



**METACOSMO**

**White Paper**

## Introduction

We live in an amazing world that is constantly progressing and becoming faster every day thanks to newer and more innovative technologies however we are limited. We are limited by laws, our human body, physics and time. Our imagination is much larger than the world we live in. But imagine a world where none of this applies.

- Imagine a world where you don't have to travel back and forth for an hour every day to get to school or work, where you don't have to fly across the continent for a personal meeting.
- Imagine a world where you can visit the Moon without a space shuttle.
- Imagine a world where you can jump ten meters, where you can fly free as a bird.
- Imagine a world where you can be anything you want to be.
- Imagine a world where no one can dictate the opening hours of your business, where no one can close your business, where no one can take it away from you, where there is no lockdown.
- Imagine a world where you can't get infected by any disease, where you can't get hurt, where you can't really die.

**Imagine a world where anything is possible! Imagine MetaCosmo!**

Thanks to very advanced technology (Unreal Engine, Oculus) and the current extreme world situation (lockdown, economic crisis 2020, Covid-19), we are ready to become one of the main players in the VIRTUAL REVOLUTION.

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## **Vision**

Our vision is for you to be able to materialize your craziest ideas or most secret wishes and enable you to experience your greatest life desires. You can share everything with everyone. Our goal is to give you unlimited possibilities (when working, creating, discovering, and trading).

Thanks to our long, revolutionary, clandestine development and the combination of freshly emerging technologies, a perfect team and great strong strategic partners, we are able to offer to users Massively Multiplayer Online Open World metaverse with Realistic Textures in Virtual Reality.

The world of MetaCosmo will provide users with the best in Virtual Reality and is designed in such a way that the users will enjoy every moment and keep coming back. At the same time, the MetaCosmo metaverse is designed from the ground up so that users can create this world themselves and so that it can exist and live even without its creators. All creators, and active users are regularly and fairly rewarded for their work, votes, reviews, making purchases, and also with random real airdrops. Thanks to a competitive nature, the whole community is motivated to create the most appealing, entertaining or desirable content, games, applications, or lectures for the community as quickly as possible. Our goal is to educate and convert the gaming community to cryptocurrencies by showing crypto's advantages. We want them to fall in love with crypto as much as we do. Moreover, we want to give the opportunity to other quality projects so they can present themselves here.

Thanks to the registration of all assets that were received in the game and directly created by the users on the blockchain, the VR world is fully owned by users and the community, which also creates the rules for the whole community, since the whole world of MetaCosmo is DAO (Decentralized Autonomous Organization).

## Market Research

### Comparison With the Competition

We at CosmoFund have been well aware of how Virtual Reality will change our world, but at the same time we also know that the right timing is absolutely crucial. That's why we've been waiting for the right moment and technology that will allow us to be the best on the market. MetaCosmo is a fully upgradeable world. Thanks to the combination of several newly created technologies, what we can send into virtual glasses has not been possible in virtual reality in multiplayer so far. Our graphics and world capabilities will continue to improve with the latest innovations and the latest trends in the VR sector. That is why we will never stand still. That's why we are betting on the winning combination: Oculus, Unreal Engine, Blender, Reality Capture, Motion Capture, Face Capture and our own technology, that will set trends and prepare us to be ready for the future.

Another great advantage of MetaCosmo is that we have learned a lot from the mistakes of the competition (because of their bad timing and inappropriate choice of technology that is not very upgradeable). We know very well that Virtual Reality offers a revolutionary way of passing on information, advertising, presenting projects and also communicating with people. We have already arranged a large number of influential partners who already want to open their branch with us – for example in the form of a virtual salon, show room or portal to an external application, etc. At the same time, we know the most important thing is to first bring users to the platform and keep them there.

Imagine you want to open a new bank branch. Where do you put it? How will you make your decisions? Will you build it in the middle of the city or in the middle of the desert? Of course, in the city! Why? Because there are no people in the desert. Other virtual worlds do not solve this problem, since they have only minimum users and most never return because such a world is not engaging. If you want to present yourself in those other VR worlds, it is about as interesting as building a bank in the middle of the desert. That's why the entire world of MetaCosmo is designed to entertain and reward users for exploring and discovering. Every day there will be new opportunities, competitions and rewards for users. We work with the top tier of the gaming industry to create Quests and Mini-games while drawing on the rich experience gained from our predecessors.

The entire world of MetaCosmo is designed specifically for Virtual Reality, and the entire world is available in REALISTIC GRAPHICS.

We target many more users than our competitors, and we are the first VR world to host millions of users online at one time thanks to our technology and our scalable servers. And we intend to achieve all this thanks to our strategic partners and mass and viral marketing.

We will connect a rapidly growing community of crypto enthusiasts with an already very large community of players (2.69 billion currently). First, we will focus mainly on the users of cryptocurrencies and speculators. Afterwards we will target the giant gaming community with the help of mass marketing and strategic partners which, thanks to MetaCosmo, we will bring into cryptocurrencies.

Thanks to virtualization, we will become one of the main marketplaces for NFTs (non-fungible tokens). Users will be able to directly create NFTs Tokens (art, 3D objects, customization of other objects) and trade NFTs from other sources. Trading will be maximally supported here. We will gradually become the largest marketplace.

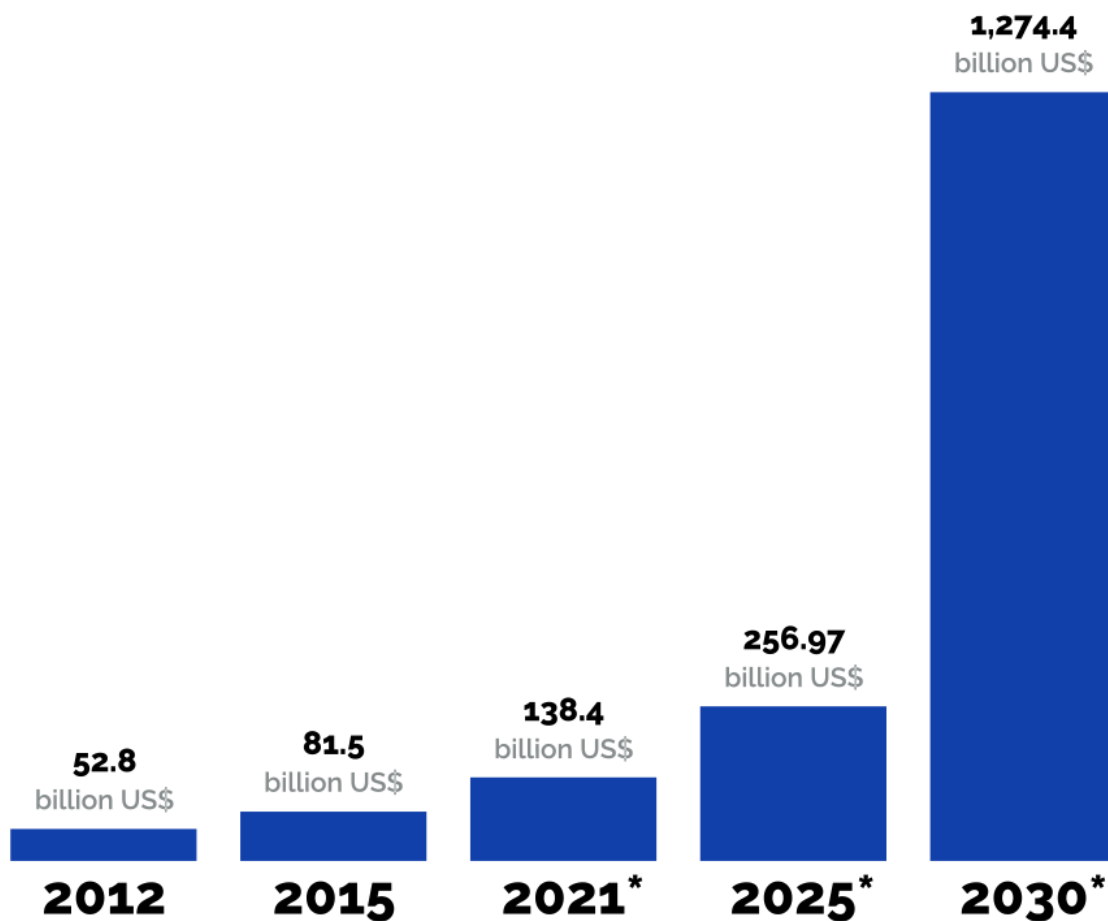
## Gaming to Exceed \$256B by 2025, \$1,274B by 2030

Global gaming market is expected to exceed \$256 billion by 2025 and is projected to account for a revenue of \$1,274.4 billion in 2030.

Due to the ongoing lockdown measures there is an increased interest in gaming. While cinemas and theaters continue their 'door-closed' policy, home entertainment seems to be the only option for gamers.

Recent surveys show that video gamers in the United States spent 45% more time playing video games during their week in quarantine than in the previous week. But the global gaming markets were growing even before the pandemic.

**Value of the Global Video Games Market 2012 to 2030**



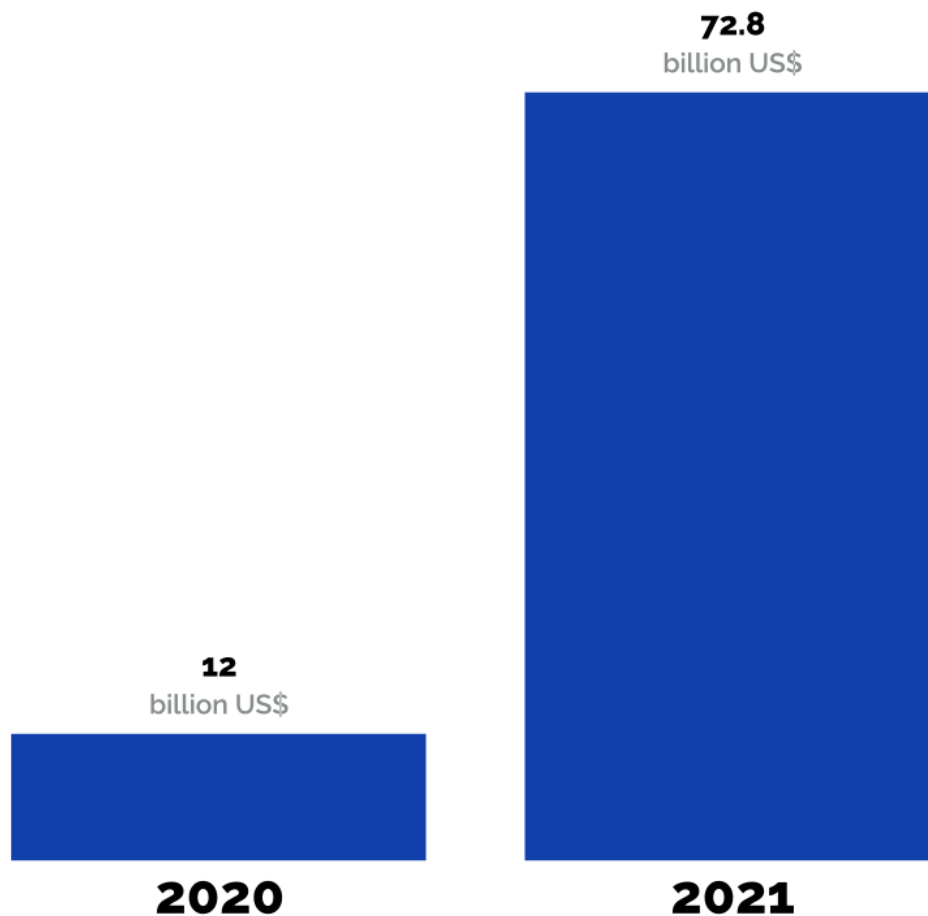
\* Forecasts

When it comes to the global gaming market, [Mordor Intelligence](#) expects revenues to reach a value of USD **256.97 billion by 2025**, registering a CAGR of

9.17% over the forecast period (2020–2025). According to Mordor, "this new sector is also seen as a serious competitor for the traditional game market."

According to [Globe Newswire](#), the global augmented reality (AR) and virtual reality (VR) market is projected to account for a revenue of **\$1,274.4 billion in 2030**, progressing at a robust CAGR of 42.9% during the forecast period (2020–2030).

#### Value of Augmented (AR) and Virtual Reality (VR) Global Market 2020-2021



As can be seen from the chart above, the value of augmented reality (AR) and virtual reality (VR) global market is really surging.

MetaCosmo is introducing an unmatched realistic virtual reality set to attract all the current audience, and more. This kind of virtual reality will be appealing not only to gamers but also to realtors, businesses, concert agencies, event organizers, health care, advertising and promotion agencies, artists, coaches, educators and educational institutions, all kinds of industries – practically to anybody, anywhere.

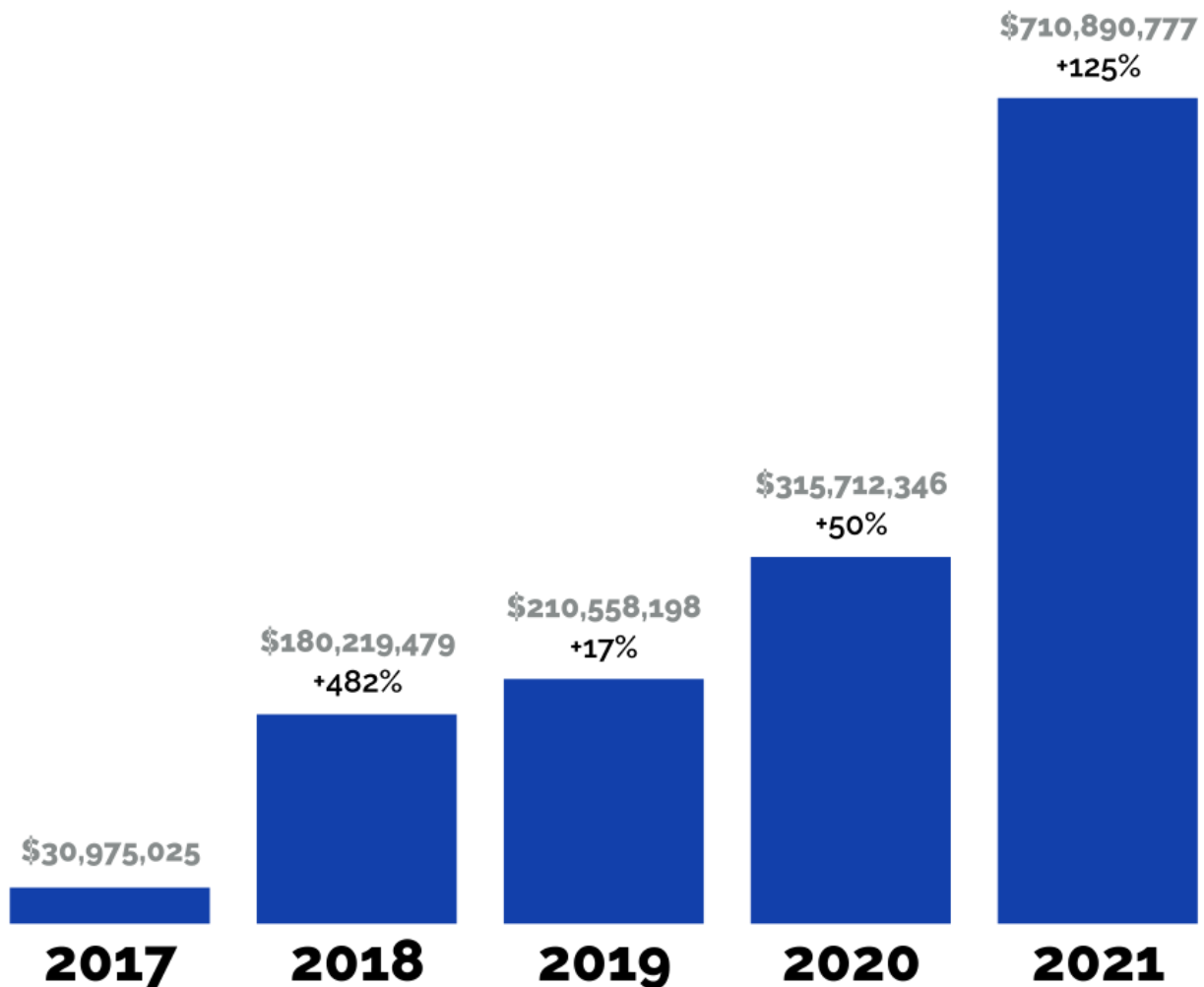


## Booming Market of NFTs and Digital Art

MetaCosmo utilizes CosmoMarket – a decentralized marketplace with NFTs, operating on a smart contract. Why are NFTs so important? As the world becomes more and more digital, many objects emerge as digital only, and the solution to the ownership question are NFTs (non-fungible tokens). Currently, NFT market is getting close to a major milestone – USD 100 million NFTs sold which can be checked at [NonFungible.com](https://NonFungible.com).

According to a recent year-end report by NonFungible.com, the leading data provider for the NFT industry, the total market capitalization of all NFTs stood at about \$210 million in 2019. By 2021, it is predicted that the NFTs market will reach \$710 million. Bitcoin started in 2009 and reached a trillion-dollar market in February 2021. NFTs are set to reach a trillion-dollar market much, much faster.

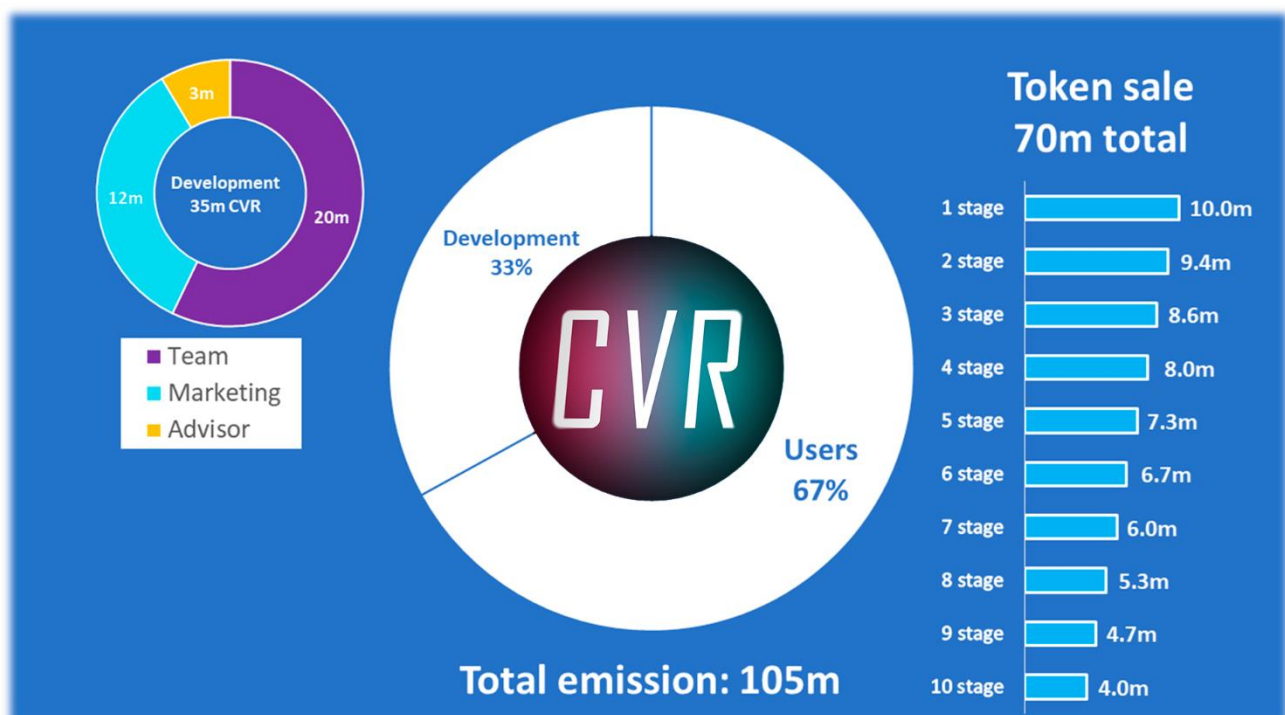
### NFT Global Market Capitalization



## Motivational Economics of MetaCosmo

The entire MetaCosmo Economy is mathematically designed to be very interesting for everybody while motivating the experienced users to create and the newcomers to play, explore and discover. As a result, the world of MetaCosmo will continue to grow rapidly, which in turn will be good for all the current users and the entire community. At the same time, everything is mathematically designed so that the wealth/fuel of MetaCosmo never runs out and the rewards and motivation for players and creators never ends!

In MetaCosmo, the main currency is the CVR Token. There are also [CosmoLands](#) where you can build something new using the items that you can buy, find, win or create yourself! Users who do not care about building are free to enjoy the beauties of the MetaCosmo Open World for discoveries, shopping or entertainment, such as user-built projects, NFT markets, games, competitions, lectures, presentations, showrooms, museums, streams, schools, courses, concerts and other social events.



## Cosmo Virtual (CVR) Tokens

Cosmo Virtual Tokens (hereinafter referred to as CVR) are BEP20 tokens and the main currency In MetaCosmo.

This is the first time ever users can “mine” tokens with their activity in Virtual Reality!

- [CVR token contract](#)

**For CVR, users will be able to buy:**

- Lands, Resources, Subjects, Clothing, Tickets, Courses (lessons), Documents, Art, Keys.

**The users will be able to get CVR by:**

- **Buying:** During Token Sale, on MetaCosmo website
- **Trading:** In the CosmoMarket and on partners exchanges.
- **“Mining”:** in REAL Airdrops, and in Competitions.

CVRs are pre-mined, and their amount is predetermined.

CVRs have two main parts:

1. **Users:** In Token Sale.
2. **Development**

The total emission of CVR tokens is **105.000.000**

The emission of CVR tokens is divided into 10 stages.

- At each stage, 2/3 of the issue will be available for purchase. You can purchase CVR tokens on the MetaCosmo website.
- Each next stage of the emission begins 10 days after the closing of the previous stage of the emission of CVR tokens

- The purchase price of CVR tokens increases automatically. This cost growth algorithm is built into the smart contract
- 1/3 of the issue is distributed to the development team
- Upon completion of each stage, 10% of the proceeds will be placed in the [CVR liquidity pool](#)

Stage	Emission	Open sale	Development	Price (USDT)
1	15 000 000	10 000 000	5 000 000	0.01
2	14 000 000	9 333 333	4 666 666	0.03
3	13 000 000	8 666 666	4 333 333	0.05
4	12 000 000	8 000 000	4 000 000	0.07
5	11 000 000	7 333 333	3 666 666	0.09
6	10 000 000	6 666 666	3 333 333	0.15
7	9 000 000	6 000 000	3 000 000	0.20
8	8 000 000	5 333 333	2 666 667	0.30
9	7 000 000	4 666 666	2 333 333	0.40
10	6 000 000	4 000 000	2 000 000	0.50
<b>TOTAL:</b>	<b>105 000 000</b>	<b>70 000 000</b>	<b>35 000 000</b>	

# NFT

## NFTs: Non-Fungible Tokens

**Non-fungible** describes an asset that is unique. NFTs contain identifying information recorded in their smart contracts. It's this information that makes each NFT different and as such, they cannot be directly replaced by another token. They cannot be swapped like for like, as no two are alike. We use several standards of NFTs, for example:

**ERC721:** Each NFT is one unique item in MetaCosmo. This standard allows us to tokenize ownership of any arbitrary data.

**ERC1155:** Standard used to create both fungible (currencies) and non-fungible assets (e.g. in-game items). Transactions could be bundled together – thus reducing the cost of transferring tokens.

## NFT Revolution

NFTs in MetaCosmo are revolutionary, putting NFTs and their trading to a higher level. You can visualize 2D NFTs in a 3D space and you can also visualize any 3D object. You will even be able to create your own NFTs right in the Virtual Reality, and what is the most important: Some NFTs that you can get in MetaCosmo are not only decorative items, but have a real use! Some NFTs can give you real super powers in VR, others can produce you VR tokens or even more NFTs. These are NFTs that you want! These NFTs will give you power and make you rich!

## Market Place

- CosmoMarket – a decentralized marketplace operating on a smart contract.
- The largest blockchain asset exchange (NFT).
- Place where you can trade literally everything.
- A place where you can call up auctions.
- A place where you can really see (and try) the offered items in space, thanks to Virtual Reality, and enlarge or reduce them as you like.
- The marketplace will also be available in a web browser.
- You can trade here: Land, Objects, Resources, and other objects from other worlds.



## Avatars

Avatars are fully customizable (over 1,000,000 possible combinations), in realistic graphics. This allows users to create virtually anyone. Each avatar is written as an NFT on the blockchain. Users can have several characters.

Special custom features (horns, wings, etc.) can be obtained by completing Quests or in a competition. Some features can supply your avatar with special abilities (flying, immortality, etc.).

## Wearables

All wearables are listed on the blockchain as NFT tokens. These can be obtained in Competitions, or bought at CosmoMarket. Users can dress up their avatar according to the latest trends, in historical robes or mystical clothes.

Some wearables are very limited, others give avatars special abilities (faster running, invisibility, etc.).

## Items

All items are NFTs written on the blockchain. They can serve as decorations or can be used directly, such as mining tools, keys to open various locks, as treasure maps, weapons, cars, flying boards or Aladdin's magic carpet.

Some items give users special abilities.

## CosmoLands

- CosmoLands are NFTs.
- Their amount is limited (pre-defined).
- CosmoLands can be obtained at auction or from other players.
- Auctions start one month after entering the Exchange.
- The owners of the CosmoLands have absolute power over the virtual land.
- Each CosmoLands has a fixed maximum building height. Directly adjacent CosmoLands can be combined into one and thus increase the maximum height of the building.

- CosmoLands can be used:
  - For construction of:
    - Utility buildings directly in the game (mines, warehouses, etc.).
    - Buildings for presentation (shops/stores, showrooms, etc.).
    - Private buildings (clubhouses, private enterprises, etc.).
    - As a port to another world, game or virtual reality.
  - For rent to other users.
  - For speculation.

## Badges

- NFTs
- Thanks to the badges, their owners regularly receive rewards
- Owners can wear them
- They can be obtained very rarely
  - Token Sale
  - Competitions
  - Real Airdrops

## P2P Trade Plugin

In the world, anything can be traded or offered to other users when meeting them in person. The deal can be opened by shaking hands.

## Referral Program

MetaCosmo is the first metaverse in the world with a built-in referral program.

With the help of the referral program, participants will have the opportunity to quickly scale the community of the MetaCosmo metaverse and at the same time receive rewards.

Invite friends to join the metaverse community and you can share up to 40% of their referral commissions!

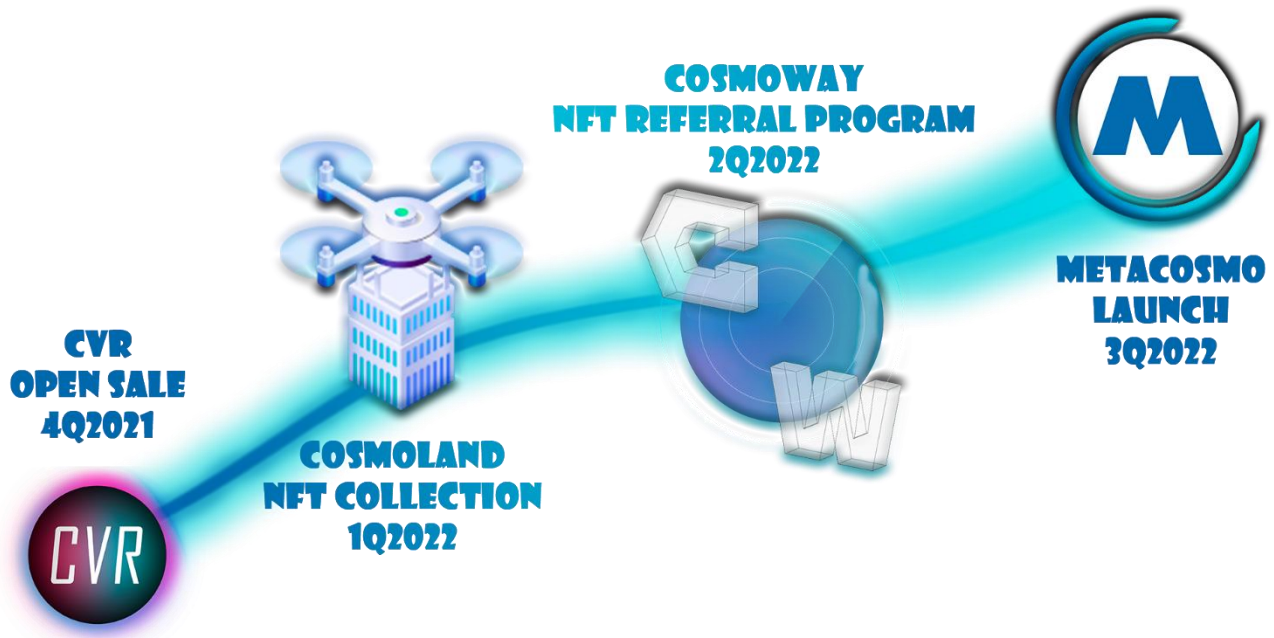
You are rewarded from commissions for any transactions your referrals make within the metaverse, such as buying clothes for avatar or a finished building design for virtual land.

### Rules:

1. If the average daily balance of CVR on the wallet of the link owner is less than 200,000 CVR, then his referral percentage is **20%**, and he can also choose the following cashback percentages for invited users: 0%, 5%, 10%.
2. If the average daily CVR balance on the wallet of the link owner is 200,000 CVR or more, then the referral percentage will increase to **40%**, and the link owner will be able to choose the percentage of cashback for invited users: 0%, 5%, 10%, 15% or 20%.

You can choose what percentage of your reward you can send to your referral. By increasing the rewards for your referrals, you will be able to invite even more members to your team.

## Roadmap



By bringing together tools such as:

- Constantly growing in price CVR token
- The most affordable NFT collection in the world, giving ownership of virtual lands in the metaverse
- Referral program for the CosmoLand NFT collection, which allows you to receive rewards when scaling the number of virtual land holders

Together, these products will create the largest metaverse community in the world.





# Contacts

CosmoFund inc.

