



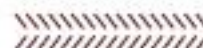
TELIFE

WHITE PAPER



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1. About Relife

1.1 Project Introduction

Relife is an immersive game featuring an end-to-end social, entertainment and marketplace ecosystem based on artificial intelligence, big data, and blockchain . Players of Relife participate through various in-game features including loot boxes, land auctions, land parcel games and sports quizzes to obtain the coveted “landlord” status. The game also rewards land to players for developing competitions and games on their own territory. At the same time, players can also participate in various “sports competitions” mapped from the real world and land games created by other developers to win additional rewards. Relife is an immersive game that mimics the real world and a chance for players to be unbounded by real life rules!

Slogan: Living the dream life, unbounded by rules.

Mission: To be the pioneer of metaverse.

Goal: To become the open platform for hosting applications in the Metaverse ecosystem within 10 years.

1.2 Background

1.2.1 The Concept of a “Metaverse”

In 1992, science fiction writer Neil Stephenson's work first proposed the concept of 'super metadomain' in *Avalanche*. Stephenson hoped that people will not only be able to live in a parallel three-dimensional digital world through an avatar, but also have a meaningful life where dreams can become reality.

Fast forward to March 10th, 2021, Roblox was officially listed on Nasdaq, and "metaverse" was officially mentioned for the first time in its prospectus, marking the successful launch of the metaverse concept and igniting enthusiasm in tech, gaming, and investment communities around the world. In its prospectus, Roblox defined its metaverse in eight areas: identity, friends, immersive, anywhere, low friction, variety of content, economy, and safety.

On August 1st, 2021, Dr. Xiao Feng, Chairman and General Manager of Wanxiang Blockchain, gave a more visual interpretation of the metaverse. He said that the metaverse covers three stages of human society's migration into the digital world: 1) digital twins, 2) digital natives, and 3) virtual reality, where digital natives are the core of the current metaverse.

It is only after decades of unrelenting iteration of the metaverse by the academic and business worlds that we are able to create Relife in its current form: a new ecosystem that is co-developed with players and fulfills each of



their needs for self-actualization.

1.2.2 Internet Consumption Upgrade

In the post-PC and mobile internet era, the internet has become a utility. Right now, almost all industries are more or less connected to the internet.

Because of the rise of the internet and its disruptive effects, people's lives have undergone profound changes. Offline consumption upgrades have lost its conventional meaning, and online consumption has become mainstream. Businesses now no longer compete solely on the cost-effectiveness of products but instead for consumers' attention.

By putting consumption upgrades into perspective using Maslow's hierarchy of needs, we can figure out what people would likely demand next. Recall that Maslow's hierarchy of needs is divided into five levels in ascending order: physiological needs, safety needs, social needs, self-esteem needs and self-actualization needs. We believe the metaverse will help users attain the highest level in the hierarchy of needs: self-achievement.

In Relife, players can fulfill that need for self-achievement. They can be whatever they want, become famous overnight, travel around the world, etc.



and achieve what they cannot in real life.

1.2.3 High-tech Support

- VR must be used to achieve a strong sense of immersion.
- Edge computing technology is necessary to ensure that all players get the same, smooth experience.
- Blockchain technology, encrypted digital currency, NFT, etc. necessary to support the in game economy and establish identity and credibility.

The above-mentioned technologies are all currently commercially deployable to create the Relife World.

1.2.4 Market Value of the Metaverse

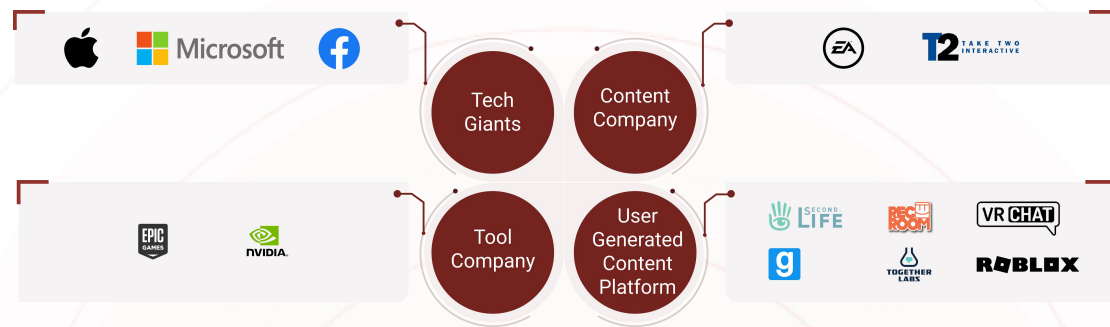
A) Sector Segmentation

We think the major players in the metaverse sector is divided into four segments:

1. Technology giants represented by Microsoft, Apple, and Facebook;
2. Content-based companies represented by EA and Take-two, with games such as The Sims and GTA;
3. Physical and software infrastructure companies such as Epic Games and

Nvidia, that provide the tools to build the metaverse;

4. New UGC platforms including Second Life, Garry's Mod., Roblox, Recroom, VRChat, Together Labs, Multiverse, etc.



B) Market Value

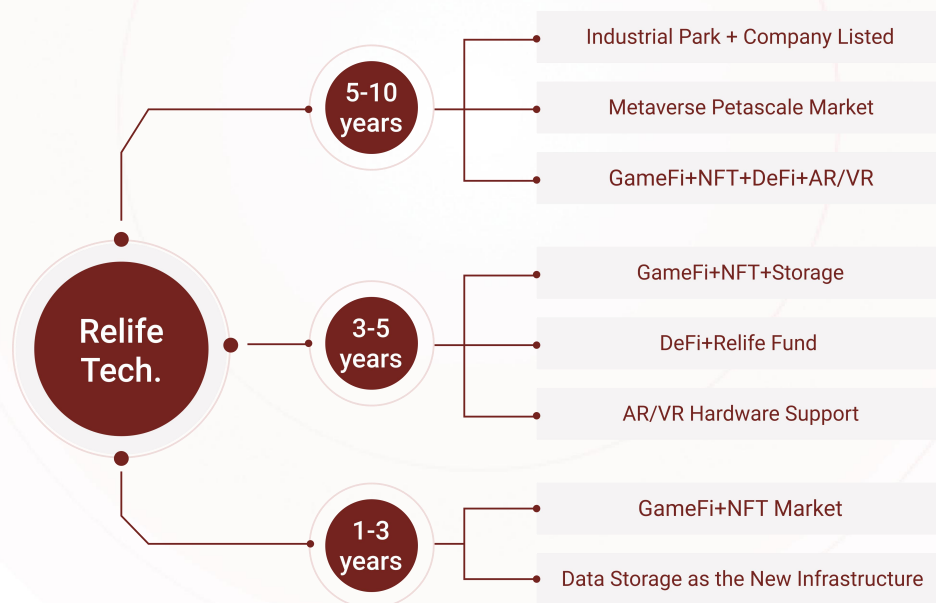
- On March 10, 2021, Roblox was listed on the US stock market, the first publicly traded company representing the metaverse, with a market value of over US\$55 billion as of June 3rd;
- On April 13, 2021, the US game developer Epic Games' metaverse business received \$1 billion in financing, with a valuation of US\$28.7 billion;
- Tencent participated in Roblox's US\$150 million Series G round of financing and was the sole agent for Roblox's product launch in China;
- In March 2021, the sandbox platform developer MetaApp completed its Series C round financing of US\$100 million, representing the "largest single financing deal in the metaverse space in China";
- On April 20, 2021, ByteDance invested nearly 100 million RMB into the "Chinese version of Roblox", Daima Qiankun, and officially entered the

metaverse industry.

Strong secular tailwinds for the metaverse industry combined with players' ability to create, discover and experience new and exciting concepts gives the Relife project an unlimited upside potential.

1.3 Roadmap

Three major stages for Relife:



Phase I: Years 1–3: Building the Gamefi ecosystem.

We plan to establish and develop an entertainment ecosystem for NFT trading focused initially on user growth. The initial ecosystem will be built based on loot boxes, land auctions and three mini-games. We will then aim to expand

the community by inviting game developers and publishers to expand the ecosystem through creating new and exciting games. To support the growing ecosystem, we will build meta-universe data centers based on distributed storage, which will aim to provide storage services as well as improving the availability and scalability of the platform.

Phase II: Years 3 – 5: Building the defi ecosystem and introducing VR & AR

We will integrate with AR/VR hardware equipment to achieve a stronger sense of immersion into the game. This will also strengthen the entertainment and social aspects of the game. User experience will improve as the number of users increase and at the same time, Relife will further build out the defi ecosystem by investing in high-quality projects such as Dex or Funds, etc., to improve gameplay.

Phase III: Years 5 –10: Establishing the metaverse ecosystem

We plan to adopt edge-computing technology to achieve instant in-game communication and develop social media software within the ecosystem to strengthen in-game social elements among users. As players attract more and more friends into the game, more people will be introduced to Relife.

At the same time, we will fully utilize blockchain technology to make Relife a

truly decentralized system through DAO (Decentralized Autonomous Organization). We will also gradually build out Relife high-tech industrial park, merge and acquire other ecosystem companies, and eventually plan to become a publicly listed company.

2. Gamefi Part

The Relife Gamefi section integrates loot boxes, land auctions, land games and sports competitions. Users obtain a unique landlord status through "land auctions", and landlords will receive rewards from other players hosting events or competitions or developing games on the land that landlords own. At the same time, users can also win rewards from participating in various "sports competitions" mapped from the real world and land games created by developers within the Relife ecosystem.

2.1 Loot Box

Relife loot boxes will go on sale in late October 2021. The total number of loot boxes will be 1,500, each priced at 100USDT. The sale will continue until the last boxes are sold. Loot box prizes are the following: 1 BTC (1 piece), 1 ETH (3 pieces), 1 NFT artwork (100 pieces), packages of other mainstream crypto assets such as FIL/LTC/MANA/ETC/BCH, and 500 gift packages of the Relife

Platform points.

2.2 Land Auction

Relife divides earth into 300+ virtual land plots. Each piece of land is an irreplaceable NFT. Players can trade them freely, and each piece of land will be priced according to its comprehensive index, competition popularity, economic index, higher education concentration, and convention center concentration. The higher the use density of the land, the higher the bidding floor price! Landlords will gain land tax and dividend income, as well as receive rewards from any activities and games developed on the land.

2.3 Sports Competitions and Land Games

2.3.1 Entry Level Games

Entry level games refer to games that can be played on every plot, such as games related to farming or sports competitions. Take Relife Farm as an example, the basic gameplay includes: 1) crop planting, 2) picking, 3) land decoration, 4) land reclamation, 5) farm decoration, and 6) friends' interaction, etc. Players can accumulate experience points, upgrade the farm, or upgrade the game experience using game tools (such as rapid maturity, insect repellent, etc.).

2.3.2 Featured Games

Featured games refer to games that can only be played on designated plots. Take the casino games on the plot of Las Vegas in the United States as an example, we will deploy casino games such as Plinko, dice, roulette, baccarat, poker, keno, stairs, mines, slot machines, live casino, etc. In addition, we will also develop games with regional characteristics on different plots, such as Amazon jungle adventure, Japanese sumo, Chinese riddles, Thai boxing, etc., allowing users to experience a diverse journey around the world.

2.4 Sports Competition

Sports competition in Relife focuses on mapping real-life sports events, including 40+ classic categories such as football, basketball, badminton, tennis, table tennis, baseball, boxing, and game competition. Users can participate in the games via more than ten kinds of mainstream crypto assets, such as RLT, ETH, BTC, etc. Through choosing different sports betting, players can also place bets on the competitions as well as wagering different odds.

2.5 Developers' Ecosystem

2.5.1 Developers

Developers hold an important role in the Relife ecosystem. We encourage developers to develop innovative mini games and jointly create an immersive and diversified metaverse. To this end, we have established a separate ecosystem fund to invest in high-quality projects; at the same time, we have reserved part of the dividend share as developers' rewards to help align incentives to enhance the Relife ecosystem.

2.5.2 Ecosystem

In addition to games, Relife will regularly host large-scale events, including "time and space competitions", "limited time events", and "team competitions". Users can participate in teams, and Relife will determine players' rankings according to a points system. The top 500 teams have a chance to win NFT, lucky bags, and point rewards. They will also have a chance to upgrade their roles or win excess rewards.

3. Data Center as the New Infrastructure

Our data centers use a distributed storage of network resources and

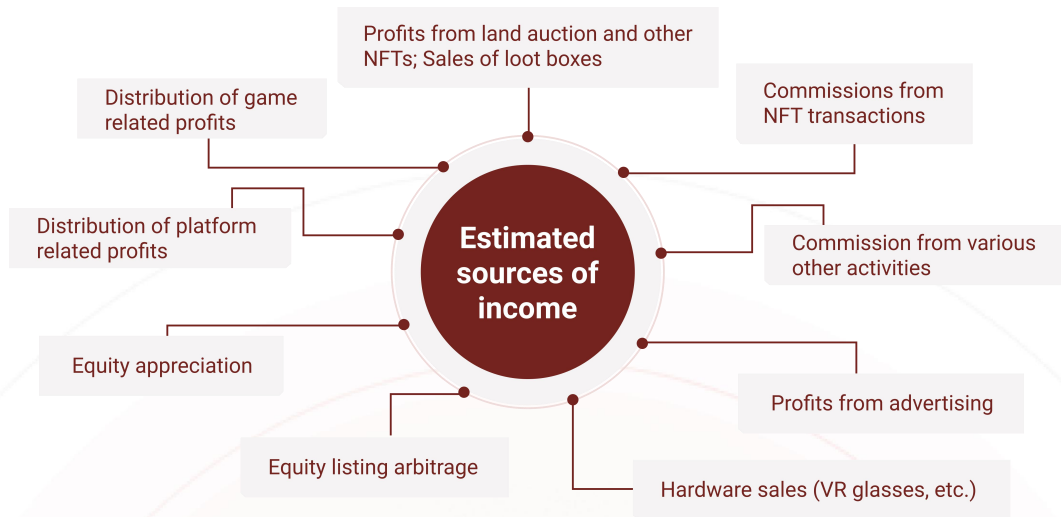
blockchain as the domain to retrieve files from a decentralized computer network (not a third party). Relife plans to create a decentralized, secure and permanent network storage and shared environment, allowing for the effective data storage of over 100 million users.

During the build out process for our data center, we plan to launch storage certifications for nodes, aimed at motivating users to provide higher-quality storage services. Our users can redeem designated incentive tokens from various token rewards, and use them for staking to obtain more benefits.

The data center is the basic infrastructure that will run through the entire Relife ecosystem, and users who participate in building the storage infrastructure at different stages will receive multiple forms of rewards from the Relife Platform.

4. Key Indicators

4.1 Revenue Sources of the Platform



5. Technology Roadmap

5.1 Relife Technical Layer Architecture

Our technology team aims to create a true metaverse where reality and the virtual world coexist. We plan to build from the ground up through four system layers: foundational, baseline, working and application.



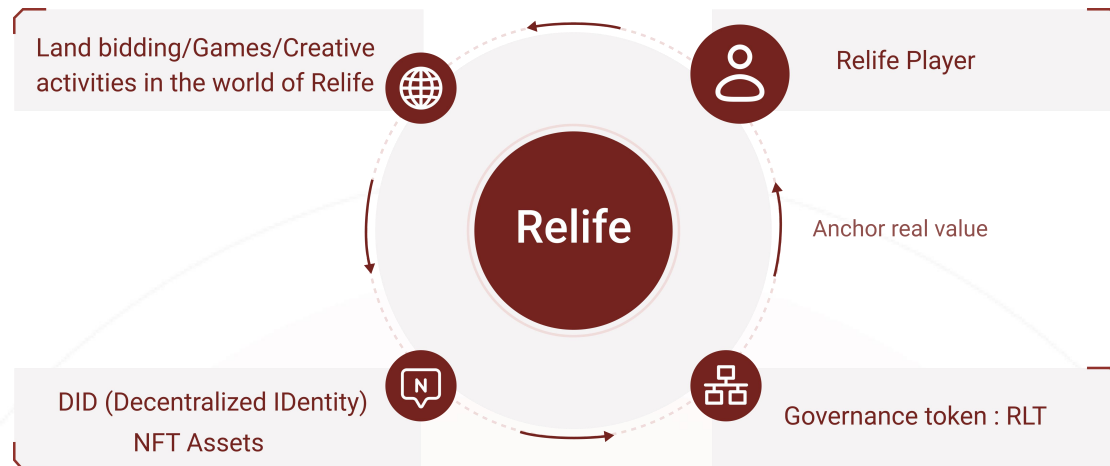
a. Foundational Layer

Decentralized blockchain technology is the foundational core of Relife and to accommodate future user growth, we have selected to deploy Relife on the Binance Smart Chain for all of its GameFi, DeFi and NFT functions. (We plan to build our own public chain in 2023). Our tech team will create various smart contracts based on the chain to form the foundation for our various functionalities.

We plan to build upon an Ethereum mainnet foundation, with VR / AR, holograms and other smart devices that will form the basis for the immersive world of Relife. As 5G networks proliferate globally, our underlying infrastructure [to support smart devices] will become more efficient as decentralized storage's speed and scalability increases while latency decreases.

b. Baseline Layer

Upon completion of the foundational infrastructure, Relife World will then use smart contracts and DID as the underlying technology for a closed-loop system with economic identification and authority, featuring unique digital identities [governed under ERC-721].



DID (Decentralized IDentity) is an upgraded version of the alliance identity, which is globally unique, resolvable with high availability, and cryptographically verifiable. These features allow users to have controllable digital identities while ensuring users' privacy and data security. Based on W3C's DID specification, we use "Blockchain + VC" to implement industry standard DID technology.

Users with a globally unique digital identity can integrate into Relife through land auctions, games, creations, etc., to earn multiple game rewards featuring NFTs. With the platform's incentive and circulation mechanisms (staking, governance, payment), Relife can link virtual assets with the real world to achieve self-sustaining economic growth.

c. Working Layer

To allow users to create scenes and items for Relife, the team has developed an

online creation system for developers around the world. In addition to making basic 3D and multi-dimensional scenes, developers or experienced players can also create their own digital asset banks as well as setting up funds and other financial assets using the system language supported by the framework. This provides players with more entertaining experiences while also enriching the Relife ecosystem.

d. Application Layer

Relife is not simply a game platform. It is a metaverse that integrates Gamfi, Defi, and NFT. The technical team will not only access thousands of game dApps, but will also host activities with “time and space competition” themes to stimulate developers to create unique and enriching Relife experiences. You can go shopping, watch exhibitions, and listen to concerts just like in real life. You can even try newly conceived jobs! Whatever you want to do, you can achieve it in Relife.

Furthermore, users can stake the game rewards obtained from playing in the Relife space and earn additional rewards from the underlying infrastructure – distributed storage.

In addition to the themed games incubated by the Platform and storage applications, Relife also provides open-source codes to facilitate global

developers and other excellent game/application platform vendors to access our metaverse and jointly improve the Relife ecosystem.

5.2 Smart Contracts and GitHub

The following are our most commonly used smart contracts:

Loot box game	Deployed in Q3 2021
Land auction	Will be deployed in Q1 2022
Land transfer	Landlord can "sell" the land after the land auction is complete
Sports competition	Will be deployed by Q4 2022
Receiving rewards	Players usually will interact with this contract to claim the reward

6. Roadmap and Completed Milestones (next 3 years)

Phase 1: 2021/Q3-Q4

Registered entity in Silicon Valley, USA (completed)

Global ICO (in progress)

Online and offline community (in progress)

Relife loot box section (in progress)

NFT marketplace (in progress)

IPFS infrastructure & official launch of Relife V1.0 (in progress)

Phase 2: 2022/Q1-Q3

First round of land auctions;

Incubating farms, cards, and competitive games

Gamefi ecosystem buildout,

Official launch of Relife V2.0

Developers' "Time and Space Competition"

Phase 3: 2022/Q4

Qatar World Cup global quiz event

NFT Marketplace active phase

Invitation for game distributors to expand game types

Daily active users: 100k+

Phase 4: 2023/Q1-Q4

Establishment of the Relife investment bank fund to incubate ecological projects

Global community activities to begin

Launch official world theme events

Participation in themed games and events by teams assembled by players

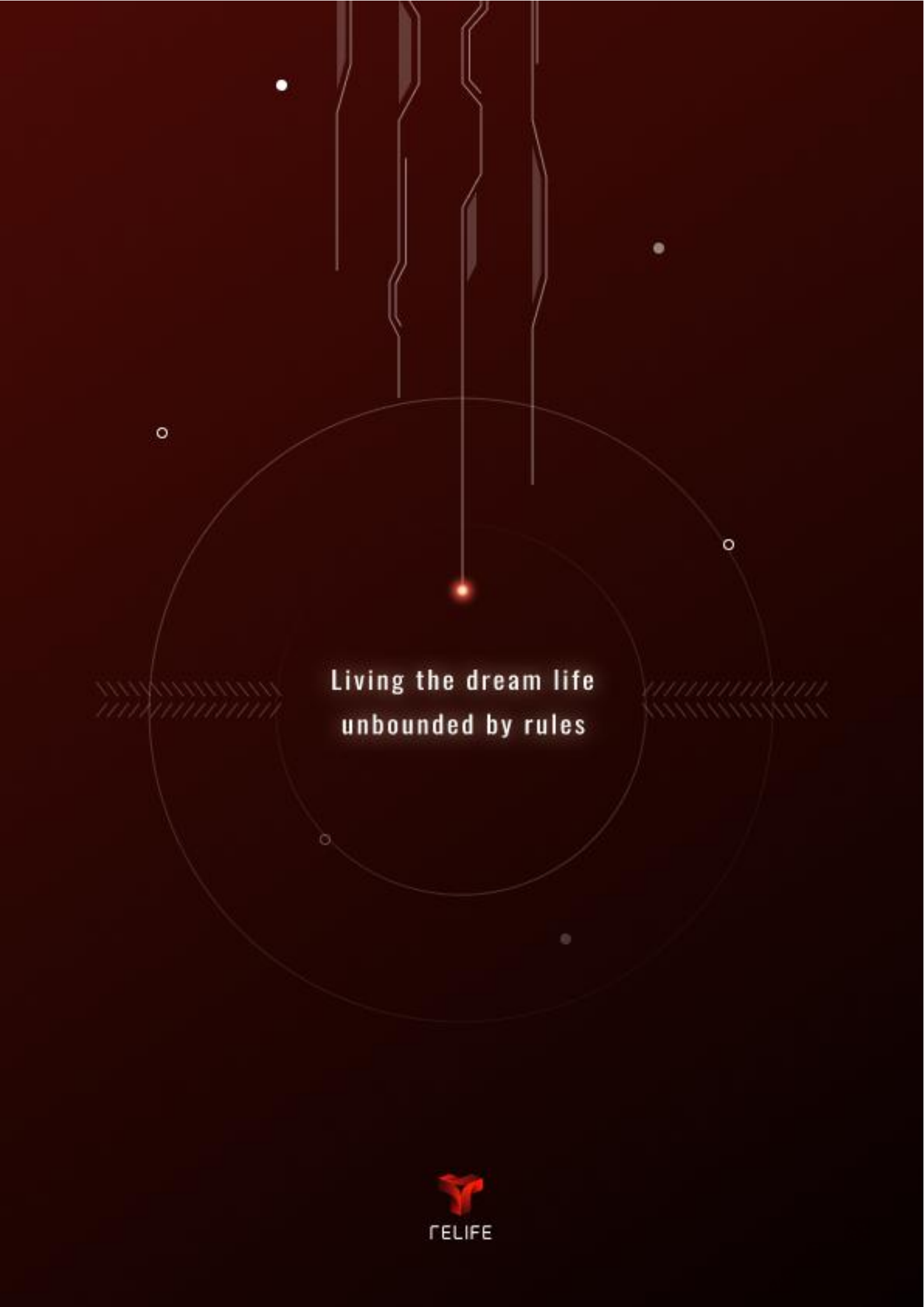
Further improvement of ecosystem tools and infrastructure

Build our own public chain and migrate successfully

7. Disclaimer

The content of the Relife white paper is compiled by the team based on authoritative information and documents, and is solely provided to readers as information for the purposes of their own independent evaluation.

The statements, estimates, analyses and forecasts in the Relife white paper may change in the future depending on the situation and should not be regarded as promises or statements about future prospects. No guarantee of any kind is provided. All decisions made by investors based on the information provided are at their own risk.



Living the dream life
unbounded by rules

