

AetherPlay Coin (APC) Whitepaper

Executive Summary

Traditional games and metaverse platforms generally adopt centralized operating models. Game maps, characters, items, user data, and virtual economies are controlled by platforms, while the time, money, and creative work invested by players often remain tied to a single platform. When a service ends, an account is restricted, or a gaming ecosystem declines, players' actual ability to control digital assets may decrease accordingly. At the same time, traditional content production relies heavily on human teams, resulting in high development costs and long update cycles, while different games lack unified asset standards.

AetherPlay Coin (APC) proposes an open virtual ecosystem centered on players and creators. The project integrates AIGC content generation, XR immersive interaction, NFT digital assets, cross-chain interoperability, and DAO community governance. Its goal is to enable players to truly hold digital assets in accordance with protocol rules and participate in content creation, community governance, and ecosystem development.

APC adopts a dual-token model. APC serves as an ecosystem governance and utility token for AI computing services, virtual land, ecosystem governance, asset transactions, and scene development. APU serves as an in-game consumable token generated through game tasks and content contributions and used for everyday in-game consumption.

AetherPlay's long-term vision is to build an evolving virtual world that is Player-Created, Player-Owned, and Community-Governed.

1. Industry Background: Challenges of Ownership and Sustainability in Virtual Worlds

Over the past decade, players have demonstrated their willingness to invest time, money, and creativity in building virtual identities and digital assets. However, under traditional centralized architectures, these assets are usually tied to platform databases and account systems, limiting their ability to move across games, while changes in platform rules may directly affect players' rights of use.

Meanwhile, game content production requires substantial planning, art, programming, and operational resources. High content costs constrain update speed and make it difficult for some virtual worlds to maintain long-term vitality. The lack of unified data and asset standards across games further creates isolated digital-asset ecosystems.

AetherPlay is not simply moving traditional games onto blockchain technology. Instead, it seeks to redesign the underlying relationships of virtual worlds: giving digital assets verifiable on-chain ownership, using AI to lower the barriers to content production, enabling communities to participate in rule-making, and exploring asset and identity interoperability between different applications through open standards.

2. AetherPlay Vision: Open, Composable, and Continuously Evolving

- **Player-Owned:** Game items, virtual land, digital avatars, and other assets that comply with protocol standards can have on-chain ownership recorded through NFTs.
- **Player-Created:** AIGC tools lower the barriers to creating maps, stories, characters, and interactive content.
- **Community-Governed:** DAOs and guild mechanisms enable communities to participate in game rules, ecosystem activities, and resource allocation.

- **Asset Interoperability:** Through standardized contracts and cross-chain infrastructure, eligible digital assets can gain cross-application use and trading capabilities.
- **Continuous Evolution:** AI-generated content and community contributions continuously expand virtual worlds, reducing long-term dependence on a single development team.

3. Technical Architecture

3.1 AIGC Content Generation Layer

AetherPlay plans to build AI content-generation modules to assist in generating maps, quests, stories, characters, environments, and dynamic events. AI will handle large-scale content production and dynamic orchestration, while developers and community creators will be responsible for world-building, rules, safety review, and final governance, forming an “AI generation + human governance” content-production model.

3.2 XR Immersive Interaction Layer

The ecosystem will progressively support VR, AR, and other spatial-computing devices, including virtual concerts, digital art galleries, social spaces, and immersive games. For sensitive data generated by devices or users, encryption, privacy protection, and data minimization principles will be prioritized. Any on-chain data solution should comply with applicable data-protection laws.

3.3 NFT Digital Asset Layer

Eligible assets such as game items, virtual land, and digital avatars may use standardized NFT contracts to record ownership on-chain. On-chain ownership does not automatically constitute copyright, commercial licensing, or the right to use a game function. The specific rights associated with each asset should be defined by smart contracts, application rules, and applicable legal documents.

3.4 Cross-Chain Interoperability Layer

AetherPlay plans to build cross-chain asset interoperability infrastructure and progressively support major public blockchains. Cross-chain functions will prioritize audited bridge or messaging solutions and expand supported networks based on security, liquidity, and ecosystem needs.

3.5 DAO and Guild Governance Layer

Guilds and DAOs will serve as important organizational forms for community collaboration. Participants who meet governance requirements may participate in ecosystem decision-making through proposals and voting. Governance mechanisms will emphasize transparency, verifiability, and risk control, with necessary proposal thresholds, permission management, and security mechanisms to reduce the risk of excessive concentration of governance power.

4. Dual-Token Economic Model

4.1 APC: Ecosystem Governance and Utility Token

APC is planned with a fixed total supply of 500 million tokens. The preliminary allocation is as follows:

Allocation Category	Percentage
Game Ecosystem Incentive Pool	27%
Private Sale & Community Members	20%
Public Sale & Institutional Members	26%
Development Team	22%
Ecosystem Reserve	5%

Initial Unlocking Plan: Private-sale and team allocations are planned to be released linearly on a monthly basis over three years. Community-member lockups will not exceed 30 days. Public-sale allocations are planned with a one-year lockup, while institutional-member lockups will not exceed 30 days. The final release schedule shall be subject to the official issuance documents and on-chain contracts.

4.2 Main Uses of APC

- Payment for AI computing power and related digital services
- Virtual land and ecosystem asset transactions
- DAO / guild governance
- Offsetting certain transaction fees within the ecosystem
- Creation of large-scale virtual environments and ecosystem services

4.3 APU: In-Game Consumable Token

APU will not be pre-mined or sold through private placements. It is planned to be generated through game tasks, content creation, and other activities compliant with ecosystem rules. APU will mainly be used for everyday in-game consumption, while its issuance, recycling, and balancing mechanisms may be independently designed according to the economic model of each game.

4.4 Ecosystem Fees and Deflation Mechanism

For eligible virtual-asset transactions, the ecosystem plans to charge a 3% protocol fee, of which 1.5% is planned for burning and 1.5% for developers and ecosystem incentives. This mechanism is intended to connect ecosystem activity with long-term development incentives. Actual fee rates, burn methods, and fund-use rules shall be subject to the final smart contracts, governance rules, and applicable regulatory requirements.

Token burning does not represent a promise of price appreciation and does not constitute any guarantee of returns. The market price of APC may be affected by user demand, market liquidity, project progress, regulatory policies, and the overall digital-asset market environment.

5. Core Application Scenarios

5.1 AI Open-World Blockchain Games

AI dynamically generates quests, stories, instances, and environmental content based on predefined world settings, rules, and player behavior, enabling virtual worlds to continuously expand. Developers are responsible for core rules, content safety, and product direction, while AI handles large-scale content production.

5.2 XR Immersive Virtual Spaces

The ecosystem may expand into digital concerts, art exhibitions, brand spaces, virtual social environments, and entertainment, providing new ways to use digital identities and assets.

5.3 Guild DAO

Players may form guilds around gaming, creation, competition, or community building, and participate in ecosystem activities through proposals and voting. Creators, guilds, and developers may receive ecosystem incentives according to clearly defined contribution rules.

5.4 Cross-Game Asset Marketplace

Subject to technical standards, copyright licenses, and game rules, digital assets may be migrated, displayed, or traded across multiple applications. The long-term goal is to establish composable asset and identity infrastructure rather than require all games to adopt exactly the same economic model.

6. Security, Compliance, and User Protection

AetherPlay regards security and compliance as important foundations for global ecosystem expansion. The project plans to use on-chain transaction records, smart-contract audits, risk monitoring, and necessary KYC/AML procedures, and to adjust asset transactions, token issuance, and user-participation rules according to the legal requirements of different jurisdictions.

For minors, the project plans to provide age restrictions, game-time management, and spending limits in accordance with local laws. Functions involving personal data, device data, biometric data, or brain-computer interface data should comply with applicable privacy and data-protection laws and should not use “on-chain” status as a reason to circumvent data-protection requirements.

7. Roadmap

2027 Q1-Q3 | Genesis Phase: Launch the APC network and foundational ecosystem; release the first AI game; build basic cross-chain capabilities and the guild governance system.

2027 Q4-2028 Q3 | Ecosystem Expansion Phase: Gradually integrate XR devices; launch virtual concerts, art galleries, and social spaces; target an ecosystem user base of 500,000.

2028 Q4-2029 Q3 | Interoperability Phase: Launch a large-scale AI open world; explore cross-chain interoperability with ecosystems such as ZMT, CLT, and SVC; research financialization applications related to virtual land, subject to regulatory approval and risk assessment.

2029 Q4 and Beyond | Intelligent Civilization Phase: Further enable multi-game asset interoperability; explore NAC AI agents and autonomous NPC systems to give virtual worlds stronger autonomous interaction and continuous evolution capabilities.

8. Team and Advisors

AetherPlay plans to form a core team of professionals in game development, AIGC, XR, blockchain infrastructure, smart contracts, security, and digital entertainment, while introducing professional capabilities in game publishing, hardware R&D, content industries, and legal compliance through advisors and ecosystem partners.

Upon formal public release, the project recommends disclosing the public professional backgrounds of core members, advisor identities, partner organizations, and verifiable project experience to improve transparency and community trust.

9. Long-Term Vision

AetherPlay believes that next-generation virtual worlds need not be closed products operated by a single platform; they can also become open digital economic networks jointly built by players, creators, and developers.

By using AIGC to lower the barriers to content production, NFTs and standardized contracts to establish on-chain records of digital assets, DAOs to provide community governance mechanisms, and cross-chain infrastructure to connect different applications, AetherPlay hopes to transform digital worlds from “one-off game products” into continuously growing open ecosystems.

The ultimate goal is to form a virtual civilization capable of continuously generating content, assets, social relationships, and digital economic activity, where players are not only consumers but also creators, asset holders, and ecosystem participants.

10. Risk Disclosure and Disclaimer

This whitepaper is intended to introduce the project concepts, technical direction, and ecosystem plans of AetherPlay Coin (APC). It does not constitute investment, securities, financial, legal, or tax advice. Roadmaps, functions, partnerships, user numbers, and technical objectives described in this whitepaper

are plans and do not represent guaranteed implementation.

Digital assets are highly volatile, and participants may face risks including loss of principal, insufficient liquidity, smart-contract vulnerabilities, cross-chain bridge risks, cyberattacks, governance risks, market risks, and changes in regulatory policies across countries and regions. Any token issuance, trading, or related service should be conducted in accordance with applicable laws and regulations.

The design of APC or APU does not constitute a fixed-return or price-appreciation promise. Participants should independently assess the risks and, where necessary, consult qualified legal, tax, and financial professionals.

Appendix: Core Principles

- **Player-Owned:** Players own digital assets
- **Creator-Driven:** Creators drive content growth
- **AI-Powered:** AI improves content-production efficiency
- **Cross-Platform:** Cross-application and cross-chain interoperability
- **Community-Governed:** Community participation in governance
- **Security & Compliance:** Security and compliance first