would like to store your vehicles in multiple locations.



A glimpse into the world of Autoverse Collective.

LOCATIONS

- Road trips have always been a bucket list for automotive enthusiasts. Travel to different places with your cars to take pics and share them with your friends!
- Photography mode will allow players the ability to travel to different locations around the world to photograph their vehicles at a specific landmark.
- As landmarks are based on real-life locations, try to replicate a photo in the game in real life, and share it on our forums.

COLLECT AND MODIFY CARS

- Build your dream garage, unlocking different types of upgrades the higher the level.
- As you expand your collection, you can decide where you would like to store your vehicles in multiple locations.
- Complete tasks and mini-games in various locations.
- Multiplayer events will provide opportunities to connect with other like-minded and passionate players.

GAME LOOP

- Scavenger hunt mode for barn finds and more. Cars, parts, treasure hunts. The players can participate in events to make more Fuel.
- Live in-game events.

You can also build a shop to conduct jobs to help you earn Fuel.

WHAT IS FUEL?

Fuel will allow players to move and level up within the game which will allow them to unlock a new tier of vehicles, upgrade the garage, land purchasing opportunities, and much more.

With Fuel, you can also hire additional personnel to help conduct more jobs, helping you to earn more Fuel. There can be multiple personnel working on one task to speed things up.

Examples of jobs you and your personnel can do are:

- Oil Change and Car Wash
- Car Detailing (Multiple Stages Available)
- ECU Tuning
- Wheel and Suspension Installation
- Suspension Alignment and Corner Balancing
- Exterior kit installation
- Exhaust installation
- Car Audio installation
- Engine Swaps
- Repaint Interior Re-Upholstery
- Track Preparation
- And more...

The players will participate in events to make more AVC currency. This will include oil changes, car wash, and other basic car shop actions. We would also incorporate a scaled odometer to add mileage to the vehicles driven. This could coordinate with maintenance and repairs on the vehicle, and modifications that could affect the car's reliability. Wear and tear, mileage on the vehicles, and required maintenance will cost users a small fee that they receive upon finishing tasks and events.

The longer the task, the more Fuel you can make. There is no limit on how many you can hire. Jobs will be completed at real-time speeds.

The more a car gets driven, the dirtier it will get; wash your car to make it shine again. We would also incorporate a scaled odometer to add mileage to the vehicles driven. This could coordinate with maintenance and repairs on the vehicle, and modifications that could affect the car's reliability.

With that being said, milestones, awards, and other bonuses will also be provided the more mileage you put on your car. More on that to come.

Attend car shows in the game. The more brands of cars you own, the more opportunities for shows you're able to attend – exclusive shows limited to country, power level, or era.

Online players can show off their cars and win awards based on votes with ability to communicate with other online players in the game.

DESIGN & ENVIRONMENTS

- Based on an isometric perspective but with 3D detailing for cars, garages, buildings, and more.
- As users level up, they can increase the size of the land available and upgrade their garages.
- At higher levels, players unlock the ability to buy land in other areas to expand their car empire.

DIGITAL LAND & REAL ESTATE

Users can buy and sell plots of land, homes, and garages on the marketplace.

Valuation methods:

- Location
- Land
- What is built on it
- What it is inside (e.g. limited edition items such as furniture, etc)

LOCATIONS

With licensed manufacturers, a player can travel to other countries to visit the HQs of their favorite brands and shops. Porsche Headquarters in Stuttgart, Germany, RE Amemiya in Chiba, Japan, Shelby American Inc. in Gardena, California, USA, and more. Some may have unique cars available, not seen elsewhere for viewing as well.



Prestige Imports is a location that can be found in the Autovverse Collective world.

NFTS

A key component of Autoverse Collective will include an online digital marketplace unlike any other for car enthusiasts to buy and sell cars, car parts, and more. In a response to providing value to an NFT, for limited-production cars, the quantity will match their real-life counterparts. Once a car has been sold out, it will not be re-released. Certain cars out of production or rare cars would only appear on the auction marketplace. We will give opportunities within certain purchases allowing users who are staking our coin and or holding AVC to be a part of exclusive groups which will allow users to interact and expand off ideas not only giving more life and meaning but also being a part of the bigger picture to help develop the game.

TRANSACTIONS

- Bridge the gap between normal crypto users with interested potential users who don't hold a crypto wallet by creating a Visa Purchase option. This allows crypto purchases to be made via automation with an option to sell back at fractional cost or trade into other wallets later on if they're interested. Staking rewards will also be offered.
- Purchasing AVC tokens via a decentralized or centralized exchange, then transactions within Autoverse Collective.
- Apple Pay and VISA options are also available.

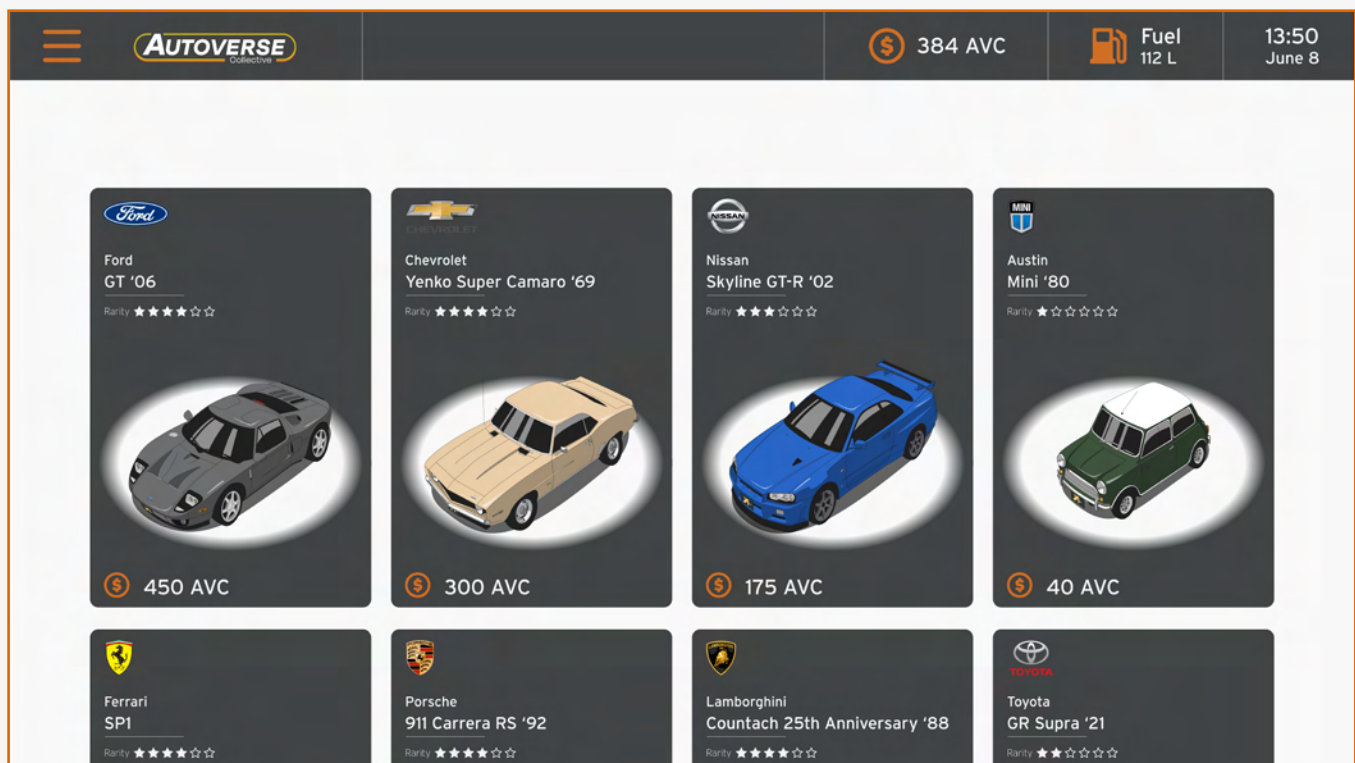
TECHNOLOGY

Blockchain technology, one of the four silos of Autoverse Collective, will be used to record the ownership of tokens. On the marketplace, players can see the buying history of a car, from its original appearance in the game to its most recent owner. For unique digital creations from artists, NFTs cannot be altered or modified without explicit owner consent. IPFS will be used to ensure this happens and to store the actual digital asset.

CARS

Collecting cars within Autoverse Collective is the main aim of the game. Within your garage, there is a car collection book that lists all the cars you own and where they are stored.

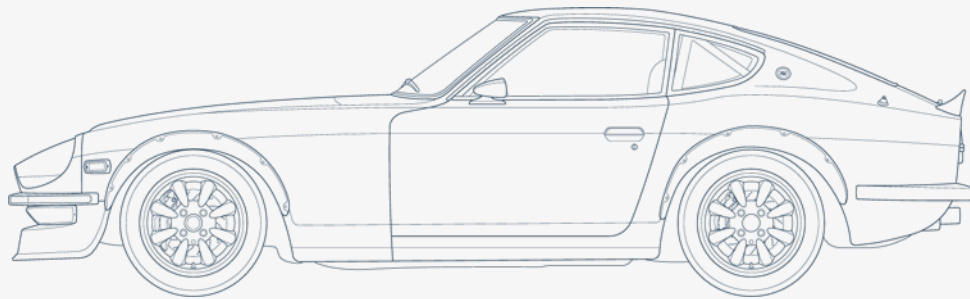
- Cars can be purchased through AVC tokens. Value for each car will depend on if new or used condition, rarity, the amount produced, and other factors.
- Real production values will be incorporated into the game. Availability is limited.
- Used cars that are not in the best or operable condition (such as barn finds), players will first need to restore a car before being able to leave the garage and travel to different locations. More details of how that works will be provided in the near future.
- Challenges and awards can allow players to win special cars in the game not found in showrooms or the auction house.



Some of the many cars available for purchase in Autoverse Collective.

MODIFICATIONS

- Some like to keep cars in mint, period-correct, bone-stock condition. Others absolutely go all-out in upgrades. Wide-body, big-winged showstoppers to “Bippu” VIP-style cruisers, drag-spec missiles to drift machines. The ways they modify a car are endless, coupled with the specific taste of each individual, no two cars are alike.
- AVC tokens can get you a vast selection of modifications for your car. Visit different aftermarket shops to find the parts you want for your car. Visual improvements aside, cars with various aftermarket upgrades will add to the value of the car beyond its original price, which will come in handy when they are to be sold.



Body & Modifications

- Bumpers, front and rear
- Front Lip/Splitters
- Canards
- Side Skirts
- Fenders
- Hood / Blower / Exposed Engine Bay
- Roof
- Windshield (Tint, color, brightness)
- Diffuser
- Mudflaps
- Full Bodykits

Colors

- For new cars, factory paint options, and special orders
- Historical colors of past cars
- Wraps and designs

Wraps

- Graphics
- Color change

Wheels & Tires

- Rims, fully customizable for color and schemes
- Tires
- Wheel Lugs
- Track width and offset
-

Suspension

- Ride height
- Camber and Toe

Brakes

- Calipers
- Rotors

Interior

- Interior upholstery color
- Steering wheel
- Seats
- Shift knob

GARAGE & HOMES

GARAGE

Upgrades and expansion opportunities for your home and garage will open up as you level up. Garages that are not often visited will begin to show signs of neglect, of which steps would be needed to maintain them in top condition. However, if some wish to go for a gritty feel visually on purpose, this would be the way to do it as well.

Garages can be viewed to be seen from the outside or x-ray view of the details within. As with cars and parts in the game, AVC tokens will also be used to purchase items or upgrades for your garage which ultimately will affect its value positively. Within the real estate space you own, rent, or park wherever and however you want.

There are countless ways to personalize a garage making it truly your own. From grassroots workshop style to museum-grade, not one garage is alike.

Customization Options:

- Parking (single or multi-story, mechanical circulation-type, and more).
- Driveway style and material
- Exterior construction
- Underground Parking
- Garage doors
- Windows
- Walls
- Tool Box
- Car Hoist
- Marble Floor
- Lighting
- Artwork
- Decorative items
- And more...

HOMES

Similar to the garage, you can also build up your own dream home. POV options and how to upgrade your home are the same as garages. Homes can be rented out as well, charging renters through gas.

Customization Options:

- Exterior walls/gate
- Trees, shrubs, and bushes
- Home layout
- # of floors
- Lighting
- Flooring
- Furniture
- Plants
- Fireplace
- Pools
- Pool tables
- Decor
- And more...

CAR SHOWROOMS

Travel the world to different dealerships, each with its own selection of cars. Here is where you'll find:

- The newest and currently in production on the market.
- Out of production classics.



Interior view of an Autoverse Collective dealership.

EVENTS

AVC proposes events to be held within its realm. Car clubs and communities are very popular around the world and we aim to capture this audience and centralize them in our metaverse.

COMMUNITY IS AT THE HEART OF AUTOVERSE COLLECTIVE

Events and gatherings will enable the building of its community through these virtual meetups. Enthusiasts will be able to show off their automotive creations, enter shows and build credibility just like in real life.

Some of the events will include:

- Car Meets (small-medium scale gatherings)
- Car Shows (large-scale gatherings)
- Car Show Competitions (For modified cars, winners will receive prizes).
- Livery design competitions (Showcase your design abilities, winners will receive prizes).

Some events will include limited invitations only based on the type of vehicle a player has, or specific categories.



Autoverse Collective will feature a vast diversity of automobiles.

THE FOUR PILLARS

The underlying pillars of Autoverse Collective can be broken down into four silos:

- *Collecting Cars*
- *The Marketplace*
- *Licensing*
- *Blockchain*

COLLECTING CARS

Many of us have grown up collecting scale model cars of all sorts of sizes. Regardless of differences in upbringing, it's a shared passion for all car enthusiasts. With Autoverse Collective, the next era of collecting in the digital world has begun.

We seek to provide the largest selection of not only cars but upgradable visual parts and garage creation/customization possibilities unseen from any automotive game so far. There are so many aspects to offer that current automotive games on the market.

THE MARKETPLACE

The marketplace will be the platform to buy, sell, and trade with other players. Traditional sale listings or auctions of cars stock or modified, car parts, digital real estate, and other miscellaneous items of Autoverse Collective can be found here. Other special cars in strictly limited releases or owned by special individuals can be found here as well.

This will also be the platform where automotive digital artists can showcase their work, with its authenticity validated by blockchain technology.

LICENSING

Fully approved by the manufacturers themselves. NFTs are often questioned in their value and validation. Autoverse Collective will have full backing from automotive manufacturers, OEM, and aftermarket. This provides a newfound level of value and legitimacy so far unseen anywhere else.

BLOCKCHAIN

With the utilization of blockchain technology and NFTs, Autoverse Collective is able to empower users and creators alike. Virtual tokens will be used for that authenticity factor, digital scarcity, as well as security. Users will be able to benefit from the following factors:

Authentic Digital Ownership

The benefit of blockchain technology is that every game item can be tokenized, allowing users to make their own decisions on whether they wish to sell, trade, or gift their items. The other benefit is that users are the authentic and perpetual owners of their own digital assets, and this increases user transparency.

Trading

Blockchain-based gaming platforms such as Autoverse Collective can give users absolute autonomy over their own digital assets. Users can purchase and sell items freely without any concern or repercussions or that our platform will close and cancel all the value of their digital assets.

Security

Digital assets that are based on scarcity or real-life production values do have some risks of fraud present; however, blockchain being a distributed ledger highly mitigates these concerns.

Interoperability

Blockchain provides the ability to no longer be strictly limited to narrow digital ecosystems; land, assets, avatars, as well as other game elements, can be used in other games that allow it.

MARKETING

Strategic marketing techniques are essential to bolster brand awareness for Autoverse Collective. It is crucial to align our path of goals set with that the overall objectives for the game.

STORYTELLING

In the digital world, optics is everything. Being an effective storyteller will separate us from the rest. We will communicate our story through various social media channels, and this will play a role in not only captivating our target market but also capturing the attention of brand ambassadors that we might be looking for.

A powerful story will make new players want to try out the brand rather than just explaining what the brand is all about. The main way we will communicate our journey (from concept to completion), will be through short-form video content and photos of the game. This is used by global marketers constantly. Having short videos and photos on our website and social media platforms can be an effective way to get your message across.

This type of format aligns well with the fast-paced attention spans of online audiences in a plethora of demographics. Lastly, it will allow us to communicate our story through snippets over a period of time which will strengthen engagement.

- OEM (Cars)
- Universal (Movie Cars)
- Aftermarket Brands (Parts, Full Brand Builds)
- Car Influencers (Unique Garages, Unique Cars)
- Motorsports Organizations (F1, FIA, WRC, Super GT, NASCAR, etc.)

To facilitate brand awareness through the car companies and partners that will participate in Autoverse Collective, they will be able to advertise their brand through billboards or purchasing property for the purposes of advertising; this will show up on the Autoverse Collective map.

Being licensed, we will have the Licensed brand home advantage of being able to contact individual dealerships to market our digital product on showroom floors. Just like real-world car sales. Implementing sales spiffs to dealerships and sales staff through AVC token. This will create a natural transition and continue to bridge the gap between Digital and In-Person Sales, giving buyers a more natural buying environment that has already proven successful, while the majority of our sales will still be through our online presence, this leads to an economic kickstart.

PRESS

- Social Media (Including outreach)
- Featured/Articles Published
 - Car Websites
 - Games
 - Tech
 - Entertainment
 - Crypto/Blockchain
 - News

REFERRAL SYSTEM

We propose an AVC referral system where we incentivize players for increasing player growth within the game. This can be done by having a referral system where players can send out invitations to others and in return, both parties can benefit by obtaining AVC tokens.

The initial AVC tokens received can be a great way to get a kickstart in the game as a player. There will be a structure in place to prevent loopholes and to ensure that a player cannot refer themselves in order to manipulate this process.

By receiving AVC tokens, players can use the earned tokens for fuel in the game. Some of the things will include:

- Getting a kickstart to purchase a vehicle and digital real estate
- Assisting with car maintenance and car modifications
- Purchasing in-game items for your garage

UTILITY

AVC

AVC is the utility token used throughout the functionality of the Autoverse Collective ecosystem as the main basis of engagement, interactions, and transactions. It will be effectively utilized throughout our entire ecosystem by users, developers, and other stakeholders that propel this project moving forward. Autoverse Collective has the following features:

Governance

AVC is a governance token that allows holders to actively participate in the decisions of our platform by voting on elements such as prioritization on the platform roadmap, and other decisions that impact the game's progression.

Staking

AVC gives users the opportunity to stake the native token. This will give any user staking AVC fees generated by the network and earn other rewards in the process.

Voting Rights

Voting will give users the ability to make their voices heard and personally choose how we develop, this guarantees we bring the most desired product to the market, and ensure sales.

This can range from cars, garages, partnerships, and more. We truly want to build a community, but also to listen directly to what our consumers want to see and experience in AVC.

Platform Access

Users will require AVC tokens in order to utilize all of the Autoverse Collective gaming features. Although anybody can participate without charge, the functionality will be limited primarily to spectating.

A primary example would be that users spend tokens to purchase cars and add them to their collection as well as upgrade their cars or garages. Dealerships can acquire digital land on our platform using AVC; with the opportunity to increase their brand awareness being available through our platform.

ROADMAP

Please note that the following are estimates and not accurate projections. The following will include undertakings such as gaming development, design coordination, and feedback from the community.

Q3 2022

- Seed round fundraising.
- Continue growth plan by setting short, medium, and long-term goals and objectives.
- Expand team for development, design, and technical departments.
- Building anticipation for pre-sale on community Discord and social media presence.
- Establish a communication and collaboration framework to ensure smooth workflow between different teams.
- Construct game design and concept design documents.

Q1 2023

- Build a licensing team dedicated to ensuring that all of the car models and specifications are licensed according to our gameplay vision.
- Contact OEM manufacturers with a curated list of cars to be licensed.
- Ensuring the development and design team succeeds at the vision of the Game Design Document (GDD).
- Create the specs, and overall scope required to develop the AVC token.

MULTI PHASE DEVELOPMENT

Autoverse Collective will be developed in multi stages and will be a continuation of development as it will be an on-going process for adding new features and assets to the game.

2025

- Stage 1 - Main features have all been added and the game is fully playable.
- Ensuring controls and functionality is working properly.
- Implementing algorithms, addressing memory requirements and caching issues.
- QA Testers to make sure everything is running seamlessly and reporting errors back to the team.
- Run advertising campaign.

Testing

- Testing - Extensively find all the possible ways to break the game along with looking out for all minor issues.
- All content and assets are integrated.
- Optimizing functions and features.
- Performing tests including:
 - Performance testing
 - Stress testing
 - Game compliance testing

2026

- Release
- Public mainnet released to the public.

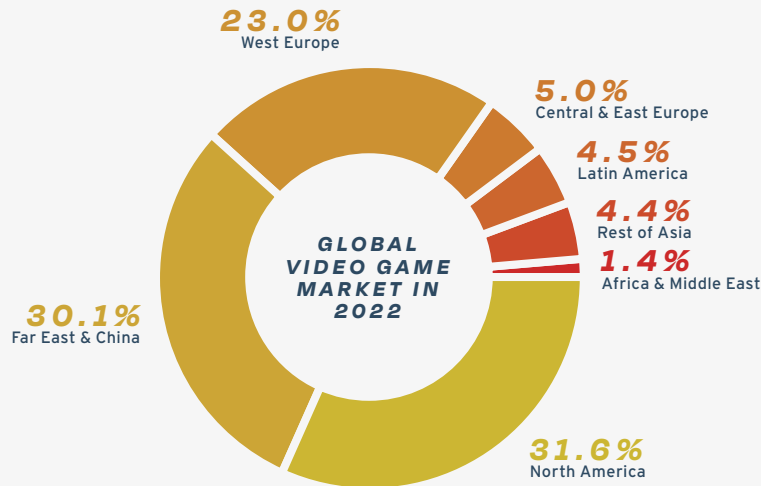
Post-Production and future milestones

- Implement fixes for minor bugs
- Patches and updates to optimize the game even better.
- Updates include ongoing development of new assets such as new vehicles, real estate, and items. And also new levels, multiplayer mode, etc.

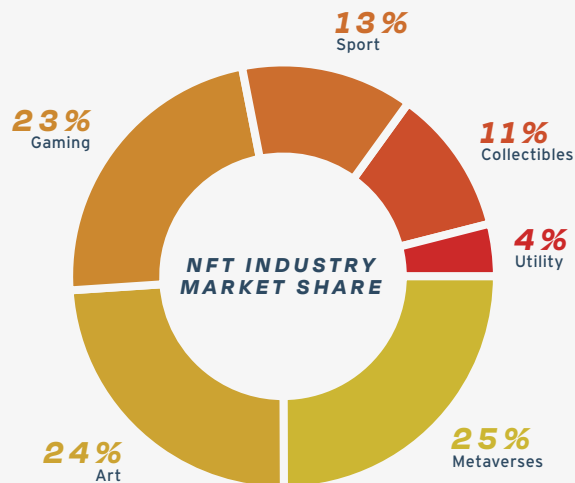
MARKET ANALYSIS

In our market analysis, our findings ultimately target a demographic that has a combined interest in cars and collecting.

The statistics compiled below provide good insight into the characteristics of the current market. They are as follows:



Source: <https://www.statista.com/statistics/253816/value-of-the-global-video-game-market-in-by-region/>



Source: <https://app.hedgeye.com/insights/99358-chart-of-the-day-the-nft-market-is-growing-rapidly?type=macro%2Cmarket-insights>

- 23% of Millennial respondents claim to collect NFTs as either a hobby or an investment.
- Millennials are the most frequent with 42% collecting physical items.
- NFT Market Cap demands growth past 1785% in 2021.

THE TEAM

We have assembled the appropriate executive team to ensure our strategic goals and objectives are fully reached.

JOSEPH CHEN

CEO & Founder

Joe is co-founder of Autoverse Collective with a strong passion for cars from not after learning how to walk. At a young age, Joe has built numerous friendships with other automotive enthusiasts and figures in various cities he has lived and beyond for the last decade. Today he still collects car magazines and has a knack for playing racing games on the highest difficulty possible with no traction control or ABS. Always down for a cruise with friends.

JEFF CHIN

Co-Founder

Jeff is the co-founder of the Autoverse Collective. Jeff comes from a tech start-up and has 10 years of experience within this industry. His work focuses on designing and constructing applications related to the automotive niche. Jeff has a strong passion and interest for cars which stems from childhood. His passion has led him to build successful car-focused community pages which have allowed him to develop valuable connections with those who share a common interest within the auto sector. This community has inspired him to create Autoverse Collective.

JAVIN WONG

Chief Design Officer

As a multidisciplinary designer, Javin has many tools under his belt including, but not limited to, branding, animating, as well as illustrating. With a passion for gaming as well as the automotive industry, Javin is keen on coordinating the design for Autoverse Collective.

ROBERT WEATHERALL

Chief Strategy Officer

Robert is a true automotive enthusiast, with over 10 years of working in the industry from the bottom up. Performance parts sales with 350+ brands and some of the most well-known motorsports brands known globally, releasing cars like the Toyota FRS, and Civic Type R to the market at auto shows. Robert's business acumen combined with his specialty knowledge will drive Autoverse Collective forward.

OMAR ABUBAKAR

Chief Operations Officer

With the mindset that people are a company's greatest asset, Omar stems from a Human Resources background focusing on culture change, employee engagement, employee morale, and ensuring cohesive alignment is in place toward company goals & objectives. Omar is now focused on playing a key role in building the legendary team required for Autoverse Collective.

CONCLUSION

Above are things to expect in due time. Our experienced and passionate team is working hard behind the scenes to build a unique one-of-a-kind collecting experience for the current and next generation of car enthusiasts. Compiling your dream car collection, building up your ultimate garage, hanging out with friends in your favorite cars, and much more.

All updates will be provided through our social media and other communication channels.

[Twitter](#) | [Instagram](#)

DISCLAIMER

The info provided in this white paper is to solely provide a general overview of Autoverse Collective. Details are subject to change, and should not be used as a resource for investment advice. Any research-backed evidence is in its most recent updated form, and of public info. We are not liable nor claim responsibility for any loss or damage as a result directly or indirectly of the information contained within this document.

