ChainEntities

An utopia metaverse You were
looking for a long time

LightPaper V1.5

November 2021

Table of content

About ChainEntities

Welcome to the metaverse, welcome to ChainEntities.

We're creating a one-of-a-kind metaverse that will soon demonstrate the power of a community-driven place with similar values and principles.

The ChainEntities metaverse is a major ecosystem that isn't about the game, it extends beyond with a marketplace and a native utility token. It is a conquering game ecosystem, where all the players contribute to the territorial expansion in the metaverse world in their own way.

We do not want to limit its potential by committing ourselves to just one realm, such as Second Life, Minecraft, etc. We're creating an open system that allows anyone to build their realms and life experiences in virtual world without hesitation, passion, or skills limitations.

At ChainEntities we believe that anyone can become a creator. The choice is yours, choose your place in this metaverse.

Our Vision & Mission Statement

As we can see, the metaverse isn't being developed by a single corporation; rather, it's being built by millions of developers all around the world who bring their creative ideas to life.

There is a reason for everything that comes into being in the metaverse, and some are for fun communities, some to earn crypto, some offer adventures, and there is ChainEntities - a metaverse where you explore limitless possibilities of farming currencies, learning new tehnologies, meeting interesting people and testing new life systems.

We are developing a metaverse that is well-conceived in-game technology, showcasing how a community may thrive without the need for centralized authority.

If you're still reading this, you've just entered the early days of a gaming revolution. You're in the midst of a game transformation, where real-world and in-game assets are controlled by the community rather than the developers or centralized authorities.

Our mission is to implement a self-sustaining game system in metaverse industry that can be owned and operated by the community. It's an entity that exists on the blockchain and can be used in any other way that the community sees fit.

We offer continuous game expansion development, which means that this isn't simply a game; it's a game-fied ecosystem that will continue to be developed and improved over time. We strive for excellence in every hook and corner and will continue to perfect the ChainEntities.

Play to Earn is around the corner of this new era. Be the first to claim your piece of the metaverse!

Game | Metaverse overview

After you've been born in the metaverse you begin your trip to a new world, a new revolutionary system.

This is an open-world multiplayer action-rpg game, with a play-to-earn mechanism and land property. The game is being built on the Unity engine connected to the external smart contracts and ChainEntities marketplace.

In-game features

- Play-to-earn collective metaverse adventure game.

- Earn by yield-farming resources outside of the city to sell, trade or build houses or craft tools.

- Earn by buying assets and renting them out, flipping them, or developing businesses on them. The sky's the limit in terms of possibilities for farming in-game tradable cryptocurrency.

- Influencers can get compensated for hosting conferences or any other event in the conference halls situated in the city.

- Sell/craft clothes and accessories to customize avatars.

- There will also be advertisements on the sides of buildings, in addition to trams, billboards, and road signs where you may post your ad.

- Territory exploration and acquisition.

- System for creating a unique and exciting career using specialized equipment.

Every player can realize their ideas of farming in this metaverse. There are no limits to the types of activities that a player may engage in.

It's a game about connecting people with a single aim in mind: to create a method for individuals to discover new regions and establish new metropolises.

We will announce new business niches that generate passive income as we implement the metaverse, such as markets, farms, etc. Also during the progression, we will make announcements about new cities or lands available for purchase.

Technical Features

— The ownership of a non-fungible token (NFT) is fully decentralized, as the name suggests.

— The in-game currency will be based on the blockchain and is fully tradable.

— Mining (or farming) depends on the tools entities posses. Entities can craft tools and upgrade them to get faster farming.

— Smart contracts are used to execute game scripts in real-time.

— A decentralized and distributed NFT and in-game assests marketplace for direct P2P exchange of items.

— On-chain governance model, allowing gamers to have complete political authority.

2D Pixel Tickets

Pixel art has a long history in video games, dating back to Asteroids and Space Invaders. This has given the contemporary NFT market a vintage value for pixel art. As far as this project is concerned, we utilized pixel art for NFTs to keep them involved in the current metaverse stage.

2D Pixel tickets are NFTs collection sold on **Opensea marketplace**. Their purpose is to give access to the game. These tokens are access IDs and every progress in the metaverse is stored under the token ID of a specific NFT (data transfer to another token ID is possible)

2D Pixel tickets has certain traits (such as shoes, pants, race, gender, etc.) that will be carried in metaverse to a 3D character in the form of the same qualities. The 3D in-game model will not be represented in pixels (or voxels), but instead as a lifelike representation of itself, developed in Unity engine. Players can trade their 2D NFT tickets just like they would any other virtual asset.

Use of 2D Pixel NFTs

Early holders of 2D pixel NFTs will get advantage when it comes to pricing and location for all in-metaverse assets. They will also have privileged access to early versions of the game.

These artworks are also NFTs that can be collected, sold and bought on secondary market in the same way as all other NFTs.

Land

The land at the current stage consists of a ground city and outside the city territory. Still, this is not the end of this metaverse.

Ground City

The ground city is the only legal land area in the metaverse. It is feasible to establish outside of the city, but the area you privatize does not have a backup ownership NFT as property in the city. The ground city is also the only place where players can purchase parcels of land.

Outside the city territory

The territory outside of the ground city is an open space where players farm materials and build their shelters. There are no restrictions on what players can do there. Attention: privatized territory outside the city does not give full ownership in form of a NFT.

New zones

New zones will be added in a way that minimizes player disruption and maintains game balance. In addition, the plan includes measures to prevent abuse and ensure that players have a fair chance to obtain land in the new zones.

New zones will be new map lands, allowing you to visit them by loading a fresh metaverse (the database will still be linked to the mainland - which is now). This map, as well as any others will exist within one instance.

Nonetheless, this is not the end of this world's land. We've established new areas for this community to grow. All players will have to contribute together to explore new frontiers. In the "news" section on www.chainentities.io, expect further information about our territory expansion.

In-game governance

Our metaverse game is one-of-a-kind in its manner. We are striving to show the rest of the globe how a decentralized governance system may be perfected to the point that it benefits people in their habitats - we're talking about ensuring that every citizen is heard out.

This mechanism aims to control the city's population, handle treasury funds, and decentralize leadership by putting ChainEntities' ecosystem in the best position for investment.

Current Status

In the early access of the metaverse, there will be no governing system. It is being studied for a long time and will be subjected to a variety of tests before implementing in the metaverse.

The governing system in the metaverse will have the ability to make decisions that affect the game and its citizens. The governance will be decentralized, meaning that there will be no one person or group in charge of it. This allows for decisions to be made that are in the best interest of the metaverse citizens.

Native token

Token utility

The native token for ChainEntities is **CES**

Token name	Symbol	Standart	Blockchain	Total supply
ChainEntities	CES	ERC-20	Polygon	455.455.455

ChainEntities is a decentralized virtual world with its own currency. It has several uses, such as purchasing new assets for avatars, real estate, businesses, materials and much more, all of it on ChainEntities'marketplace.
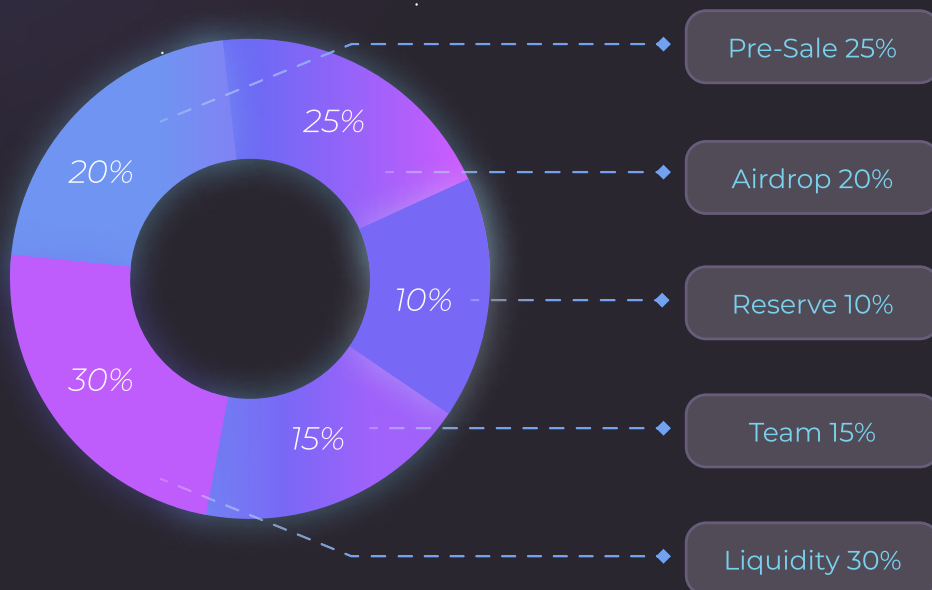
Initial coin offering

During the IDO, first buyers will have the opportunity to access the most attractive prices for virtual property and any other in-metaverse asset.

The closer we get to the beta launch of the game, the higher the value of CES will be, due to circulation and demand required.

Token Distribution

The tokens are released in several industries to expand the ecosystem.

25%

20%

10%

30%

15%

Pre-Sale 25%

Airdrop 20%

Reserve 10%

Team 15%

Liquidity 30%

> Attention: Token distribution is under state of change and research. More information will be provided during implementation of game economical system.

Roadmap

The first phase

— Idea generation

— Core team formation

— Smart contract deploy and website launch

— Launch of first 2D Pixel tickets colection

The second phase

— Implementation of 3D assets and objects

— Closed pre-early access for testing the environment and technical part

— Design of user interface and management tools

— 2'nd and 3'rd 2D Pixel tickets collection launch

— Security audit

The third phase

— Implementation of the game mechanics, such as crafting, farming, building. All of this will eventually lead to closed beta test of the world to NFT holders.

The fifth phase

— Giving full governance rights of the in-game city to the community

— Ecosystem' marketplace lunch

— Metaverse land auction start

The sixth phase

— Creating a brand out of ChainEntities and continuing the development of the metaverse expansion

— Full early access - 2D Pixel ticket NFT necessary to access the metaverse.

— Upcoming phases will be announced in the "News" section on **chainentities.io**

Claim Your Part In The Metaverse!

Interested in the metaverse?

The ChainEntities is a Metaverse that allows you to test and explore your creativity and interact with other people. We offer the possibility to be and do anything an user want, from torritory conqueror to business owner! It's more than just another game, it's a metaverse where you can live out your fantasies.

Buy your ticket today while they're still available! There is a lot of interest in this new world we all want to explore together - let's make it happen!

Click **here** to purchase access ticket now!

Disclaimer

This paper gives a medium-level overview of the blockchain-based, territory-themed NFT video game and is focused on explaining how blockchain technology and its applications may be used to develop an entertaining and usefull environment in the virtual world.

> Attention: This document is meant for providing the readers with an overview of the project ecosystem to get started with the journey. This is not a financial advise!

Website and Contact details

— Website: **chainentities.io**

— Instagram: **@chainentities**

— Discord: [Invite](#)

— Twitter: [Invite](#)

— Telegram: [Invite](#)

— Email: **chainecosystem@gmail.com**

Attention: We reserve the right to update, change and replace any part of this document. Any changes made to this document will be notified to all the users in the "**News**" section on **chainentities.io.** It is users' responsibility to check on changes.