SuperCars

SuperCars Whitepaper
- CarDAO self government platform in the metaverse

Overview

The rise of metaverse is impacting the entertainment industry, gaming saw a major boost in terms of time spent and revenues, as many turned to the virtual worlds of video games for escapism during these times. Besides, within the technology continues to grow, the rise of non – gaming virtual events also contributed to the normalization of moving conventionally offline socials, life, and even economic systems to online channels.

Supercars, which known as the gamefi, reflects the combination of the thrill of wining prizes with new crypto developments in what's known as DeFi. DeFi stands for decentralized finance, a field in which token- based transactions like lending and borrowing tale place on blockchains, decentralized digital ledgers like that first used with bitcoin. In its most common usage, GameFI refers to decentralized applications with economic incentives. Those generally involve tokens granted as rrewards for performing game-related task. The game can the real life's reflections. The Gamefi Players can earn money and create values by experiencing, competition, running a business, stake or create content and other diversified ways.

SuperCars has built a CarDAO ecology in the metaverse that integrates car enthusiast communication and entertainment, with Supercars, Supercar Club, Arena PVE, Arena PVP, Club League Tournament, Car Rental, LP Staking Pool, CarDAO Construction, NFT Trading, NFT Encryption Showroom, Forum, Car Fans Community, License Plate Bidding, and many other scenarios are played to create a truly exciting environment for players to compete and communicate with other car fans. Each Category has a different focus, but all related. These above helps to create the loop and playing can be extremely rewarding.

Meanwhile, all vehicles in Supercars are crypto assets NFT that can be corroborated on the blockchain. Within the technology evolution, the Users (Players) have not only just changed their ways of playing, entertainment, creating, social gathering, professionality and work, etc. And more usually, gain the new value of life, sense of personal identification and belonging in the term of value. On the other hand, under a new set of supply and demand system, the entertainment, creation, trading, and production carried out by users in Supercars are combined with the real world to realize a closed-loop economic system.

The concept of Supercars is to let the players to take the initiative and reconstruct the relationship between developers and players. With CarDAO governance as the foundation, the pioneered Global Founder approach solves the problem of uneven distribution of industry benefits. All initial tokens are minted by CarDAO members and issued by decentralized institution, and the equity credentials are recorded on the blockchain through smart contracts start from minting to revenue and profit sharing, this is to protect the rights and interests of participants. Our goal " founders are the players, and the players become the founders".

01

Industry Background

1.1 Question raised:
The current game industry dilemma and the way out

Most of the traditional video game field has its share of problems. Normally the industry made up with game players, payment gateways, distributors, publishers, and developers. However, the distributors and payment gateways grabbed most of the profits. The traditional games are controlled by the central server, the information is not transparent especially in game props and assets, which leads to the unhealthy and incomplete form of the game industry chain. The companies invest a lot in development, production, and marketing costs but most of the revenue generated by players' payment stays in distributors and payment gateways. What's even worse is that players lack the trust mechanism of sharing, while the relevant data is fully controlled by the game platform with low autonomy, and the platform can even make differentiated and targeted settings through different historical data.

So we have the distributed ledger of blockchain, which integrates consensus mechanism, smart contract, asymmetric encryption mechanism and other key technologies, can solve the above problems well with its features of transparency mechanism, asset flow reuse, clear ownership and other advantages.

We hope to create a more transparent game experience. Through smart contracts and data on the chain, information barriers can be comprehensively reduced, and players can even participate in game design and the related updates, thus creating a fairer game mechanism. Within the blockchain technology, the entry of players as nodes into the chain, the ownership of the data is completely devolved to users, which can truly return the data and interests.

In addition, we hope to find the optimal solution to facilitate the trading of game assets. Now the gaming industry has been trending towards the purchase of in- game assets (e.g., loot boxes) and now considering NFTs. Gamers who can purchase special features (like powers) can achieve victory over competitors much faster and give the virtual assets with real value attributes through asset tokenization. An NFT is a digital asset that can represent in-game purchases like "weapons", "superpowers", "prizes", "special offers" and other assets. The trading of NFT also help to promote the marketization of game assets. It stores the data about the assets in a public digital ledger (e.g., database) called a blockchain, that is decentralized and immutable. Decentralized means it is distributed across a network of computers, so there will always be a copy of its record even if one computer goes off the network. This can help to implement verification of in game asset purchases for validation, governance, and authenticity, and this proves that a gamer owns a special feature of the game, and gamers are also creators at the same time, which will further improve the game ecosystem.

Under the marketization, users can create various personalized game apparatuses through NFT, which can be linked with dividend rights and governance rights, truly converting the original user attributes into the role of game creator and further promoting the development and improvement of game ecology.

1.2 Market trends:
Self-governance and self-operation in metaverse

Looking back at the development of the Internet, from web 1.0 till now, the immersive web, which is a version of the online world that incorporates advanced technologies to enhance user engagement and blur the line between the user's physical reality and the digital environment, is become more and more popular. The Virtual Reality VR is either going to upend our lives in a way nothing has since the smartphone, or it's the technological equivalent of trying to make "fetch" happen. Therefore, a more immersive and participatory metaverse will be the "ultimate form" of the Internet.

The concept of metaverse can help us create a more concrete internet space with independent and complete value-orientation order, and self-running economic rules. We aim to create a new digital world formed by the combination of Virtual Reality. People can play, socialize, and create a series of collaborative activities in this real-time online digital world, which will break the limits of time and space. And in this digital world, there is a perfect economic system and business running, at the same time we optimize the value by using smart contracts to ensure a stable, efficient and transparent to do the self-executing, transfer and exchange in the trust mechanisms and make the economic system running well in this digital world.

Based on the above, the metaverse digital space will be the background, DAO governance as the core concept, combined with NFTs and DeFi model, we designed the game for car enthusiast's communication and entertainment as in CarDAO ecological - SuperCars.

02
The Core of SuperCars

2.1 Initiating Vision

Supercars let the players to take the initiative and reconstructs the relationship between developers and players. Our concept is to give data information and benefits back to the gamers. Through the token economy, users can not only earn diversified income through the game, but also involved in voting, dividends to achieve a positive interaction between developers and users. Users are not only users, but also creators and maintainers, which is the Open Data created by Supercars.

The SuperCars aim to multi-dimensional space in the metaverse: immersive web experiences, creator economies, user engagement economies, decentralized governance, human-machine interaction, social relationships, diverse civilizations, and sustainable economic systems.

Within the Web 3.0 trend, SuperCars believed to be more user-specific, which will ensure data security and give the right back to the creators and users; the use of NFT also indicates that creators can also having pricing power; the programmable economy will benefit the users as well. By creating pathways for users and content creators to own not only the content they create, but also the equity, towards a more equitable distribution of value.
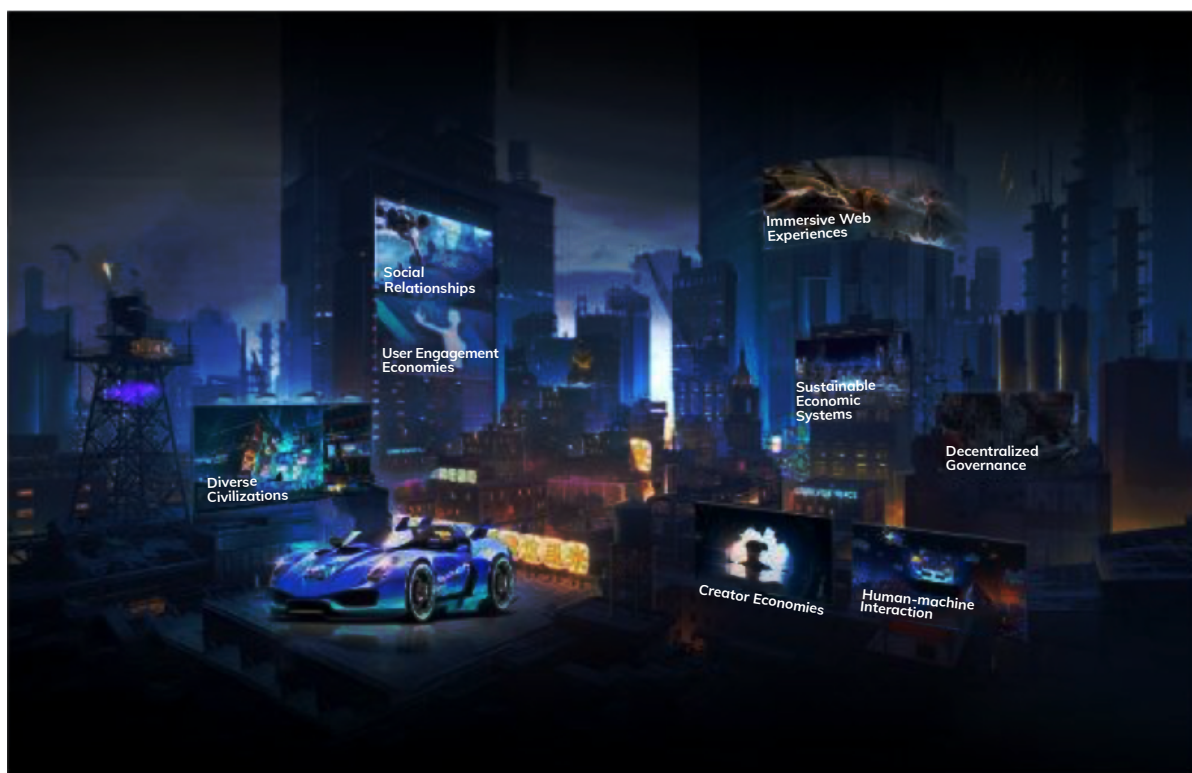
2.2 Design concept

DEFI+NFTs value model

In SuperCars, the player's assets in the game belong to the players, and each vehicle is an NFT asset. Through asset tokenization, the player's vehicles are directly given real value attributes, while they can be traded and transferred, and can be linked to dividend rights, governance rights, and decision-making rights.

Each CAR - NFT has indivisible characteristics based on decentralization, which means that unique vehicle NFT assets can effectively carry its corresponding consensus and market value, the properties of the NFT itself gives it scarcity, and the vehicle NFT belonging to the player can never be tampered with or copied or replaced or increased at will.

Play behaviour can be scaled financially

The data of game activities, social interactions and asset transactions in Supercars will be generated with corresponding behavioural contribution values, and the incentive of CAR token measured according to the contribution values. The higher the contribution value, the more CAR rewards you get, realizing the concept of returning data value to users.

CarDAO activate the user autonomous financial system

Every player of Supercars can participate in refining and upgrading the game. There is governance token in the game, and players can vote on governance and even evolved in the construction of infrastructure in Supercars by obtaining token while playing the game.
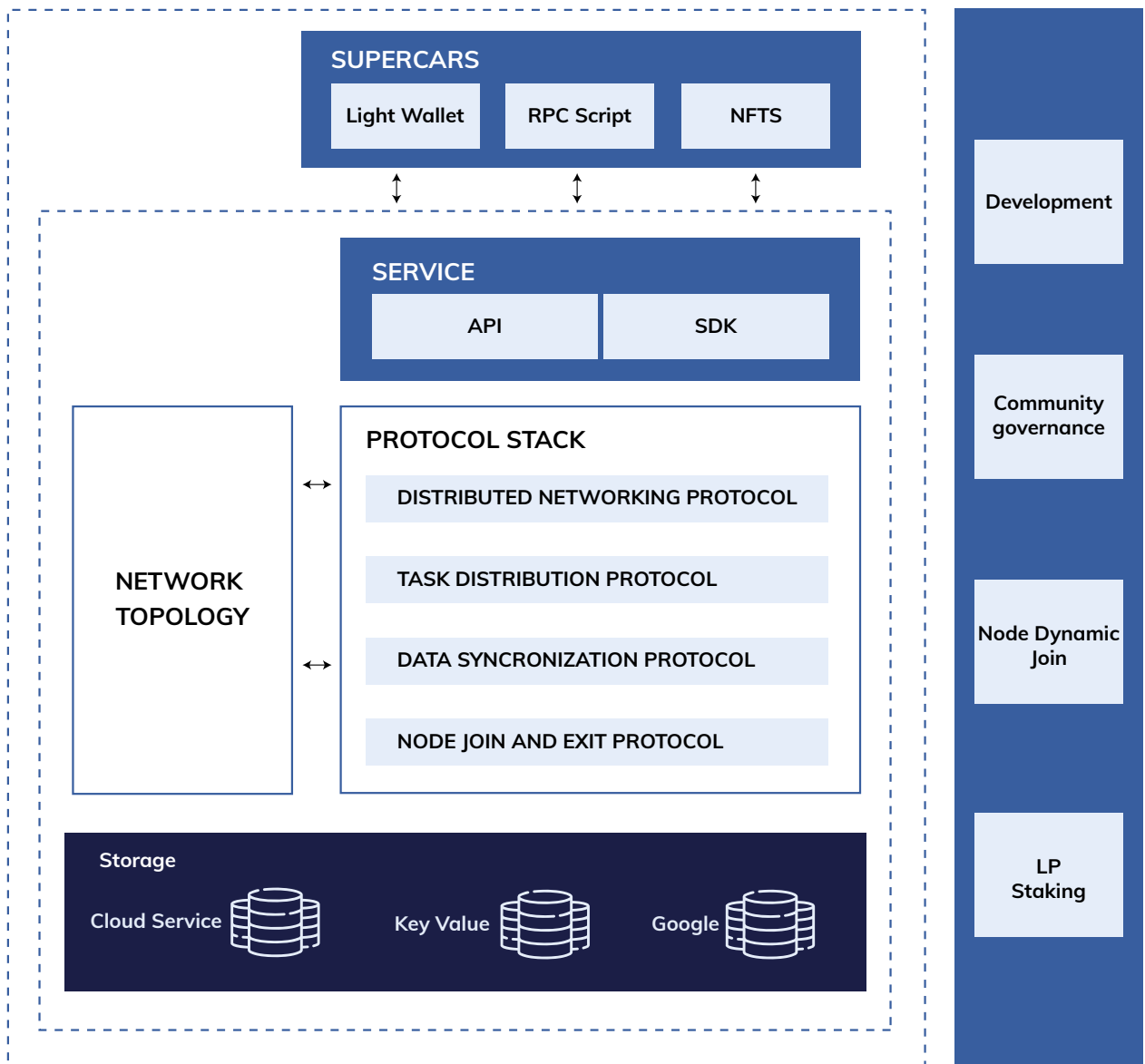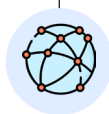
Development of genes for diversified expansion

As a simple example, CAR-NFT's attributes determine its diversified appearance, and what is been the popular extension in the game is that the user is able to design the appearance of the car. In addition, Supercars has a variety of scenarios such as super car field, supercar club, arena PVE, arena PVP, club league tournament, car rental company, license plate auction, car forum, community, NFT encryption showroom, etc. We can continuously enrich its functional sections and the content from each branch. At a certain stage, we can also gradually provide external access developers with the SDK to promote Supercars will develop into a platform for creating unlimited application scenarios with NFT as the carrier.

03
Technical Architecture

SUPERCARS

Light Wallet	RPC Script	NFTS

SERVICE

API	SDK

NETWORK TOPOLOGY

PROTOCOL STACK

DISTRIBUTED NETWORKING PROTOCOL

TASK DISTRIBUTION PROTOCOL

DATA SYNCRONIZATION PROTOCOL

NODE JOIN AND EXIT PROTOCOL

Storage

Cloud Service   Key Value   Google

Development

Community governance

Node Dynamic Join

LP Staking

Distributed Networks

Supercars takes the distributed network as the core and reconstructs the existing game network topology, where each computer node on the chain is peer-to-peer and can assume the corresponding game logic computation. Through pre-defined incentives, each node joining the peer-to-peer network is rewarded for taking on the corresponding computational power. Publishing tasks to the distributed network and synchronizing the intermediate data results to the game players according to certain strategies, Supercars not only solves the risk problem of single-point network, but more importantly, organizes the global game players to carry the basic technology and network platform for game operation, which completely changes the operation mechanism of traditional games.

Distributed Database

Google's global distributed database system provides a good reference and solution, and Supercars redevelops the global distributed database solution based on google's solution to meet the specific business of the game industry.

Protocol Stack

Supercars' protocol stack addresses the following issues: distributed networking protocols, task distribution protocols, data synchronization protocols, and node joining and exiting protocols. The protocol stack involves three main levels, one is the definition of the syntax of the communication protocol itself, the second is the processing callback functions of individual protocols, and the third is the Turing environment in which the protocol stack operates. Each node joining Supercars must implement the communication primitives defined by the protocol stack to serve the upper layer of the game application. The communication protocols for the game logic layer are agreed upon by the set of smart contracts published on Supercars.

04
Market Strategy
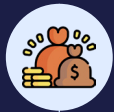
Play to Earn

Supercars gives players ownership of in-game assets in the form of NFTs and allows them to increase their value by actively playing the game.

Create to Earn

Supercars is not a monolithic game, with a create to earn model that brings new services to players with virtual creations. Programmable NFT entitlements bring more economic vitality to create to earn and return value by creating your own NFTs.

Pay to Win

Supercars' interaction of interest is a quick way to attract traffic, and Supercars' playability is the basic condition to guarantee loyal players, that is, no matter how the price of token and NFTs changes, the diversified game scenarios and experiences can always attract those players who are willing to "pay to win", as long as the game is fun enough and in the interactive environment, it will attract people to play it, and it will continue to create a "fluid" economy.

05
Developer Philosophy

Supercars is committed to building a community-driven "DAO+NFTs+DeFi+GameFi" ecosystem based on web3.0. We present a financial product in a form of game; find the best revenue strategy for users through revenue aggregators, liquidity mining, mint and tradable NFTs.

Supercars allows games to derive valuable investment point from purely just entertainment. Games can be the real life, and player can create value, operate, and use all kinds of props in Supercars. The application form of Supercars will transform from "product drive users" to "user-cantered" open-source product, and when distribute the benefits we will totally based on users and clubs, through the token economy to bind the relationship between developers and users.

06

Introduction
of Supercars
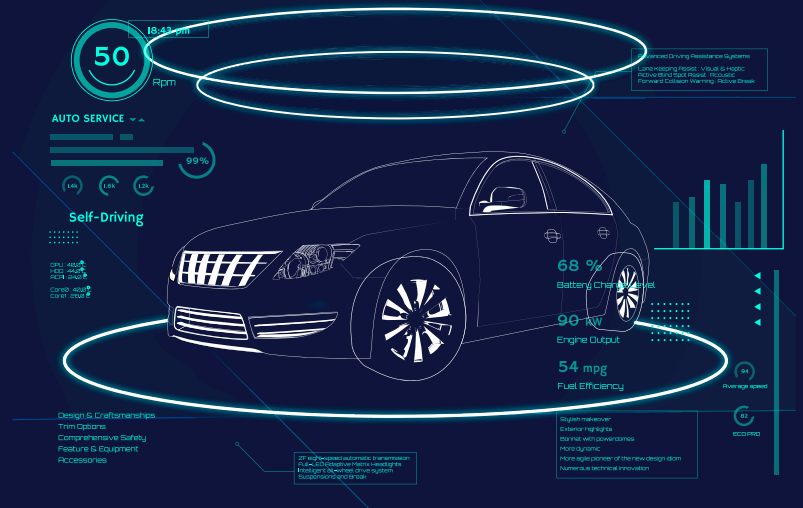
Supercars is the first CARDAO autonomous platform in the metaverse that integrates car fans' communication and racing entertainment.

CARDAO organization is a community-led entity with no central authority with fully autonomous and transparent. DAO members have the right to vote, governance and make critical decisions about the future of the project, such as technical upgrades and treasure allocations, etc. They can build the platform and share the benefits through crowdfunding and voting.

Supercars has diversified gameplay to create a truly exciting environment for players to do the competition and communication with other car enthusiasts. 3D supercar is well designed and interactive play, with top-notch cool racing cars at your fingertips. Within the epic graphics, and thrilling racing experience, making you the racer who enjoys the highest honor in the metaverse!

(A) Supercars common props

1. SuperCars Vehicles

- The first phase of Supercars was released in five models, limited to a total of 34,900 units.

- Vehicles are issued in the form of NFT, and each vehicle has its own unique equity attributes with long-term value.

- The specific models and base attributes are as follows.

Vehicle type	Value (CAR)	Limited Quantity	Speed	Parking card required to withdraw the revenue of super parking lot (piece / time)
Selanch MZ2	500	20000	60km/h	1
Kalente V4F	1500	10000	80km/h	3
Herrera GTs	4000	4000	100km/h	5
Kadero 60TS	10000	800	150km/h	7
Keninola JN66	25000	100	200km/h	9

Selanch MZ2

The small miniature body cannot hide its restless heart, it is flexible but behaves good so people call it the track killer. The appearance maybe innocent but if you ignore it, the failure is sitting in front of you.

Kalente V4F

This is one of the flagship models with the highest consensus in the metaverse world, with the highest innovative spirit of technology to raise the driving experience and excellent performance of the Current to a new level - you deserve this car.

Herrera GTs

The extremely dominant shape and huge body make it attract everyone's attention, off-road performance, strong starting and acceleration performance, known as the "steel beast on the racetrack"

Kadero 60TS

Kadero is called the hottest sports car in the meta world, speed as well as acceleration carries too many drivers' glory, easily increasing the speed on the track and letting everything on the road pass by like a shadow, it is the track finisher - Kadero.

Keninola JN66

Leaving aside the title of "the most expensive race car in the world", the Ginola is definitely a cool car that is "bloodcurdling". It has a series of "Top 1".
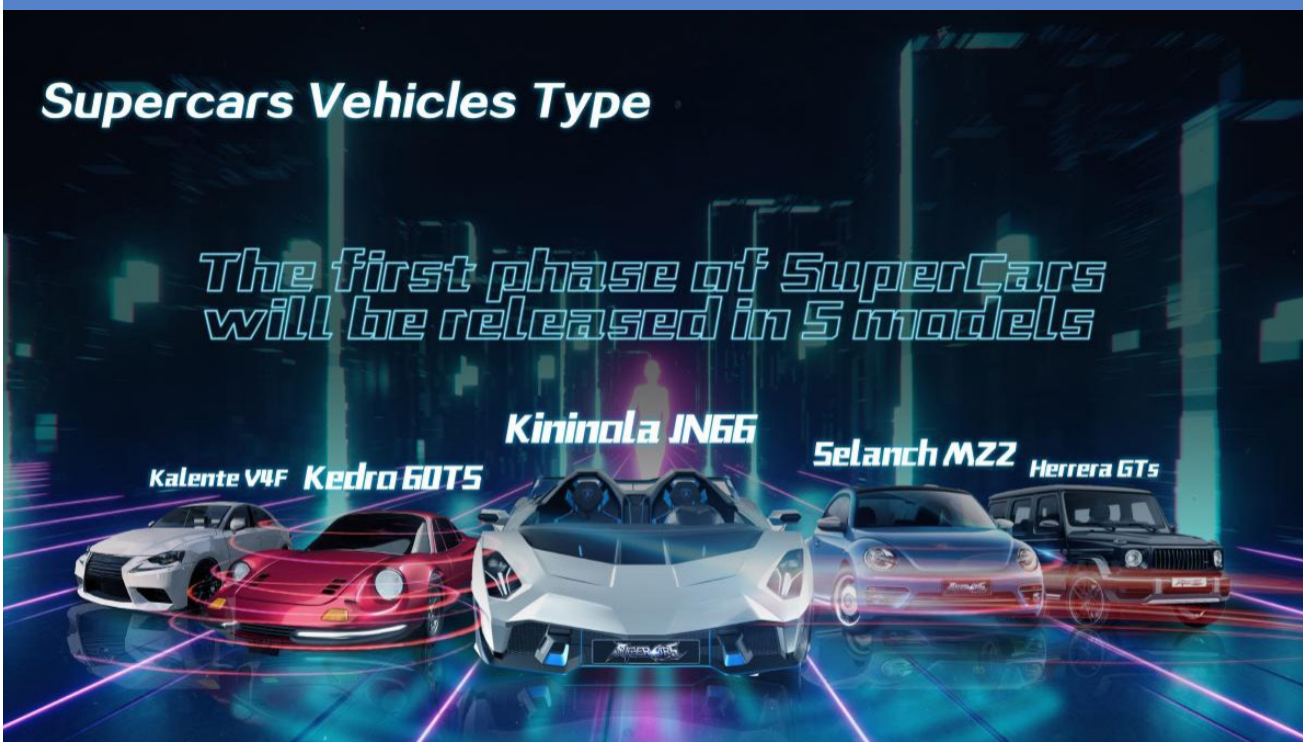
2. Additional props

Vehicles in Supercars have their own unique attributes just like what is in the real life, require regular replenishment and maintenance when they are consumed.

Parking card:

If the vehicle is stored in the super parking lot, it can generate deposit income. When **receiving the income**, it needs to consume **a certain number of parking cards(Parking card value is 1 CAR/piece).** The amount consumed is different according to different Car-NFTs.

Refuelling card:

The fuel tank of the vehicle is 5, **each participation in game consumes 1**, need to buy refuelling card to replenish when car gets below one fifth tank.

Maintenance card:

The vehicle needs to be maintained **once every half month**.

Engine part:

The engine is used to accelerate the car, which can determine the car stats and power, to make the **car's speed increase by 10% during the race**, thus increasing the winning rate. Engines are **issued in the form of NFT** and are **limited to 10,000 units**.

License plate part:

The platform has license plates for sale (non-essential), **issued in the form of NFT**, **limited to number of 9,999**.

Car sticker part:

The platform owns car stickers for sale, which can be **used for decoration** to make the **car cooler and more unique**.

07
Supercars Common Attributes

Activity - The platform encourages users to participate more and communicate more, aiming to create a CARDAO platform with high activity level and sharing for mutual benefit.Car users are divided into different levels according to different levels of activity. We score the users' activity: sign-in once a day, 1 point once; vehicle refuelling 5 points once (after PvE mode is enabled).The points will be added up and counted once a week. According to the different scores, the activity will be divided into different levels with different weights, as follows.

Grade	Score	Activity weighting (A)
V1	0	0
V2	1-7	1
V3	8-27	1.05
V4	28-47	1.1
V5	48-67	1.15
V6	>68	1.2

- **Vehicle Attributes -** Vehicle attributes are a collective term for the nature of and relationship with CAR-NFT. vehicle attributes in Supercars include vehicle value, total amount, speed, and weight attributes; depending on the vehicle speed attributes, it will be divided into 5 arenas to participate in the racing competition, while the weight attributes will be used for the calculation of parking equity gains.

Vehicle type	Weighted attributes (C)
Selanch MZ2	1
Kalente V4F	3.15
Herrera GTs	8.8
Kadero 60TS	23
Keninola JN66	60

08
Supercar's scene

Supercars has diversified scenarios like functional gameplay: Supercar Arena, Supercar Club, Arena PVE, Arena PVP, Club League Tournament, Car Rental, LP Staking Pool, CarDAO Infrastructure, NFT Trading platform, NFT Showroom, Forum, Car Fans Community, License Plate Auction, and many other scenarios are played to create a truly exciting environment for players to compete and communicate with other car fans. Each Category has a different focus, but all related. These above helps to create the loop and playing can be extremely rewarding.

8.1 Super Car Parking Lot

The platform has a super car parking lot, providing car parking services for the car users. After the purchase of vehicle NFT, it can be parked in the super car parking lot and get the benefits of parking rights and interests. The official parking lot will be opened in the first phase of the platform, and the official parking lot will initially have 2,000 parking spaces.All the parking lot will be established by CARDAO and owned by the community in the later period, so as to realize the autonomy of members, fairness and revenue sharing. Once the vehicle is being parked, the distribution of revenue will be calculated according to the weighting attributes of your own car.

In the lot the CAR' day output is initially 5000, after the entire network of Car-NFT reaches 2,000 (including deposited and unregistered), the total output will increase by 5000 for every 1000 increase in the total weight of vehicles (including storage and not storage) across the network. The revenue distribution will be considered and calculated by user's activity and individual vehicle weights. 5 types of models have different weighting attributes, which will be used for the calculation of equity revenue, as follows.

Personal Super Garage Hosting Equity Income Calculation Formula.

Personal gain (B) = personal activity weight A (last week) x weighted attribute C of the car / ∑A x C x block yield x coin-producing block

8.2 CarDAO community car parking lot

The SuperCars platform is governed by the CARDAO organization, and the DAO members have voting / governance / decision-making rights.

Since the official parking lot has limited spaces, members can crowdfund and set up new store. Each of the CARDAO members has the right to vote and can also get more equitable way to distribute benefits and return.

Crowdfunding costs: multi-community bidding (By fixed period the community who win from the fundraising can get the qualification to setup the store. Whereas the Communities that do not get the qualification can redeem the tokens

The parking lot will receive additional equity revenue, weighted according to crowdfunding equity.

8.3 Car Rental Companies

Car users can choose to rent a car to participate in the game. The platform has car rental store, providing car rental services, with 5 types of models to choose from, starting from 1 day and up to 7 days.

8.4 Arena

All vehicles in SuperCars can participate in the race - thrilling speed competition, superb car racing experience.5 arenas for 5 types of car asset, and car of the same class can only race against the same class. The first 10 games of each car's day race will be rewarded with CAR tokens.After participating in the game, different amounts of CARs will be awarded according to different race results.

In addition to purchasing CAR-NFT to participate in the racing, car enthusiasts can also choose to rent a car from the platform rental store.

CarDAO organizations can crowdfunding and to establish the arena by themselves, set their own rules and revenue methods.

8.5 Trading Pltaform

The vehicles and engines in Supercars are all encrypted NFTs that can be confirmed and traded freely on the trading platform.

8.6 Supercar Club

The user who participates in the SuperCars platform can invite car fans and set up their own club, truly realizing DAO self-governance management, self-organization, set their own guidelines, and get their own value and benefit from it.To set up a club, users must own at least one vehicle.

There are five levels of clubs: Beginner, Intermediate, Advanced, Supreme, and Challenger.
The different levels are rated by the following factors: club vehicle weight, club activity, and number of invitations. The specific criteria are listed in the table below.

Grade	Club vehicle weighting attributes	Number of direct invitations	Club activity weighting A
Primary	30	2	10
Intermediate	180	3	30
Advanced	600	4	50
Super	1500	5	80
The King	3000	6	100

The amount of CAR rewards varies depending on the club level, with an initial reward of 5,000 The assigned amounts and their percentages are shown in the following table.

Grade	Initial reward volume (CAR)/day	Percentage
Primary	1250	25%
Intermediate	1250	25%
Advanced	1000	20%
Super	750	15%
The King	750	15%

The king 15%
Super 15%
Advance 10%
Primary 25%
Intermediate 25%
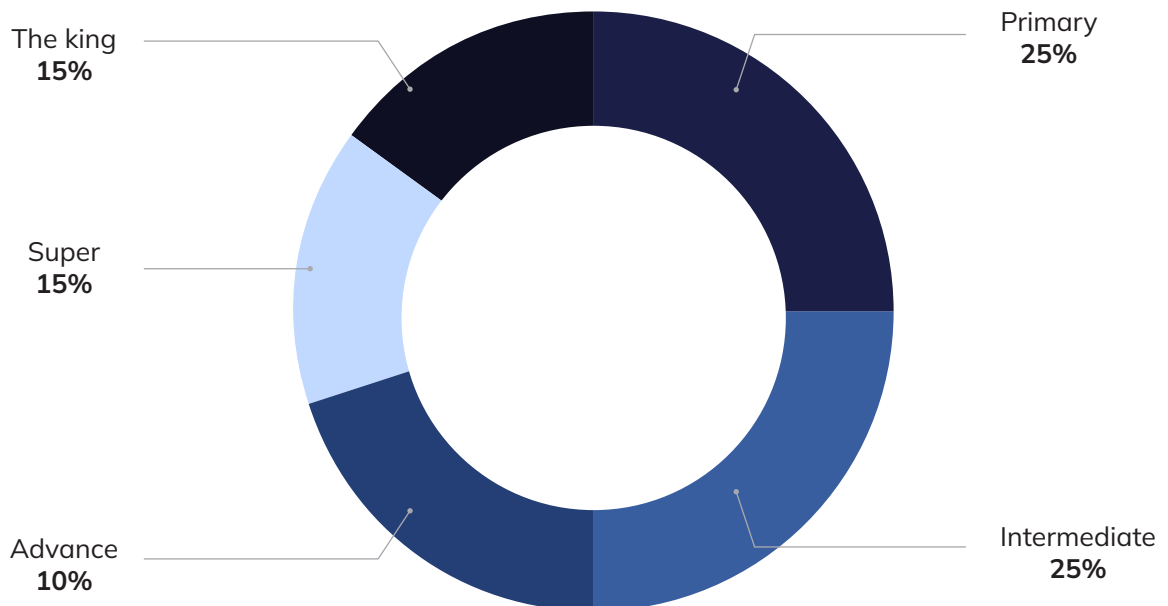
After the entire network of Car-NFT reaches 2,000 (including deposited and unregistered).After that, for every 1,000 increases in the total weight of cars across the network, the total club pool increases by 5,000 CARs, with each rank being allocated proportionally.

Club rate of return formula.

Club Return = club computing power / total network-wide club computing power× interval reward volume × actual token production interval

The factor formula is calculated as below.

Club computing power = 20% computing power of the largest subclub + 80% computing power of other subclubs.

Sub-club computing power = (the sum of the AC of everyone under the sub-club: the sum of the activity weight (A) × vehicle weight attribute (C))

Withdraw club income: To receive benefits, you need to add liquidity pool.Every time you add a certain amount of car and the corresponding value of USDT, you will get 10 times the car withdrawal amount.

8.7 NFT Showroom

Users can be involved in the design of creation vehicles , car stickers, new engines, super cool tracks, etc. Supercars will continue to explore the application scenarios of ContentFi-related potential NFTs and explore the infinite possibilities of NFT as a creative infrastructure. The value of NFT lies in its scarcity, uniqueness and universal recognition of its value, and a game scenario represents only a consensus of application scenarios constructed by users. As more application scenarios are created, content creators in CarDAO can unlock more possibilities through NFTs, provide more immersive experiences for users, and gain revenue value for themselves through their creations.

8.8 Information Forum

The Supercars feeds are designed to be owned and governed by the users themselves, using web crawlers to automatically generate content containing specific keywords that appear on major news and media platforms. In line with the web 3.0 trend of introducing the concept of SocialFi, refers to "making money when we do socials ", content creation itself as a form of mining, Supercars' active topics creators and discussion participants can continuously benefit from content distribution in the form of Supercars' unique token CAR.

8.9 Car Fans Community

The Supercars Fans community allows users to freely post their favourite content for sharing, and users can follow the latest updates of their favourite riders on a dedicated watch list. Supercars aims to solve two kinds of monopoly; one is that the traditional social platform giants has inconvenient limitations for content creators; the other is that there is no way out for the normal content creators when in front of the influencers. The premise of Supercars is that all economic activities are carried out openly and transparently, which in turn can lead to more games and models. While traditional social media platform companies turn user-contributed content into their own profits, users who spend a lot of time and effort do not receive the expected rewards. Supercars turns users into direct beneficiaries, receiving the same value for their effort or time.

09
CarDAO Governance

9.1 CarDAO Governance

CarDAO is a decentralized autonomous organization of Supercars, whose mission is to create a frictionless development paradigm for the entire Supercars ecosystem and to achieve the maximum effectiveness and value of the Supercars organization system.

In the CarDAO system, management is code-based, programmatic and automated. The organization is no longer pyramidal but distributed, the power is no longer centralized but decentralized, and the operation of the organization no longer requires a corporation but is replaced by a highly autonomous community. Blockchain technology guarantees that "Code is Law", and DAOs guarantee that no one can edit the rules without people noticing, because DAOs are transparent and public. Today in the metaverse, DAO may perfectly function with gathering the people or members, the governance of DAOs is mainly based on community, a set of rules to which will operate, a funding like tokens that the organization can spend to reward certain activities to their members, and to provide voting rights for establishing the operation rules. Also, and most important, is a well and secure structure that allows every investor to configure the organization. Within above, it builds a more flattened, efficient, and decentralized world, so that participants can benefit more.

To achieve DAO governance, CarDAO establish smart contract driven consensus rules, all of which are enforced through smart contracts. In this process, no one can violate the consensus rules. CarDAO is a decentralized architecture operation, self-reinventing form for Car fans to share, competition and develop the strategy to win -win situation. We respond to the core initiative for Cryptocurrency and Contracts (IC3) on governance:

- Innovation in privacy, user authentication and smart contract security, with large-scale adoption in core processes of business and society.

- The establishment of multiple forms of consensus decision-making models, and to build anonymous privacy and a sense of autonomy in the metaverse enthusiast community. The realization of a decentralized governance paradigm of "Fair work, equal rights".

9.2 CarDAO Spirit

CarDAO is a firm practitioner of the cyberpunk spirit, aiming to use collective intelligence to gather people's opinions and then transform them into a decision-making process that makes full use of collective intelligence and facilitates talent utilization, innovation and collaboration, demand creation, cost reduction, etc.

CarDAO is committed to exist as a perpetual entity through the smart contract mechanism, including the components of the entity.

Democracy as a core principle, CarDAO members should be aware of the boundaries of self-governance, including but not limited to basic human rights, regulations to the operation of the blockchain, and accepted ethical standards.

CarDAO is a collection of contributors with a mission and vision made up of token holders, club organizations.

CarDAO is not static, we are a continuously evolving ecology, with iterative development, the community layered organizational structure gradually formed. Everything is organized under an open, democratic and transparent decentralized mechanism.

10
Global Founder of CarDAO

CarDAO has set out to build the incentive for applications built on the Supercars platform. Supported by the unique Global Founder mechanism, CarDAO aim to spread the spirit of community co-governance into traditional venture capital through open governance.

In the Supercars ecosystem, the initial circulation of the tokens is all generated by the CarDAO founders. Everyone can be a founder with fully autonomous and transparent. The opportunities are equal and fairer. DAO members and founders have the right to vote, governance and make critical decisions about the future of the project, such as technical upgrades and treasure allocations, etc. They can build the platform and share the benefits through crowdfunding and voting.

With the incentive of tokenization economy, CarDAO can realize self-operation, self-governance, and even self-evolution according to the rules of global founders, without the control of centralized institutions, thus reducing human errors caused by centralized decision-making. CarDAO can take suggestions, make crowdfunding decisions, promote the prosperous development of DAO and even incubate a complete set of service function products to provide services for community members or other users. In turn, a prosperous ecology will attract more people to participate in CarDAO.

11
CarDAO
Components

CarDAO is composed of three parts, which is self-governance, open-source R&D centre and gas pedal.

Self-Governance: Voting supports capital deployment in the Supercars ecosystem: liquidity provisioning, staking plans, indices, parking and racing rules amendment, rate adjustments, and more. Self-governance is set up in accordance with industry standards for on-chain governance and multi-signature administrators, and ultimately enables the building of custom governance modules.

Open-Source R&D Centre: CarDAO will establish an open source R&D center to focus on automotive product development, consensus protocol, car enthusiast fair competition, revenue model, car fans SocialFi, and provide technical support services for the project. CarDAO R&D centre includes Supercars protocol design and development centre, testing centre and operation centre. According to SDL specification, the centres of Supercars work together to promote the growth of Supercars protocol.

Gas pedal: CarDAO focuses on incubating and investing in various project branches of Supercars and future board expansion, including Supercars construction, car enthusiast PVE, PVP competition, rental car service, Supercars league tournaments, information forums, car enthusiast community, CAR-NFT showroom and other applications. All the incubation process and post-investment management are all managed on the chain.
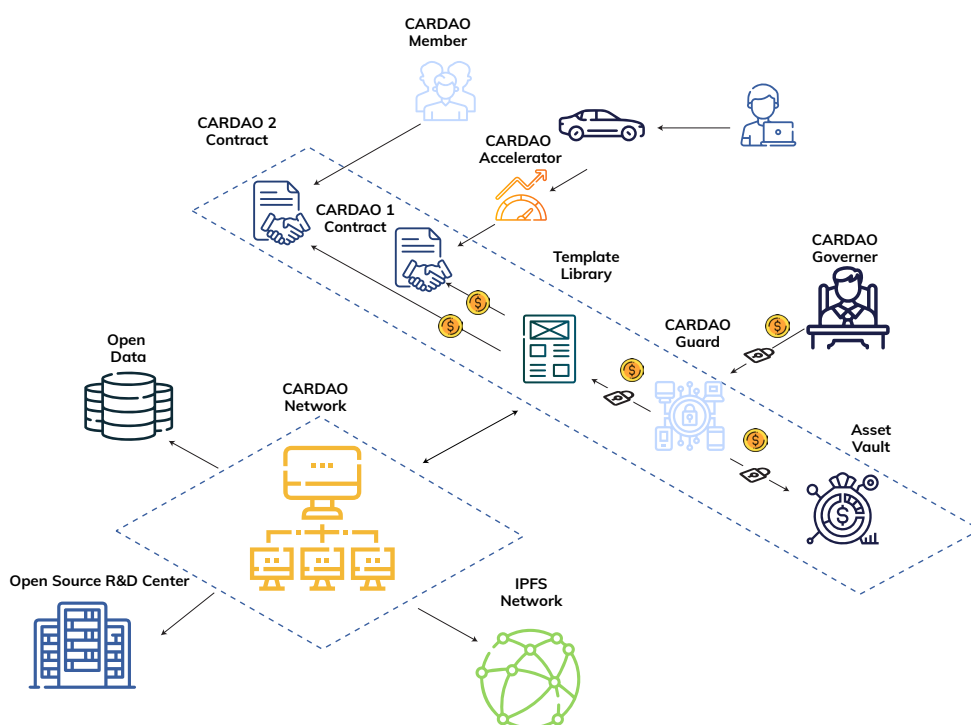
12

CarDAO Decision Principles

CarDAO is owned and managed by CAR token holders and managed decentralized. In the ecosystem, all decisions are executed only after a successful proposal and vote, including but not limited to:

- The preparation of build the community-owned Supercars' lot
- The hosting of league game and election of members
- Decisions on car enthusiast SocialFi features and reward programmes
- Exchange of tokens in existing and emerging projects
- Grants or milestone awards to development teams and R&D centres
- The Updates to the Supercars core protocol, including governance and fund management features, and more.

13

CarDAO's Core Contract

Proposal

Deposit governance token

CarDAO's core contract has four main functions.

Vote

Withdraw token
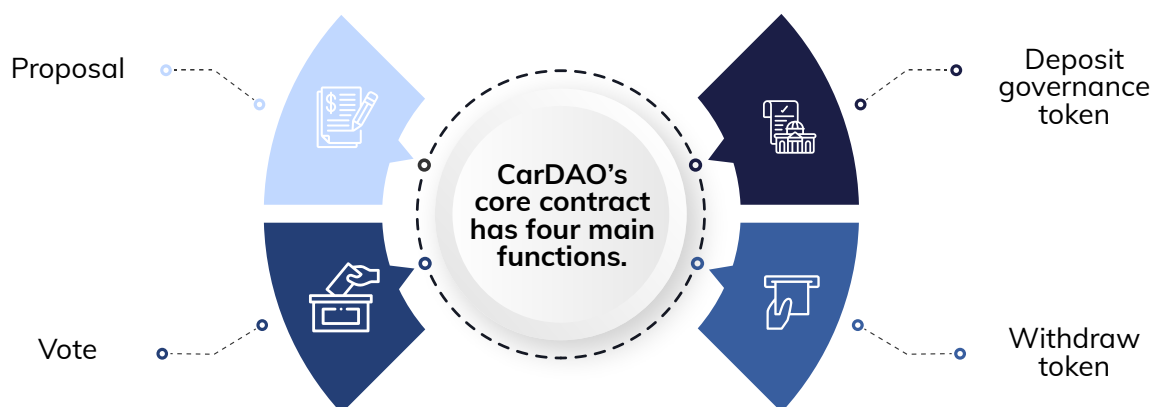
For the proposal format, it can be customed.

- The author is the address of the account that created the proposal.
- Helps us to determine the ID of the proposal.
- The name of the proposal.
- Create a date that allows us to set the time for which voting is allowed.
- Voting option, in which case we will keep it simple (yes/no).
- For and against votes, this will allow us to set a status for the proposal when any option has more than 50% of the votes.
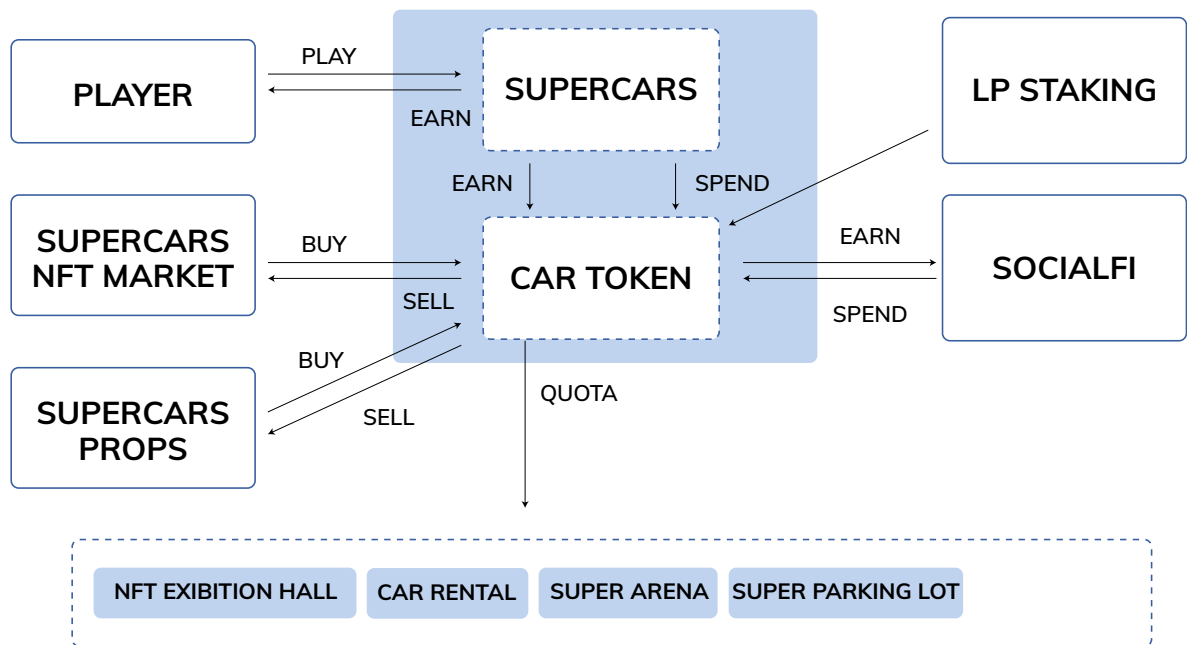- The proposal status for this option is Accepted, Rejected, Pending

14
Token Model

14.1 Issuance mechanism

- The only token for the Supercars platform is CAR, which is also the only equity credential for CarDAO
- Total CAR volume 300,000,000 units
- In the process of each transaction and NFT minting, a certain amount of destruction will be generated, and eventually 100,000,000 units will be destroyed.
- Centralized organization has no right to issue and determine the initial circulation of CARs, which are capped at 6,000,000 as determined by the CarDAO organization's self-governance.
- Anyone can become a CarDAO member to jointly mint CAR's initial circulation token, with a minimum individual quota of 100 and a maximum of 500. The global founders are fully decentralized to ensure that the CarDAO organization is decentralized in governance. After that, all the CARs produced will be mined by CarDAO members through PLAY-TO-EARN and CREATE-TO-EARN in the Supercars application. There is no initial pass issuance in the Technology R&D Center, and CAR is minted by Car-DAO organization members. After the pass enters circulation, the technical operator only collects 1% of each sale of CAR in DEX as R&D fund to support the continuous development of Supercars ecology.

14.2 Token Acquisition

The incentive of CAR token is measured according to the contribution value. The higher the contribution value, the more CAR rewards you get, realizing the concept of returning data value to users.

- **Minting**
  CarDAO members can participate in the minting of CAR's initial circulation token with a minimum individual quota of 100 and a maximum of 500. The total number of mintages is capped at 6,000,000.
- **Yield farming or mining**
  Any user who provides liquidity support for the circulation of CARs can participate in the liquidity pool LP Staking program and jointly share the 1% CAR share of each transaction for users across the network.
- **Game Access**
  The process of users participating in the Supercars game is the process of creating token CARs. players in the Supercars scenario conducting Supercar's parking lot parking, racing in competition, league socialization, Supercar clubs and other behaviours are accompanied by the orientation of token value, and will obtain CARs of relative value. At the same time, in all players' behavioural, the minting of NFT props will be generated, and the token of CAR and NFT in circulation is the process of realizing the token acquisition.
- **Content Access**
  The value-oriented process generated by Supercars include but not limited to, application scenarios where users can post content creation on open platforms such as the Supercars forum, where the active topics creators and discussion participants of Supercars can continuously benefit through content publishing in the form of Supercars' unique token CARs.

```
PLAYER  --PLAY-->  SUPERCARS
        <--EARN--

SUPERCARS         EARN ↓      ↓ SPEND
NFT MARKET --BUY--> CAR TOKEN          LP STAKING
           <--SELL--

SUPERCARS  --BUY-->            SOCIALFI
PROPS      <--SELL--   ↓ QUOTA  --EARN-->
                              <--SPEND--

NFT EXIBITION HALL | CAR RENTAL | SUPER ARENA | SUPER PARKING LOT
```

14.3 Value System

- CAR is the digital proof of interest of Supercars ecology, and the essence of its value is to distribute the revenue generated by Supercars ecology to all CAR holders through smart contracts.
- In terms of value, CAR carries both "trust value" and "consensus value";
- In a point of incentive view, CAR is to stimulate the "bookkeepers on network" been financially rewarded for their participation.
- From a governance perspective, CARs are equity certificates for participation in decision-making.
- In terms of revenue, CAR is a reflection of the value gain of Supercars in the ecological mechanism.

15
Deflationary Destruction Mechanism

Each **CAR transaction** in **DEX** (including buying and selling and adding /withdrawing LP Staking Pool) **destroys 1%** of the number of CARs bought and sold. By shrinking the total number of token and increasing the circulation rate, a deflationary model is reached in which the supply decreases in a limited range, driving the value of CAR holders to become larger, the consensus of CAR holders to increase.

For every **NFT minted** in the **Supercars ecosystem**, **50% of its original token is directly destroyed,** and each value transfer is accompanied by a deflationary model and destruction mechanism, resulting in a robust economic system and value-driven model.

All CARs consumed by users every time they purchase parking cards, refueling cards and maintenance cards **will be destroyed.**

16
RoadMap

- SuperCars recruiting Global Founders.

- CarDAO equity credential - CAR token officially launched, activate the "LP Staking Pool " .

- The first beta testing, officially launch the racing car NFT, activate the super paking lot racing car storage rights and benefits, and enjoy the returns.

- Launch the rental car service to encourage players who do not have NFT to participate in the game, so that more players can participate in the beta test.

- Activate the Super Arena PvP mode, top racers in the metaverse are waiting for you to fight.

- **The top club the CarDAO community will start the alliance tournament, carve up the 10 million prize pool.**

PHASE 1

PHASE 2

PHASE 3

PHASE 4
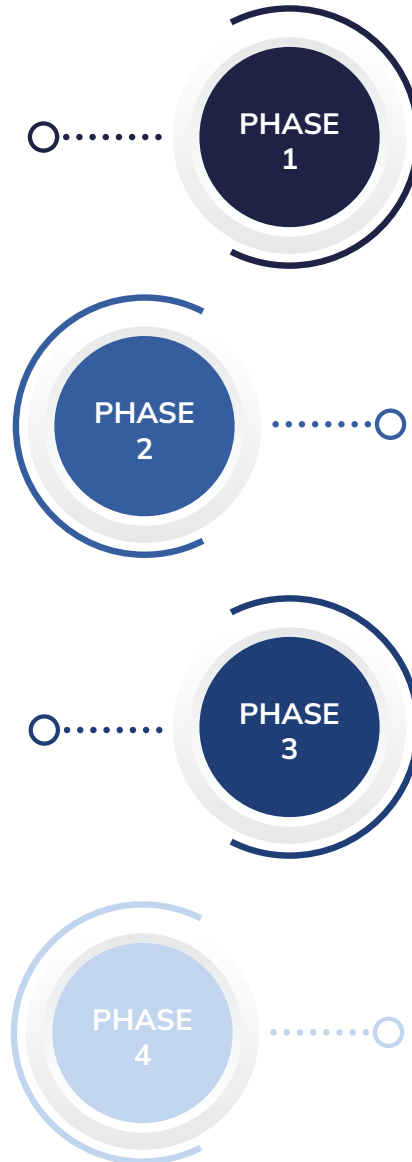
- **CarDAO community autonomous rights and voting function activated.**

- **CARDAO members can vote to crowdfund to set up the community exclusive dealer shop, to achieve the members autonomy, benefit sharing.**

- **The second beta test, activate the Super Arena PvE battles.**

- Forum function will be launched for the car fans to have online free discussions and share experience about the game.

- Launch the function of car enthusiast moments, record and share the daily life of car fans.

- Combined with blockchain privacy protection technology Mix-ZK protocol to achieve social privacy protection.

- **Create the strongest CARDAO community in the metaverse, achieve the benefit sharing and a diversified ecosystem of economic, entertainment and friends.**

Supercars is just the beginning; we will activate more creation of urban life scenarios as the scenarios continue to improve and innovate at the same time. The properties of NFT determine that it can run across games since it is an on-chain asset instead of belonging to the game, but it belongs to the users. It can support seamless transfer and use of in-game props between multiple games, which means that each of our vehicles and props NFT will not only be circulated on Supercars, but also in many real life scenarios in the future cities, which is a brand new experience for users.

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