

《Metaverse》



“Come, love, give her a star, go”

《The Three Body Problem》

open world AAA sci-fi game based on Defi +NFT

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I. WHAT IS THE “METAVERSE”?

The most common conceptions of the Metaverse stem from science fiction. Here, the Metaverse is typically portrayed as a sort of digital “jacked-in” internet – a manifestation of actual reality, but one based in a virtual (often theme park-like) world, such those portrayed in Ready Player One and The Matrix.

And while these sorts of experience are likely to be an aspect of the Metaverse, this conception is limited in the same way movies like Tron portrayed the Internet as a literal digital “information superhighway” of bits.

Just as it was hard to envision in 1982 what the Internet of 2020 would be — and harder still to communicate it to those who had never even “logged” onto it at that time — we don’t really know how to describe the Metaverse. However, we can identify core attributes.



The Metaverse, we think, will...

Be persistent – which is to say, it never “resets” or “pauses” or “ends”, it just continues indefinitely

Be synchronous and live – even though pre-scheduled and self-contained events will happen, just as they do in “real life”, the Metaverse will be a living experience that exists consistently for everyone and in real time.

Have no real cap to concurrent participations with an individual sense of “presence” – everyone can be a part of the Metaverse and participate in a specific event/place/activity together, at the same time and with individual agency.

Be a fully functioning economy – individuals and businesses will be able to create, own, invest, sell, and be rewarded for an incredibly wide range of “work” that produces “value” that is recognized by others.

Be an experience that spans both the digital and physical worlds, private and public networks/experiences, and open and closed platforms.

Offer unprecedented interoperability of data, digital items/assets, content, and so on across each of these experiences – your “Counter-Strike” gun skin, for example, could also be used to decorate a gun in Fortnite, or be gifted to a friend on/through Facebook.

Similarly, a car designed for Rocket League (or even for Porsche’s website) could be brought over to work in Roblox. Today, the digital world basically acts as though it were a mall where though every store used its own currency, required proprietary ID cards, had proprietary units of measurement for things like shoes or calories, and different dress codes, etc.

Be populated by “content” and “experiences” created and operated by an incredibly wide range of contributors, some of whom are independent individuals, while others might be informally organized groups or commercially-focused enterprises.

There are a few other ideas that may be core to the Metaverse, but are not widely agreed upon. One of these concerns is whether participants will have a single consistent digital identity (or “avatar”) that they will use across all experiences.

This would have practical value but is probably unlikely as each of the leaders in the “Metaverse era” will still want their own identity systems.

Today, for example, there are a few dominant account systems – but none have exhaustive coverage of the web and they often stack atop one another with only limited data sharing/access (e.g. your iPhone is based around an iOS account, then you might log into an app using your Facebook ID, which itself is your Gmail account).

There is also disagreement on how much interoperability is required for the Metaverse to really be “the Metaverse”, rather than just an evolution of today’s Internet.

Many also debate whether a true Metaverse can have a single operator (as is the case in Ready Player One).

Some believe the definition (and success) of a Metaverse requires it to be a heavily decentralized platform built mostly upon community-based standards and protocols (like the open web) and an “open source” Metaverse OS or platform (this doesn’t mean there won’t be dominant closed platforms in the Metaverse).

Another idea relates to the fundamental communications architecture of the Metaverse. This is described in more detail later in the piece, but while today’s Internet is structured around individual servers “talking” to one another on an as-needed basis, some believe the Metaverse needs be “wired” and “operated” around persistent many-to-many connections.

But even here, there’s no consensus around exactly how this would work, nor the degree of decentralization required.

It’s also helpful to consider what the Metaverse is often, but incorrectly, likened to. While each of these analogies is likely to be a part of the Metaverse, they aren’t actually the Metaverse. For example, The Metaverse is not...

A “virtual world” – Virtual worlds and games with AI driven characters have existed for decades, as have those populated with “real” humans in real time. This isn’t a “meta” (Greek for “beyond”) universe, just a synthetic and fictional one designed for a single purpose (a game).

A “virtual space” – Digital content experiences like Second Life are often seen as “proto-Metaverses” because they (A) lack game-like goals or skill systems; (B) are virtual hangouts that persist; (C) offer nearly synchronous content updates; and (D) have real humans represented by digital avatars.

However, these are not sufficient attributes for the Metaverse.

“Virtual reality” – VR is a way to experience a virtual world or space. Sense of presence in a digital world doesn’t make a Metaverse. It is like saying you have a thriving city because you can see and walk around it.

A “digital and virtual economy” – These, too, already exist. Individual games such as World of Warcraft have long had functioning economies where real people trade virtual goods for real money, or perform virtual tasks in exchange for real money.

In addition, platforms such as Amazon's Mechanical Turk, as well as technologies such as Bitcoin, are based around the hiring of individuals/businesses/computational power to perform virtual and digital tasks.

We are already transacting at scale for purely digital items for purely digital activities via purely digital marketplaces.

A "game" – Fortnite has many elements of the Metaverse. It (A) mashes up IP; (B) has a consistent identity that spans multiple closed platforms; (C) is a gateway to a myriad of experiences, some of which are purely social; (D) compensates creators for creating content, etc.

However, as is the case with Ready Player One, it remains too narrow in what it does, how far it extends, and what "work" can occur (at least for now). While the Metaverse may have some game-like goals, include games, and involve gamification, it is not itself a game, nor is it oriented around specific objectives.

A "virtual theme park or Disneyland" – Not only will the "attractions" be infinite, they will be not be centrally "designed" or programmed like Disneyland, nor will they all be about fun or entertainment. In addition, the distribution of engagement will have a very long tail.

A "new app store" – No one needs another way to open a Metaverse, nor would doing so "in VR" (as an example) unlock/enable the sorts of value supposed by a successor Internet.

The Metaverse is substantively different from today's Internet/mobile models, architecture, and priorities.

A "new UGC platform" - The Metaverse is not just another YouTube or Facebook-like platform in which countless individuals can "create", "share", and "monetize" content, and where the most popular content represents only the tiniest share of overall consumption.

The Metaverse will be a place in which proper empires are invested in and built, and where these richly capitalized businesses can fully own a customer, control APIs/data, unit economics, etc.

In addition, it's likely that, as with the web, a dozen or so platforms hold significant shares of user time, experiences, content, etc.

(If you want a simpler way to think about the Metaverse, you can imagine it as the Nightmare Before Christmas – you can walk into any experience or activity, and potentially address almost any of your needs, from a single starting point or world that's also populated by everyone else you know.

But what's important is to recognize the Metaverse isn't a game, a piece of hardware, or an online experience. This is like saying is 'World of Warcraft', the iPhone, or Google is the Internet. They are digital worlds, devices, services, websites, etc.

The Internet is a wide set of protocols, technology, tubes and languages, plus access devices and content and communication experiences atop them. Metaverse will be too.)

II. WHY DOES THE METAVERSE MATTER?

Even if the Metaverse falls short of the fantastical visions captured by science fiction authors, it is likely to produce trillions in value as a new computing platform or content medium.

But in its full vision, the Metaverse becomes the gateway to most digital experiences, a key component of all physical ones, and the next great labor platform.

The value of being a key participant, if not a driver, of such a system is self-evident – there is no “owner” of the Internet today, but nearly all of the leading Internet companies rank among the 10 most valuable public companies on earth.

And if the Metaverse does indeed serve as a functional “successor” to the web — only this time with even greater reach, time spent, and more commercial activity — there’s likely to be even more economic upside.

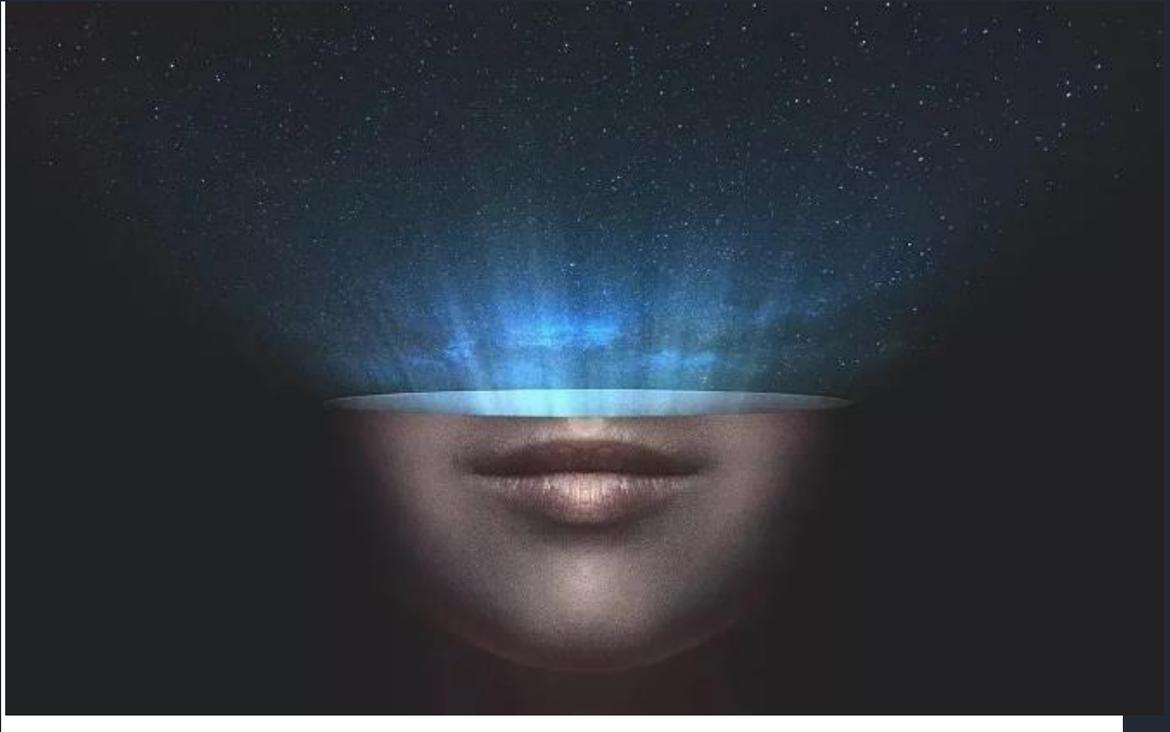
Regardless, the Metaverse should produce the same diversity of opportunity as we saw with the web – new companies, products and services will emerge to manage everything from payment processing to identity verification, hiring, ad delivery, content creation, security, and so forth. This, in turn, will mean many present-day incumbents are likely to fall.

More broadly, the Metaverse stands to alter how we allocate and monetize modern resources. For centuries, developed economies have transformed as the scarcity of labor and real-estate waxed and waned.

Under the Metaverse, would-be laborers who choose to live outside cities will be able to participate in the “high value” economy via virtual labor. As more consumer spending shifts to virtual goods, services, and experiences, we’ll also see further shifts in where we live, the infrastructure that’s built, and who performs which tasks. Consider, for example, “Gold Farming”.

Not long after in-game trade economies emerged, many “players” – often employed by a larger company and typically in lower-income countries — would spend a workday collecting digital resources for sale inside or outside the game.

These sales were typically to higher-income players in the West. And while this “labor” is typically menial, repetitive, and limited to a few applications, the diversity and value of this “work” will grow as the Metaverse itself does.



III. METAVERSE, A Game for Creating Your Own Space Saga

So long as a glimmer of hope exists, we should never give up.

On a finite world a cosmic perspective isn't a luxury, it's a necessity.

—*Murmurs of Earth*

Our goal is to provide players around the world with an ever-expanding METAVERSE product that integrates multiple gaming elements such as simulation operation, starship battle and planet collection.

METAVERSE is an open world AAA sci-fi game based on Defi +NFT

It's inspired by traditional games like Minecraft, EVE, Roblox, etc.

The team's goal is to create a never-ending meta-universe product that combines elements of simulation, starship combat, and planetary collectibles for players around the world.

(1) Objective

We want to create a game that is accessible to players who have zero knowledge about the complex nature of cryptocurrency. For this reason, we have been using existing general game products as a reference, and seeing game players around the world as potential users.

By having much more potential users than previous blockchain games, "METAVERSE" is bound to have higher profit potential.

(2) User Profiling

Age	18-35
Geographical distribution	The vast majority of users are from North America, Europe and Southeast Asia
Gender distribution	70% male, and 30% female
Player type	Hardcore, moderate and casual gamers (60%/30%/10%)
Ethnicity and religion	No impact or requirement
Age group	13+

(3) Reference

《Minecraft》

Minecraft is a sandbox video game developed by Mojang. The game was created by Markus "Notch" Persson in the Java programming language.

Following several early test versions, it was released as a paid public alpha for personal computers in 2009 before releasing in November 2011, with Jens Bergensten taking over development.

Minecraft has since been ported to several other platforms and is the best-selling video game of all time, with 200 million copies sold and 126 million monthly active users as of 2020.

In Minecraft, players explore a blocky, procedurally-generated 3D world with infinite terrain, and may discover and extract raw materials, craft tools and items, and build structures or earthworks. Depending on game mode, players can fight computer-controlled "mobs", as well as cooperate with or compete against other players in the same world.

Game modes include a survival mode, in which players must acquire resources to build the world and maintain health, and a creative mode, where players have unlimited resources. Players can modify the game to create new gameplay mechanics, items, and assets.

《Roblox》

Roblox is an online game platform and game creation system that allows users to program games and play games created by other users.

Founded by David Baszucki and Erik Cassel in 2004 and released in 2006, the platform hosts user-created games of multiple genres coded in the programming language Lua.

For most of Roblox's history, it was relatively small, both as a platform and a company, due to both co-founder Baszucki's lack of interest in press coverage and it being "lost among the crowd" in a large number of platforms released around the same time.

Roblox began to grow rapidly in the second half of the 2010s, and this growth has been accentuated by the COVID-19 pandemic.

Roblox is free-to-play, with in-game purchases available through a virtual currency called "Robux". As of August 2020, Roblox has over 164 million monthly active users, with it being played by over half of all children aged under 16 in the United States. Roblox has received generally positive reviews from critics.

IV. "METAVERSE" is A Game Like No Other

Almost all of the online games developed in the past 20 years are based on the HTTP protocol, which makes decentralization technically impossible.

However, with the emergence and continued improvement of blockchain technologies, decentralized virtual asset storage and gaming design have become feasible from a technical stand-point.

Compared with existing online games, blockchain games based on decentralized technologies allow players to have full ownership of their virtual assets and forbid developers from arbitrarily changing gameplay rules.

This indicates a fundamental change in the relationship between game developers and players. It also means that digital assets in the game will become much more like physical assets that can be owned by players/users. And just like various products or artworks in the real world, these digital assets, when acquired by players through gaming, can also generate real value and be traded.

The table below summarizes the differences between "METAVERSE" and "WOW", a classic online game

	WOW	METAVERSE
Gameplay	Controlled by gaming company	Controlled by smart contracts
Rules	Can be changed at any time by the gaming company	Decentralized and cannot be changed at will
	Stored on centralized servers	Stored on the blockchain
In-Game Assets	Owned by the gaming company	Owned by the players
	Cannot be transferred by players	Can be transferred by players
	Can be forcefully banned by the gaming company	Can not be forcefully banned by anyone
	Non-public server database	On the blockchain, open to all
	Unrestricted currency issuance and modification	Smart contract-based governance

Just imagine how you would feel, if some ultimate WOW gears you get after all the hard work get forcefully bound to your character and can't be traded, or that similar gears start popping up everywhere just after you got them.

What would you do if it is announced out of the blue that WOW will be closed the next day? You will have no such worries in "METAVERSE", because it is designed to be a game that can last forever!

V. Introduction

(1) Worldview

By 7500 AD, humans have reached a new pinnacle of scientific and technological development.

The story of "METAVERSE" takes place in an interstellar space far away from the earth. There has been much myth about this cradle of civilization, including how far is it and whether it actually exists.

After reaching this new outer space through a natural wormhole, humans were completely at a loss when they looked up to the stars none had seen before.

Through the Stargate, countless humans from the old world flocked to this new Garden of Eden, frantically exploring and colonizing the newly discovered systems.

After several hundred years of development, the entire New World is roughly divided into 7 independent empires, along with nearly a hundred factions subordinate to these empires. Between all of them, a delicate balance has been maintained in the universe. In addition to those empires and factions, throughout the universe there are also many smaller independent factions and tribes, and of course, countless unexplored planets.

Energy is the most scarce resource in the universe. Whoever controls it will become the master of all!

In the past few centuries, relative peace has been maintained between the seven empires, because they all knew that a large-scale interstellar war would bring serious consequences. However, with a major technological breakthrough in superlight travel technology, and the subsequent boom of space travel, the delicate balance between empires is at the brink of collapse, despite barely holding for the time being

Plane area of the known universe: 14,500 square light years

* Number of planets: 2100

* Number of empires: 7

* Known factions: 2498

* Unknown factions: ?

(2) Chronicles of Universe Expansion

Pre-galactic era

2100 AD: A breakthrough in the development of science and technology led to the Interstellar Immigration Project.

2215 AD: The development within the solar system was reaching saturation, and humans started to explore nearby systems.

2418 AD: Development inside the solar system reached saturation, opening the way for further interstellar expeditions.

2915 AD: Mankind finished the development of warp-speed transition technology, which significantly accelerated humans' exploration and colonization of nearby interstellar space.

3001 AD: Mankind has completed the development of several star systems, which, when coupled with the improvement of warp jump technology, made large-scale expansion a possibility.

4000 AD: Humans could reach all the planets in the entire galaxy, ushering in the golden age of substantial development of productivity and civilization.

4520 AD: Mankind mastered the technology of wormhole construction, which greatly accelerated the development of pan-galaxy transportation.

4755 AD: Development within Milky Way was gradually approaching saturation, but further colonization of systems outside the Milky Way had been very difficult. Due to the inability to go beyond the Milky Way, turbulence and depression began to spread in the human civilizations within the galaxy.

Post-galactic era

5255 AD: Through man-made wormholes, humans explorers managed to reach P13-T, a system that is 400 million light-years away from Milky Way.

5256 AD: A newly enacted bill claimed that all galaxies are open to all mankind and anyone who discovers a planet first can take possession of that planet.

5393 AD: Sidell Industries, a giant interstellar company, occupied all the planets in the P13-T system and then started small-scale colonization of these planets.

6000 AD: Sidell Industries announced its separation from the Human Alliance. Sidell Empire was established thereafter, indicating the start of the Human Alliance's disintegration.

Age of Empires

6017 AD: A large number of independent empires began to appear and all of them rushed to occupy the planets that have been discovered in the universe.

6500 AD: A new energy source, Toya crystal, was discovered, and this discovery increased energy efficiency by 100 times.

6661 AD: The empires began to frantically search for planets containing Toya crystals, which led to regional wars over the energy source.

7000 AD: After nearly 400 years of war, seven empires became super powers that in aggregate control almost all planets containing Toya crystals.

7500 AD: An organization named "Renaissance Clan" appeared in the universe, which used more advanced wormhole technology to explore planets outside the known universe, but their sole purpose was to restore the lost civilization of the earth.

VI. Gameplay Design

(1) Race

Each new player must choose one of the four races (Sidell, Yudak, Mita, Sothoth) and create his/her own character (the race cannot be changed afterwards).

Races

Sidell Empire

Developed from Sidell Industries, a powerful enterprise, the Sidell Empire was the first empire to be established in the universe and it is also the largest one at present. In addition to occupying 35% of all habitable planets, Sidell Empire also monopolized more than half of all Toya crystals in the entire universe, making it the richest empire that far exceeds all others in economic power.

Each emperor of the Sidell Empire can live 1500 years on average. Thanks to the rapid development of computer implant technology, they can continue to live even if after their natural organs stop functioning. The development of these computer enhancements goes back thousands of years, and they have become a symbol of monarch power in the eyes of the Sidell people.

Yudak Empire

In terms of governance, Yudak Empire currently adopts a democratic republic system much like those used by early human civilizations.

The Yudak Empire has formed an alliance with Mita to fight the Sidell Empire together, and the two sides are in a state of war all year round.

With a group of top scientists, Yudak is able to produce starships with advanced functions but extremely low energy consumption. Top technology is also the reason why Yudak can stand against Sidell for such a long time.

Mita

The Mita Empire has been relying on the Yudak Empire for defense ever since the two empires formed an alliance in 6500 AD.

The Toya crystal stock in the systems owned by Mita Empire is second only to that of Sidell Empire. For more than 200 years the Mita Empire has been backing the Yudak Empire in the war with its economic resources.

Sothoth

The Sothoth Empire is located on the edge of the known universe, which has allowed the Sothoth people to avoid a lot of fighting.

Being seen as energetic liberals, Sothoth people have always adhered to and supported the principles of freedom and human rights protection. Rather than war over energy, they are more interested in exploring the deep universe.

Constantly exploring new galaxies has been the lifelong pursuit of all Sothoth people.

(2) Attributes

Each player character has three basic attributes: perseverance, intelligence, and memory, and these attributes can be enhanced by using implant slots.

Starship

It is the most important unit in the game. By function starships are divided into combat ships, transport ships and collection ships.

Starship shield.

Each starship of any type has three layers of defense, namely shield, armor, and structure, which together constitute HP in the traditional sense. As a general rule, any attack received will first reduce the shield of the ship. After the shield is completely consumed, the ship will sustain further attacks with its armor. And the structure of the ship will begin to suffer damage only when the armor protecting it is gone. When the structure is completely destroyed, it means that the ship itself no longer exists.

Starship weapons

Each Starship in the game has multiple weapon slots, and the weapon obtained in the game must be installed in the corresponding slot to take effect. Weapon types include: missiles, lasers and electromagnetic waves. Depending on the type, weapons can have different attack power and combat effectiveness. For more details, refer to the NFT chapter.

Energy

All starship operations (navigation, battle, and collection) require energy. Toya crystal is the only material in the entire universe that can be used to extract energy. Only some planets can mine Toya crystal, and different planets have different crystal stocks.

Collection

The player can anchor an interstellar structure from the orbit to start producing or excavating crystals within a planet.

Only collection ships can go to a planet and collect Toya crystals from it. Different types of collection ships have different collection efficiencies.

Currency

MTVE is the only currency in the entire universe.

Task

Players can obtain get tokens or other resources (as compensation) by completing tasks issued by the system or other players in the METAVERSE universe.

Planet

There are currently 2,100 planets in the METAVERSE universe, and 32 more will be added on a monthly basis from now on. Each planet starts off as a virgin land available for occupation by any player.

Each planet has its own defense system, and the player can upgrade these defense systems after taking the planet.

System

Players can freely go into or out of any planetary system. All planetary systems are connected by star gates. Several planetary systems linked to one star gate can form a constellation, and several adjacent constellations can be combined into a star field.

Depending on its safety index rating, each system can be a high-safety zone, a low-safety zone or a no-law zone.

High-safety means all starships will never be attacked as long as they are inside the system.

Low-safety means the starships in the system may occasionally be attacked by other starships.

No-law means there are many pirate ships hiding in the system, making it extremely dangerous for any ship to enter.

Combat

Combat is the core content of METAVERSE. There are two types of combat: PvP (players vs players) and PvE (players vs NPCs).

Combat reward

In the game, players can get basic rewards by defeating NPCs or taking other players' assets by defeating them in combat.

Clan

A clan is a player organization established and managed by players. Each Clan can follow a different development route (commercial development, military, industrial technology, etc.), and the selection of which is entirely up to its player members.

The game allows clans to battle against each other.

As a form of large scale PvP battle, clan war will be the most exciting event in the entire METAVERSE universe.

VII. World Building by Players

(1) Ship Building

Players can use components to build their own spaceships in the game, and spaceship construction is an NFT creation process.

(2) Conquering Planets

There are currently 2,100 planets in the METAVERSE universe, and 32 more will be added on a monthly basis from now on. Each planet is an independent NFT.

After discovering a new planet, the player can conquer the planet by defeating NPCs controlling it. After occupying a planet, the player obtains all subsequent asset output from it.

Similarly, players can take other players' planets as their own by invading other players' planets.

VIII. Blockchain characteristics

(1) Token

MTVE is the only token used in the METAVERSE game, with a total issuance volume of 100 million (no additional issue).

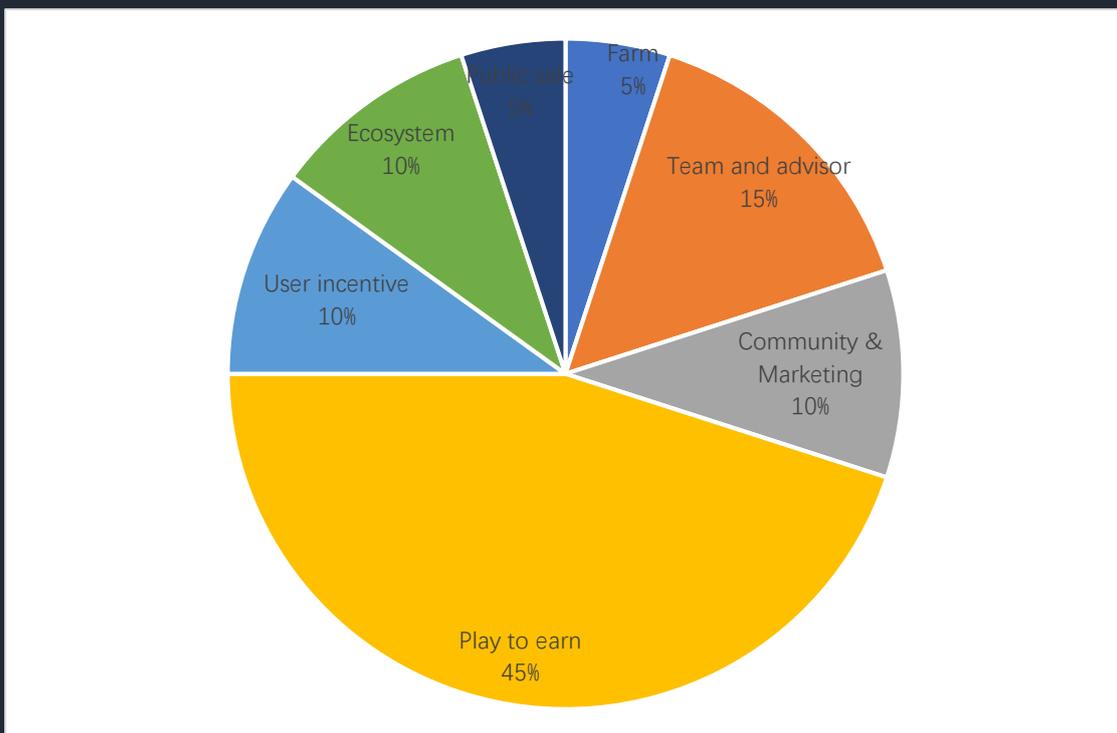
MTVEs can be used to:

- Pay for spaceship repair in the game
- Purchase basic supplies in the in-game store
- Complete trading between players in the in-game market
- Pay for transaction fees
- Pay the commission for publishing in-game tasks
- Buy other players' planets
- Sustain Decentralized Autonomous Organization (DAO) of in-game communities

MTVEs can be obtained by:

- Completing tasks issued by the game system
- Completing tasks posted by other players
- Selling supplies obtained from the defeated pirate ships to recycling NPCs
- Selling self-built ships to other players in the trading market
- Defeating other players and seizing their assets
- Selling occupied planets
- Pledging ships to NPCs

Allocation Type	Token Amount	Percentage
Farm	5,000,000	5%
Team and advisor	15,000,000	15%
Community & Marketing	10,000,000	10%
Play to earn	45,000,000	45%
User incentive	10,000,000	10%
Ecosystem	10,000,000	10%
Public sale	5,000,000	5%
Total Supply	100,000,000	100%



(2) Governance Model-DAO

After the game is officially launched, players can jointly establish a DAO committee (consisting of 19 members) through the in-community election, which will participate in the management of the game and influence its development direction.

(3) Trading Market

The trading market in METAVERSE runs on the blockchain.

Players can sell their in-game assets (crystals, components, weapons and even planets) in the trading market, and all relevant transaction information is disclosed on the blockchain, but each transaction requires a 5% handling fee.

(4) Borrowing

- Players can deposit excess tokens in the lending center of Neutral Planet to earn a certain amount of interest.
- Players can also borrow a certain amount of tokens by mortgaging their idle spaceships or planets to the system through over-collateralization on a neutral planet.

(5) NFT

- Each spaceship built by the player is an on-chain NFT, which can be used for mortgage or transaction.
- There are currently 2,100 planets in the METAVERSE universe, and 32 more will be added on a monthly basis from now on. Each planet is an independent NFT that can be used for mortgage or transaction.

IX. Repurchase and Destruction

90% of all handling fees obtained by the game system will be destroyed, and the other 10% will be used to maintain the further operation of the game.

X. Roadmap

Completed:

- Game Design
- Technical infrastructure construction
- Token distribution
- Login and logout
- Game Framework
- Character race setting
- Ship combat attributes
- Alpha UI
- NFT (Ship) casts smart contracts

Developing:

- Ship weapon skill logic
- Trading market
- Lending module
- BSC chain
- Token liquidity mining

Coming soon:

- Chainlink Predictor Docking
- Interstellar mission module
- Energy acquisition module
- Starship GvG
- Governing the DAO community

Future plans:

- Starship modified
- Planet simulation business plan
- Multiple public chains cross chains

XI. Testing Plan

In 2021 Q3

MTVE farming, release the first phase of 5 million MTVE

In 2021 Q3

NFT blind box system open

2021.Q3

Meta Universe alpha test, estimated size of 200 people

2021.Q4

MetaUniverse beta testing, estimated size of 500 people

2022.Q1

The Meta Universe was officially launched, opening up all functions simultaneously

2022.Q3

Expansion: UGC platform for players