Metaverse (META) aims to create a platform of unique virtual world, which can help players to play, create, own, govern and earn. META is the main utility token of the platform.

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@MetaverseMETAX

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Contract Address: 0x566f47bf6e0Fd69cD97Da548573A6127C18cE1c0

www.metaversemetacoin.com
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Chapter 01
Generalized Metaverse

What is Metaverse?
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What problems can the Metaverse solve?
Chapter 01 Generalized Metaverse

What is Metaverse?

Metaverse is a virtual world linked and created by scientific and technological means, which maps and interacts with the real world, and a digital living space with a new social system.

Metaverse is essentially a process of virtualization and digitization of the real world, which requires a lot of transformation of content production, economic system, user experience and physical world content. It is supported by the continuous development of meta infrastructure and shared standards, but it is the ultimate step-by-step development of meta infrastructure. It provides immersive experience based on extended reality technology, generates a mirror image of the real world based on digital twin technology, builds an economic system based on blockchain technology, closely integrates the virtual world with the real world in economic system, social system and identity system, and allows each user to produce content and edit the world.
Chapter 01 Generalized Metaverse
The Six Technological Pillars of the Metaverse

01 Blockchain
Blockchain is the foundation that supports the Metaverse economic system.

02 Interactivity
Interactivity is divided into output technology and input technology.

03 Game
Here-mentioned video game technology includes game engine-related 3D modeling and real-time rendering, as well as digital twin-related 3D engine and simulation technology.

04 Network
Intelligent network refers to cloud-based comprehensive smart network technology including AI, edge computing, distributed computing, etc.

05 AI
It is ubiquitous in all levels of the Metaverse, in various applications and scenarios.

06 Internet of Things
It undertakes both the front-end acquisition and processing functions of the digitization of the physical world and the function of infiltrating and even managing the physical world in the virtual world of the Metaverse.
Chapter 01 Generalized Metaverse
What are the Application Scenarios of the Metaverse?

01 Game
More and more games will participate in the Metaverse. They are already part of the Metaverse and will be crafted together by exponentially growing creators.

02 Social Experience
Socialize by real activity feelings, not just by sharing photos and news links.

03 Immersive Commerce
The biggest successes in e-commerce revolve around low-touch social and autonomous buying behaviors between people.

04 Online Collaboration
We have conducted Internet collaboration through tools such as Zoom, Slack, Dingding, and Feishu. But in the future, more challenging technologies will bring greater immersion to Internet collaboration.
Chapter 01 Generalized Metaverse
What are the Application Scenarios of the Metaverse?

05 Offline Real Estate
VR is likely to become an important way for people to pre-screen properties they are interested in, as well as helping users to repeatedly visit and check more information about properties.

06 Cars
Cars have always been the fascination of video games, and of course, this will continue in the Metaverse. Metaverse will bring a lot of new cases to the automotive industry.

07 Travel
Travel is one of the most expensive and burdensome industries. Maybe someday, the Metaverse will allow us to visit any interesting place in the world.
**Chapter 01 Generalized Metaverse**

What are the Application Scenarios of the Metaverse?

**08 Study and Education**
As online education is turning into a more immersive and social way, the experience will be better and better.

**09 Fitness**
During the pandemic, we’ve been using fitness apps a lot at home and started communicating with my trainer via online video twice a week.

**10 Live Music**
Nowadays, we mainly use the mobile phone to watch music videos or listen to music audio.

**11 Architecture, Engineering and Design**
Create an interactive internet collaboration space where architects, engineers, and designers can work together to design spaces.

**12 Stereoscopic Live Broadcast**
Live streaming is currently a one-to-many social experience, perfect for showcasing games and teaching.

**13 Interaction**
The Metaverse will include activities in the real space that we actually travel to, and we can bring the Metaverse into the real physical world. The Internet of Everything will provide data to the Metaverse, and content and corresponding data triggered by geospatial will enter the Metaverse.
While the Metaverse appears as a series of real-time and ultimately interconnected online experiences, it is actually empowered and characterized by transformative trends long known to leading brands and marketers, including shared social spaces, Digital payments, gamification, etc. However, the future of Metaverse will present an absolute evolution that is very strange to most consumer brands, among which the most noteworthy are blockchain technology, cryptocurrency, digital goods, NFT, and Avatar s. In conclusion, the Metaverse represents what Web 3.0 is all about. The upcoming third generation of Internet services will leverage machine learning and decentralization to provide a more immersive, connected, and open web experience. The concept of an interconnected world is something we will discuss later in our exploration of open and closed worlds. The emergence of the Metaverse and Web3.0 provides an important opportunity for brands to play a more decisive role whether they create their own scenarios online or create experience scenarios together with users.
Chapter 01 Generalized Metaverse
Metaverse and Web 3.0

Bring New Growth Space to the Internet Industry
Bloomberg Industry Research predicts that the Metaverse market scale will reach $800 billion in 2024, rapidly expand to $1.5 trillion by 2030, and the compound annual growth rate from 2020 to 2030 will reach an exaggerated 253%!

Help Tech Giants Break Through Antitrust Restrictions
One of the ultimate goals of anti-monopoly is to encourage technological innovation and find new growth points. Tech giants need to start a new round of technological revolution to break through restrictions, and the Metaverse is the best direction at present.

Meet Higher Human Needs
After satisfying material needs and lower spiritual needs, human beings will pursue higher spiritual needs, an immersive experience that is difficult to distinguish between true and false, an open creative system, and various forms of civilization to match people’s respect needs and self-realization needs.
Chapter 02
Introduction of META

META Vision
What players can do in the META?
The ecosystem and partners of META
Metaverse a virtual world where players can build, own, and monetize their gaming experiences in the Binance Smart Chain using META, the platform’s utility token.

Our vision is to offer a deeply immersive metaverse in which players will create virtual worlds and games collaboratively and without central authority. We are aiming to disrupt the existing game makers like Minecraft and Roblox by providing creators true ownership of their creations as non-fungible tokens (NFTs) and rewarding their participation with our utility token - META.

In the current game market, the centralized ownership and control of user-generated content limits creator rights and ownership. Central control over the trading of virtual goods created by players restricts them from generating fair value for their creations. Compounding this, it can be difficult to prove creative ownership of works, especially as content is copied, altered, and built upon.

With Metaverse, we aim to overcome these limitations while accelerating blockchain adoption to grow the blockchain gaming market. We will do this by building a voxel gaming platform where creators are able to craft, play, share, collect, and trade without central control, enjoying secure copyright ownership with the ability to earn cryptocurrency (META). This copyright ownership will be established and guaranteed through the use of NFTs, where every in-game item will have a unique and immutable blockchain identifier.
Each player can only create one character, that is yourself, completely simulating the real world.

Each ability of a character is an NFT, and these abilities need to be purchased. The first ability that every players needs to acquire is learning ability. With learning ability, you are qualified to learn any knowledge in META.

Players need food to survive in META. They can buy food or grow food by themselves. It can grow rice, corn, etc. And breed fish, chickens, ducks, geese, cattle, etc. If you have surplus, you can take it to the market for sale.

Players can also learn skills, such as learning to drive. Learning requires paying tuition fees. After learning, you can find a job in transportation. After working, you can make money. If you make money, you can buy what you want.

As time goes on, the skills you learn will have bigger and bigger attributes. For example, if you learn to drive, you will get the skills to drive. You can also open a driving school. The bigger your skill attributes, the shorter the time it takes for people to study here.
What players can do in the META?

Player can also get married, have children and raise children in META.

Players can also set up a company in META, ask employees to work for you, and you pay employees. You can also go to someone else’s company to earn a salary. For example, a company publishes recruitment information and needs a chef. If you want to get a job, you must first learn to obtain the chief’s qualification certificate before you can apply for the job.

After players earn money (token of META) in META, they can buy land and build houses for themselves. Building a house requires hiring workers, and the workers hired need to pay wages.

Players can also help people around them, get contacts and fame. You can run for officials, president, etc.

There will also be war in the region. After the war is won, you can obtain some equipment and benefits, etc.
<table>
<thead>
<tr>
<th>Token Name</th>
<th>Total Supply</th>
<th>Mainchain</th>
</tr>
</thead>
<tbody>
<tr>
<td>The token name is Metaverse, and the symbol is META.</td>
<td>The total supply of META is 1,000,000,000,000,000.</td>
<td>META was created firstly on Binance Smart Chain (BSC) and will be cross to ETH and SOLANA.</td>
</tr>
</tbody>
</table>

Metaverse is a virtual game world, which is created by American Team. Through the functional token meta based on coin security, players can create and have different game experiences and benefit from them.
Chapter 02 Introduction of META
The ecosystem and partners of META

- The proportion of META reserved for the Game is 12%, wallet address: 0x894bfc1a10123FE70d2eb6567eC101f8cb5Dde4d
- The proportion of META reserved for the Development Team is 9.2%, wallet address: 0x5181BB76063Fd3aD11212607C17fD5D93a5e5f22
- The proportion of META reserved for the Marketing/Consultant/CEX is 12%, wallet address: 0xed144173c3d3a8d9022c209488aD33EC8c449b9
- The proportion of META reserved for the Investment Institutions and Airdrop is 12% and 2%, respectively.
Chapter 02 Introduction of META
The ecosystem and partners of META

PancakeSwap
28 March, 2022
Buy on PancakeSwap

Ethereum
Coming soon

SOLANA
Coming soon

Play · Create · Own · Earn

Metaverse
Chapter 02 Introduction of META
The ecosystem and partners of META

Partners of META

PancakeSwap
BINANCE
金色财经
非小号
@ShibInfo
Chapter 03
RoadMap of META
Chapter 03 RoadMap of META

Stage 01
- Token creation
- Launch META
- Marketing

Stage 02
- Website design
- WhitePaper develop
- List in Feixiaohao
- 10,000 holders

Stage 03
- List in CoinGecko
- List in CoinMarketCap
- List in CEX
- 20,000 holders

Stage 04
- NFT design
- GameFi platform develop
- 50,000 holders

Stage 05
- Launch NFT
- META Game publish
- 100,000 holders

Stage 06
- META virtual world construction
- Cross to ETH
- List in large CEX
- 200,000 holders

Stage 07
- META world developed
- Develop META virtual mall
- Cross to SOLANA
- 500,000 holders
Chapter 04

Disclaimer
The information in this WhitePaper is subject to change or update and should not be construed as a commitment, promise or guarantee by Metaverse or any other individual or organization mentioned in the white paper relating to the future availability of services related to the use of the tokens or to their future performance or value.

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META aims to attract more encrypted and non-encrypted game lovers and bring the blockchain into the mainstream game world through the advantages of real ownership, digital scarcity, profitability and interoperability brought by blockchain technology.

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