

IOLYWorld Economy:

****The IOLYWorld Tokenomics and Economy White Paper offers a detailed exploration of the IOLYWorld ecosystem. It begins with an introduction, providing insights into the project's objectives and technological foundation. The tokenomics section covers token supply, distribution, and economic incentives. The economy section analyzes the roles of stakeholders, including users, developers, and validators, along with economic models like staking and governance.*

Token mechanisms, such as consensus algorithms and smart contracts, are thoroughly discussed in the following section. The NFT mechanisms section delves into the creation, trade, and use of non-fungible tokens within the ecosystem. The whitepaper concludes by summarizing key points, addressing future developments, challenges, and the overarching vision for IOLYWorld. Aimed at stakeholders, investors, and enthusiasts, the document serves as an authoritative resource for understanding the intricacies of the IOLYWorld ecosystem.

1.0: - - > Initial Outline and Strategy

[1.1] General Information:

IOLYWorld Ecosystem: Digital Universe integrated with Web3, AR and simplicity:

In its pursuit to become a key market leader in the digital assets space, the IOLYWorld ecosystem emerges as a pivotal force, bridging the gap between the difficulty of onboarding web2 users into a web3 environment and allowing users, companies, and celebrities to utilize the vast ecosystem that IOLYWorld has in store with a core focus to be a Web 2.5 Ecosystem.

Comprehensive Documentation on IOLYWorld Token Strategies, Economy, and Mechanisms:

- This document serves as an exhaustive guide, meticulously elucidating the intricacies of the IOLYWorld token, its economic framework, and underlying mechanisms. The intent is to provide stakeholders with a nuanced understanding

of the strategies employed by IOLYWorld to fortify its position in the evolving AI ecosystem.

Initial Section: Simplified Overview for Contextual Understanding:

- To facilitate a smooth transition into the intricacies of IOLYWorld, this initial section offers a succinct yet informative overview. It serves as a preliminary guide, elucidating the fundamental processes and mechanisms that define the functionality of IOLYWorld. This contextual introduction aims to equip readers with the requisite background knowledge before delving into the subsequent sections.

Detailed Sections: In-Depth Exploration of IOLYWorld Processes:

- The subsequent sections of this document are designed for a deep dive into the comprehensive exploration of IOLYWorld processes. Each individual process, meticulously documented from inception to completion (from A to Z), will be presented. This detailed exposition aims to establish a crystal-clear understanding of the utility of the token, elucidate the value accrual strategies inherent in its design, articulate sustainable approaches guiding the token, and culminate in an in-depth examination of the token's role in shaping a sustainable business model structure.

Objectives: Clarity, Utility, and Sustainability

- The overarching objectives of this document are to impart clarity regarding IOLYWorld operations, highlight the multifaceted utility of the token, and emphasize the sustainability strategies integrated into its framework. By meticulously dissecting each process, this document endeavors to contribute to a comprehensive comprehension of IOLYWorld, positioning it as a cornerstone in the convergence of Digital Worlds, Web 2.5, and sustainable business practices.

[1.2] Briefing:

This Section will quickly summarize the whole economy in simple short explanatory paragraphs and examples, The whole document dives in complete detail on all the mechanisms, strategies and processes.

On/Off Chain Economy

The IOLYWorld ecosystem will have a hybrid off and on chain token economy, This is done in order to make the bridge of users into the world easier, which is one of the main problems of current metaverses.

Additionally the use of an off chain economy within the platform itself works better on a technical perspective without any gas fees, transactions and difficult steps for users to be a part of.

The IOLYWorld Platform will mainly function on IOLY Credits similar to robux of V-Bucks. Users will be able to buy these IOLY Credits with either, BNB / BOBA the chain's native tokens, Fiat or \$IOLY tokens. All in game purchases will need Credits.

Additionally the \$IOLY token will have a couple key utilities, one of the few ways users can get rewarded with by staking the tokens through locked staking mechanisms, The IOLY DAO, and additionally perks among buying IOLY credits with \$IOLY Tokens. Additionally \$IOLY tokens will be charged for almost all advertisements done by 3rd parties on the platform. However all the details here will be mentioned later.

Users need to create an account on the IOLY Platform and once they do so a wallet is automatically created. This is done to ensure easy passage of users from web2 to web3 but also not forcing users to use web3 knowingly. Credits can be exchanged to \$IOLY tokens and vice versa, however there will be an applied fee. The Credits will always be a fixed price. Hence if the \$IOLY token has a strong performance token holders can buy more credits for the quantity of \$IOLY Tokens they have.

This is done for 2 reasons, to provide contrast between IOLY credit holders and \$IOLY token holders, additionally on a technical level through api's and fiat payments it may be very difficult to manage for users and efficiently.

Hence users will be able to buy IOLY credits for a fixed USD fee in BNB, \$BOBA, \$IOLY or Fiat. These Credits will be used for every in game usage. These Credits can be swapped to \$IOLY Tokens and vice versa. \$IOLY Tokens will have Staking, DAO, payment for ads and additional perks initially but overtime the utilities will grow along with the ecosystem

The Staking and DAO mechanics along with more vital info of the dual economy will be explained further in the document.

IOLY Items / NFTs

The IOLY ecosystem has items and a NFT Collection part of the game and the flow of assets. There will generally be 2 types of items and 1 type of NFT within the ecosystem which we will fully segment here:

1. *InGame Based Items*
2. *Land Based Items*
3. *Collection Based NFT*

In Game Based Items

- InGame Based Items or Simplified Game Items are the Items that are used for the gameplay mechanics itself, ranging from the clothes, the food, the cars, the tickets, etc.
Users will need to buy Assets and products from within the platform if they wish to use it in game. Hence Credits will be used for these purchases.
- Additionally, although not integrated directly in the economy, digital stores of actual real world goods will also be implemented in the IOLYWorld space. Where users can buy real life things in IOLYWorld and actually receive it too in real life soon enough. Initially the platform will allow this strictly off Fiat through a common web2 interface however once enough liquidity and stability is built among the tokens management it is planned that \$IOLY tokens can also be used to buy items.

****E.g user walks into a Nike store and buys Nike shoes. His character is wearing it now but the user receives it in real life too.*

- Hence the InGame items will be gameplay based items fully offchain. Users can buy these with credits and for the real world items these need to be purchased in

fiat, this will be another revenue stream through commissions and promotions for companies brand awareness.

- When a user buys a item. This item will be added directly and sent to the users account. Finally users will be able to burn their items for a universal set fee of IOLY Credits, the amount will be determined later on, if they wish to get some credits back. Users can also try to sell them from within IOLY or on the secondary marketplace which will involve web3 application. There will be rarities involved with these items, hence providing value volatility among them with demand, and supply.

-----Land Based Items-----

- Land Based items are very simple, They Are simply the plot of lands users can purchase with IOLY Credits to customize a living space however they want to, These land plots can be sold or can be held. The Land plot will come as a item that's off chain to the user and the land plot owner can invite users and host xyz per their wishes.

-----Collection Based NFT's-----

- Collection Based NFTS are the initial NFT Sale that IOLYWorld will do in order to raise more funds for marketing spend but also create a specific collection for IOLY supporting the marketing and community growth strategies. What makes these NFT Holders unique is they will be rewarded with IOLY Credits everyday. Though minimal this will be a constant stream of credits for holders to apply ingame or to potentially convert to IOLY Tokens for the dao, staking or to sell. Users will need to go to the IOLYBank to redeem them hence it involves participation and offline users wont receive rewards real time to their balance.

****More details will be explained further in the document.*

Level System:

The Level system will be a very simple yet competitive edge for IOLY, unlike most metaverses in web3 IOLY will integrate a competitive leveling system to add more progressive features in place to encourage more users.

Users will receive EXP on 2 points (Time Spent in Hours * Credits Spent)

Each level will require **50%** more EXP, With a infinite set of levels.

Additionally there will be Daily and Weekly quests with participants being rewarded with more EXP. Users can also buy EXP POTions from within IOLY too.

- There won't be a particular monetary gain from the levels, however rare InGame NFT's may be given for specific Lvl milestones reached
- The Full detail of this will be explained further in the document.

****The Above mentioned information involves only 3 simple topics, The reason why a briefing is given is because these 3 avenues are very specific to IOLY's product, the remaining sections not briefed on are general features and mechanics that wouldn't need a small briefing before the full detailed explanation. The coming sections in this document will revisit said topics on top with utmost detail along with all other economy components such as Pools, Token Flow, Staking, DAO, along with the InGame applicants like the Level systems structure, the 3 NFT's , the dual token system with all their fees and architect.*

****The following sections take a deeper dive into the above outlined processes involving full detail and economy flowcharts.*

-----End Of Section 1-----

2.0: - - > Tokenomics Breakdown:

[2.1] General Information:

- **Company Name:** IOLYWorld
- **Token Ticker:** \$IOLY

- **Maximum Supply:** 3,000,000,000
- **Total Raise Amount:** \$1,572,000
- **Public FDV:** \$7,800,000
- **Decimals:** 18
- **Chain:** BOBA / BNB

[2.2] Tokenomics Glossary:

- **Category** - A basket where tokens are allocated to be used for a specific purpose.
 - **Token Allocation** - The amount of tokens allocated from the total supply to a specific category.
 - **TGE** - The amount of tokens unlocked on the Token Generation Event (TGE), that can be used or moved.
 - **Cliff period** - The period where tokens cannot be moved or sold and are not accessible.
 - **Vesting period** - The Period where tokens are equally vested everyday and unlocked over a period of months or years.
 - **Valuation** - The valuation of the investor rounds and the public launch valuation (Total Supply x Price).
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[2.3] Token Distributions / Unlock Schedule:

The comprehensive tokenomics table serves as a meticulous representation, encapsulating all the intricacies of token allocation categories within the framework of IOLYWorld. This invaluable resource not only outlines the total allocations but also delineates key aspects such as Token Generation Events (TGEs), cliff periods, and vesting schedules, providing stakeholders with a holistic view of the distribution strategy.

Furthermore, the table extends its reach to encompass the valuations associated with each investment round. This breakdown offers transparency and clarity, enabling a deeper understanding of the financial landscape and strategic decisions shaping IOLYWorld's growth trajectory.

For a more in-depth comprehension, the lower sections of the document delve into the intricate details of the token allocations. These include the specific purposes these allocations serve within the broader ecosystem of IOLYWorld and, crucially, how they interconnect with the overall economic dynamics. By elucidating these connections, the document aims to provide stakeholders with a nuanced understanding of how tokenomics aligns with the overarching goals and sustainability of the IOLYWorld ecosystem.

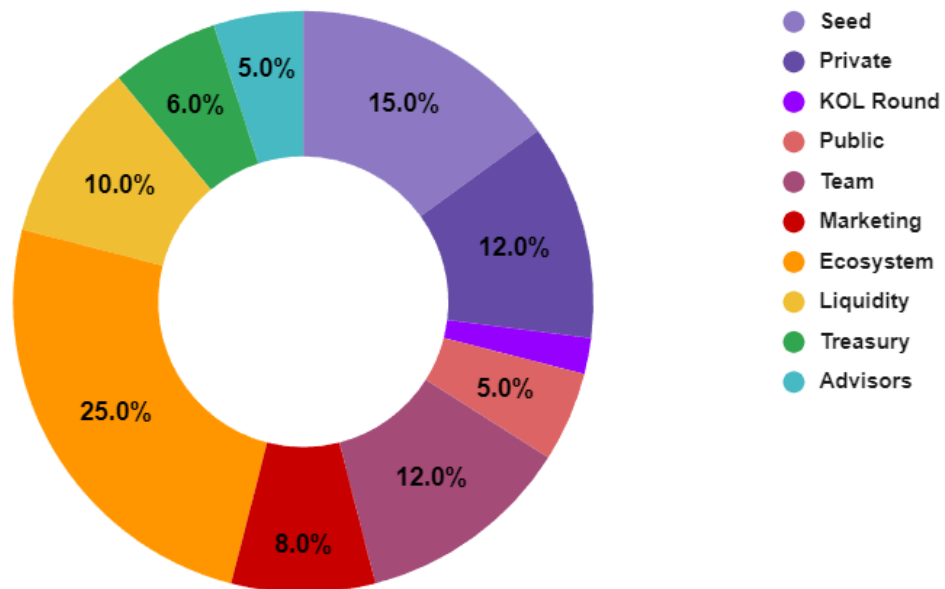
The tokenomics has been done in order to balance a couple main avenues that determine the pre launch and post launch success:

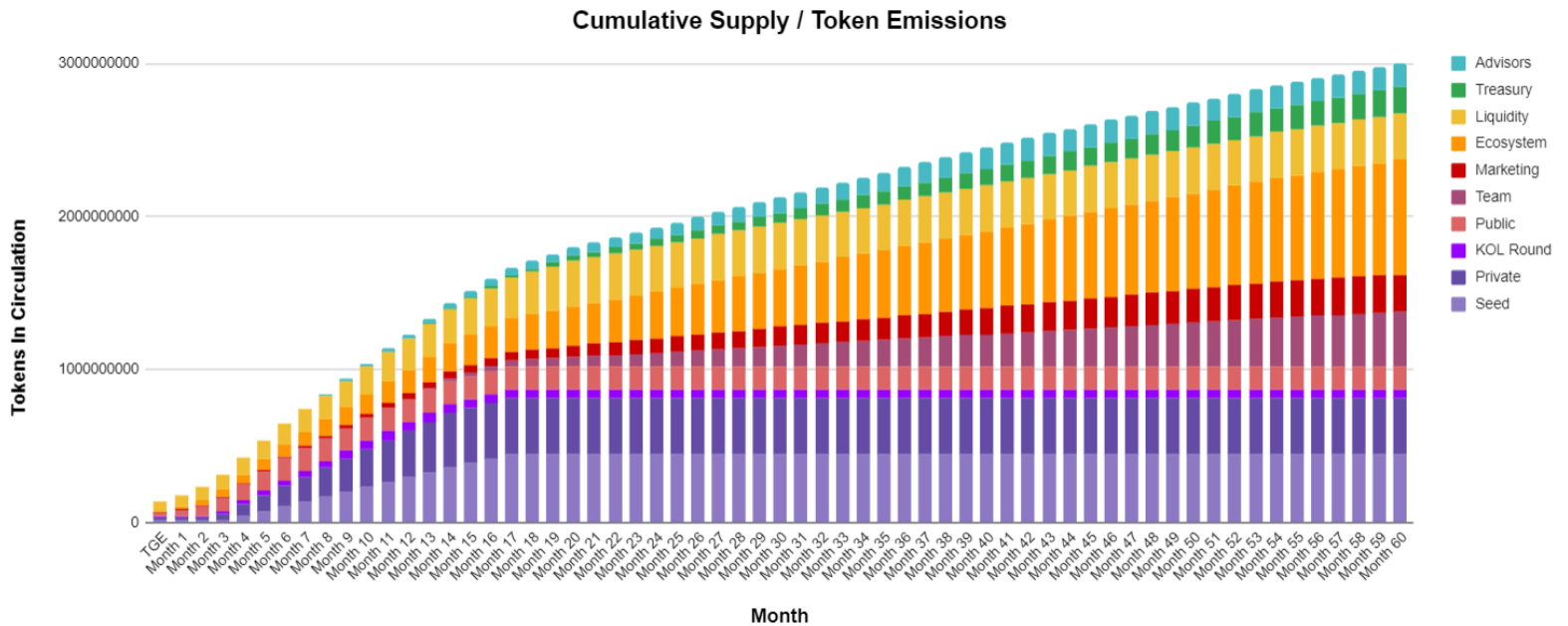
- Investors - Waiting specific supply increases, valuations and meaningful token unlocks for their exit
- Usage - Tokens needed for the specific purposes of the IOLYWorld Ecosystem to function
- Sustainability - Tokens inflation to not be too fast for the investors but also not too fast for the usage based tokens

If a balance isn't found there may be some weaknesses that can negatively effect one of the 3 points mentioned above hence the tokenomics has been designed to balance all these 3 avenues.

Category	% Token Allocation	TGE %	Cliff (Months)	Vesting (Months)	\$ Valuation / Price Per Token
Seed	15.00%	3.0%	3	14	\$4,500,000 / \$0.0015
Private	12.00%	5.0%	2	12	\$5,100,000 / \$0.0017
KOL Round	2.00%	10.0%	1	10	\$6,000,000 / \$0.0020
Public	5.00%	15.0%	0	6	\$7,800,000 / \$0.0026
Team	12.00%	0.0%	12	48	-
Marketing	8.00%	3.0%	6	48	-
Ecosystem	25.00%	1.0%	0	60	-
Liquidity	10.00%	20.0%	0	20	-
Treasury	6.00%	0.0%	12	48	-
Advisors	5.00%	0.0%	6	24	-

Tokenomics Breakdown





[2.4] Token Category Definitions and Information:

Seed Investment Round:

The Seed round will be the first fundraising round of IOLYWorld, Selling **15%** of the total supply of tokens / **450 Million Tokens** with a valuation of \$4,500,000 / \$0.0015 per token. The Seed round will be raised mainly for key value adding angels from within the founders network. Additionally a small portion of Seed will be saved as a extra allocation for future value adding Venture Capital Firms that provide more value among areas of Ecosystem growth, marketing, strategy, and future opportunities that may have not been possible, following a **3% TGE**, **3 month Cliff**, and a **14 Month linear vesting**. With a target raise of \$675,000.

Private Investment Round:

The Private round will be the second fundraising round of IOLYWorld, Selling **12%** of the total supply of tokens / **360 Million Tokens** with a valuation of \$5,100,000 / \$0.0017 Per token. The Private round is focused on Investors among areas of Venture Capitals and Angels. The focus here will be closer towards listing when Exchanges, community, launchpads and product development has progressed to raise from the greater crowd of web3 venture capitals to fundraise specifically for listing based liquidity, strong marketing, runway and token based expenses among audits, Market making, development, following a **5% TGE**, **2 month Cliff**, and a **12 Month linear vesting**. With a target raise of \$612,000.

KOL Investment Round:

The Private round will be the second fundraising round of IOLYWorld, Selling **2%** of the total supply of tokens / **60 Million Tokens** with a valuation of \$6,000,000 / \$0.0020 per token. The KOL Round will specifically be focused on KOL Groups and KOL Based VC's in return for said influencers generating content of IOLYWorld and supporting with the token launch marketing and brand awareness. The round will be prioritized closer to listing when the project has enough traction to showcase to KOLs to maximize their interest and support with the marketing, following a **10% TGE**, **1 month Cliff**, and a **10 Month linear vesting**. With a target raise of \$120,000.

Public Investment Round:

The Public round will be the final fundraising round of IOLYWorld, Selling **5%** of the total supply of tokens / **150 Million Tokens** with a valuation of \$7,800,000 / \$0.0026 per token. The Public sale is focused on IDO Platforms and launchpads to fulfill, ideally targeting 3-5 launchpads for the launch, Mainly to support the project with additional marketing, raise objectives, backing support, following a **15% TGE**, **0 month Cliff**, and a **6 Month linear vesting**. With a target raise of \$390,000.

Team:

The Team Category will be the tokens allocated to the team behind IOLYWorld. To be distributed within the team as per the founders decisions and to be utilized in many ways surrounding the team, company scaling and operations to fuel their consistent

long term commitment on the project and tokens success. With an allocation of **12%** of the total supply / **360 Million tokens** following an unlock schedule of a **0% TGE**, **12 month cliff** and a **48 month linear vesting**.

Marketing:

The Marketing Category will be the tokens allocated for all Marketing related purposes including the token, ranging from Influencers, to cross marketing collaborations, events within the game, promotions etc, in order to help the platform gain exposure, awareness and most importantly users, These tokens will initially be used for KOL based marketing and additionally for some airdrop campaigns that be be applied, in the longterm \$IOLY tokens are also expected to be used directly for marketing with KOL based marketing, Partnerships, Medias etc in order to create a long term funnel of marketing to support user aquisition. . With an allocation of **8% of the total supply / 240 Million tokens** following an unlock schedule of **3% TGE**, **6 Month Cliff**, **48 Month Vesting**.

Ecosystem Rewards:

The Ecosystem Rewards Category will be the tokens allocated for all reward purposes within IOLYWorld such as the swap mechanism of \$IOLY and IOLY Credits, the staking rewards, metaverse based rewards and so on. Since the platforms main in-game reward currency will be off chain credits will be added and deducted from user balances, hence credits can be withdrawn to tokens which will be taken from the Ecosystem Rewards With an allocation of **25% of the total supply / 750 Million tokens** following an unlock schedule of a **1% TGE**, **0 month cliff** and a **60 month linear vesting**.

Liquidity:

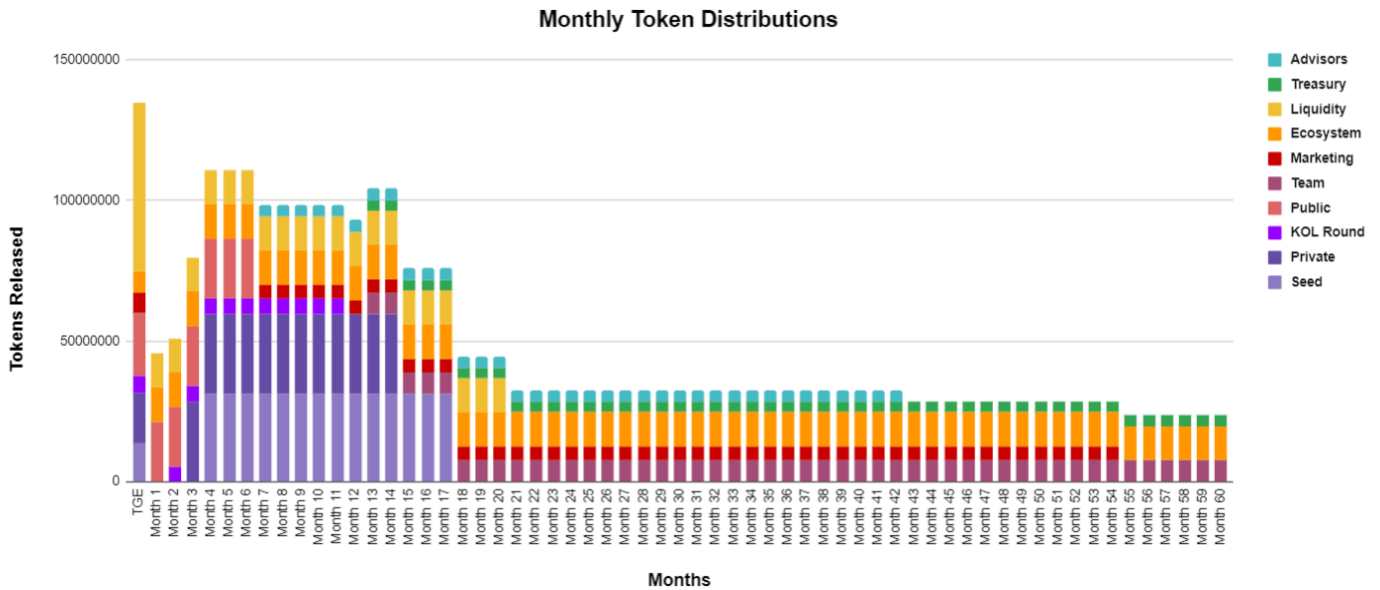
The Liquidity Category will be the tokens allocated for all liquidity purposes surrounding Market Making and Liquidity Providing. To ensure that the token has sufficient liquidity on the traded exchange overtime and has enough tokens for the listing strategy, and the MM's of choosing. With an allocation of **10% of the total supply / 300 Million tokens** following a unlock schedule of **20% TGE**, **0 Month Cliff**, **20 Month Vesting**.

Treasury:

The Treasury Category will be a reserve of tokens specifically for usage based off specific need. Mainly among areas of Liquidity, Ecosystem Rewards, Marketing and potential other avenues. With an allocation of 6% of the total supply / 180 Million tokens following an unlock schedule of a 0% TGE, 12 month cliff and a 48 month linear vesting.

Advisors:

The Advisors Category will be the tokens allocated to the advisors behind the support of IOLYWorld, Ranging from pre launch advisors to post launch advisors. The purpose of being to support the team with all short term and long term objectives that the team may lack on fulfilling internally. With an allocation of 5% of the total supply / 150 Million tokens following an unlock schedule of a 0% TGE, 6 month cliff and a 24 month linear vesting



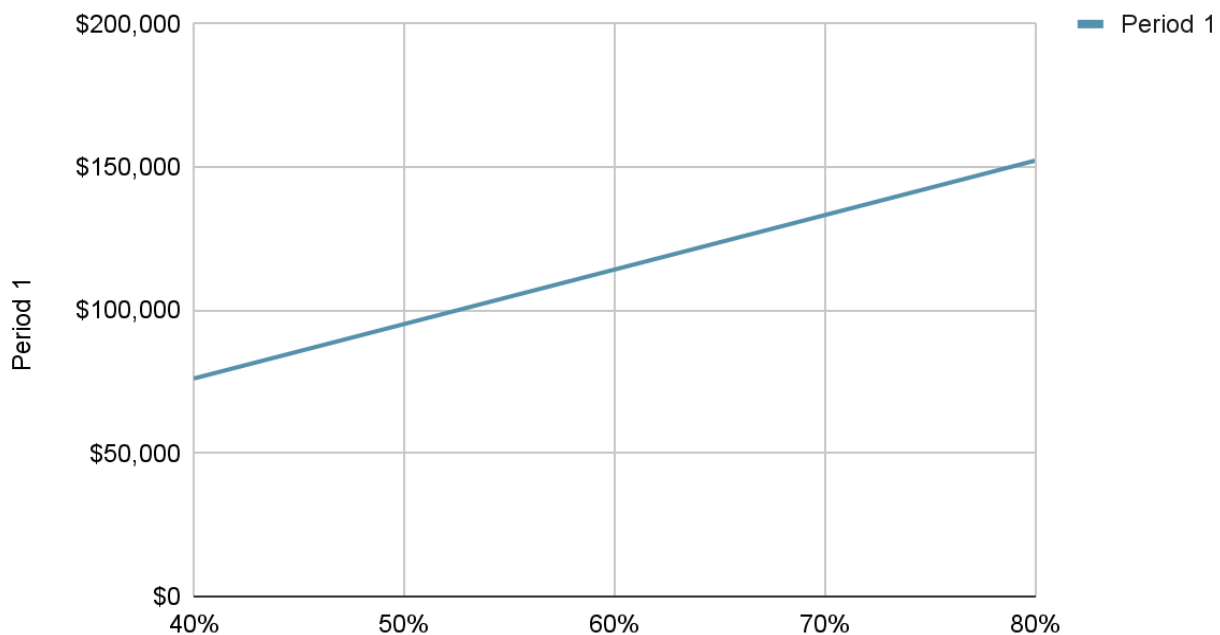
[2.5] Token Launch Expectations and Metrics

- The Launch of \$IOLY will have an initial market cap of \$194,220
- Excluding Liquidity and \$350,220 Including liquidity.

Initial Selling Scenarios:

1. Assuming that **80%** of initial token holders sell their tokens on launch. The total amount of USD sold will only be **\$155,376** which is significantly easier to manage along with the existing low initial launch valuation and fundraising valuations.
2. Assuming in a less likely scenario that **60%** of initial token holders sell their tokens on launch. The total amount of USD sold will only be **\$116,532** which is again significantly easier to manage along with the existing low initial launch valuation and fundraising valuations.
3. Assuming in a less than likely scenario that **40%** of initial token holders sell their tokens on launch. The total amount of USD sold will only be **\$77,688** which is considerably easier to manage in addition to the low initial launch valuation and fundraising valuations.

Sell Pressure Simulations



Combined with the marketing budget that will be done by IOLYWorld utilizing both \$IOLY tokens and Stablecoins from the raise. The initial demand necessary to create a successful launch will be significantly easier ensuring a more likely outcome of a successful token launch.

Regarding the long term token unlock strategy, the 3 different aspects are taken into account and balanced:

1. *Investors*
2. *Token Usage / Need*
3. *Market Expectations*

The Main strategy is to release a higher portion of the tokens within the first 24 months of the token launch, this is on the basis of the 3 factors mentioned above:

Investors: In regards to investors having long unlock schedules can be not only difficult in raising but also unfair for a level, the starting point of the Journey starts from early stage investors hence ensuring that investors unlocks are done in a timely manner but also not in an aggressively fast way is a balance that was created in accordance to the valuations and the raise size as well

Token Usage / Need: In regards to tokens needed and used, the unlock of these tokens will generally be linear at a pace that is far faster than necessary to ensure that a constant and consistent stream of a surplus reserve is built on this front to ensure the platform and economy always have tokens to function correctly

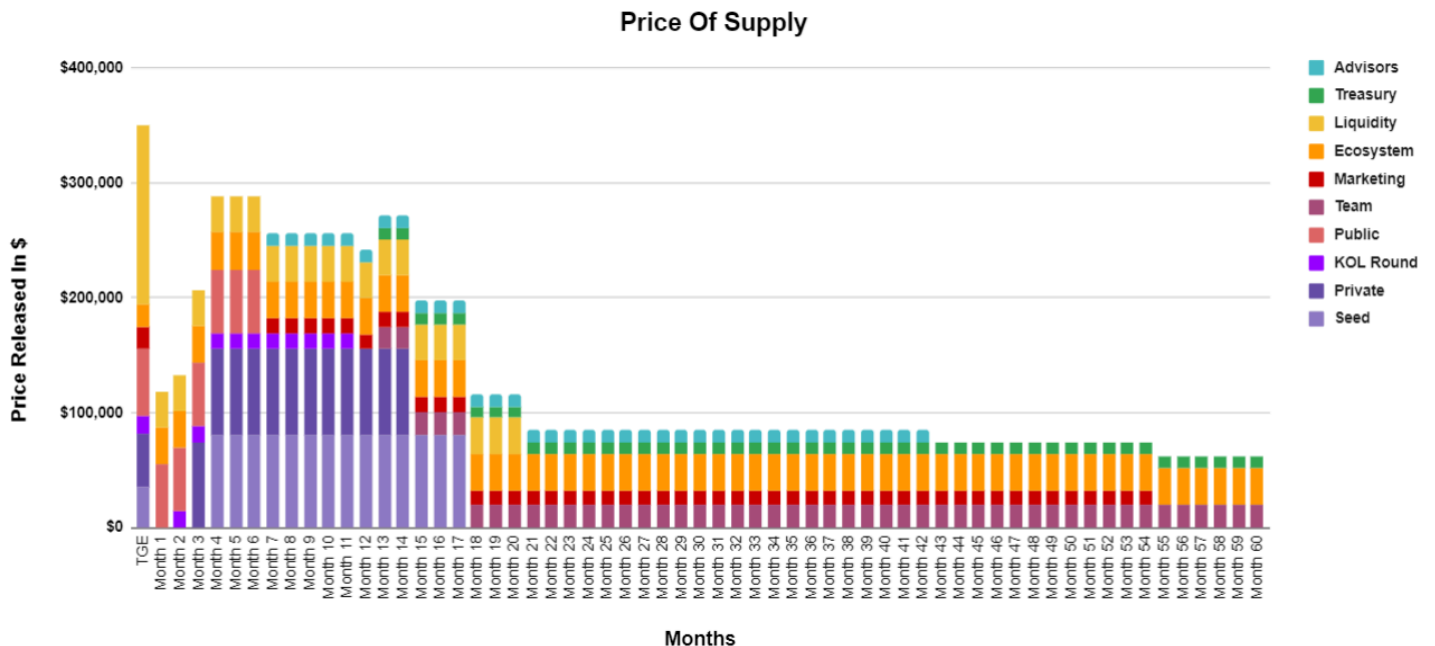
Market Expectation: The general consensus of the market is that over the years of 2024 and 2026 a relative bull period is likely, Hence by ensuring that a majority of the tokens unlocked, with full justification such as investors is a strategic move to ensure the most significant supply increases % wise take place in early periods of the projects life cycle with strong momentum and marketing along with the expected markets bullishness and continuation of the bullishness.

“On a final note the supply increase is also created to be so when the spikes do take place the supply increase is more gradual than sudden to support more of a smooth market landing of the supply increase and decrease rate. This also comes to the last strategy regarding the token launch and performance, with an existingly low token launch valuation and initial market cap, the \$IOLY Tokens that enter the market in the first 2 months will be significantly low, this is to ensure a maximized reserve building by the IOLY team.”

By reducing the supply increase in the first few months and a low initial market cap, coupled with a very strong marketing push along with the product launch. The project with its exchange listings and MM will build a significant reserve of capital from MM

Trading and the tokens performance will have enough time to perform strongly aiding in the tokens exposure, buyers and users. Following this reserve being built, and hopefully the marketing support from the tokens performance along with all marketing activities the company and token will be at a far better position to start supporting the increased supply increase more sustainably.

For Reference excluding liquidity in the first **60** days of the token trading only **\$386,230 USD** worth of tokens will be released based on listing price. It's also worth noting that **10%** of this is ecosystem tokens which won't be a likelihood of all directly being sold.



-----End Of Section 2-----

Section 3.0: -- > Economy Breakdown:

[3.1] Token Economy Structure

The IOLY Ecosystem will have a Dual Off and On Chain token. As explained Previously to simplify, IOLY Credits will be used for all in game purchases whilst \$IOLY Tokens will be used for all onchain applications such as Staking, DAO Governance, Liquidations, and will be used for specific promotional activities and the cost for 3rd party advertisers.

Why Credits? Well looking at the web3 space and the metaverse segment and web2 digital worlds, a key issue is the bridge created by the native tokens of metaverses. At IOLYWorld we aim to solve this issue to help users with a simpler onboarding process. All that is needed is a google account to log in. Additionally the On-Chain side is only optional but will have its incentives, IOLYWorld also plans to educate its users. Finally credits also make the platform run smoother and easier.

Credits will also be pegged to a USD value whilst \$IOLY Tokens will be volatile based on market performance. Although if the tokens performance may be too good the prices for credits may be increased.

Credit bundles will be as follows: - - >

1. 100 IOLY Credits
2. 250 IOLY Credits
3. 500 IOLY Credits
4. 1000 IOLY Credits
5. 2000 IOLY Credits
6. 5000 IOLY Credits

With their Respective Prices in USD of: - - >

1. 100 = 10USD
2. 250 = 20 USD
3. 500 = 35 USD
4. 1000 = 60 USD
5. 2000 = 100 USD
6. 5000 = 200 USD

Users will be able to Buy Credits with: - - >

- BOBA / BNB
- \$IOLY
- Fiat

Due to the nature of these Credit purchases 100% of the capital spent for these is straight Revenue for the platform. However the funds collected will have some redistribution mechanics to support the token, this will be explained in more detail in the coming segments

Users will be able to use credits however they like, they may transfer them from user to user, spend them, hold them or convert them to \$IOLY Tokens

A single IOLY Credit will be pegged to **\$0.05 USD**, within the platform a user may go to the swap pool to initiate a swap. They would need to go through the steps to do so and once they do make the transfer the platform will deduct the credits and accredit \$IOLY to the users On-Chain wallet.

The Swap will be done solely based on the market price of \$IOLY to provide a more suitable structure here for the tokens long term.

Additionally for any transaction from Credit to Token the platform will take a **20%** fee in order to minimize Credit purchasers in dumping tokens, and adding a small bridge for reward based users that may be looking to sell.

This is done to ensure that at no point can a user make capital on purchasing Credits at the lower usd price point to convert to \$IOLY Tokens, with a peg of \$0.05 and a 20% fee the real amount will be 0.04 USD per IOLY Credit to \$IOLY Tokens which is equivalent to the biggest bundle

The Fee is taken in a way where the exchange of \$IOLY tokens is cut by **20%**. Hence as example

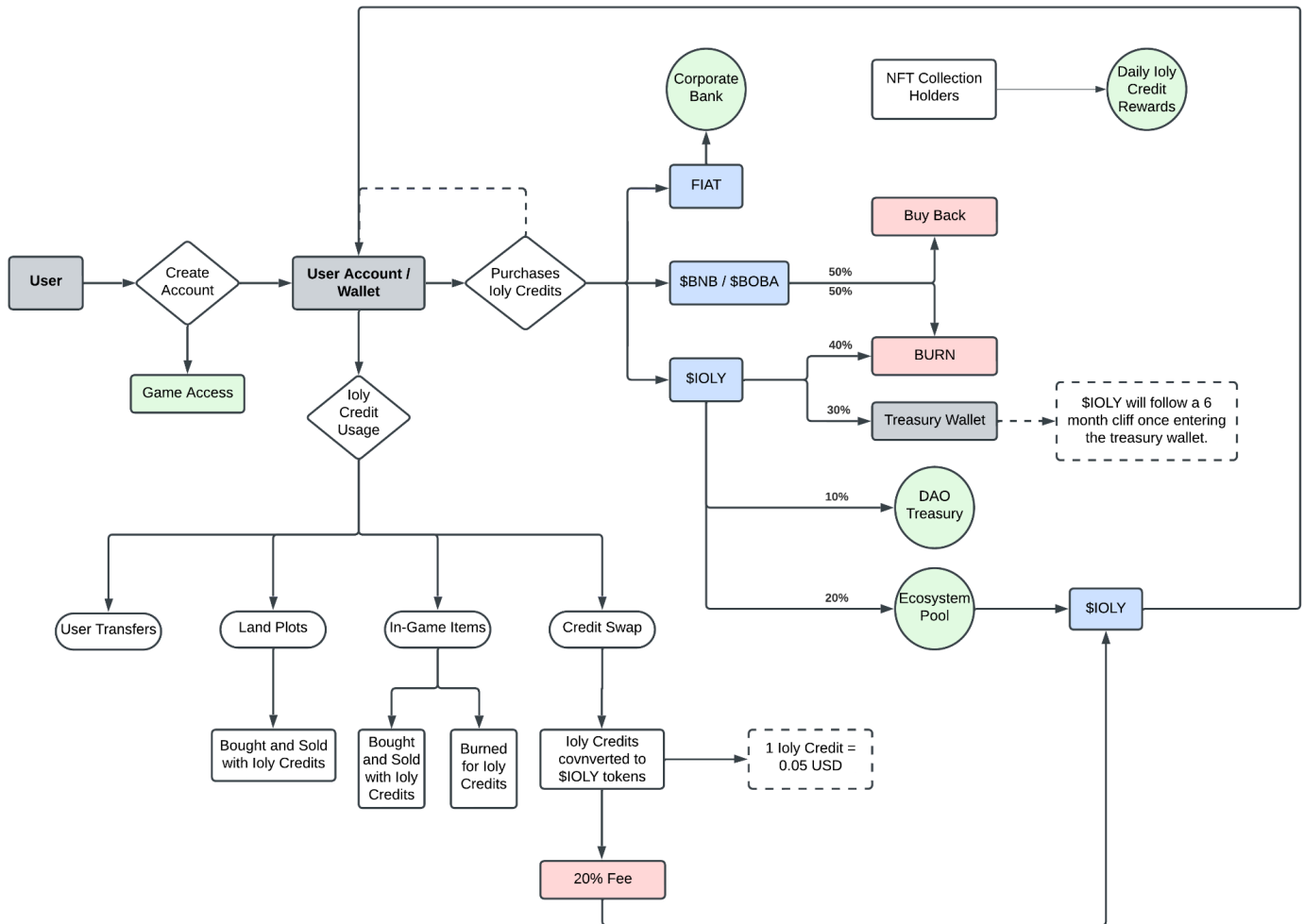
If \$IOLY is trading at \$1 for reference and a user has 100 Credits (10usd) they can redeem 10 \$IOLY minus the **20% = 8 \$IOLY**.

On the vice versa end, where \$IOLY token holders may want to buy IOLY credits with \$IOLY Tokens it will follow the exact same format however no fee will be taken.

Simplified:

- IOLY Credits are used for all ingame purchases

- IOLY Credits can be bought with \$IOLY, BOBA / BNB , Fiat
- All IOLY Credit purchases are revenue
- IOLY Credits will have a fixed USD based fee
- IOLY Credits can be used to convert into \$IOLY Tokens with a 20% fee



[3.2] \$IOLY Utility

The \$IOLY Token will not be the sole core part of the ecosystem however the second core the credits will have mechanisms in the backend to support the \$IOLY Token to the fullest.

In this section we dive deeper into the Utilities of \$IOLY

Staking:

The \$IOLY token will have a staking model from launch in order to provide more utility to the token and allow more sustainable mechanics initially and moving forward in the long term. Additionally the Staking utility is also connected to the Governance utility which will be explained in the next section.

The \$IOLY staking strategy will be very simple in the form of a locked Staking system.

Through a staking UI users will be able to Lock up tokens for specific durations, Being 2 Month - 4 Month - 6 Month - 8 Month - 10 Month - 12 Month. Users who stake \$IOLY tokens will receive an APR that will be predetermined and dynamic over time.

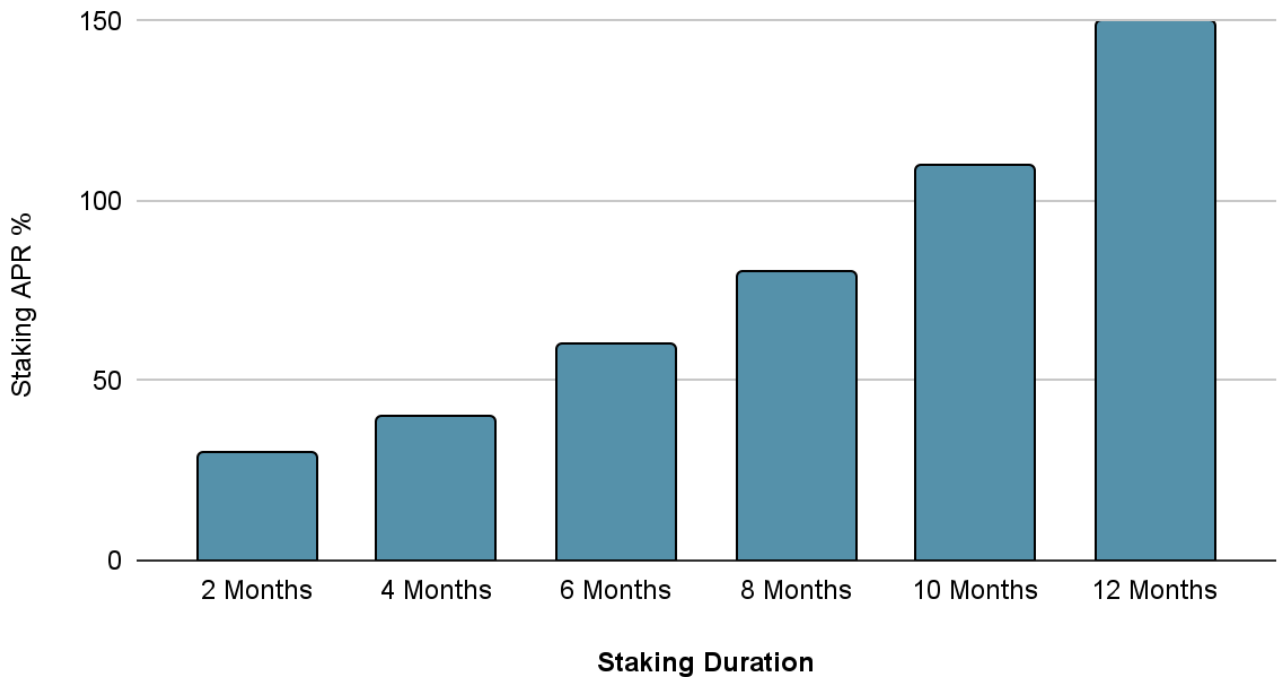
However initially within the first 12 Months the set % APR's will be as follows:

APR = APR, or Annual Percentage Rate, in the context of crypto tokens, refers to the annualized rate of return that holders of a particular token can earn through various mechanisms such as staking, liquidity provision, or yield farming. It is a crucial metric used to measure the potential profitability of participating in these activities within decentralized finance (DeFi) ecosystems.

- 2 Month Locked Staking = **30% APR**
- 4 Month Locked Staking = **40% APR**
- 6 Month Locked Staking = **60% APR**
- 8 Month Locked Staking = **80% APR**
- 10 Month Locked Staking = **110% APR**

- 12 Month Locked Staking = **150% APR**

Staking APR



After **12 months** of token being launched the team may adjust these for the new stakers dependent on the tokens performance, demand and need. Additionally the staking APR may also something that can be determined by the DAO

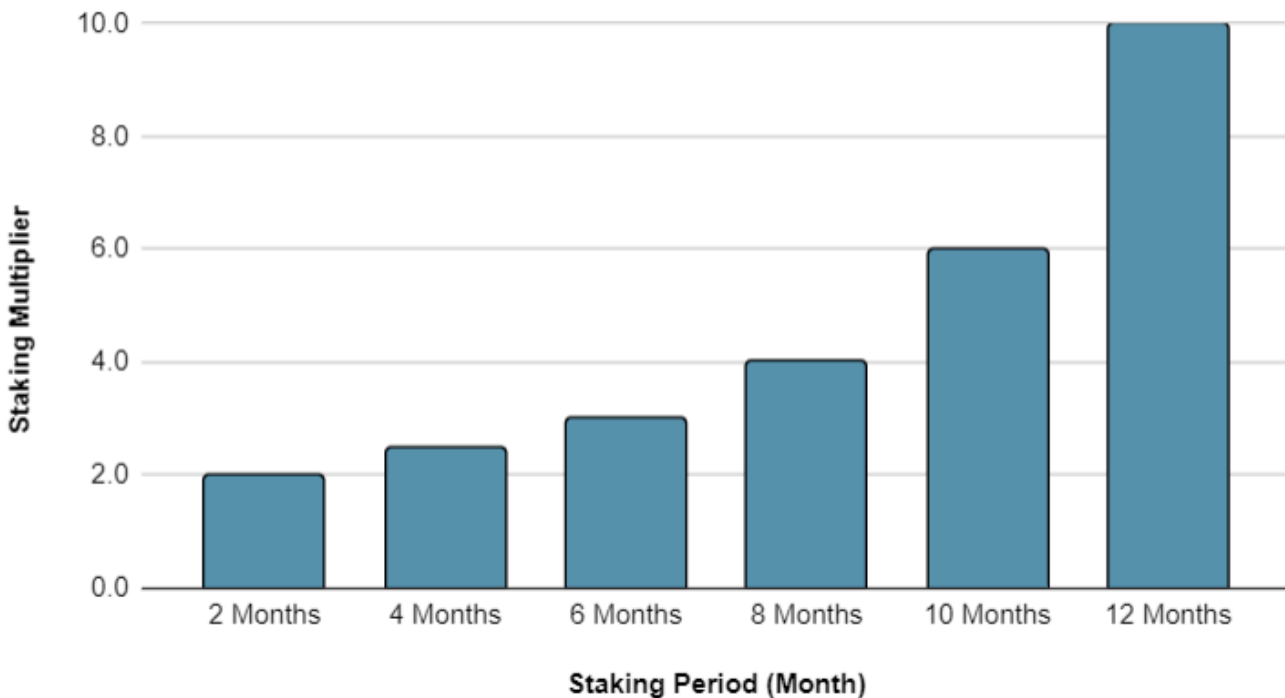
Staking rewards will be taken from the Ecosystem Pool and once the lockup ends users will have to unstake and claim their tokens and accumulated rewards from a transaction they would initiate and process.

If a user locks up tokens through staking they will also get a multiplier on the tokens voting power.

- 2 Month Locked Staking = **2x Multiplier**

- 4 Month Locked Staking = **2.5x Multiplier**
- 6 Month Locked Staking = **3x Multiplier**
- 8 Month Locked Staking = **4x Multiplier**
- 10 Month Locked Staking = **6x Multiplier**
- 12 Month Locked Staking = **10x Multiplier**

Staking Multipliers



1 token equates to 1 vote if held in the wallet hence when staked in specific lock durations the total (staked tokens times the multiplier) + Additional \$IOLY in the wallet will determine one's total voting power

Hence In simplified calculation would be as follows:

- a = total \$IOLY in Wallet

- b = \$IOLY staked
- c = Lock Chosen Multiplier

$$A + (b*c) = \text{Voting Power}$$

Simplified:

- Users can stake \$IOLY tokens for a APR
 - 6 Different staking lengths, 3 months, 6 months and 12 months
 - Each with higher APR's
 - Users who stake tokens will also get a multiplier of voting power on the staked tokens for DAO Votes
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DAO

The IOLYerse ecosystem will also have a central DAO involving users holding and / or Staking \$IOLY tokens to participate in DAO Votes.

The DAO will mainly cover proposals specifically among the scaling of the IOLY Ecosystem. The team will constantly be adding more activities within the platform so users can play, trade and experience. One of the main ideas in mind for this was that the DAO made of \$IOLY Token holders and stakers will be able to decide on what future development the platform and ecosystem should make

Additionally the DAO will also cover decisions among staking rewards, the tokens within the DAO and what to do with them.

The structure of the DAO will be very simplified but also strategic, to ensure users who have more stake and more tokens held and / or locked for longer durations receive more power. It's also a protection policy to ensure that bad actors dont purposefully decide on specific actions which can damage the token hence their monetary value. Hence the strongest decision makers should be the ones holding the most, but more so those locking up their \$IOLY Tokens for longer periods of time.

****The initial structure will look as follows:*

For every \$IOLY token held a user will have 1 vote, Hence users that hold 10k \$IOLY tokens will have 10k Votes.

To maximize the DAO's success amongst power and users the staking mechanism is connected to the DAO's voting power, a way to connect 2 utilities to support each other .

As mentioned in the last section, according to the Locked \$IOLY tokens in staking, users will have a multiplier on those tokens for voting purposes.

- 2 Month Locked Staking = **2x Multiplier**
- 4 Month Locked Staking = **2.5x Multiplier**
- 6 Month Locked Staking = **3x Multiplier**
- 8 Month Locked Staking = **4x Multiplier**
- 10 Month Locked Staking = **6x Multiplier**
- 12 Month Locked Staking = **10x Multiplier**

In the final point the structure will look as follows:

Users \$IOLY Tokens held in the wallet + (\$IOLY Staked * (Appropriate Multiplier))

- a = total \$IOLY in Wallet
- b = \$IOLY staked
- c = Lock Chosen Multiplier

$$A + (b*c) = \text{Voting Power}$$

The DAO will allow all stakeholders of the token to decide on the future of the platform's growth and the platform's mechanisms, creating a more decentralized structure that puts the users in the forefront for the future of the platform and ecosystem.

DAO Votes will also be integrated into the game itself through the IOLY Court. Where

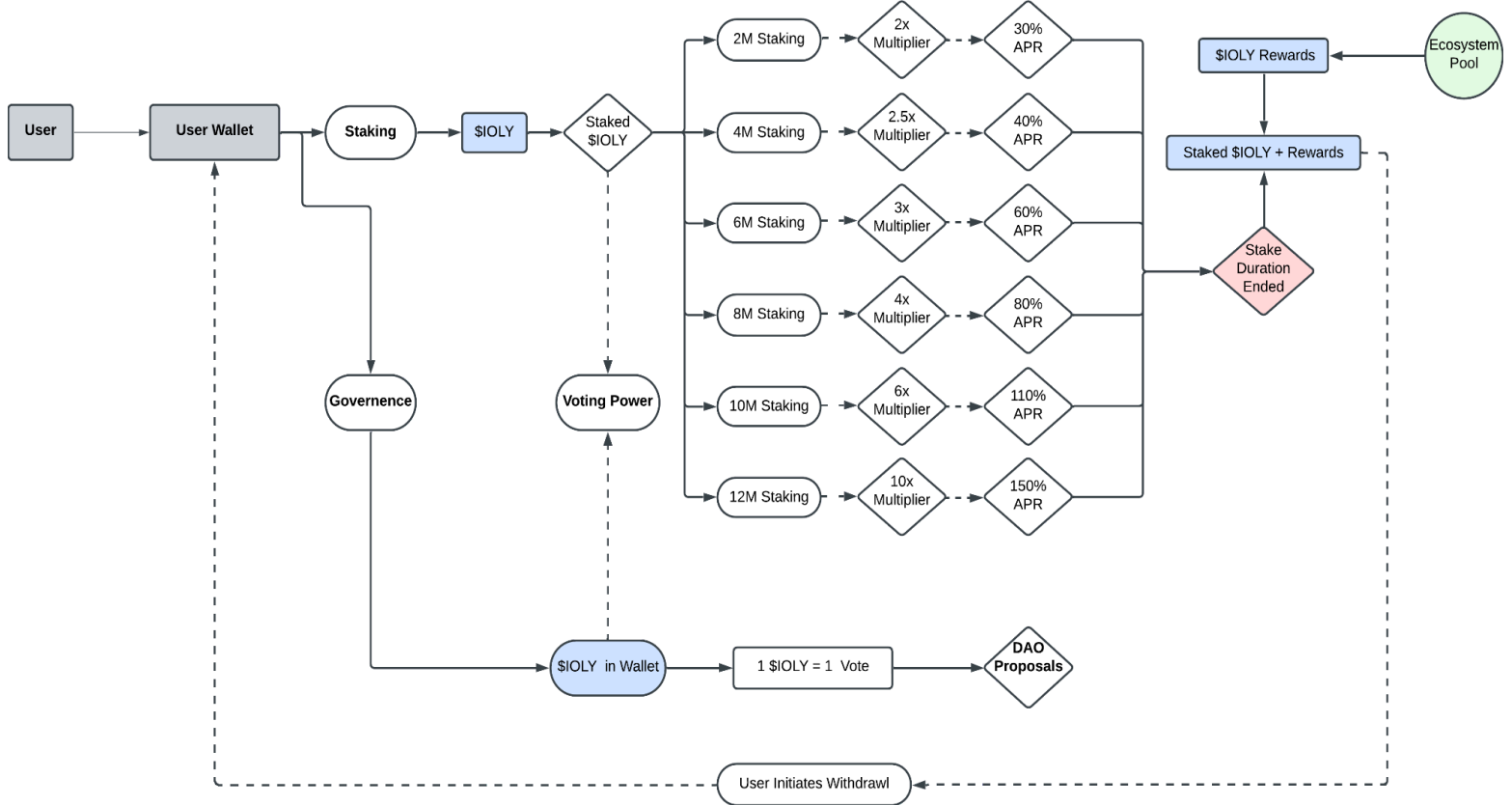
proposals will live with their real time status, and the chance to vote directly in-game. This is done to again connect the utilities and mechanics into daily usage of the platform to also create strong marketing and meaning for \$IOLY Token holders too. The Court will showcase all Live proposals and all \$IOLY Token holders and stakers can vote in-game directly by going in the IOLY Court.

The Court will also be used for a way for the IOLYWorld team to communicate with its active users, through questions, polls that even normal credit based or even free to play users can partake in to maximize the communications between the team and the users, but importantly not any user but the users in game going to a specific place to cast the vote.

IOLY Credit holders will not be able to participate in the DAO, it's strictly for \$IOLY Token holders and stakers. *

Simplified:

- The IOLYWorld DAO will allow token holders and stakeholders to vote on important IOLYWorld expansion ideas, and development initiatives along with staking rewards and DAO Tokens usage based decisions
- For every \$IOLY token a user holds they have 1 vote
- If a user is staking \$IOLY tokens they will get a multiplier on the voting power of the staked \$IOLY
Multiplier increases with the increased duration of locked staking
- All DAO Votes will be conducted on the IOLY Court which will be a in-game facility
Non DAO Based Votes will also be conducted for more of a quantity over quality approach so the team from IOLY can easily communicate with its daily users and maximize engagement and directional strength.



[3.3] IOLYWorld Items and NFT's:

The IOLYWorld platform will have 3 different types of assets as previously mentioned each one has a specific role in the ecosystem with their own strategies and formats. In this section we explain in detail how these work.

- 1) In-Game Based Items
- 2) Land Based Items
- 3) Collection Based NFTs

1. In-Game Based Items

In-Game Based Items are all game based Items that are off-chain used for the gameplay mechanics and visuals. These In-Game Based Items can be bought within the IOLYWorld itself. This can be anything that the team initially integrates and integrates overtime. Ranging from the basics of cars, Clothes, accessories, tickets etc.

These InGame Based Items will be strictly purchased on IOLY Credits, once purchased these credits will be deducted from the users balance. Additionally these In-Game Based Items can be transferred from user to user however they may wish to and can also sell them if they desire to within the world itself.

Finally with the In-Game Based Items there will be rarity involved where holders of specific InGame Based Items will have their rarities creating a marketplace of rarity combining supply and demand over many different variations. This strategy is done to create a social effect but also a way to not keep the In-Game Based Items stale and constant. Similar to how fortnite, call of duty or PUBG has common and legendary rarity items. This structure will be implemented into the In-Game Based NFT's as well.

One side note to mention is that these In-Game Based Items will also be used for promotional stunts, during specific partnerships and festive periods there may be limited time and limited supply offers for specific In-Game Based Items

Although not integrated directly in the economy, digital stores of actual real world goods will also be implemented in the IOLYWorld space. As mentioned previously, real world purchases of items from within the platform users will immediately get what they bought for free accredited to their account. So if one was to buy a Nike shoe through the web2 store accessed through IOLYWorld they will get that Items ingame too rewarded. Initially the platform will allow this strictly off Fiat through a common web2 interface however once enough liquidity and stability is built among the tokens management it is planned that \$IOLY tokens can also be used to buy items

These InGame Based Items will be sent to a users account when bought directly from the platform. Once sent these tokens will immediately be sent to the user's account.

On a final point of InGame BasedItems, they can be burned anytime for fixed fee in IOLY Credits, regardless of the rarity they will be sold for the same low amount and can be done through a in-game building called the IOLY Marketplace

Simplified:

- InGame Based Items are the gameplay based items for users to wear, use or trade
- Can solely be bought with IOLY Credits
- Items are sent directly to the users account
- The InGame Based Items can be also burned in the IOLY Marketplace for a fixed return in IOLY Credits
- Real Life items sold through IOLYWorld will also have their own InGame Based Items given for free, initially all real world items will be bought directly via a web2 medium however in the future \$IOLY Tokens will be used for this too

2. Land Based

Land Based Items are the Land plots users can buy in order to create and customize a living space and do whatever their imagination limits them to.

These Land Based Items will be able to be purchased in different variants through the IOLWorld interface and will be bought solely with IOLY Credits.

The Pricings of this will be determined closer to launch based on community size as well as the market situation and strategy implemented.

On top of this, these Land Based Items can be sold however cannot be burned. Land Based Items can be fully customized and built hence users can sell these in the IOLY marketplace if they wish to.

The Platform will take a 20% fee in IOLY Credits where 20% of the credits are reduced from the total sale price.

3. Collection Based

Collection Based NFT's will involve a NFT Collection sold to the IOLY Community prior through a land NFT Sale. These NFT's will not only be rare land plots for holders but additionally will provide daily rewards in credits.

There will be 1000 of these NFT's that will provide a yield of 25 IOLY Credits everyday.

Holders will have to go to the IOLY Bank in order to redeem their accumulated credits, for any redemption the credits will be added to the balance of the user.

Collection Based NFT's can be sold in the blockchains secondary marketplace directly. However any sell of these NFT's will involve a 20% fee in whatever form it has been sold either \$IOLY or \$BOBA

[3.4] Pools Token Flow, Redistribution

This section will talk briefly about the pools that make up the economy and the flow and rules of the redistribution of the revenues and tokens.

1. Ecosystem Pool
2. DAO Pool
3. Treasury Wallet
4. Company Bank

The next section specifically talks about the flow points of the on-chain and business model architect.

Credit Purchases:

Whenever \$IOLY, \$BOBA, \$BNB are spent they flow into the Ecosystem Pool as on chain revenue

Whenever Fiat is used to purchase credits this flow straight into the Corporate Bank

Swap:

Whenever \$IOLY credits are converted to \$IOLY tokens these will be taken from the Ecosystem Pool.

Staking:

Whenever someone stakes \$IOLY Tokens these will be sent to the ecosystem pool. Rewards will be taken from the ecosystem pool to and sent to the user when the duration ends

DAO:

A Portion of all \$IOLY fees will be sent to the DAO Pool

Proposals will decide on what is done with the \$IOLY Tokens

Collection NFT:

Whenever sold on a secondary marketplace the 20% fee will be sent to the Treasury wallet

Redistribution / Treasury Wallet Management

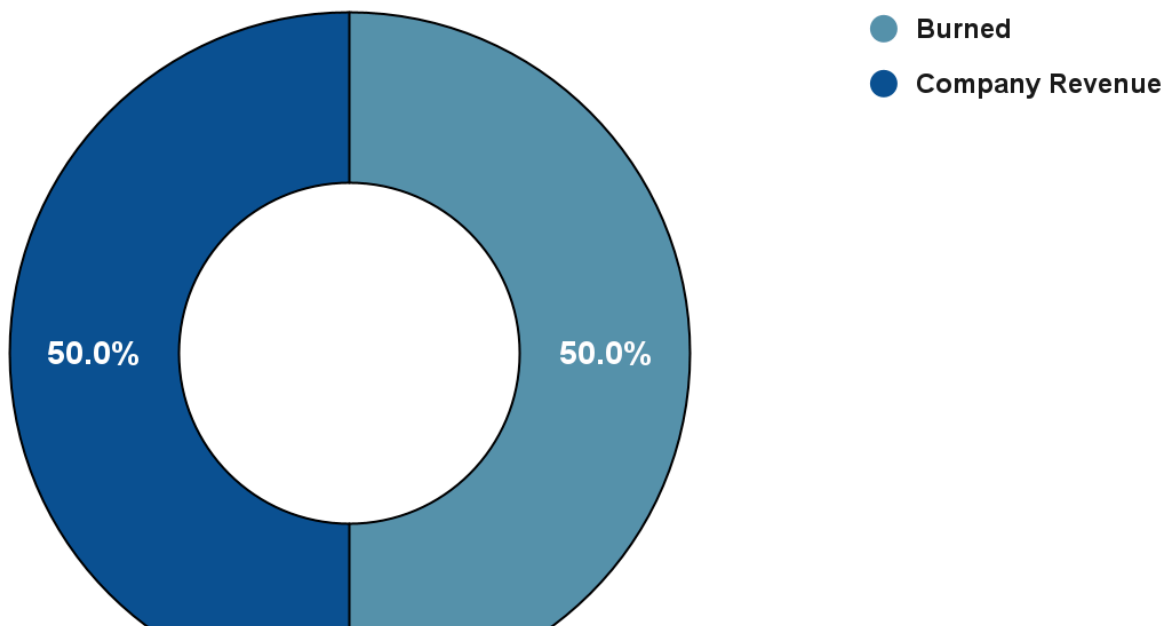
The Treasury Wallet will have a very specific flow, **40%** of all \$IOLY based revenue will be burned immediately, sent to the null wallet. **20%** Will be sent to the ecosystem Pool, **10%** will be sent to the DAO Pool and **30%** will be kept in the Treasury wallet but have a 6 Month cliff before it can be used

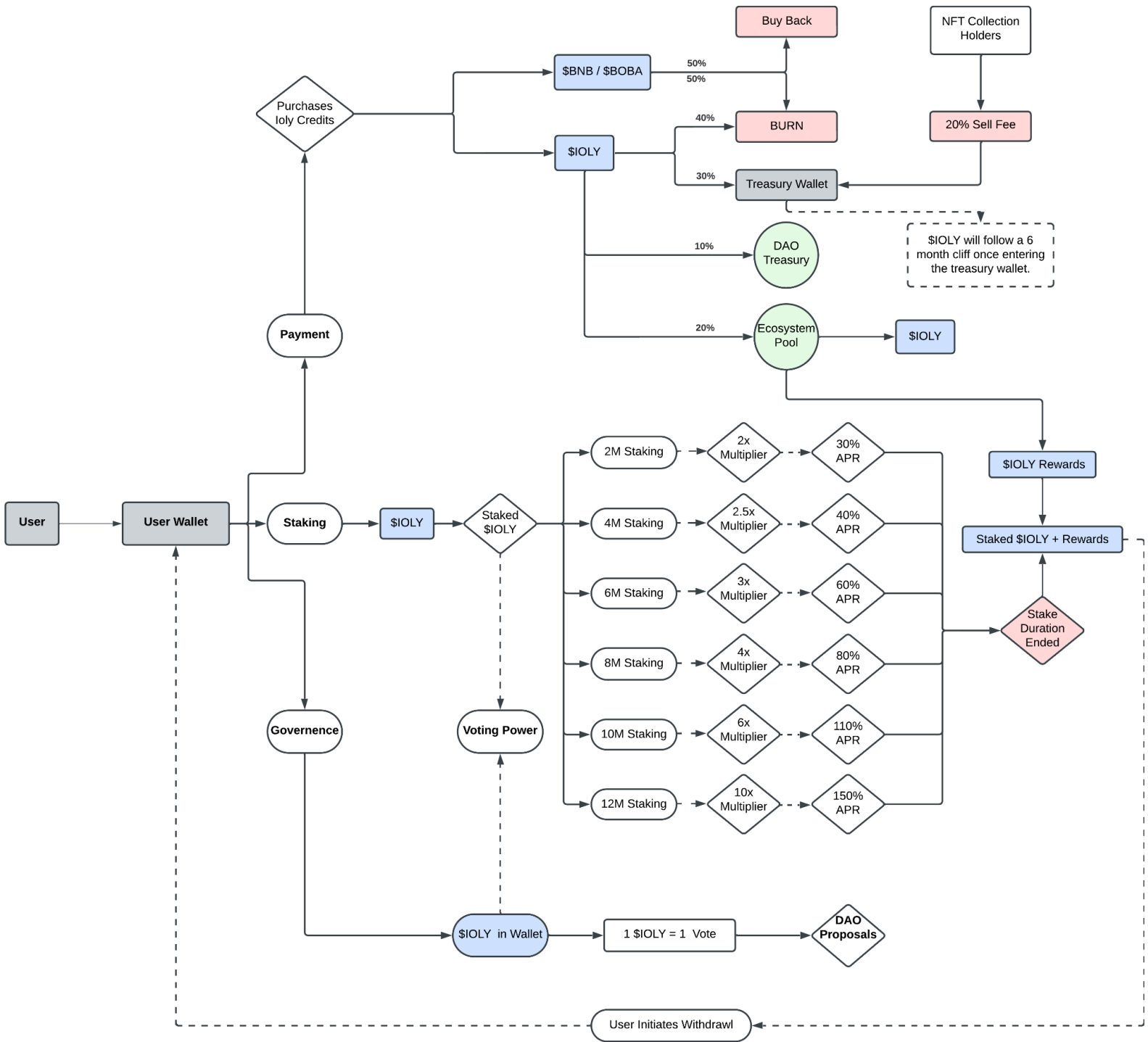
All Non \$IOLY Revenue into the Treasury wallet will follow a **50%** Buy Back and burn and **50%** staying as a company revenue with no cliff. This is done in order to maximize the project's long term sustainability and fundamental strength when it comes to token performance and token sell pressure.

Additionally this will not only be a key method to support the \$IOLY Token without \$IOLY being used as mentioned, it will offset the need for the team to sell \$IOLY Tokens solely to survive and build the ecosystem.

By having a multiple stream treasury the risk of ending up with only \$IOLY Tokens is canceled hence tokens long term health is in check and the scalability of the token is maximized.

Treasury Wallet Revenue Distribution





-----End Of Section 3-----

Section 4.0: - - > Additional InGame Mechanics:

[4.1] Level System

The level system in IOLY is done specifically to provide a stronger driving for for daily users and progression and competitiveness between the users of the platform.

The IOLY Level system is a very simple system to what games such as Fortnite have, allowing users to be competitively stronger and include the social effect into it as well.

The Level system is a feature no web3 metaverse has and will be a simple yet innovative feature of IOLYWorld.

The system will follow as such:

- There will be an infinite number of levels however between each level users will require 50% more EXP. Users can earn EXP in 3 ways, the natural being Time spent in-game, and Credits spent in game. However users can also buy EXP Potions from the IOLY Marketplace if they wish to which will give them an instant EXP Boost.
- Additionally there will be Daily and Weekly quests on the user dashboard for users to complete which involves gameplay based activities, such as spend 50 Credits, or go to this place and do this, Like IOLYWorlds tweets, participate in DAO etc.
- It's a very strong competitive way to also unite the daily users under the level system to not only be more active in the game to encourage Daily active user growth but also support IOLYWorld publicly through DAO Participation, Following partners or IOLYWorlds socials, retweeting posts engaging etc.

Each users EXP will be formulated as such:

- (Total Time In Game + Total Credits Spent + EXP Boosts)
- Each level will require **50%** more total EXP.
- For each hour spent in-game the user will receive **10** EXP
- For every **10** Credits spent, a user will receive **5** EXP
- And whatever amount of EXP Potions a user may have purchased they will get according to the EXP Potions size, but likely ranging from **10-200** EXP Potion sizes with variable prices.
- Quest Based EXP will be part of the EXP Boosts and the amounts will be determined closer to implementation when a better analysis is done on this.

The 1st level will require **20** EXP with each level requiring **50%** more.

[4.2] Chest System

Users can also use IOLY Credits to purchase Chests from the IOLY Marketplace, with varying chances and prices users can also spend Credits for changes to buy common to legendary InGame NFT's

This adds a new utility to the Credits and another method for the burning of IOLY Credits from within the ecosystem.

These Chests will also be marketing based too, with specific periods and specific themes implemented similar to loot boxes in Overwatch. Chests will also be provided in certain giveaways and promotional activities across its platform and its socials to add more engagement and leveraging of this mechanism.

This is expected to provide more social content opportunities with Go-To-Market and also provide a significantly new genre of uncertainty when it comes to rewards. Providing more engagement, more of a social effect, and more utility for the

IOLYCredits.

-----End Of Section 4-----

[5.0] Closing Thoughts

The intricately designed IOLYWorld ecosystem aims to streamline user onboarding and acquisition by eliminating the common roadblocks found in other web3 metaverses with intricate crypto components. Its hybrid on and off-chain token economy model not only addresses technical challenges but also adds purpose to the platform, enhancing the fundamentals of its products.

At the heart of this ecosystem lies the \$IOLY Token, boasting transparent utilities that extend beyond a mere utility perspective. The token is poised for robust support from both utility and redistribution angles, featuring mechanisms such as burns, buybacks, and redistribution to relevant pools, strategically woven to foster sustainability. An interesting facet worth highlighting is the implementation of a 6-month cliff for \$IOLY based revenues in the treasury wallet, ensuring a gradual release to optimize token performance.

Diving into the NFT realm within the IOLYWorld ecosystem reveals an optimized framework catering to gameplay usage, in-game feasibility, and, crucially, value accrual and transactions. The inclusion of a rarity system further enriches the ecosystem by establishing a supply-demand based marketplace for the coveted IOLY Credits.

Notably, the IOLYWorld team has ingeniously crafted gameplay strategies that stand out as both innovative and unique within the market. These tactics not only enhance user retention but also strategically engage users in supporting the ecosystem's growth through intelligent maneuvers. In essence, IOLYWorld's comprehensive approach, from its tokenomics to NFT ecosystem and gameplay strategies, positions it as a formidable player in the evolving landscape of web3 metaverses.

-----End Of Section 5-----

IOLYWorld: The Future of Digital Worlds, entertainment and mass adoption.