

Airlinez

Gamified PvP Chart Trading

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Overview

Airlinez is a provably neutral platform for competitive crypto chart trading. It is a gamified pixel-art UI for traders to compete against each other.

It's Technical Analysis turned into an eSport. It's actually fun.

How it Works

The user begins by joining an existing game, or starting a new one. Games are divided along every meaningful metric, including game duration, trading pair, buy-in, payout structure, etc.

An example of a game that a user could join would be: A 15 minute long game, with a \$10USDT buy-in, betting on the ETH/BTC chart, where the winner takes all.

The Airlinez user experience is then divided into two sections; "Betting" and "Vibing".

Betting

Betting is the process in which a player predicts the future direction of a crypto chart. Betting in Airlinez is as simple as drawing a line on the screen of your device, corresponding to where you think a chart will go next.

The player can draw, redraw and adjust the line as many times as they like before the game starts. Once they are happy with their prediction, they can confirm it and wait for the game to begin. Confirming their prediction locks it.

When the game begins, the first increment of every player's prediction line is tethered to the actual price at the start of the game. This ensures that everyone starts on a level playing field. Most players will choose to make their bets as close as possible to the game starting, in any case.

Vibing

The second section occurs after all bets have been entered and the game has started. This part is essentially watching a race. The players now watch their personal avatar, represented in the form of a small icon of their choice (including custom designs, within a 32x24px box) as it moves along their prediction line. The default avatars will be aircraft. Unlockable avatars could be an effective user retention tool. The user hopes that their predictions stays as close to the actual price as possible.

The Vibing part of the experience is designed to be highly social. Live chat, custom drawn avatars, and a clear representation of whose prediction is winning (by rendering the currently winning aircraft at the front, and the others trailing behind according to position) create a horse race style environment for exhilarating finishes and trash talk.

You don't need to be a participant in any particular race in order to watch a game or participate in the chat. It is expected that flagship races, with large buy-ins and well known traders participating, will attract large and vocal audiences.

Scoring

The closer a player is to the actual price chart, the more points they get. The highest scoring player at the end of the predetermined game length wins. In setting up a new game, players will have control over the prize distribution, ranging from winner-takes-all to the bottom 50% of players paying out the top 50% on a curve.

Scoring works by taking snapshots of the relative “distance” of each player’s prediction line from the actual price line. These snapshots can be as regular as oracle price updates, which in the case of Chainlink Data Streams is in the order of a few seconds.

The action flow is as follows:

1. Chainlink Data Streams update the current price of the asset being bet on.
2. The relative “distance” of each prediction from the actual price is given a numerical value.
3. The individual numerical values of all scores are squared, then inverse squared, to make the values all positive (so that it does not matter if a player is above or below the actual price line, merely how close they are)
4. The user accumulates points at each snapshot, with the winners being the players at the end of the game with the highest scores

While this system is somewhat granular, the speed of price updates means that it is a good-enough metric for prediction accuracy. More accurate readings could be taken using integrals (comparing the relative area between each prediction line and the price line, over the totality of the game), but the increase in mathematical complexity is probably not justified by the higher resolution results you would receive.

How the Platform Makes Money

It is worth noting that, with Chainlink providing the price data, all bets being made prior to each game launching, and everyone’s bets visible to each other as soon as the game launches, the platform has absolutely no control over who wins. This gives users strong guarantees that the platform is fair and neutral. A provably fair and transparent platform has a much higher chance of surviving long term, and building goodwill with retail traders in anticipation of future offerings. That’s why we’re here, right?

Airlinez’ entire profitability is based around taking a percentage fee of each buy-in, in each game, similar to a table fee in online poker. Something in the range of 2-2.5% would be an attractive and fairly painless premium to charge for the Airlinez experience.

As a result of this, Airlinez' profitability scales linearly with the amount of usage it receives. Crypto has much more of a problem with user retention than it does with attracting early users. While there are many incentives you can leverage to keep users after their initial arrival, there is no better incentive than making something enjoyable, reliable and fair.

Building a strong community of users who both enjoy playing the game, and who enjoy watching high profile traders compete against each other, is key to creating a popular platform that will endure beyond the initial fanfare.

Tokenisation

There are a number of avenues for creating an appealing token as part of Airlinez.

The first value-add for the token is profit sharing. People staking the token could be entitled to a proportionate share of platform income. For example, with a 2.5% fixed percentage fee, 0.5% could be automatically allocated to the platform to cover costs, with the remaining 2% being split evenly between staked tokens.

This could be done daily, or even hourly, and would be an extremely simple and direct way to drive value to the token (although possibly challenging from a regulatory standpoint).

Another strong incentive could be to use staked tokens as essentially "lottery tickets" for access to high value games. An example could be a weekly game, capped at 100 players, with a 1 ETH entry. The platform could cover the entry costs of 10 players, and give those slots to people staking the token on a lottery basis. The appeal of having the chance to win 100 ETH, with no buy-in, would be considerable.

Initial token distribution is another area where we are presented with a significant range of options. The current airdrop meta is somewhat tired, and doesn't seem to do much beyond encouraging sybil farmers to farm, dump and move on. Awarding tokens to the best traders is appealing, but also contributes to a "rich get richer" mechanic that would not maximise the number of people choosing to play.

If it is at all practicable, it would be nice to do something like an ICO. Regulatory feasibility notwithstanding, it is hard to imagine a better way to get an actually engaged and invested community than to offer a token with real value accrual, as an ICO, with a relatively low launch cap. Nobody is going for this approach these days, mainly due to regulatory concerns, but

if there was a way to manage it, it has significant community building benefits.

A final consideration is that, due to the heavy reliance on Chainlink tooling, and the varied forms of support that access to Chainlink's BUILD program would accrue to the project, it is likely that 2-5% of the token treasury would be allocated to Chainlink, in keeping with industry standards around access to BUILD.

Headwinds

While Airlinez is a very strong proposition, a world-first with an extremely simple and easy to learn UX, ample mechanisms for user attraction and retention, and a way to coalesce diverse and disparate traders into one venue, there are a number of challenges that should be reasonably anticipated.

The first is regulatory. In the current environment, the USA is basically completely out. Consideration will have to be given to things like geoblocking and VPN restriction until US guidelines advance from their current position. Nonetheless, opportunities abound in crypto friendly jurisdictions like Singapore, Dubai and Hong Kong, and it will most likely be a case of deploying wherever we can, and then moving from there.

Another possible issue is users sybiling games. While superficially it may not seem to matter (if I'm a player in a 100 player game, what does it matter if I'm up against 99 strangers, or one stranger with 99 accounts?) the problem is that in the latter case, the sybiller can structure their predictions so that they cover the widest possible range of outcomes.

This is a challenging problem to solve, and consideration would have to be given to analytics solutions that reduce the feasibility of sybil attacks of this nature. A large number of bets in a single game that show optimised coverage, rather than human style prediction, would be a red flag worth looking for.

While both of these issues are non-trivial, the simple and straightforward nature of Airlinez is one its major strengths. The escrow of funds and allocation of winners is done to simple, transparent rules. The games themselves use price feed data that is the most reliable in the industry. And players can see opponent bets from the outset, completely removing any question of players being unfairly advantaged, or their predictions modified, while the game is in process.

Summary

In summary, Airlinez is a straightforward and user-friendly way to make directional bets on crypto charts, with all of the added benefits of being fun, social and gamified. It is a way to bring the currently disparate chart prediction scene into a single venue, where they can compete and challenge each other.

Given the crypto scene's perennial love of making chart predictions, Airlinez could be the central nexus for a huge amount of social PvP trading, from retail traders to clout chasers. It would also introduce an entirely new type of crypto product, the trading game, and hopefully stimulate a new wave of retail enthusiasm at a time when general spirits are struggling under a perceived lack of real utility.

It would also be fun. And fun stuff is cool.