

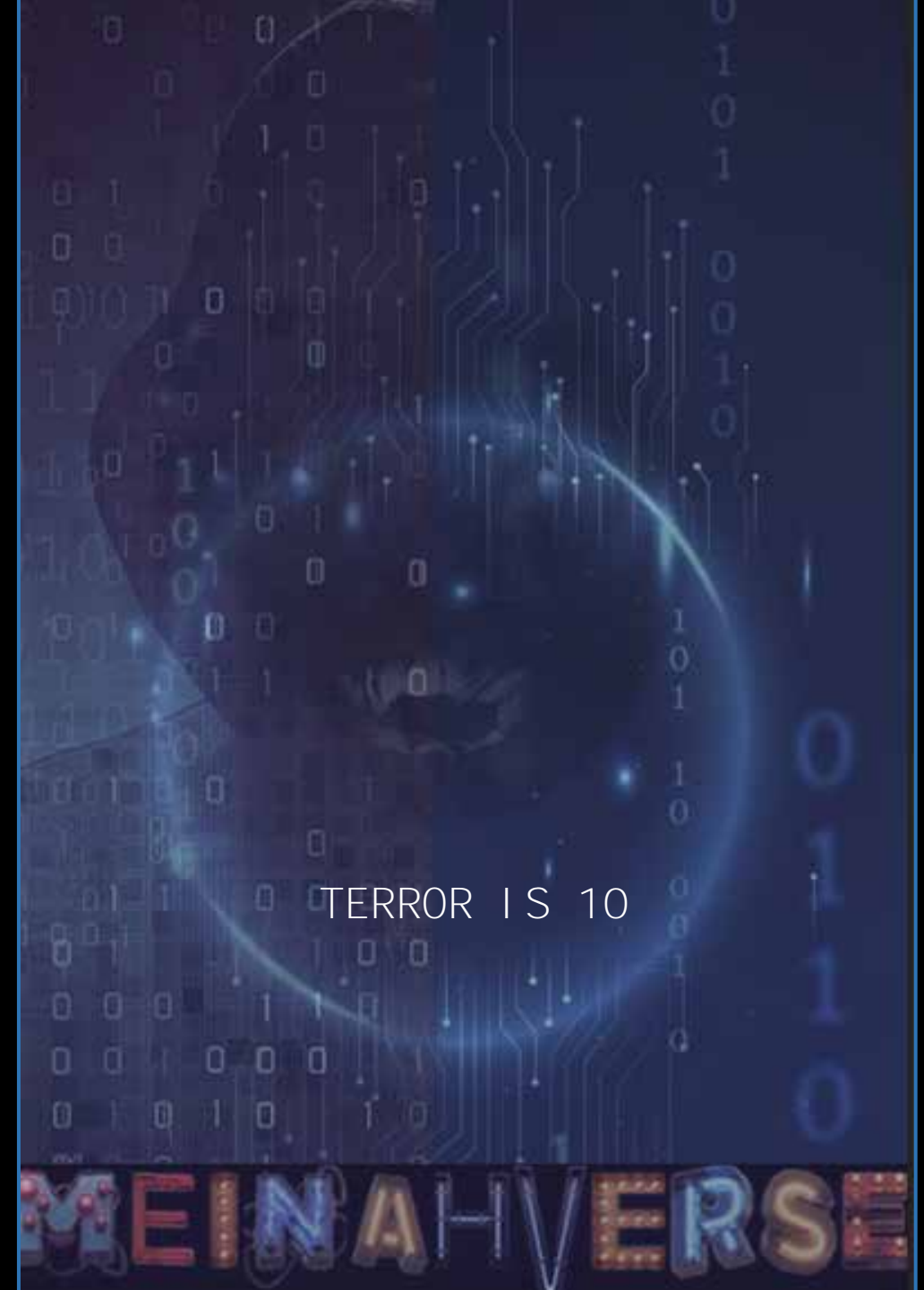


MeinahVerse Core Game #1 + Casual, Mini-Game #1

NARRATIVE

MEINAHVERSE – FTP, CORE GAME #1

TERROR IS TEN



Terror Is TEN

Terror Is TEN is a free-to-play ("FTP"), 1st Person POV, Action/Horror, Survival, Online Game.

Set in the near-present day, in locations you could easily mistake for America's New York City and Upstate NY, but in-fact, are not and, though it looks very much like Earth. It is elsewhere. And '*Elsewhere*' is about to experience a an imminent, presently unspecified, Global Emergency. One that potentially will end everything and everybody on this planet.

'*Terror*' adeptly defies typical genre pigeonholing, by blending healthy doses of a handful of complimentary genres and leverages multiple gameplay elements as player progression warrants, inclusive of Shooter, Adventure, Puzzle and RPG elements featuring 5, distinctive Gameplay modes. Built on Polygon, ZKSync and Binance Smart Chain, and leverages Chainlink's VRF, which accesses real-time and real-world, changes in data, in order to provide more realistic gameplay special features as well as a seamless gaming experience, all with near zero gas fees and uber-fast, transaction speeds.

Daily Leaderboard and Alt Proposition-based Staking for players pals and fans provide & encourage a layer of less passive, peer and fan involvement & viewership experience.



Terror is **TEN**

Terror Is TEN is a free-to-play, Action, Survival, Shooter featuring 5 segregate Gameplay modes that leverage multiple, sub-genres , each providing a different game experience.

Genre

Action, Survival, Shooter, with Puzzle elements

Perspective

1st Person (default) Toggle Between 1st & 3rd (all modes)

Interface

Direct control

Setting

Sci-fi / Apocalyptic

Narrative: Horror

Release Platforms: Windows PC, Mac, Linux, Chrome & Firefox Mobile & Tablet: , iOS, Android. *****PLUS, SPECIAL EDITION, SURPRISE PLATFORM REL!*****

Single Play and MultiPlayer



TERRORISTEN

Ten: There are Ten marooned astronauts on International Space Station, Allon. Ten Days of now thrice re-scrubbed, borderline breathe-able o2, and, at a stretch, protein bars to last as long. There is a symmetry to it all.

Comforting, Or, Would be, were it not for the deteriorating rate of substantive, planet side originating comms, which previously pelted us top of the hour, and at the halfway marker-if not more frequently- each solar day. Now? Down to a perfunctory, drizzle of AeroTech, party-line speak -the frequency matching our one-time per day, H2o rations.

The core, *'rinse & repeat,'* theme of the messages?, MISSION CONTROL: *'Everything's Fine down here,'* Each day's reinforcement of *'all is A-OK,'* serving only to assure the extra-planetary ten of us, with a now, unanimous certainty, ***'Everything is defo NOT fine,'*** down below.

Before Netscape and CASE/Virgin/TIME -WARNER both went service black, we were digesting scattered provinces reports of a new, damn Covid-esque variant, seemingly gaining strong and rapid footing... And, like the biggest and most expensive, trouble-magnet in the history of humankind, we're gonna come crashing back to earth-no matter the truth of what is actually *Pete-Tong-wrong*, smack-dab in the middle of things, in Ten days.

No matter which Gameplay Mode players choose for a session, each individual player has the capacity to earn a combination of MeinahVerse XP, as well as \$NAH credit, the amounts depend on multiple in-game performance metrics (kills, accuracy, uncovered items of strategic or monetary value, critical thinking (and not just brute force approaches), and the combination of MeinahVerse XP as well as earned \$NAH credits, and Ranked Play points and rewards are tallied to give each MeinahVerse player a Global, leaderboard Standing, as well as specific, Individual Game Rankings (when The MeinahVerse has two or more core games in release) should a Player opt to pursue M-Verse Ranked Play status, which The MeinahVerse's top 25 players get weekly rewards, preferential treatments (detailed further in our WP).

Terror is



includes epic single-player missions as well as an exciting and fully featured asynchronous player-versus-player multiplayer mode that will offer advanced competitive features, feeding into the larger components of competitive, ranked play, including tournaments, events and leaderboards.

Five (5) additional, game modes beyond Battle Royale (default):

- **Co-Op Survival Mode**
- **Last Team Standing:** This mode is all about Cooperating & Communication +Strategy...
- **Player vs. Game AI:** a few Easter eggs as well as curve balls this mode
- *A mode we proudly introduce entitled, '**Punishment**' (Random Match Making. Pitting 10 Players vs. 88 Community Players 'Your Worthy Opponents'). Survive '**Punishment**' mode and a sweet, Loot Box, filled to the brim, magically appears for any of the 10, who, against the odds, evaded their 88, would be death-dealer's, and still breathe air the all-natural way, and not via intubation.*

AND;

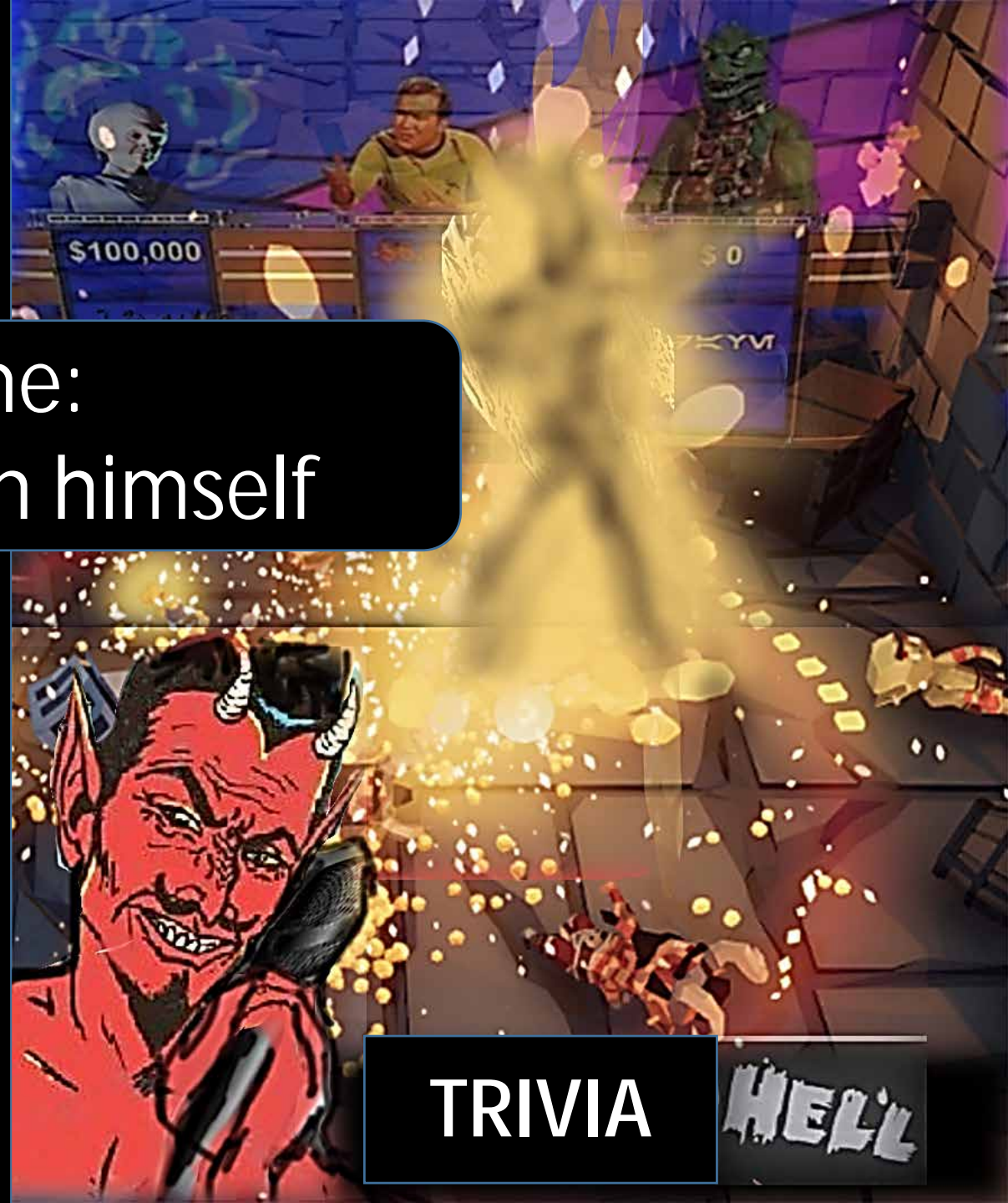
DEV & MOD MODE: a Practical mod-able level for up n' comer designers, programmers, producers, Product and Project Managers PR & Marketing as well as Systems Engineers. This is an example of how we'd approach our significantly modified version of 'Play2Earn,' we're happy to discuss why we made such changes .



1st Casual, Mini-Game: Trivia HELL hosted by Satan himself

A Helluva Good Time!

Hilarious Staking Propositions, Wildly Insulting, Verbal dressing downs by ole Lucifer, as well as the Staking Audience and Community attendees. Dares, Lies, can you slip a little white lie past The Prince of Lies? Win virtual as well as Real-World prizes, as well as token pots. This Devil has no sympathy for la-hoo-zha-herrrrzzz! Stake what every amounts you're comfortable losing, just don't use your SOUL as collateral.



TRIVIA

HELL

CORE FTP GAME #1

NARRATIVE
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TERROR IS TEN



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CASUAL, FTP, MINI- GAME #1

NARRATIVE – OUR FULLY DISCOVERABLE MEINAHVERSE

OUR NATIVE TOKEN, '\$NAH' can buy assets within The MeinahVerse. Can pay a fee to mint dNFTs, enables staking, purchasing 2nd Market as well as New Characters & Items in our Character Marketplace, Governance payments as well as Freelance Content Creator payments settlements, creators content has value artists, can see credit short –term loans where the artists qualifying work they see 50% equal rev share with us on their works the appointed, MeinahVerse Content Governance crew can act as the collateral against

ECOSYSTEM
CURRENCY

OUR Fully Discoverable, Metaverse 'The MEINAHVERSE.'



'The MeinahVerse,' is a totally open-world to explore, discover valuable elements, acquire virtual items, incur destiny's wrath and take on character holdings' casualties, or experience a incomparable reversal of fortune and by sheer luck, uncover a massive cache of buried blue Platinum, or other precious stones driving your bank account in a very pleasant, tho 'unexpected upwards trajectory. Real estate, property and viable businesses that we have hardwired into the virtual economy, ensuring virtual businesses are performant. As you explore. You may encounter the good, the bad, and at times, components, fellow adventurers, and entities you may wish you'd left alone.

Built on Polygon, our \$NAH token is Pegged to MATIC, and we, several times per day, as players feel a sense of urgency to check in via mobile, browser or PC OS X, leveraging Chainlink VRF, + RNG to see what may have changed and how your holdings may hve been directly or indirectly impacted.

The MeinahVerse, is, itself, not simply just host to a game or two , Our MeinahVerse is a our games and community activities and events, it also functions itself as discoverable, 3D environment that is highly gamified and satisfying to explore.

Our M-Verse and its games, combined, feature strong, logical, and tightly aligned, plots, clarified Player Motivations, achievement goals, and corresponding virtual as wel as real-world prizes & rewards.



Via the MeinahVerse's [Character Marketplace](#), Verannos, whom act as the exclusive, proprietor of Speech Enabled, interactive & interoperable, dNFT Characters. A specialty purveyor of the rarified, variant gear and weaponry, ammunition reload paks, voice upgrades, and special character items, are all available any time of day or night to browse or do some serious Character shopping and provisioning.



OUR Fully Discoverable, Metaverse

Players will want to carefully consider which dNFT Character they should leverage each entry to The MeinaVerse when scouting around The M-verse. The ***MeinaVerse***, as a fully discoverable, virtual world, in many ways similar to, but not quite the same as Earth, is, as you'll discover, nearly as many ways completely opposite to our Earth.

In its function as Host, The MeinaVerse's core, competitive, Games, casual, Mini-Games, as well as both social, localized, and worldwide, Community Activities & Events. It also is believed by top scientists to act either as a symbiotic or environment to many unknowns, the 'unknowns' act as parasitic invaders which have obtained dominance over their host.

Our M-Verse's offering of Free-To-Play, Multiplayer, varied genre, games will follow the living, breathing, operational, '*Live Services*' model. In other words, we're '*always on*.' Always.

Creative talents, both core employees, Player-applicants training and shadowing SME's for creative roles as well as freelance artists, shall relentlessly continue to add new characters fresh gameplay engagement features as well as continuing to flesh out the overall MeinaVerse.

'The MEINAHVERSE.' (cont'd)

The shape of the MeinaVerse is that of a parallel world, in several ways familiar, in many others, completely foreign. The MeinaVerse features an uncertain total amount of delineated territories (in local, Mee-Verse slang, '*Provinces*').

Provinces look and feel wholly unrelated to each other and within each, exist varied, often conflicting, mash-ups of styles, and a dizzying cornucopia, of incongruent, time periods, technologies, and architectural set pieces.

How Many Provinces exist in the MeinaVerse?

Great Question. Simple Answer, we're not quite sure, We can confidently conform at least, 11. Some of our scientists thing possibly 5x that number. our teams are still surveying, as you may note, the planet has had some tectonic movements as well as some rends in the upper atmosphere- we've managed to patch and heal the atmosphere.

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Our 'dNFT's": *Dynamic* NFT's Respond to DATA, and interface with existing Infrastructure. Assisted and augmented by strategic Solutions such as Chainlink, VRF.

Raw Land, Improved plots, Existing Real Estate, Commercial Property and Key Infrastructure Business franchise, early days will offer up pleasant, surprises and discoveries of valuable gems, precious metals as well as elements that, when brought in to **The Land Registry Offices**, a few will scan as '*Unrecognized Elements...*' or 'UNKNOWN SUBSTANCE,' Interesting...

UNKNOWN SUBSTANCE

In random each plot of land, there shall initially be, fairly frequent discoveries of this Planet's natural resources, rare artifacts, and a variety of other player discoveries as they explore The MeinaVerse

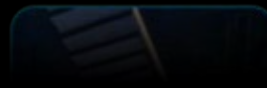
Meinah's Speech-empowered, dNFT (erc-1155/721/20) Characters can be real-world or fantasy-based.

Our fully playable, multi-genre dNFT supply sources:

- curated, established originals,
- duly licensed heroes and anti-heroes, professional creator
- parody analogies (e.g. a comb-over cat analogy of Trump),
- Current Event Bizzaro 'real world' Notorious 'stars' analogies ripped from (unswerve-able), real world headlines, AND,
- newly breaking, Creators from around the globe, (*their community up-voted, dNFT's see a 50/50% revenue split with Meinah.

When a, dNFT Character is deployed for the first time, its baseline, fluidly adjustable traits are stored in that dNFT's metadata, thanks to the ERC-1155's secure, yet updateable properties we use in concert with Blockchain, Chainlink's VRF and the widely interoperable Binance sidechains.

As the character is utilized it "levels up" and gains its own individuated experiences thru interactions both physical as well as Verbal. and evolves, the metadata can easily change to reflect its growth. Any associated achievement-based awards, upgrades, and so forth are tracked by Block chain and auto-conferred instantaneously to that MeinahVerse Community Member's specific dNFT Character.



Land & Real Estate Meinah dNFT's...



...function a bit differently, as most land or real estate is a 1 of 1 purchase. But being dNFT's, Land, rare Elements and some items a player finds or acquires can also communicate.

Communications involve Real Estate logs; detailing any Player's Character explorers that have visited M-Verse land; as well as any meaningful, natural past phenomena, (i.e. " *Did this parcel of land ever experience volcanic, seismic, or planet strikes from celestial activity?*

In-game, as part of a game's plot, players may be offered outright, or directed to specific 'locations' / parcels of land.* Players also may, when available, purchase plots of virtual, M-Verse land.



GAME - FI

Precious Metals & Elements

Our Rare Element & Precious Metals MeinahVerse dNFTs will, also, thru Blockchain and Chainlink features, update to any qualifying interactions. Their provenance, authenticity as well as last appraised values, are all stored within each element, securitized by Blockchain. Updates in trading prices of a given element are accomplished via Chainlink VRF,v2, and Polygon's sidechain.

Any onward sales, swaps, stakes for goods & services, and short-term collateral, are duly logged, and valued in real-time. Chainlink Meinahverse Trading System Blockchain validated.

"The MeinahVerse is unusually rich in minerals, precious metals, gems, and highly exotic, rare elements. Land strikes or random discoveries..." This excerpt regarding Precious Metals & elements hints that there may be some very exotic **Easter Eggs** to be discovered in the MeinahVerse ...we'll be vague right now, but such involves Chainlink VRF and RNG quite a bit.



EASTER EGG DISCOVERIES

In the MeinahVerse

ALL Material INTERACTIONS your MEE Character to another dNFT are logged + fed Real Time into the MeinaVerse. Relevant impacts (positive or negative) to a any of a Player's acquired Characters are reflected, real-time in the Player's Dashboard and achieved. Thanks to Blockchain + Chainlink VRF in securely saving, achieving and updating the fluidly changing data involved.

ANY PLAYER will be curious about their dNFT's valuation standings and will frequently check in to their MeinaVerse Dash multiple times per week. (if not per day).

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Those 'Planet Strikes' mentioned? Only the Land Registries can identify exotic, extra-planetary elements as such...these originate from space. And within 48 hours of discovery, many can confer MetaHuman powers/abilities to their holder.

It is a crapshoot as to whether the powers conferred are boon (a la Super Soldier Serum) , or a curse (*The Invisible Man* or Norman Osbourne's untested elixir that triggers enhanced abilities, yet, also the gift of incurable insanity).

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The differing layers of removal, varied choices of which camera perspectives we leverage in each of our core games and our casual, mini-games will hold common threads that run through all of our games and varied '*happenings*' that crop up when Players, in their chosen, Speech-enabled, playable Characters explore the MeinaVerse, all have plot -advancing rationale to them. A good analogy to our cycles of game development is similar in manner to which Marvel rolled out its roster of Feature Films ; their calculated roll out of content as well as our Game Content initially present as satisfying, stand alone entertainment, yet both serve a dual purpose as they also advance longer burn storylines that culminate in macro-plot reveal and Super-Boss level threat to be quashed. If you succeed in ultimately dispatching the all encompassing threat, a new Phase begins.

Development, as well as Player progression along these lines, felt a hand-in-glove fit.

We also want to play a bit with the '*Meta*' aspects of Reality, whether it is a found artefact, or even fun little references as we've done with the MeinaVerse's foundation naming (all are fictitious corporations within feature films whose overreach triggers AI-based chaos).



From Day One, we've imagined The MeinaVerse as a destination where there is always something going on, a place where you never have seen it or done it all (as we keep adding content & optimizing), and a destination filled to the gills with its range of choices of interactive, as well as more passive entertainment. It also felt correct to deeply define just a few of the Provinces whose varied territory '*Provinces*' are each unlike the others, and, each, rumored to be a compelling mix of addictive, potentially deeply rewarding and lucrative to explore, as well as at times, quite treacherous, to the health & well-being of M-verse players' playable, speech-enabled, dNFT Characters.



THE MEINAHVERSE

Thank You!
Our very best & respect,
The Meinah Team

Thank you to: [Nat Friedman](#) , [Daniel Gross](#), [Evan Conrad](#), [Alex Gajewski](#), for the taking the time and opening the doors!
And Big Thanks to our **Lead Tech Advisor**, **Eachan Fletcher**, Founder of AI Company, **NestEgg** and former Expedia, EAN Family of Brands, as their CTO /immediately previous VP of Product (update: Eachan's company Just acquired over the holidays)

THEY MAKE OUR
OFFERING
BETTER!:



Telegram: @MeiNahCW



clark@meinahverse.me



clarkmeinah@gmail.com

Redundancy
back up



<https://www.meinahverse.me>

WEBSITE UNDER CONSTRUCTION



<https://www.meinahverse.nft>
Via Brave & Opera

Acquired but not developed as of yet