SLONG

SLONG White Paper

Innovate human interaction patterns in the game space by building a truly decentralized chain game aggregation platform

（Web3.0+GameFi+Socialfi+DAO）

Decentralized Chain Game Aggregation Based on Web3.0

Introduction

With the booming development of the Internet, it has greatly expanded human social circles. However, while Internet technology brings convenience, it also brings many problems. While humans are enjoying free services provided by social apps such as Wechat, Telegram, and Twitter, they are also being plundered by social giants for personal social relationships, privacy protection, and social data revenue. As "netizens" become "users," people are gradually transitioning from "netizens" to "data." We are being guided from public squares into closed centralized social media platforms, becoming a way for social giants to seek power. The social network form of Web 2.0 has become increasingly alienated and distorted. The decentralization of social networks is urgent, and netizens need a new era of public forums and information markets that are in line with decentralization.

Nowadays, the development of blockchain technology has confirmed humanity's vision for "decentralized" social networks. Web3.0 technology (blockchain, cryptography, P2P networks), as a new type of network infrastructure, has begun to shake the global economic order, giving us enough confidence to establish a new order based on the transformation of social platforms by Web3.0. We aspire to establish a free, autonomous, open, transparent, and just decentralized social network for citizens based on Web3.0.

SLONG envisions an endless virtual galaxy space centered around customized economies and governance systems, built on Web3.0 to create a completely decentralized social network platform. With GameFi, every participating user can establish their own "planet" and redefine SocialFi through DAO tools and digital credit systems, creating a social aggregation platform that can carry the blockchain aggregation ecosystem.

Web 2.0 is an era where consciousness is manipulated and social rights are highly monopolized. People's minds no longer serve themselves alone, and their brains are likely to be influenced by public opinion, making it difficult to make fair choices.

Welcome to SLONG's Web3.0 Future Chain Game Space !

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SLONG Game Space

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① SLONG Chain Game Space

1.1 SLONG summary

SLONG, founded by the BLUE OCEAN Foundation in Singapore and in 2021, is a decentralized blockchain game aggregation platform based on the Web 3.0 concept. The first phase aims to create a decentralized GameFi metaverse, envisioning an endless virtual, customized economy and governance system centered around humans. By constructing a truly decentralized GameFi metaverse galaxy, SLONG aims to innovate human interaction patterns in the gaming world, where all parts of the game space are gathered together, and each participating user can establish their own "planet" to create and enjoy a unique immersive experience.

SLONG not only enhances the stickiness of user relationships, but also returns game ownership to ordinary users, allowing users to build and develop their digital identities. Through its technology, it relies on GameFi to enter social interaction from games, continuously accumulating users, and integrating wallets as another flow aggregation point into the financial ecosystem. It not only melts game funds, but also needs to purify the entire ecosystem through DAO governance and digital credit system. Through DAO tools and digital credit system, GameFi is redefined to create a blockchain aggregation platform that can carry the blockchain aggregation ecosystem.

Relying on SLONG's vast metaverse ecosystem and early successful traffic diversion, SLONG can generate strong economic centripetal force and launch a complete chain game aggregation platform in the second stage to meet the internal needs of game users and form an internal economic cycle. SLONG itself is a resource-based ecosystem that not only meets game functionality requirements, but also provides API, various site technologies, and wallet support for Game Fi developers. At the same time, it can also provide liquidity tools such as IDO, one click airdrop, coin monitoring, DeFi, game guilds, communities, and other one-stop solutions, with DAO autonomy.

1.2 Mission

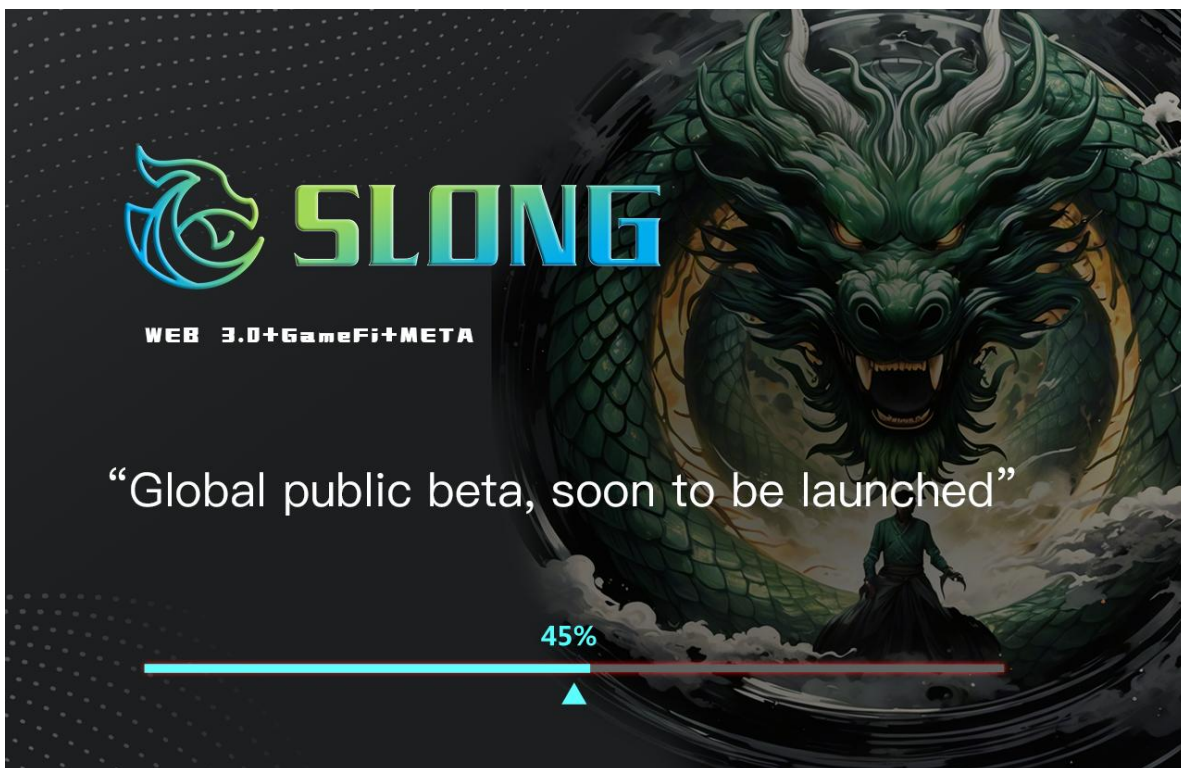Currently, web2 In the 0 network, the chain game industry generally faces the following problems:

● The innovation that players benefit from is relatively limited. Most game players earn much less on their existing platforms than the time and cost they should spend on them.

● The giant platform effectively controls the public discourse power. Their decisions about what we see and what we don't see mainly depend on factors that maximize game revenue, rather than factors that are more in line with the public interest of players.

● The dominant company has cut off third-party developers. Existing enterprises have closed external access to their data, and any game products developed by new elites will soon be blocked and fixed in the data moat of existing enterprises, greatly stifling product innovation and competition in the gaming industry.

SLONG is in line with Web3 The metaverse chain game platform under the trend of 0 makes SLONG's ownership structure more transparent. It is autonomously built by community DAOs, and thousands of strong consensus communities form an leaderless online team to collectively gather capital, make decisions, and carry out execution. DAO provides complete transparency for SLONG, allowing anyone to see and analyze all of SLONG's activities and funds, greatly reducing the risk of corruption and providing a highly secure and transparent "asset management account" for asset owners.

1.3 Vision

SLONG attempts to use a decentralized Web 3 Build a decentralized chain game aggregation platform through the 0 network, introduce Game Fi and SocialFi, and achieve healthy ecological development and prosperity through DAO governance. Feedback the value generated by games and community contributions to participants, achieving collaborative construction, sharing, and governance.

SLONG links user games to data and establishes a decentralized credit system for user virtual identities. Accounts are encrypted through mnemonic public key authentication and open data storage and forwarding nodes to the public, making all user social interactions completely decentralized, greatly ensuring the security of user data and privacy. Building a high degree of freedom and participation in the metaverse system, integrating a series of realistic activities such as gaming, social, business, education, entertainment, etc., any user can find their own "avatar" in the SLONG metaverse. Users around the world can collaborate to build a new generation of gaming ecosystem services, including innovative planets, the combination of self media, wallet, NFT, and DAO, presenting users with an interesting communication+wallet+DAO+NFT+SocialFi+DEFI chain game aggregation platform ecosystem.

SLONG
WEB 3.0+GameFi+META
"Global public beta, soon to be launched"
45%

Chapter 2
SLONG game meta

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2 SLONG game meta

2.1 what is SLONG

SLONG is a framework designed as a chain game metaverse, aimed at achieving its mission of interactive methods in the SLONG user game space. Participants generate a unique identity ID account system for users through mnemonic public keys.

SLONG Metaverse is a game centered metaworld that enters the virtual world of SLONG World in a gamified manner. Both traditional and encrypted brands can seamlessly integrate and establish their presence in the digital world using our merchant portal. The SLONG Metaverse ecosystem is committed to achieving interoperability. There are mainly three sections:

Digital identity

The digital identity, identity information, and other data created through blockchain technology are permanently stored on the chain, and the ownership of the data belongs entirely to the user.

SLONG World

Virtual life experience, where users can engage in immersive communication with other participants in SLONG World; Interact with any existing applications/apps; Purchase land, build houses, showcase NFTs, participate in social activities, adopt dragons, and engage in a series of realistic activities.

SLONG GameFi

Users can play To Earn in GameFi and build 3D assets for adventure, combat, and immerse themselves in trading or participating in Defi activities in the market, thereby gaining more benefits from socializing.

2.2 SLONG NFT

At present, there are only two types of identity authentication for blockchain, namely wallet and NFT. As proof of digital ownership, NFT is also a very popular identity identifier.

In the SLONG metaverse, the early participating seed users (the top 10000) will be cast into planet NFTs after accumulating energy values, represented by a unique custom username, and have the priority to purchase the second stage nodes, as well as partial rights to the nodes, including but not limited to wallet fee dividends, Game Fi, NFT airdrops, DAO governance rights, and node partial output.

2.3 SLONG+WBE 3.0

20The most popular blockchain in 2024 is undoubtedly the metaverse. Data shows that the average daily views of the blockchain metaverse exceed 47000 people. With the continuous increase in interaction and popularity of the blockchain metaverse, it confirms the inevitable trend that traditional internet will be replaced by the blockchain metaverse.

However, there is still a problem of extreme differentiation in the current metaverse market, with most applications concentrated in the gaming and NFT fields, while the development and market activity in other application fields are relatively low. To promote the development of the metaverse platform application field and create a green ecological infrastructure for the metaverse application layer, data

The decentralized chain game metaverse platform born out of privacy is emerging.

The Web3.0 decentralized metaverse platform developed by the SLONG community provides users with a new gaming mode, striving to build an end-to-end blockchain encrypted anonymous chat platform that integrates multi chain cold wallets, on chain transactions, asset transfers, and supports lock in and cross chain aggregation of the metaverse social application platform. An end-to-end blockchain encrypted anonymous chat, with chat content protected by private keys and no central services, intermediaries, or custodians, creating a truly decentralized chain game platform and achieving global chain game freedom.

2.4 SLONG a New Form of Chain Game Aggregation Platform

The SLONG Metaverse Chain Game Platform is centered around decentralized social networks, achieving anonymous interaction and providing the following functions for each participant: :

- Chat section indexing function: Users can search for public communities and groups through keywords in the super index bar ;
- Divine Dragon Card Extraction: Different dragon species can draw game pets in advance by holding SLONG in the early stage ;
- 3A Adventure: Talking about SLONG using a 3D game framework with 3A graphics quality, striving to present more brilliant game graphics quality ;
- Instant voice: initiate instant encrypted voice messages between friends ;
- Game transfer function: wallet and game integration, supporting NFT and Token one click sending ;
- Union function: Users who hold over 1 million+SLONG can form their own Dragon Union and obtain more game resources ;
- Recall function: Recall history records at any time, synchronize with users in the group ;
- Voting updates: SLONG's community adopts a DAO management approach, and vote holders can participate in the development of game updates。

2.5 SLONG GameFi Interstellar space

Users entering SLONG interstellar space can access decentralized social meta realms through a 3D fully immersive environment called SLONG World. Participants become creators of the game world; They can build any experience through the SLONG SDK. SLONG is the center of the Milky Way, where you can create your own interstellar space station, achieve Play To Earn, and have an immersive experience trading or participating in De Fi D activities in the Market.

Chapter 3
SLONG GameFi model

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3 SLONG GameFi model

3.1 What is GameFi ?

GameFi, written in full as Game Finance, means gamified finance.

The rise of GameFi is closely related to decentralized finance (DeFi) and non fungible tokens (NFTs). DeFi makes NFTs commercially valuable through financial means; NFT endows game props with unprecedented digital asset scarcity and ownership guarantee. Then, the game itself is the surface and shell of the entire concept and technology.

The emergence of Gamefi mainly addresses the following drawbacks of traditional games:

- **The issue of data ownership**

  In traditional gaming platforms, user game data is saved in the form of fields on the operator's service, and the data belongs to the platform party; GameFi

  Thanks to blockchain technology, immutable data features are of great help in solving the problem of user data authentication.

- **The issue of profit distribution**

  Under the algorithmic mechanism of traditional gaming platforms, there is an imbalance in the distribution of benefits in traffic realization between users and platforms, which is beneficial for protecting the rights and interests of users.

- **Privacy and security issues**

  In traditional games, all account registrations require the user's real identity information, and the information stored in the operator's backend is easily leaked; GameFi is based on blockchain technology, and the anonymous nature of user identity information contributes to the protection of privacy and security.

3.2 SLONG+GAME+NFT+META

The SLONG protocol NFTs game players and game props. In the SLONG protocol, the props, titles, pets, and other items produced by players in the game are converted into NFTs for ownership confirmation, bringing more economic value and benefits to players.

Moreover, in SLONG, social scenes are gamified or "metaverse", thus providing a realistic user experience for social interaction, meeting the requirements of the metaverse itself that includes social interaction and immersive experience. SLONG is committed to building an ecosystem of Gamefi+social media platform+NFT+DeFi+metaverse, placing social scenes within a unique story of the metaverse.

3.3 SLONG+DAO

In the first stage of SLONG, the token SLONG token will be used as an incentive for early users and early user traffic, and SLONG will serve as the basis for participants to govern the community, which is in line with the DAO's philosophy. The node tokens issued in the second stage enable participants to obtain platform node tokens by producing content, and at the same time, participants can use the obtained node tokens for governance agreements, achieving value recycling within the ecosystem.

Deep player

Playing games online often   Based on game interaction data, system node token rewards can be obtained, and node token rewards can also be obtained by completing tasks, obtaining rare items, and other indicators. Content digital ownership can also be determined through NFT, completing fan crowdfunding and copyright distribution.

Regular users

Ordinary users within SLONG will also be rewarded with node tokens by the system for adventure, survival, mission completion, combat, and more. Users provide props to earn profits or create wealth, and the system also rewards the activity provided by the users. This is a reform of the existing active economy.

Both deep players and ordinary users on the SLONG platform will receive benefits from the appreciation of token prices as the game's influence expands. As a result, various economic forms such as Post to Earn, Share to Earn, and Comment to Earn have been extended, and the influence and social activity of users on the SLONG network have been quantified step by step.

In addition, SLONG's GameIFi philosophy allows participants to earn multiple benefits through content, social, or liquidity storage, or participate in project platform management through node tokens or NFTs.

3.4 SLONG Gamelfi 模型

DAO

Behavioral rewards

Users can earn game rewards through activities such as adventure, building buildings, fighting, chatting, tasks/activities, sending community red envelopes, online interaction, and participating in Dao governance.

Node PoS+PoW

SLONG will authorize users from all over the world to set up data storage and forwarding nodes, and provide service platforms for network operation.

Chapter 4
Economic model

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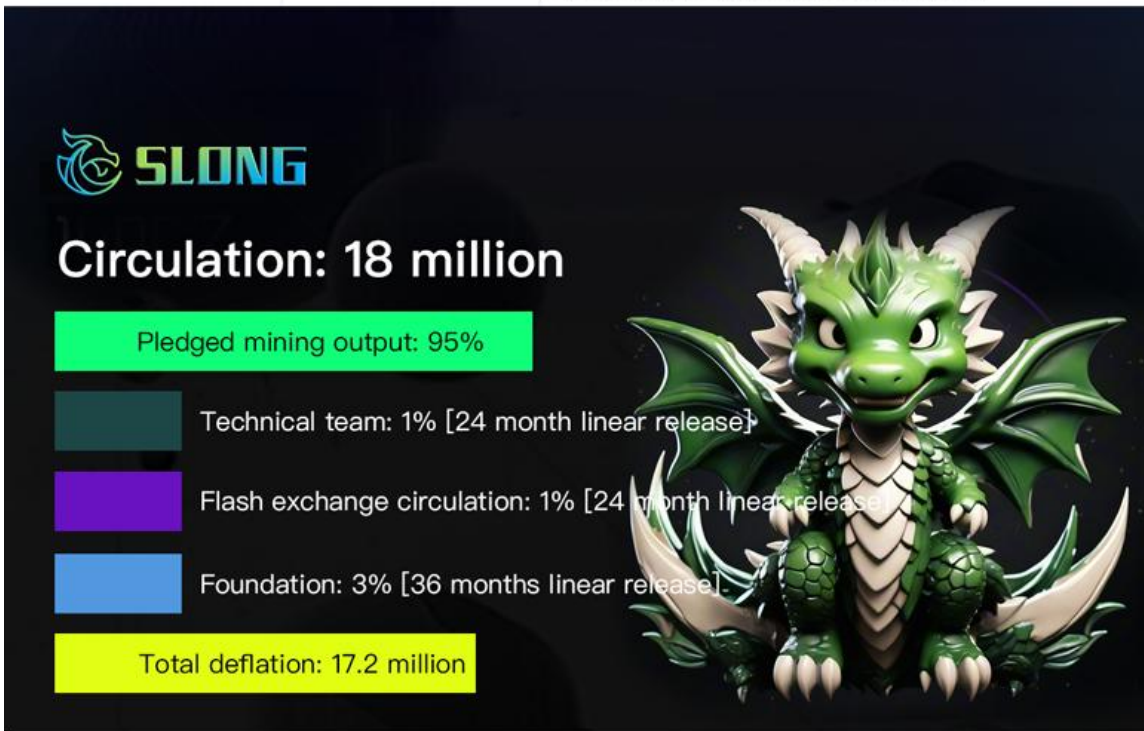White Paper

4 Economic model

4.1 "SLONG" token

SLONG is a governance token for the SLONG Gamefi ecosystem, circulating in various applications of the SLONG Chain ecosystem. Holding a SLONG token allows one to participate in ecological governance voting and enjoy ecological dividends. The SLONG GameFi ecosystem will gradually integrate major global communities and work together to create the world's most valuable

The ecological mechanism and concept of value chain game.

"SLONG" is initiated by the SLONG community, with decentralized governance. Coin holders and LPs are the "owners" of the platform, greatly stimulating user activity within the SLONG social ecosystem. The more active the users are, the more contribution they make, and the more active the ecosystem develops. This is a win-win situation for both the platform and social users.

TOKEN ITO

Name	TOKEN quantity	Total deflation
SLONG	18,000,000	Deflation to 800,000 a total of 17.2 million pieces destroyed
		(Deflation is divided into two stages)

Circulation: 18 million

Pledged mining output: 95%

Technical team: 1% [24 month linear release]

Flash exchange circulation: 1% [24 month linear release]

Foundation: 3% [36 months linear release]

Total deflation: 17.2 million

4.2 SLONG node token

In the SLONG metaverse world, each community union is a node, and each node is uniformly exclusive to N FT. Becoming a DAO community node, participating in SLONG will have the right to manage the SLONG ecosystem and enjoy dividends and market rewards within the ecosystem.

When the early community users of SLONG reach a certain scale, they will be imported into the SLONG decentralized social aggregation platform and concurrently

SLONG node token.

SLONG DAO achieves community autonomy, achieving organizational goals within the ecosystem through interaction, competition, and collaboration between community network nodes. The flat management model makes the community highly flexible. The node ecosystem plays an important role in it and provides impetus for the operation of the ecosystem.

All partners with SLONG nodes will maintain the SLONG blockchain state and consensus rules by running SLONG nodes on their computers, and contribute to the decentralized ecosystem construction of our SLONG node matrix network, such as hash rate and interactive authentication.

The n-dimensional space algorithm adopted by SLONG is based on the Trust Promote algorithm mode, supporting the entire SLONG node ecosystem and providing online governance voting for everyone. At the same time, node tokens are used for data exchange and storage in social, gaming, client, metaverse, wallet, and other sectors. Data is temporarily stored in nodes to complete on chain data exchange, achieving a decentralized management mode for service providers. At the same time, each node will produce corresponding SLONG node tokens.

Chapter 5
SLONG DAO Administration

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5 SLONG DAO Administration

The full name of DAO is Decentralized Autonomous Organization, which means decentralized autonomous organization. This is an important concept that has emerged since the birth of Bitcoin. It refers to an organization built on smart contracts, where anyone can join and exit at any time, with their own programs and rules, and the rules are open and transparent. DAO needs promotion and intermediary institutions, and its ideal situation is to be open, fair, autonomous, and operate independently. DAO operates as an organizational structure, raising and managing symbolic assets while allowing for transparent governance, which will benefit

The adoption of Web3 products has had a huge impact.

Simply put, DAO is an organization that operates through the use of software. They allow people to gather resources for a common goal and share the value created when these goals are achieved. SLONG is a decentralized chain game metaverse, with the main goal of building a good gaming digital world. One of the requirements for achieving this goal is to enable practical tools to collect feedback from the community and make decisions in the most effective way. For this reason, SLONG will grant its community token holders the privilege to govern SLONG Metaverse through a decentralized organization, SLONG DAO, which will allow them to freely initiate proposals, vote, and express their opinions on forums.

5.1 SLONG Diversified autonomy of communities

SLONG attracts people from around the world who share a common interest in blockchain games through decentralized autonomy. These people are not limited to experienced players in the blockchain circle, but the vast majority of ordinary people in this world, including store clerks, fitness coaches, legal professionals, IT professionals, and the vast majority of backgrounds that you can almost think of. They and their imaginations form a rich SLONG metaverse.

There is a word that constantly appears in every corner of SLONG DAO - "action". Limited by empty talk, but encouraging action, this is their fundamental community culture: "We encourage action and embrace risk. We provide a self-organizing space for our community to drive new ideas and quickly transform them into action." Based on this culture, 13 guilds were formed, including writing, finance, translation, research, operations, marketing, law, education, design, business development, development, video, and data analysis.

5.2 SLONG DAO

SLONG DAO focuses on DAO investment management agreements, electing other groups outside of the SLONG core team through voting to provide management services on top of the agreements. This autonomous community has the concept of the role of a strategic investor, with the power to build, initiate, manage, and make decisions, which can enable the SLONG team, community, and investors to jointly manage the future of the agreement.

SLONG's community mechanism will be accompanied by the evolution of community guardians. With the continuous growth of the market value of "SLONG" tokens, the cost of "SLONG" holders becoming "community unions" (nodes) will also increase. Therefore, there may be a way to gather groups to form sub DAOs, where the sub DAOs as a whole (multiple signed addresses) become "star balls" and obtain the role of guardians and proposal qualifications, and participate in SLONG governance and construction in a community-based manner.

SLONG DAO Core values :

transparency
Proposals and decisions are publicly shared with the community

Innovation
Regarding new ideas, new economic models Maintain an open attitude towards new political systems, etc

Rationality
Thinking based on sex and logic

Argumentation
Argument must be used to defend ideas or claims

Collective
Proposals and decisions should benefit the entire SLONG DAO community

5.3 SLONG DAO Reputation value system

The platform will introduce game GID to mark user identity and develop derivative identification functions, and relevant DAO service support is required for the functional operation of the architecture; Similarly, the user reputation rating correlation mechanism between on chain and off chain needs to be maintained by relevant DAOs to ensure its reasonable application in social interaction scenarios.

SLONG uses classification, data mining, and neural network techniques to conduct credit evaluations in five dimensions, namely game activity, social behavior, credit records, DAO governance behavior, and historical transaction behavior. The financialization and tokenization of personal or community social behavior and influence constitute a value system.

5.4 SLONG DAO Development stage

SLONG's DAO will gradually develop into a practical and demonstrative DAO. It will include:

Social communication is the main focus, supplemented by wallets. Along with social communication, wallets are embedded to integrate into the community, DAO, and Game

- Phase 1：The proposal was proposed by the SLONG team and voted through a snapshot.
- Phase 2: The proposal is also submitted by the most trusted and active members of the SLONG DAO.
- Phase 3: SLONG DAO members will vote to select DAO representatives to submit proposals.
- Stage 4: Decide on a new voting system.

SLONG hopes to have the healthiest and most engaged community in the world. Creating a useful DAO to empower token holders and inspire other projects is the best way to prove this.

Chapter 6
SLONG Future planning

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6 SLONG Future planning

The SLONG platform will gradually improve and add new features in the future:

In the future, SLONG will mainly focus on GameFi, supplemented by social communication and wallets. Wallets will be embedded in social communication, integrating into the community, DAO, and Game Fi:

- Personal asset portfolio, including asset tracking and data analysis tools;

- The staking pool function (currently available, but not yet integrated into social platforms) allows users to choose between single currency or liquidity mining to obtain profits.

- Aggregation function, for example, if you are interested in investment portfolios shared by others, you can use the aggregation function for one click trading.

- It can be integrated with other large-scale Game FIG platforms, directly organize activities on the platform, and also share game results with just one click.

- Hot search topics, you can follow the same instant hot search, understand the dynamics in the circle, and also create your own topics to earn profits.

- Hot searched currencies and newly added currencies, view real-time prices:

- Tagging users, such as whale users, earth dog experts, band customers, etc

- There are more new social gameplay options available, and in the future, the SLONG community can choose to launch more new features through voting. In summary, SLONG's decentralized chain game platform will definitely be disruptive in the future. Whether it is its practicality, fun, playability, or even financiality, it can meet the needs of current investors in the industry, even the basic needs.

Chapter 7
Risk and Disclaimer

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7 Risk and Disclaimer

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