



Metalsand Challenges

Status **Beta**

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Minimum System Requirement

Component	Specification
OS	Windows 10 64-bit or newer
CPU	Intel Core i5-12400F or AMD Ryzen 5 5600X
RAM	8 GB DDR4
GPU	NVIDIA GTX 1650 4GB or AMD RX 6400 4GB
Storage	20 GB SSD (for installation)
DirectX	DirectX 12

Metaisland – Official Player's Guide

The First True GameFi Survival Challenge

1. Introduction

Welcome to Metaisland.

The world has collapsed. You wake up on a mysterious island where humanity clings to survival. History is erased, knowledge is lost, and strange crystals with unknown power have appeared.

Your mission? **Survive. Explore. Fight. Earn.**

Metaisland isn't just another crypto game — it's a full survival challenge, combining **third-person shooting, exploration, puzzles**, and **E-sport style competitions** in a living, dangerous jungle world.

First read about the Back story of Metaisland

1. The Story

1.1 The Metaisland Tales

The saga that surrounds the island is chronicled in three meticulously researched novels— **Redfox**, **Tribes**, and **Punks**—available across all major online book retailers. Together, they weave a tapestry of catastrophe, survival, and rebirth.

1.2 The Cataclysm

In an otherwise unremarkable winter night, an asteroid slammed into Siberia, detonating in a colossal plume that veiled the planet. Unbeknownst to humanity, this celestial body was forged from exotic crystalline matter. As it disintegrated, microscopic shards of crystal were hurled across the globe, permeating every breath and surface.

These crystals are not inert. They belong to an alien sentience—sensitive to vibration—that uses human bodies as conduits to propagate its influence. The infected first succumbed to a zombie-like delirium; soon they began crystallizing, their flesh turning into living stone. Two distinct crystal types emerged: the **Red Crystal** (dubbed

Mu), which can be harnessed for communication and is actively opposed by the darker, expansionist crystals.

1.3 The Island of Isolation

Enter Mr. Wolf Chang, a Chinese billionaire who sought refuge on a remote island between China and the Philippines. He assembled an elite cadre of scientists and technicians to transform the land into a self-sustaining bastion. As communications with the outside world went silent, the island became a microcosm of humanity's fight for survival.

A strict quarantine regime was instituted: every month, inhabitants underwent crystal-infection testing. Those who tested positive were exiled to the "**Wild Zone**", a perilous frontier where vibration-shielded habitats kept the crystalline threat at bay.

1.4 The Rise of the Seven

While many succumbed entirely to crystallization, some infected individuals resisted and evolved into new beings—possessing abilities that ranged from aquatic respiration to elemental control, superhuman luck, and even engineering prowess. Over time, seven distinct infection types stabilized, each birthing its own faction within the Wild Zone.

Each of the three published books chronicles one of these factions: their origins, ascension, leadership, and unique powers. As the narrative expands, future volumes will cover all seven, ensuring a comprehensive understanding of Metaisland's lore. Every faction is also represented by a dedicated NFT that grants players exclusive abilities within the game world.

1.5 From Story to Metaverse

Metaisland aspires to be more than a narrative; it is envisioned as a self-contained virtual nation—a metaverse powered by its own cryptocurrency. To prevent such an environment from becoming monotonous, we introduced **Challenge Games** that serve dual purposes:

1. Onboarding— Introduce newcomers to the rich Metaisland mythology.
2. Rewarding Participation – Distribute in-game assets and crypto rewards to active citizens, fostering a vibrant community.

The vision is brought to life by Nicolas Choukroun and an indefatigable team of volunteers committed to turning this ambitious dream into reality.

2. Key Features (to be extended)

- 🧑‍🚀 **150+ Unique Characters** – Unlock survivors, warriors, and specialists.
- 🛠️ **30+ Weapons** – From makeshift tools to high-tech rifles.
- 🌴 **Immersive 3D Jungle/Island World** – Every corner hides danger... or opportunity.
- ⌚ **Time-Limited Challenges** – Climb the leaderboards and earn rewards.
- 💎 **WOLF Coin Play-to-Earn** – Collect coins now for free, get real crypto at launch.
- 🆓 **10 Free Onboarding Missions** – No ads, no pay-to-win.

3. Earning WOLF Coins

Fixed value of \$0.33 USD at launch. Functions as the *reward medium* for players (XP, loot, NFT drops).

- **Complete Challenges** – *Time-based missions* reward you with **WOLF Coins**.
- **Early Advantage** – Coins earned now will convert into real cryptocurrency at launch.
- **Stable Value** – 1 WOLF Coin = **0.33 USD** (fixed in-game).
- **Future Use** – Purchase in-game goods, NFTs, and more.
- **Cash Out Potential** – When the player base is large enough, WOLF will launch on exchanges. Players will be able to bridge WOLF to our token and trade on the market.

💡 **Community Growth = Token Launch**

Talk about Metaisland, invite friends, make videos – the bigger the community, the sooner the WOLF token goes live.

4. The Launch Rules – Challenge Onboarding

The Challenge Onboarding application is structured around ten progressively unlocking challenges.

Each challenge delivers multiple rewards (in-game items, NFTs, WOLF coins, etc.), incentivizing early participation and community growth.

Milestone	Players Reached	Challenges Unlocked
Start	0	1–6 (first six challenges) – the remaining s4 are locked.
First Expansion	4 000	Unlock Challenge 7
Second Unlock	7 000	Unlock Challenges 8
Second Expansion	8 000	Unlock Challenge 9.
Final Unlock	10 000+	Unlock Challenge 10 – the last, most rewarding challenge.

Objectives

- Onboard 10 000+ players and investors within the first launch window.
- Provide a *tiered reward system* that scales with community size.
- Encourage *viral growth*: each new player unlocks further content for all participants.

Note: The challenges are designed to be accessible yet engaging, ensuring both newcomers and seasoned gamers can participate.

4.1 The KOL (Key-Opinion Leader) System

To incentivize community amplification, WOLF-OS hosts an automated KOL reward engine that is moderator-verified and transparent.

Step	Description
Submission	KOLs (influencers, content creators, community leaders) post a link to their article, video, or social media thread directly within WOLF-OS.
Review	A dedicated moderator team evaluates each contribution for: • Content quality & relevance • Originality & effort • Audience reach & engagement metrics
Allocation	Based on the review, a specific amount of WOLF points is granted. The allocation reflects the perceived value of the contribution to the Metaisland ecosystem.
Token Unlocking	The team responsible for tokenomics releases the awarded WOLFs into circulation, ensuring that distribution aligns with the project's long-term balance and protects investor interests.

Why It Matters

- Fair Compensation – KOLs receive tangible rewards that reflect their impact on community growth.
- Quality Control – Moderator oversight guarantees that only meaningful, high-quality content earns tokens.
- Ecosystem Health – Controlled unlocking keeps the token supply in check while rewarding creators who drive adoption.

This structured approach ensures a vibrant, engaged community while preserving the integrity of the Metaisland economy.

4.2 The Challenge Game Mechanism

Every challenge in Metaisland follows a standardized, time-sensitive framework that balances difficulty, reward structure, and e-sports integration.

4.2.1 Core Design

Feature	Description
Time Limits	Each challenge has a fixed duration measured to the millisecond.
Difficulty Tiers	Easy / Medium / Hard. The available time halves with each step: Easy - 1,000 s - 500 s (Medium) - 250 s (Hard) .
Reward Distribution	All difficulties award the same set of rewards; difficulty only affects visibility and challenge length.

4.2.2 HUD & Minimap Logic

Difficulty	HUD / Minimap	Reward Visibility
Easy	Full HUD + active minimap	Rewards disappear from the map once collected.
Medium	Full HUD, but rewards remain on the minimap after collection	Requires revisiting spots to locate missing items.
Hard	No HUD or minimap – player must rely solely on memory and navigation skills	Only the “known” path yields rewards; everything else is hidden.

4.2.3 E-Sports Compatibility

- The challenge outcome (time, score) is logged in a global leaderboard.

- External e-sports platforms can host tournaments, awarding cash prizes to top performers—mirroring competitions.
- Metaisland Challenges were engineered with this use case in mind, offering high replayability and competitive integrity.

4.2.4 Replay & Reset Mechanics

- Hidden Rewards: While exploring, players may discover concealed items. Once found, the challenge can be **reset** at any difficulty.
- Reset Functionality: Refunds previously earned WOLFs for that run; enables a fresh attempt with the same or upgraded NFT (e.g., “Swimming Long-Time” ability) to capture more rewards.
- One-Run Rule: Normally, each reward can only be claimed once per difficulty. Resetting unlocks a second chance.

4.2.5 Challenge Flow

1. Briefing Screen – Shows basic parameters: WOLF payout, required targets (coins, shooting, enemies, crystals).
2. Gameplay Loop – Exploration, puzzles, traps, close-combat, ranged attacks.
3. Exit Gate – After collecting all objectives, a door appears; you must escape before time runs out.
4. Performance Evaluation – Completion time is recorded to the nearest millisecond.
5. Leaderboard Update – If you rank in the top tier, you are notified and eligible for daily WOLF rewards.

Why It Matters

- Diversity: Combines exploration, puzzle-solving, action, and strategy—making Metaisland one of the most varied gameplay experiences available.
- Fairness & Transparency: Millisecond precision ensures accurate ranking and reward allocation.
- Community Growth: The reset mechanic encourages replayability, while e-sports integration drives competitive engagement.

In sum, the Challenge system is a cornerstone of Metaisland’s design—offering depth for casual players and high-stakes competition for esports enthusiasts alike.

5. Business Model

Metaisland is built on a dual-stream revenue strategy that blends token economics with traditional cash flow. This balanced approach ensures the project remains financially sustainable while rewarding early adopters and maintaining a vibrant ecosystem.

5.1 Token & Fiat Revenue Streams

List of some of the revenue streams

Source	Purpose	Impact
Token Sales	Initial sale of ISL tokens to fund development, marketing, and community initiatives.	Drives early liquidity; token holders gain governance and future reward potential.
Fiat Sales	Direct purchases (e.g., in-game items, exclusive NFTs) through credit/debit cards or bank transfers.	Injects stable currency for operational expenses—team salaries, server costs, marketing, and market-based repurchase of player-sold rewards.
Token Burn & Re-issue	Bought-back tokens are burned to reduce supply; new tokens are minted only when the player base expands.	Maintains scarcity, supports token value, and fuels ongoing reward distribution as the community grows.

5.2 Future Income Streams

5.2.1 Subscription Model

When Metaisland transitions into a full metaverse, a subscription tier will provide regular income (e.g., premium content, exclusive events).

5.2.2 Merchandising & Physical Goods

Limited-edition apparel, collectibles, and themed accessories (ex: Binance shirts, or else)

5.2.3 NFT Sales

Exclusive in-game assets, 3D character skins, 7 factions NFTs, each with unique utility.

Dimension	Vertical Expansion	Horizontal Expansion
Content	New packs, deeper challenges, themed commercial bundles (e.g., “SciFi Pack”).	Multi-platform releases: Xbox, SteamOS, Switch, Android, iOS, etc.
Community	Loyalty tiers, community events, reward boosts tied to token holding.	Cross-platform accounts, shared progress, cross-sale of NFTs.

5.2.4 Music & Audio Licensing

Soundtracks, made by professional composers and legendary gaming musicians

5.2.5 Book & Narrative Sales

All Metaisland novels (Redfox, Tribes, Punks, etc.) are sold directly; royalties are retained by the owner which also owns Metaisland.

All revenues flow back to the Metaisland project, who holds full ownership of every asset and intellectual property. No external royalty obligations exist.

5.3 Growth Strategy

By maintaining a healthy mix of token and fiat revenue, Metaisland can sustainably fund ongoing development, platform expansion, and community rewards—ensuring long-term growth for both players and investors alike.

5.4 Token Architecture

Asset	Symbol	Type	Value / Conversion
ISL	⟨ISL⟩	Project-native cryptocurrency (ERC-20?)	Directly traded on exchanges; used for all in-game purchases, staking, and rewards.
WOLF	⟨WOLF⟩	Internal stable-coin	Fixed value of \$0.33 USD at launch. Functions as the <i>reward medium</i> for players (XP, loot, NFT drops).
Conversion Engine – WOLF-OS	—	Backend service	Allows seamless conversion from WOLF to ISL. Players can “bridge” earned WOLFs into ISLs at a 1 WOLF = 0.33 USD rate. The engine ensures atomic swaps and records all transactions for auditability.

Key Points

- Stable Value: WOLF’s fixed USD value protects players from crypto volatility while they accumulate rewards.
- Liquidity & Trade: ISL is the token that will be listed on major exchanges once liquidity pools are established, enabling external trading and price discovery.
- Ecosystem Integration: All in-game economies (purchasing gear, unlocking challenges, buying NFTs) will ultimately transact with ISL, while WOLF remains a *play-to-earn* reward that can be converted at any time.

This dual-token system gives players flexibility—immediate utility via WOLF and long-term investment potential via ISL.

6. Basic Gameplay

In Metaisland, your survival depends on your **skills, not your wallet**. You will face:

- Hostile environments
- Time pressure

- Limited resources
- Dangerous wildlife and enemy factions

Your goals: **Explore, adapt, and outsmart the island.**

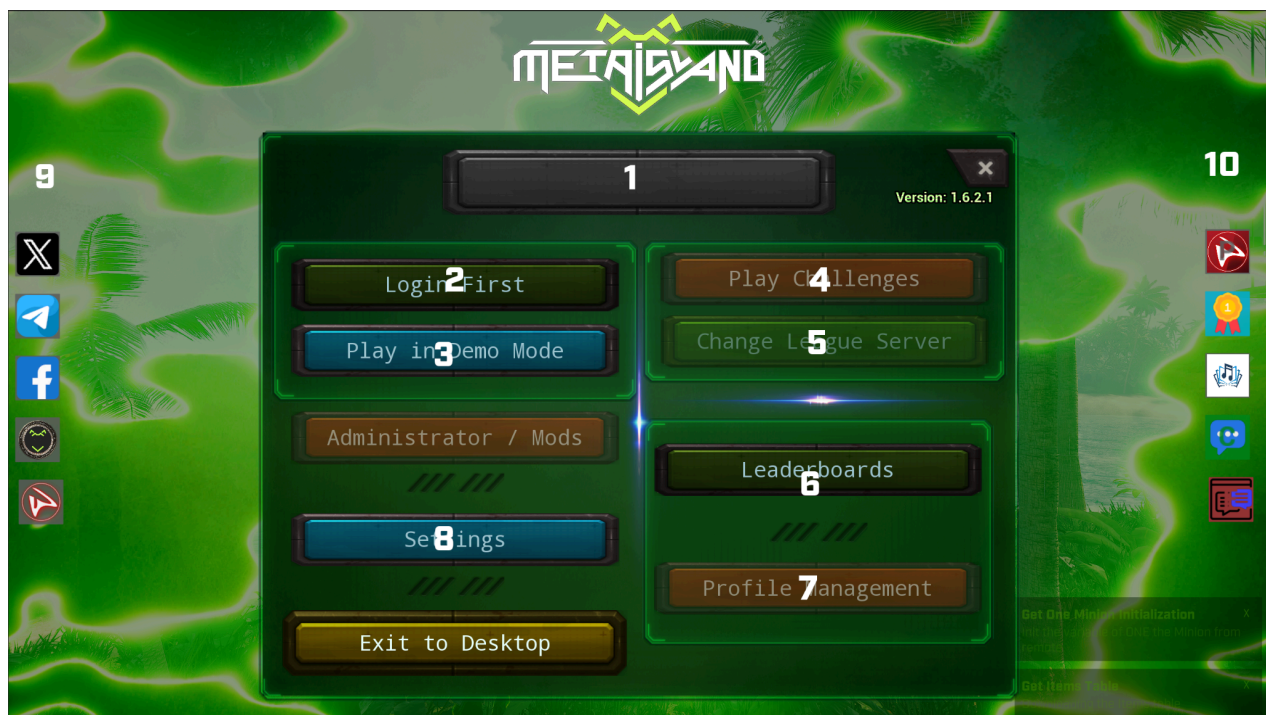
6.1 PC Controls

Key	Action
W / A / S / D	Move forward, left, backward, right
SHIFT	Run
CTRL	Walk slow/fast toggle
ALT	Kneel
Double ALT + Direction	Roll in that direction
SPACE	Jump / Climb up
CTRL + SPACE	Crouch
Q	Display rotating menu
G	Drop weapon
Swimming – SPACE	Swim upward
Swimming – CTRL	Swim downward
Climbing – A / D	Move sideways while climbing
Climbing – SPACE	Step up to the top
1, 2, 3, 4	Equip pistols, rifles, torch, grenades
ENTER	Hide HUD
DEL	Self-destruct
ESC / P	Pause menu / Exit game

6.2 Survival Tips

- **Keep Moving** – Standing still makes you an easy target.
- **Explore Thoroughly** – Hidden paths often hold loot or shortcuts.
- **Manage Stamina** – Sprint wisely to avoid being caught off-guard. Drink when you need, restore your life when you can.
- **Use the Environment** – Climb, roll, and hide to evade danger.
- **Save Ammo** – They can turn the tide in tough encounters.

6.3 Main Menu



6.3.1- League Server Name – Displays the name of the league server. This only appears once the player is logged in.

6.3.2- Login – Click *Login* if you already have an account or logged in previously. Your credentials are saved, so you won't need to re-enter them every time.

6.3.3- Create Account / Quick Play – If you don't have an account, you can create one instantly. The system will generate a random account for you. Later, you can reveal your password and visit <https://wolf-os.com> to fully set up your account, change your

password, upload an avatar, and more.

6.3.4- Play Game – Start the game and open the challenge selection screen.

6.3.5- Change Master Server – Switch to another master server. Each server hosts up to 10,000 players. When the first (Genesis) server is full, new ones will be added through our decentralized architecture.

6.3.6- Wolf-OS (Embedded Browser) – Check the leaderboards directly within the game. Note: crypto transactions cannot be done from inside the game. For any crypto-related operation, use a web browser and go to wolf-os.com.

6.3.7- Profile – Open your player profile to manage basic settings and operations directly from the game.

6.3.8- Social Links – Access official links to our social media communities.

6.3.9- Metaisland Links – Direct access to the Metaisland blog, Wolf-OS, main website, an

6.4 Challenge selection and Play

In the main menu, clicking “**Play Challenge**” opens the **Challenge Selection Menu**. Here you can view details for each challenge, choose the difficulty level, reset progress, check leaderboards, or start playing.

Challenges must be completed in order: you need to finish **Challenge 1** before unlocking **Challenge 2**, and so on.

Once you complete **all challenges at every difficulty level**, the **final level** will unlock, allowing you to finish the pack and see its conclusion.



6.4.1 – Difficulty

Can be set to *Easy*, *Medium*, or *Hard*. See section 4.2.2 – **HUD & Minimap Logic** for details on what each difficulty level changes or restricts.

6.4.2 – Play Now / Play Again

This is the main play button.

- **Play Now:** Starts the challenge at the selected difficulty. This means the level has not yet been completed on that difficulty, and it must be cleared to unlock the next

challenge.

- **Play Again:** Indicates the challenge was already completed at this difficulty. You can replay it, but you will not receive **WOLF** or **SCORE** rewards again. The only benefit is improving your completion time and ranking higher on the leaderboard.

6.4.3 – Leaderboard

Opens the leaderboard for the selected challenge and difficulty in an embedded browser.

6.4.4 – Difficulty

Same as 6.4.1.

6.4.5 – Reset

Challenges can only be rewarded once per completion. If you missed hidden rewards or items requiring special NFTs (e.g., underwater rewards only accessible with an **Aquaman NFT**), you can reset the challenge at that specific difficulty.

Resetting allows you to replay and attempt to claim the missed rewards. However, you must spend a **refund** (burn the original reward) in order to mint it again by completing the challenge. If your WOLF balance is insufficient to cover the refund cost, the reset will fail.

6.4.7 – Play Now

See 6.4.2.

6.4.8 – Challenge Info

Each challenge is unique, with its own weather, time of day, playable character, time limit, enemies, coins, crystals, and objectives. This panel provides detailed information about the parameters of the selected challenge.

6.5 – Challenge Gameplay

6.5.1 – Starting Block

When you click *Play*, the challenge loads and a start panel appears, reminding you of the objectives required to complete it. The prompt “Are you ready?” is displayed. The game will wait for you to press **OK** to begin. Once confirmed, the Island Life countdown starts and the chronometer activates, measuring your performance with millisecond precision.



6.5.2 – Find the Exit!

After collecting all required items or completing the objectives, the challenge is technically complete—but not over yet. A door will open somewhere in the level, and you must locate it to exit.



6.5.3 – Challenge Completed

Once you reach the exit:

- The chronometer stops.
- Results are processed and validated by the server to ensure fair play (no bots, hacks, or exploits).
- If validated, you receive your challenge results:
 - Completion time
 - WOLF and SCORE earned
 - Leaderboard rank
 - Performance comparison with your previous best run

If you improved your performance, the new record is saved and your leaderboard rank is updated instantly.

6.6 – Challenge Completed

Once the challenge is complete, the **Accounting Screen** appears. It processes your results, verifies them with the server to ensure everything was valid, calculates your updated performance and rank, and then stores the data on the remote league server.



6.7 – The Main HUD

While playing this HUD is at the top of the screen. It can be hidden by pressing the <Enter> key on the keyboard.



Left Area – Player Stats & Attributes

This section is the **core player information panel**.

- **Portrait & Name:** Shows the character's portrait and player name (e.g., *thewolf*).
- **Life, Mana, Hunger, Thirst bars:** Vital stats for survival and gameplay (health, magic power, food, and water needs).
- **Rank & Score:** Displays the player's leaderboard rank and accumulated score.
- **Currency (WOLF & Money):** In-game currency balance.
- **Attributes:** Force, Energy, Dexterity, Shield, Luck, Magic, Charisma → RPG-style stats defining strengths and abilities.
- **Subscription / CID:** Indicates subscription status and unique player ID.

Middle Area – League / Server & Timer

This is the **match or server status panel**.





- **Genesis Badge:** Shows the current server/league (*GENESIS*).

- **Island Life:** Displays how many seconds have passed and are left until the challenge fails with a timeout (e.g., *593/600 seconds*).
- **Timer:** Tracks match/session time (e.g., *0m 5s – 24 ms* latency). This is where the player performance (time spent) is recorded.

This area essentially tells the player how long they are playing, and how many seconds are left..

Right Area – Challenge Objectives

This section is the **mission/level objective panel**.

- **Challenge Title:** Name of the active challenge (e.g., *Wolf Money*).
- **Difficulty:** Shows selected difficulty level (Easy, Medium, Hard).
- **Objectives List:** Number of goals required to finish the challenge:
 -  **Money** collected
 -  **Enemies** defeated
 -  **Targets** hit
 -  **Crystals** gathered

This panel tells the player **what must be done** to complete the challenge.

👉 Together, these 3 HUD areas give the player everything they need at a glance:

- **Left = Who you are & your stats**

- **Middle = Where you are (server/time)**
- **Right = What you need to do (objectives)**

6.8 – The Weapons / Holding HUD

When you pick up a weapon or any usable object (pistol, torch, tool, etc.), this HUD becomes active. Its layout may vary depending on the item, but the logic remains the same.



Ammo Reserve (2) – The number on the left indicates how many magazines you carry. For example, “2” means you can reload twice. Press **<R>** to reload. You can collect more ammo to increase this count. When it reaches 0, you have no spare magazines left.

Current Magazine (30) – The number on the right shows the bullets currently loaded in the weapon. Each shot decreases this number. When it reaches 0, you must reload, or the weapon will stop firing.

Weapon Durability Bar – The horizontal bar at the bottom shows the weapon’s condition. Firing gradually reduces durability. Once the bar is empty, the weapon breaks. You can drop it with **<G>** or repair it if possible.

- **Note:** Builder’s NFT gives the ability to never lose durability and therefore never break.

7 – Decentralized Architecture

Metaisland’s infrastructure is deliberately distributed so that it can grow “infinite” while remaining lightweight for each participant.

League-Based Server Model

Layer	Description
League (Master Server)	Each League is a self-contained game instance. The inaugural League is named Genesis.
Capacity	Limited to 10 000 concurrent players; can be expanded automatically as demand rises.
Player Onboarding	New users create an account and select a League to join, ensuring balanced load distribution.

7.1 Franchise Expansion

- Franchisee Operation – Once a League reaches capacity thresholds, it is offered to external franchisees who run the server under contract.
- Revenue Share – Franchisees earn a percentage of all in-game transactions (token sales, marketplace fees) on their League.
- Legal & Operational Responsibility – The franchisee owns the server’s operation: maintenance costs, moderation staff, legal compliance, and local data handling.

7.2 Clef en Main” Business Model

- Turnkey Service – Metaisland Inc. supplies installation scripts, configuration packages, and ongoing updates.
- Profitability for Franchisees – By managing a League locally, franchise owners can tap into the global player base while earning royalties from all transactions.

Function	Description
Backend Infrastructure	Handles all game logic, player data, and secure authentication.
Crypto & Finance Layer	Manages token balances (ISL & WOLF), conversion engine, and transaction records.
Profile Management and Leaderboard	Allows players to update passwords, view personal stats, and control account settings. Also save player's e-sport performances

- Central Governance – All cryptocurrency handling (WOLF distribution, token sales) remains under Metaisland Inc.'s control; franchises only receive royalty payouts.

7.3 Global Reach & Localization

- Each League can be deployed in any language or region, managed by a local “WOLF” administrator who operates independently but adheres to the core protocol.
- This structure eliminates the need for a monolithic central server and aligns with modern distributed-systems best practices.

7.4 Flexibility & Scalability

The League-franchise architecture:

1. Scales Horizontally – Add more servers as player counts grow without overhauling existing infrastructure.
2. Localizes Governance – Enables region-specific moderation, language support, and compliance with local regulations.
3. Maintains Core Integrity – All financial flows (tokenomics, rewards) remain unified under Metaisland Inc., preserving a consistent experience across all Leagues.

In short, Metaisland's decentralized architecture delivers both global reach and local agility—making it a robust foundation for an ever-expanding virtual world.

8. What Is WOLF-OS?

WOLF-OS is the single source of truth that powers Metaisland's entire digital ecosystem:

8.1 Key Features

8.1.1 No In-Game Crypto Operations

- All monetary transactions occur off-game via the web interface (<https://wolf-os.com>).
- The game client remains a “play-only” environment; every wallet action is executed through the website.

8.1.2 In-Game Browser Access

Players can open WOLF-OS directly from within Metaisland using an embedded browser, enabling quick balance checks or token swaps without leaving the game world. The Leaderboard is also accessible from inside the game.

8.1.3 Cross-Platform Availability

Accessible on desktop browsers (Chrome, Firefox, Edge) and mobile browsers (iOS Safari, Android Chrome).

8.1.4 Player Dashboard

- Password Management – Securely change login credentials.
- Rewards Tracker – Real-time view of earned WOLFs, ISLs, and pending payouts.
- Token Conversion – Convert between WOLF and ISL instantly at the current rate (1 WOLF = \$0.33 USD).

8.1.5 RPG Character Sheet

Displays core attributes (strength, agility, etc.), skill levels, and progression milestones.

8.1.6 Global Game Analytics

Live metrics: total active players, cumulative WOLFs issued, participation score (“SCORE”), and overall platform health.

8.1.7 Leaderboards & Rewards

- Daily ranking tables for each challenge at every difficulty level.

- The top three performers receive daily rewards (ISL, exclusive NFTs, or special in-game items) at midnight Thailand time.

8.2 Admin & Moderator Control

1. Centralized Management – Moderators and administrators access WOLF-OS to oversee gameplay integrity:
 - Enforce anti-cheat measures.
 - Verify reward distribution to prevent theft.
 - Monitor for bot activity.
2. Dynamic Content Delivery – All core game data (weapons, characters, minions, monsters, etc.) resides on WOLF-OS.
 - Enables real-time updates without releasing new client patches.
 - Allows the creative team to respond swiftly to player feedback and fine-tune gameplay mechanics.

8.3 Why WOLF-OS Is Essential

- Security: Keeps all crypto operations isolated from the game client, reducing risk of exploits.
- Transparency: Players can audit their own transactions and verify leaderboard standings.
- Scalability: Centralized backend supports future feature rollouts (subscriptions, new token pairs, cross-platform integrations).

In short, WOLF-OS is Metaisland's digital hub—where gameplay meets finance, identity meets analytics, and every player's journey is tracked, rewarded, and celebrated.

9. Community & Social Links

Metaisland is more than a game — it's a growing community. Early players get early rewards.

 **Telegram:** https://t.me/metaisland_gg

 **Official Website:** <https://metaisland.gg>

 **Wolf-OS Backend:** <https://wolf-os.com>

 **Blog & News:** <https://blog.metaisland.gg>

 **YouTube:** <https://www.youtube.com/@Metaisland>

 **Twitter/X:** <https://x.com/TheMetaisland>

 **Music:** <https://nicolaschoukroun.bandcamp.com/album/metaisland-3-albums>

 **Crypto Song:** <https://nicolaschoukroun.com/single-album-cryptosong.php>

 **Book 1:** <https://books2read.com/metaisland1>

 **Book 2:** <https://books2read.com/metaisland2>

 **Book 3:** <https://books2read.com/metaisland3>

9.1 Final Words

This is not just a game.

It's a **survival challenge**, a **crypto opportunity**, and a **community movement**.

 **This is Metaisland.**

 **Be a survivor.**

 **Earn your WOLF, bridge to \$ISL=> get rich with us.**

10. Copyright & Intellectual Property

All content belonging to Metaisland, including but not limited to the game itself, its artwork, narrative text, audio/visual assets, code, and any derivative works, is © 2025 Nicolas Choukroun (hereafter “the Owner”). All rights are reserved. No portion of this material may be reproduced, distributed, transmitted, displayed, performed, or otherwise exploited without the prior written consent of the Owner.

10.2. Use of WOLF Coin & ISL Cryptocurrency

- WOLF Coin is a virtual currency issued by the Metaisland ecosystem. It has no legal tender status and its value may fluctuate.
- By participating in any Metaisland activity that involves WOLF Coins and ISL tokens, you acknowledge that you are solely responsible for any financial decisions or losses incurred. The Owner shall not be liable for any such losses.

10.3. Participation & Eligibility

- All challenges, rewards, and events are subject to the Terms of Service (ToS) available on the official Metaisland website.
- Participants must comply with all applicable laws and regulations in their jurisdiction.
- No guarantee is made regarding the availability or delivery of any reward.

10.4. Liability & Disclaimers

- The Owner, its affiliates, employees, contractors, and agents are not liable for any direct, indirect, incidental, special, consequential, or punitive damages arising from your use of Metaisland, including but not limited to loss of data, loss of profits, or interruption of service.
- The content is provided “as-is” without warranties of any kind, either express or implied.

10.5. Privacy & Data Collection

- Personal information collected during registration or gameplay is processed in accordance with the Metaisland Privacy Policy. By participating you consent to the collection and use of such data for the purposes described therein.

10.6. Governing Law & Jurisdiction

These terms shall be governed by and construed in accordance with the laws of France, without regard to its conflict-of-law provisions. Any disputes arising out of or related to these terms shall be resolved exclusively in the courts located within that jurisdiction.

10.7. Modifications & Updates

The Owner reserves the right to modify, suspend, or discontinue any aspect of Metaisland, including challenges and rewards, at any time without notice. Such changes will become effective immediately upon posting on the official website or app.

By accessing or using Metaisland, you acknowledge that you have read, understood, and agree to be bound by these terms.

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