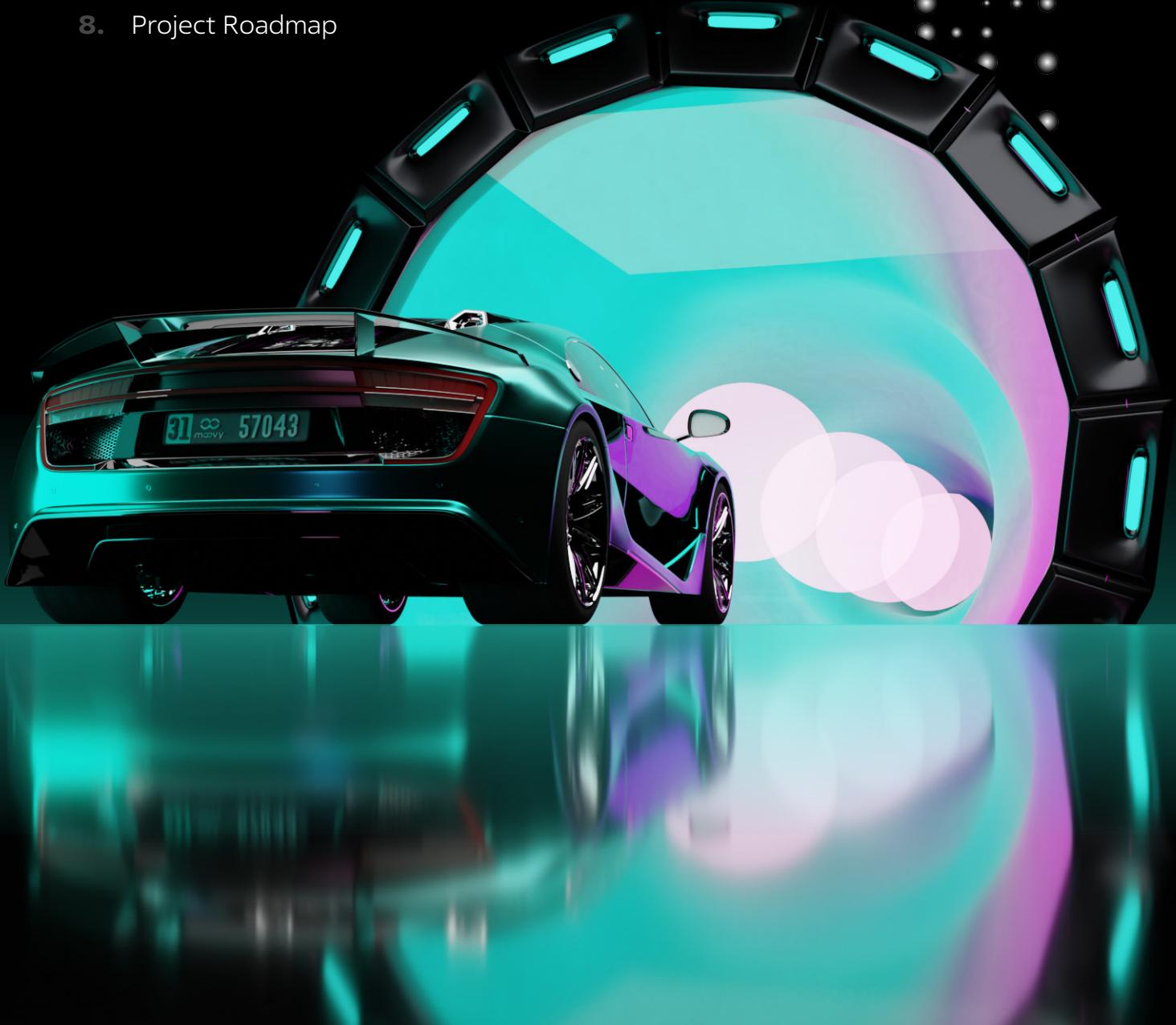




mccvy

PLAN:

- 1.** General overview
- 2.** In-game elements
 - » NFT cars
 - » Garages
 - » Car license plates
- 3.** Game mode
- 4.** Transport Minting
- 5.** BBverse
- 6.** Marketplace
- 7.** Tokenomics
- 8.** Project Roadmap



1. GENERAL OVERVIEW

Moovy is a Web3.0 application with play2earn mechanics, which is based around everyday activities for most people — moving by car, and it doesn't matter if you are in traffic jams, driving home after work, or you are a taxi-driver or a truck-driver. We know how to get additional profit from this routine.

We effectively implement the current concept of move 2 earn, while launching a new concept of drive2earn.

Our users, owning one of the four types of transport, earn money by standing in traffic, driving while traveling or moving around the city by car. Each owner of NFT transport earns a \$MGAS token, which can be used in the game or cashed out to make a profit.

With drive2earn mechanics, we strive to make the routine activity of driving a car more interesting and profitable.

The game world is built on an internal economy with 2 tokens: \$MGAS and \$MOIL, which exist on the BNB network.

\$MGAS - utility token with unlimited emission. It is used for rewarding the users, for partly mints payment and for levels increasing. The \$MGAS token is also used as partial payment for opening new garages and gift boxes.

\$MOIL is the governance token of the project and the main token of the entire BBSoft ecosystem, with a limited emission of 500,000,000 tokens. There are several ways to actually use them: partial payment for mint and raising transport levels, opening boxes with cars. The \$MOIL token is used as the main currency within the marketplace

To start using Moovy, a new player needs to download the application from the AppStore or Google Play, register in the application, create, or import an existing wallet, transfer BNB assets to it to purchase NFT transport in the marketplace, select the most suitable and interesting one and start using Moovy.

2. GAME ELEMENTS

NFT cars

The Moovy universe delights with a variety of vehicles for the most sophisticated car enthusiast. In Moovy there are plenty of different autos, so any of them could be yours. All vehicles in our meta-universe are divided into car types and rarity levels. Let's move closer.



Type A.

Meet the urban passenger vehicles:

- » Hatchback is a universal passenger auto with two rows of seats. It's a universal choice for anyone.
- » Sedan is a spacious descent automobile with a closed body and a trunk separated from the main cabin.
- » Estate is a vehicle with a roomy trunk, which, despite its roominess, retains the auto with elegant design.

Cars for any Purpose. Cars for any Taste.



Type B.

Larger models of cars are represented in the B-segment of the Moovy fleet. Meet our type B:

- » Pickup is a semi-truck with high ground clearance and an open cargo area for fans of large automobiles.
- » Van is a large vehicle with a closed body type. It's suitable for families and trips with a large company.



Type C.

The type C in Moovy is represented by SUV car, which can undoubtedly please the auto owner with its practicality and versatility.



Type D.

And we've got type D. What autos are presented there?

- » Coupe – stylish passenger two-door car.
- » Convertible – light and fast for fast-ride fans.
- » Roadster – is a two-seater with a removable roof. How can it leave you indifferent?



There are five levels of rarity that can be increased within the game. It gives different bonuses to the player.

Rarity Levels



- » Classic – basic in-game level of attributes.
- » Rare – gives you +3% to the basic attributes.
- » Epic – gives you +6% to the basic attributes.
- » Legendary – gives you +9% to the basic attributes.
- » Insane – gives you +12% to the basic attributes.

Also, each car has several characteristics that affect the final earnings, mint, and availability of some functions:



Tank Capacity

Depends on the class and rarity of the car. Leveling up tank increases its volume, which allows you to drive a greater distance



Respect

Depends on the class and rarity of the car. The higher the respect is, the more \$MGAS you earn. It can be increased by leveling up your car



Maximal Distance

The number of kilometers that the car can drive with its consumption and fuel tank capacity



Consumption

Vehicle consumption in liters per 100 km. It depends on the class of car and its rarity.



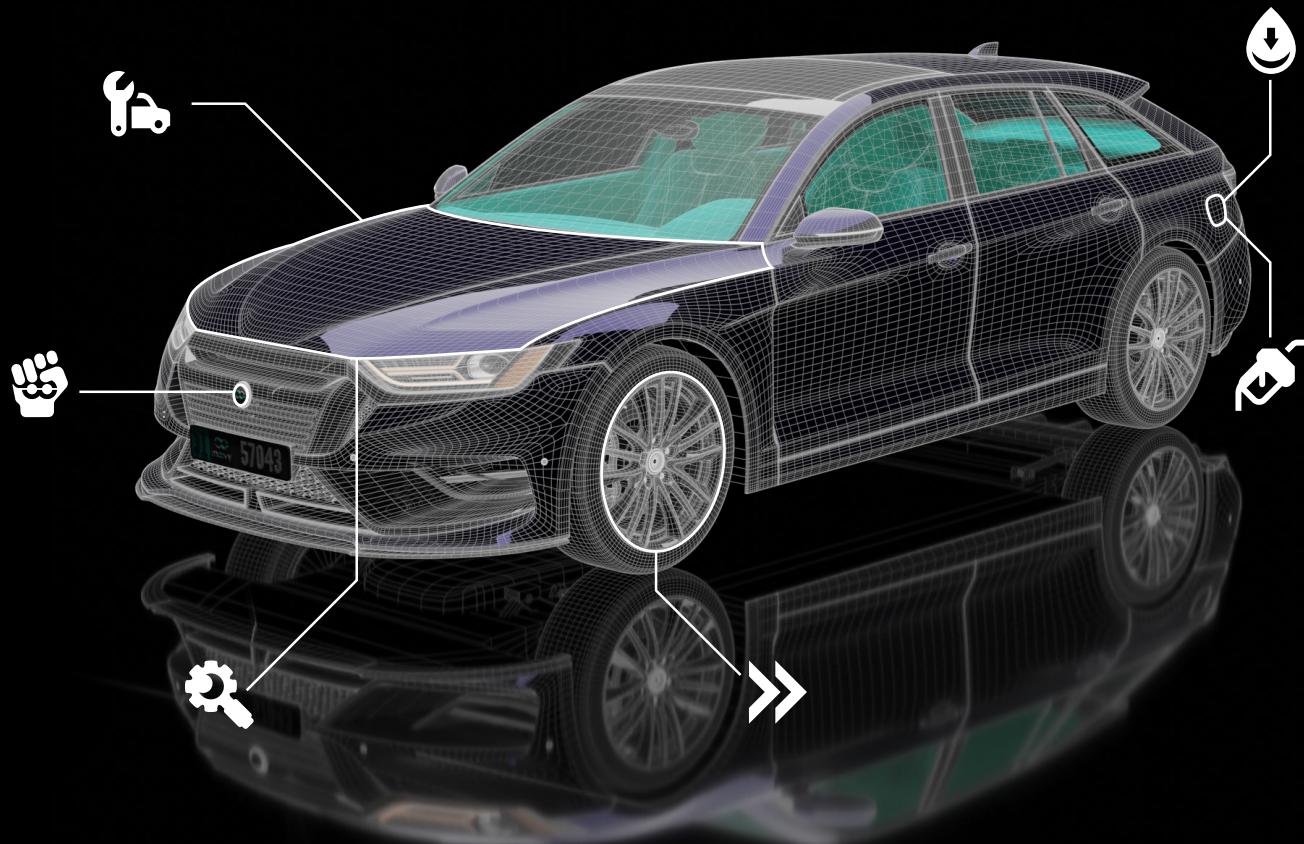
Vehicle Inspection

Vehicle Inspection - the basic service of the car, for tracking, is estimated at 100%, and for each trip, the car wears out x-number of%, depending on its characteristics.



Big Service

A mode that occurs at a certain mileage (each car has its own). The onset of this mode leads to the need for car repairs



The game has 2 service modes: Maintenance and Big Service
Depends on the class and rarity of the car.

Vehicle Inspection is the basic service of the car. For tracking it is estimated at 100%, and for each trip the car wears out x-number%, depending on its characteristics.

Big Service is a mode that occurs at a certain mileage of the car (it is different for each one), when the Big Service occurs, the user has several scenarios to choose:

How to carry out Big Service partially, repairing individual parts:

Engine overhaul - restoration of 1/3 of the distance to Big Service and 33.3% of the earnings of a particular car Gearbox overhaul - restoration of 1/3 of the distance to Big Service and 33.3% of the earnings of a particular car Overhaul of the suspension - restoration of 1/3 of the distance to Big Service and 33.3% of the earnings of a particular car - Engine overhaul - restoration of 1/3 of the distance up to Big Service and 33.3% of the earnings of a particular car

Does the car break down?



Fuel system

Players receive fuel in Moovy automatically, in equal parts 4 times a day, depending on the size of the user's tank.

If the user owns several cars, he receives a fuel bonus:

3-5 cars	+ 5% to the tank size of each car
5-7 cars	+ 7% to the tank size of each car
7-10 cars	+ 10% to the tank size of each car
10-13 cars	+ 13% to the tank size of each car
13-15 cars	+ 20% to the tank size of each car

Also, when receiving bonus fuel, the rarity level of the car is taken into account:

** Car rarity bonuses do not apply to the entire fleet, but only to cars of a certain rarity level. Bonuses are activated only if there are more than 3 cars*

Also, the possibility of upgrading some of the elements is available for the car:

Rare	+ 2% to the tank size of each car
Epic	+ 3% to the tank size of each car
Legendary	+ 4% to the tank size of each car
Insane	+ 5% to the tank size of each car



The main task of the player is to collect through a set of different combinations and tools the most suitable car for the player's purposes, on which the player will be able to earn.

Users can increase the level of their transport using \$MOIL, thereby activating one of the combustion mechanisms.

Each level increase takes a certain amount of time, which increases along with the amount of \$MOIL required according to the transport level. This process can be accelerated by burning even more

LVL Upgrade

Type A

LVL	1	2	3	4	5	6	7	8	9	10	Total
Classic	8,4	9,63	10,05	12,68	14,54	16,68	19,13	21,94	25,16	28,84	168,07
Rare	15,54	17,82	20,44	23,45	26,90	30,85	35,39	40,59	46,55	53,40	310,93
Epic	28,75	32,98	37,82	43,38	49,76	57,07	65,46	75,09	86,13	98,79	575,22
Legendary	53,19	61,00	69,97	80,26	92,06	105,59	121,11	138,91	159,33	182,75	1064,17
Insane	98,39	112,86	129,45	148,48	170,30	195,4	224,05	256,99	294,76	338,09	1968,71

Type B

LVL	1	2	3	4	5	6	7	8	9	10	Total
Classic	11,80	13,54	15,53	17,81	20,43	23,43	26,87	30,82	35,35	40,55	236,13
Rare	12,83	25,04	28,72	32,95	37,79	43,34	49,71	57,02	65,41	75,02	436,84
Epic	40,39	46,33	53,14	60,95	69,91	80,19	91,97	105,49	121,00	138,79	808,15
Legendary	74,72	85,71	98,30	112,76	129,33	148,34	170,15	195,16	223,85	256,76	1495,08
Insane	138,24	158,56	181,86	208,60	239,26	274,43	314,78	361,05	414,12	475,00	2765,89

Type C

LVL	1	2	3	4	5	6	7	8	9	10	Total
Classic	9,41	10,79	12,38	14,20	16,28	18,68	21,42	24,57	28,18	32,33	188,24
Rare	17,40	19,96	22,90	26,26	30,12	34,55	39,63	45,46	52,14	59,81	348,24
Epic	32,20	36,93	42,36	48,59	55,73	63,92	73,32	84,10	96,46	110,64	644,25
Legendary	59,57	68,32	78,37	89,89	103,10	118,26	135,64	155,58	178,45	204,68	1191,87
Insane	110,20	126,40	144,98	166,29	190,74	218,78	250,94	287,82	330,13	378,66	2204,95

Type D

LVL	1	2	3	4	5	6	7	8	9	10	Total
Classic	10,54	12,09	13,86	15,90	18,24	20,92	23,99	27,52	31,57	36,21	210,83
Rare	19,49	22,36	25,65	29,42	33,74	38,70	44,39	50,91	58,40	66,98	390,03
Epic	36,06	41,36	47,44	54,42	62,42	71,59	82,12	94,19	108,04	123,92	721,56
Legendary	66,72	76,52	87,77	100,67	115,47	132,42	151,92	174,25	199,87	229,25	1334,89
Insane	123,42	141,57	162,38	186,25	213,63	245,03	281,05	322,36	369,75	424,10	2469,55

Cost in \$MOIL

Garages

For the storage and use of cars, there are special in-game garages. They are also divided into levels according to the level of rarity and size.

Upon registration, the user receives a garage for 3 places of the Classic rarity level for free.

Garage rarity levels:

CLASSIC



EPIC



INSANE



There are 3 garage rarity levels that allow the user to get the following bonuses

Classic

+ 5% to Respect of each car

+ 3 storage slots in gatage

1 wheelspeen per day

Epic

+ 7% to Respect of each car

+ 5 storage slots in gatage

1 additional wheelspeen per day

Insane

1 additional wheelspeen per day and 1 lottery ticket per day

Also garages will differ in capacity.

3 caracity	►	3 cars	6 storage slots	
6 caracity	►	6 cars	11 storage slots	1 wheelspeen per day
10 caracity	►	10 cars	19 storage slots	1 additional wheelspeen per day and 1 lottery ticket per day
15 caracity	►	15 cars	25 storage slots	1 additional wheelspeen per day and 1 lottery ticket per day

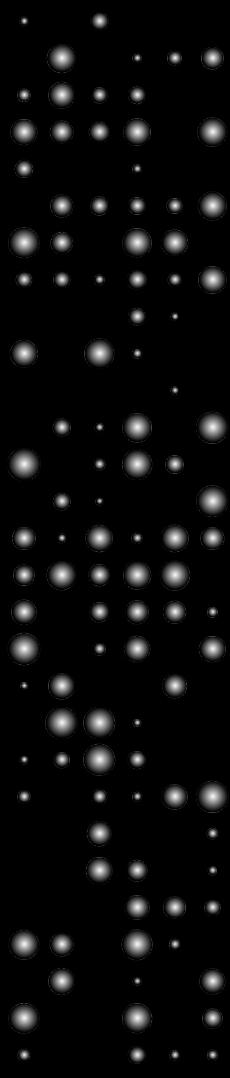
Car license plates

The Moovy team could not miss the chance to bring the game universe as close as possible to real driving conditions. We added license plates to NFT cars! So, how to get a lucky number?

In the Moovy universe, numbers for license plates are generated from 1 to 9999. In addition to the main digit on the number, there are waves from 1 to infinity.

Moovy: Car license plates

Exclusive license plate for a car!



There are several ways to get an exclusive combination of numbers on your license plates: winning the lottery, or as a reward.

There is another option by which you can get the desired numbers - purchase them on the secondary market. Any user can not only sell the plates, but also buy the one liked.

Operations with plates

How can you manage them? Your numbers are stored in your garage warehouse. Therefore, if you want to replace the license plates on your car, then you can keep the old ones in your warehouse. Or replace and burn them. The plates do not give any utility but remember that without them you are not able to drive.

3. GAME MODE

There are 2 main game modes: Sole Ride and Explorer.

- » In Sole Ride, users use their car to earn \$MGAS tokens. To get started, they need fuel, which is charged daily for each user
- » In Explorer mode, users will be asked to participate 24 hours before the start. There will be several types of marathons that will differ in terms of entry, participation conditions, goals, and rewards.

To ensure that the conditions are met, the user will have to buy a ticket to register for the marathon. The total budget of the marathon will be distributed to the winning pool after the marathon is over.

Also, individual marathons will be held among the owners of certain classes of cars and specific models from our fleet. The mechanics of marathons will be extremely developed and will include, first, the mechanics of increasing the Respect rate, which directly affects the mechanics of earning in-game token.





4. TRANSPORT MINTING

Transport Minting Event (TME) is the process of generating new transport. It can be performed by players with 2 vehicles belonging to them. Using two cars as parents, player can create a container

Parent 1 + Parent 2



TME Payment

You get a container with certain rarity level



Opening Payment

You receive a car from the container with a new car in it

Both parent vehicles must be owned by the user and have the full Vehicle Inspection level, must have at least 100 km to Big Service. To start TME, the user selects 2 cars belonging to him and immediately receives a new container that can be opened or sold. The conditions depend on the rarity of the container

Classic

	0/7	1/7	2/7	3/7	4/7	5/7	6/7	7/7
0/7	50	50	100	150	200	250	300	350
1/7	50	50	100	150	200	250	300	350
2/7	100	100	150	200	250	300	350	400
3/7	150	150	200	250	300	350	400	450
4/7	200	200	250	300	350	400	450	500
5/7	250	250	300	350	400	450	500	550
6/7	300	300	350	400	450	500	550	600
7/7	350	350	400	450	500	550	600	650

Rare

	0/7	1/7	2/7	3/7	4/7	5/7	6/7	7/7
0/7	75	50	150	225	300	375	450	525
1/7	50	50	150	225	300	375	450	525
2/7	150	150	225	300	375	450	525	600
3/7	225	225	300	375	450	525	600	675
4/7	300	300	375	450	525	600	675	750
5/7	375	375	450	525	600	675	750	825
6/7	450	450	525	600	675	750	825	900
7/7	525	525	600	675	750	825	900	975

Epic

	0/7	1/7	2/7	3/7	4/7	5/7	6/7	7/7
0/7	100	50	200	300	400	500	600	700
1/7	50	50	200	300	400	500	600	700
2/7	200	200	300	400	500	600	700	800
3/7	300	300	400	500	600	700	800	900
4/7	400	400	500	600	700	800	900	1000
5/7	500	500	600	700	800	900	1000	1100
6/7	600	600	700	800	900	1000	1100	1200
7/7	700	700	800	900	1000	1100	1200	1300

Legendary



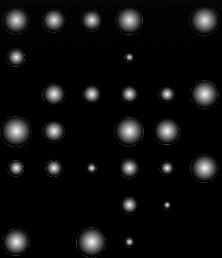
	0/7	1/7	2/7	3/7	4/7	5/7	6/7	7/7
0/7	150	50	300	450	600	750	900	1050
1/7	50	50	300	450	600	750	900	1050
2/7	300	300	450	600	750	900	1050	1200
3/7	300	450	600	750	900	1050	1200	1350
4/7	450	600	750	900	1050	1200	1350	1500
5/7	750	750	900	1050	1200	1350	1500	1650
6/7	900	900	1050	1200	1350	1500	1650	1800
7/7	1050	1050	1200	1350	1500	1650	1800	1950

Insane



	0/7	1/7	2/7	3/7	4/7	5/7	6/7	7/7
0/7	250	250	500	750	1000	1250	1500	1750
1/7	250	250	500	750	1000	1250	1500	1750
2/7	500	500	750	1000	1250	1500	1750	2000
3/7	750	750	1000	1250	1500	1750	2000	2250
4/7	1000	1000	1250	1500	1750	2000	2250	2500
5/7	1250	1250	1500	1750	2000	2250	2500	2750
6/7	1500	1500	1750	2000	2250	2500	2750	3000
7/7	1750	1750	2000	2250	2500	2750	3000	3250

Users can perform a maximum of 7 TME on a single transport. The higher the amount of TME a transport has, the more \$MOIL it costs. The cost for each TME is calculated separately and is summed up for the final cost of the mint. TME has a 24-hour recovery period for both transports.



The quality of the container is determined by the quality of the parent transports:

Parent A	Parent B	Classic %	Rare %	Epic %	Legendary %	Insane %
Classic	Classic	100%	0%	0%	0%	0%
Classic	Rare	50%	49%	1%	0%	0%
Classic	Epic	50%	0%	50%	0%	0%
Classic	Legendary	50%	0%	0%	50%	0%
Classic	Insane	50%	0%	0%	45%	5%
Rare	Rare	0%	95%	5%	0%	0%
Rare	Epic	0%	49%	50%	1%	0%
Rare	Legendary	0%	49%	1%	50%	0%
Rare	Insane	0%	88%	0%	10%	2%
Epic	Epic	0%	49%	50%	1%	0%
Epic	Legendary	0%	0%	78%	18%	4%
Epic	Insane	0%	0%	49%	51%	0%
Legendary	Legendary	0%	0%	15%	80%	5%
Legendary	Insane	0%	0%	0%	50%	50%
Insane	Insane	1%	0%	0%	49%	50%

The rarity of a car in the container will depend on the rarity of the container:

Container rarity	Classic %	Rare %	Epic %	Legendary %	Insane %
Classic	97%	3%	0%	0%	0%
Rare	25%	73%	2%	0%	0%
Epic	0%	30%	68%	2%	0%
Legendary	0%	0%	30%	65%	5%
Insane	0%	0%	0%	85%	15%

The class of the car will also be determined by the class of the parent cars:

P 1	P 2	Class A	Class B	Class C	Class D
Class A	Class A	85%	6%	6%	3%
Class A	Class B	45%	45%	7%	3%
Class A	Class C	80%	6%	6%	8%
Class A	Class D	6%	85%	6%	3%
Class B	Class B	6%	80%	6%	8%
Class B	Class C	3%	6%	85%	6%
Class B	Class D	6%	80%	6%	8%
Class C	Class C	3%	6%	85%	6%
Class C	Class D	3%	7%	45%	45%
Class D	Class D	25%	25%	25%	25%



6. MARKETPLACE

Marketplace is a place where users can rent or buy vehicles, containers, garages, license plates and other game assets.

Trading System

The user can buy and sell NFT vehicles, containers, garages, license plates on the trading platform inside the application for an internal token \$MOIL.



Rental System

The rental system is based on the mechanics of the owner's interaction with the lessees. First, the lessee submits an application, if approved, the accounts of the owner and the lessee are combined. Each lease is concluded for 24 hours, after which the transport is returned to the owner for repair.

The lease agreement can be concluded for up to 7 days, depending on the rating of the lessee. Failure to comply with the conditions stipulated in the Lease Agreement will result in the deduction of 1 star from the lessee's rating.

Each time a lessee completes a session in Sole Ride, the smart contract distributes the profits according to the lease agreement. Moovy will evaluate lessees for each successfully executed lease agreement.

Rating system

Lessees must pass several quizzes for the initial rating upgrade. Once the rating reaches 2/7, they can start renting.

This approach ensures that they understand all the basics of the application, preventing misuse or insufficient use of the application by lessees.

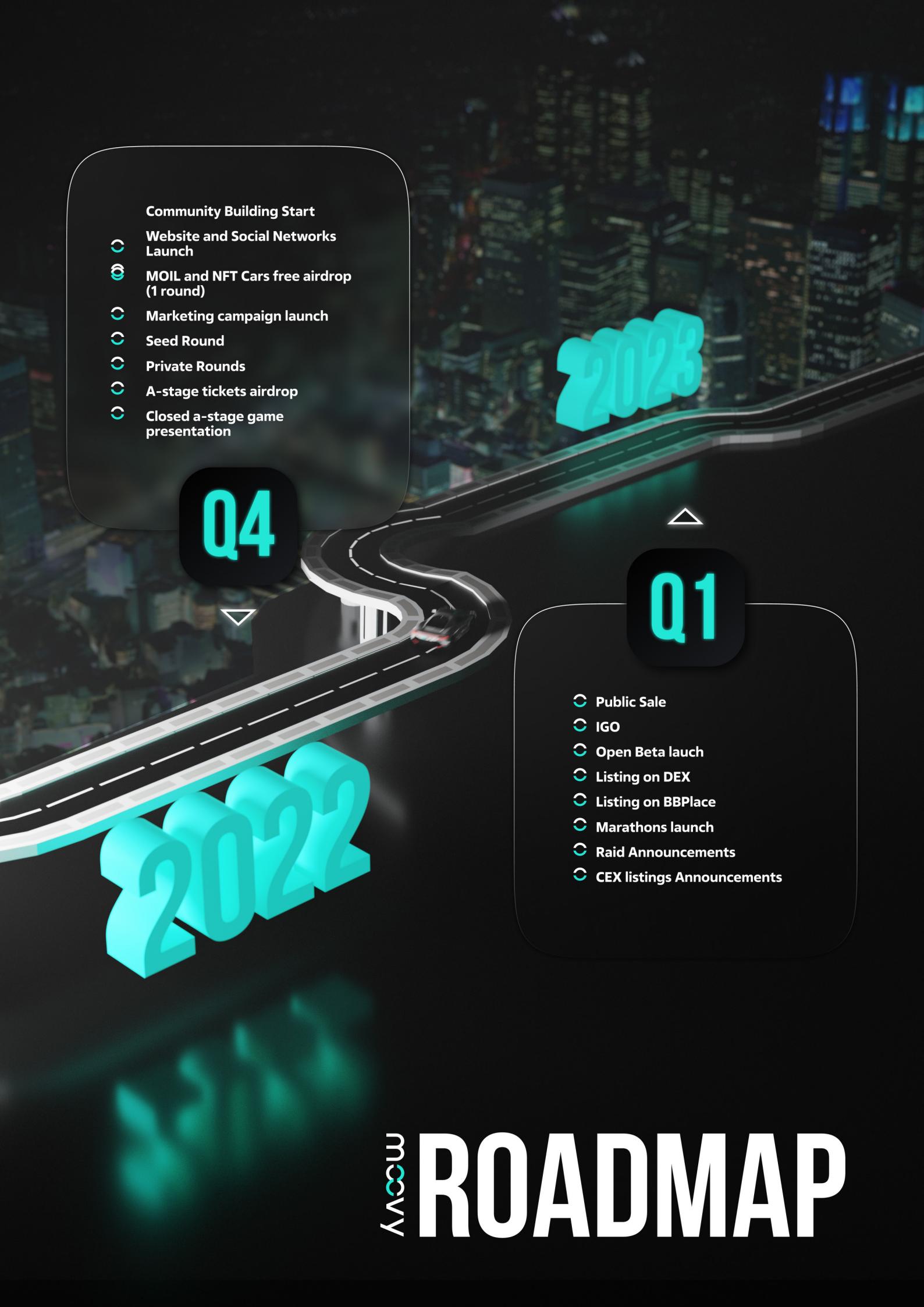
ROUNDS	% OF TOTAL	NUMBER OF MOIL TOKENS	ESTIMATED MOIL COST	CLIFF (DAYS)	NUMBER OF UNLOCKS	QUANTITY PER MONTH
Seed round	15%	15,000,000	\$0,095	60	5	3,000,000
Private round 1	22%	22,000,000	\$0,119	51	8	2,750,000
Private round 2	22%	22,000,000	\$0,148	43	8	2,750,000
Public round	10%	10,000,000	\$0,186	37	8	1,250,000
Public round	6%	6,000,000	\$0,232	31	8	750,000
Public round	20%	20,000,000	\$0,290	27	5	4,000,000
IGO	5%	5,000,000	\$0,362	60	5	1,000,000
Total	100%	100,000,000	\$0,205			

MOOVY GROWTH

Team	10%	100,000,000
Advisor and KOLs	5%	50,000,000
Community / Promotion	3%	30,000,000
Ambassadors program	2%	20,000,000
Investment attraction	10%	100,000,000
Liquidity providing	10%	100,000,000
Total	40%	300,000,000

MOOVY FUNCTIONING

Treasury	50%	500,000,000
Reserve fund	10%	100,000,000
Total	60%	600,000,000

- 
- Community Building Start**
- Website and Social Networks Launch
 - MOIL and NFT Cars free airdrop (1 round)
 - Marketing campaign launch
 - Seed Round
 - Private Rounds
 - A-stage tickets airdrop
 - Closed a-stage game presentation

Q4

2023

Q1

- Public Sale
- IGO
- Open Beta launch
- Listing on DEX
- Listing on BBPlace
- Marathons launch
- Raid Announcements
- CEX listings Announcements

ROADMAP

moovy

Endorsed by

