



META

- SKINNY & HOPE -

WHITEPAPER V1





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Statement

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Statement

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1. Background

1-1. Metaverse + VR + 5G era background

The listing of Roblox in March 2021 made the Metaverse concept detonate the market, and the market value of nearly 40 billion US dollars completely opened up the imagination of the "metaverse" industry. In the Metaverse, users no longer deliberately distinguish between physical real existence and digital virtual existence. More importantly, the Metaverse creates a brand new virtual connection between users and their family, friends, pets, favorite objects and experiences. The environment is the carrier of the next generation of social world. META SKINNY&HOPE links virtual sports social and real body sense, which is a major milestone in the combination of human sports health and metaverse.





In August 2021, ByteDance invested heavily in the acquisition of Pico, a leading domestic VR (virtual reality) startup hardware equipment company, which once again sparked heated discussions in the market, reflecting ByteDance's determination to enter the metaverse field, and also made technology companies one after another in the market. The layout of the metaverse domain has entered the public eye. Apple, Facebook (Meta), Microsoft, Google, Huawei, Tencent, ByteDance, etc. are all building a metaverse ecosystem, strategically positioned as the "next-generation computing platform".

The concept of Metaverse was originally derived from the 1992 American science fiction writer Neo Stevenson's "Avalanche", which describes a parallel real world network world–Metaverse, all people in the real world have an incarnation in the Metaverse, in the Metaverse. Among them communication and life. Metaverse includes various elements such as 5G, AI, VR, XR, blockchain, Web3.0 and content production. Its core is to continuously optimize through virtual experience VR (Extended Reality), continuous iteration of VR technology and equipment Users' digital life experience; digital services based on VR and 5G will continue to penetrate around various scenarios, which will bring breakthroughs to the subversive and immersive metaverse digital life experience and become an important carrier for opening the metaverse era.



Nowadays, people's living standards are gradually improving, and people pay more and more attention to health. Paying attention to your own health index and insisting on exercising has become an important way for people to maintain a healthy body. However, when it comes to sports, people always think of the high price of the gym and the monotonous environment; outdoor sports, and worry about the weather and safety factors. It seems that fast-paced city life and traditional sports patterns have been running counter to the goal of sticking to sports.



Under the META SKINNY&HOPE technology ecosystem, combined with Metaverse+5G+VR+NFT, these problems will be rewritten. Terminal products such as VR immersive sports, smart somatosensory wearable devices, and smart bracelets are equipped with fast mobile networks, so that sports are no longer limited by factors such as scenes and weather, and sports can be more interesting and professional. In combination with the Metaverse Play-to-Earn, players' NFTs can be freely traded and sold. META SKINNY&HOPE makes the movement not only lively and interesting, but also profitable. It truly realizes a new mode of earning profits while having fun while exercising.





1–2. 5G+VR+WEB3.0, provide immersive sports experience

Most of the traditional sports modes are gym sports, outdoor climbing, running, etc. The reasons why people are unwilling to participate and persist are easy to understand: the indoor environment is monotonous and the outdoor interference factors are large. Under such constraints, VR immersive sports have entered the public's attention. The use of VR immersive sports can solve the above problems well. After wearing VR glasses, the sports environment can be switched at will. Even if you ride a spinning bicycle or use a treadmill indoors, you can achieve the effect of being in the nature.



Some other wireless VR devices on the market generally still use WiFi networks, and the transmission rate is only about 150Mbps. Excessive computing data cannot be transmitted in real time, which greatly affects the screen refresh of VR devices. Especially in

bumpy sports such as rowing, the low refresh rate of the picture is easy to make people feel dizzy. Therefore, VR scenes that can be used wirelessly are generally very simple and rough, and the experience is not satisfactory. As we all know, the transmission speed of 5G can reach 66 times that of 4G, and it can reach 1Gbps in the 28GHz band; the end-to-end delay is 1/50 of 4G, less than 1ms; and the 5G network has the characteristics of super mobile bandwidth, supporting 256 Antenna and full-duplex communication can double the system channel capacity. Through the 5G network, VR equipment can truly realize the wireless application, and the large data generated by high-speed computing can be transmitted in real time. When people exercise at high speed, they can also enjoy immersive scene switching, making the exercise more attractive.



1–3. Smart somatosensory wearable device + Metaverse + NFT to enhance the fun of sports

When it comes to VR sports, we have to mention somatosensory. The recently popular movie "Ready Player One" has drawn people a world where VR and somatosensory are combined. There are still many constraints to realize the scene in the movie, one of which is the transmission of massive data generated by real-time human-computer interaction.



Take the Microsoft Kinect somatosensory peripheral product as an example. This product tracks the changes of the user's body movements and commands based on the built-in infrared camera, sensors and microphones, and at the same time performs simple manipulation of various games and applications. Due to the requirement of real-time interaction, the data flow is very large, so USB3.0 CABLE is used for transmission. But the fatal weakness of wired transmission is that it cannot achieve long-distance connection. In some large-scale somatosensory interactive application projects, the remote connection between Kinect and Windows server is indeed a headache for many engineers. Even with a USB3.0 optical fiber extender, the maximum distance between Kinect and Windows game server can only be 150 meters.





In the 5G era, by using millimeter waves for transmission, the maximum speed can reach the transmission rate of USB3.1, and the transmission of large amounts of data required for real-time interaction is guaranteed. At the same time, 5G can also use a large number of small base stations to cover peripheral communication, greatly extending the connection distance between somatosensory peripherals and servers. In addition, the network slicing technology of 5G network can also distinguish virtual network functions through slicing, ensuring that the delay when the device is used is not affected. Users only need a somatosensory peripheral to connect to the server in the cloud through the 5G network to operate, thus eliminating the purchase cost of the host. Then, through 5G mobile edge computing, users can save traffic costs.

People in the future must have their own identity in the metaverse world. META SKINNY&HOPE combines the metaverse and NFT. Yes, sports have become a very mission-oriented thing. At the same time, you can trade freely. In the experience of the Metaverse Somatosensory Movement, you can also get the META SKINNY&HOPE ecological governance token income METASH, the fun of the movement has been greatly improved, and the profitability has also been guaranteed.



1–4. The Metaverse Era Has Come

Following the desktop Internet era connected by PCs and the mobile Internet era connected by smartphones, Metaverse has detonated the imagination of the next era of information interconnection, creating an ideal virtual world through the perfect connection between virtual and reality. The concept of Metaverse was originally derived from the 1992 American science fiction writer Neo Stevenson's "Avalanche", which describes a network world parallel to the real world – Metaverse, where all people in the real world are in the Metaverse. There is an avatar in which to socialize and live.



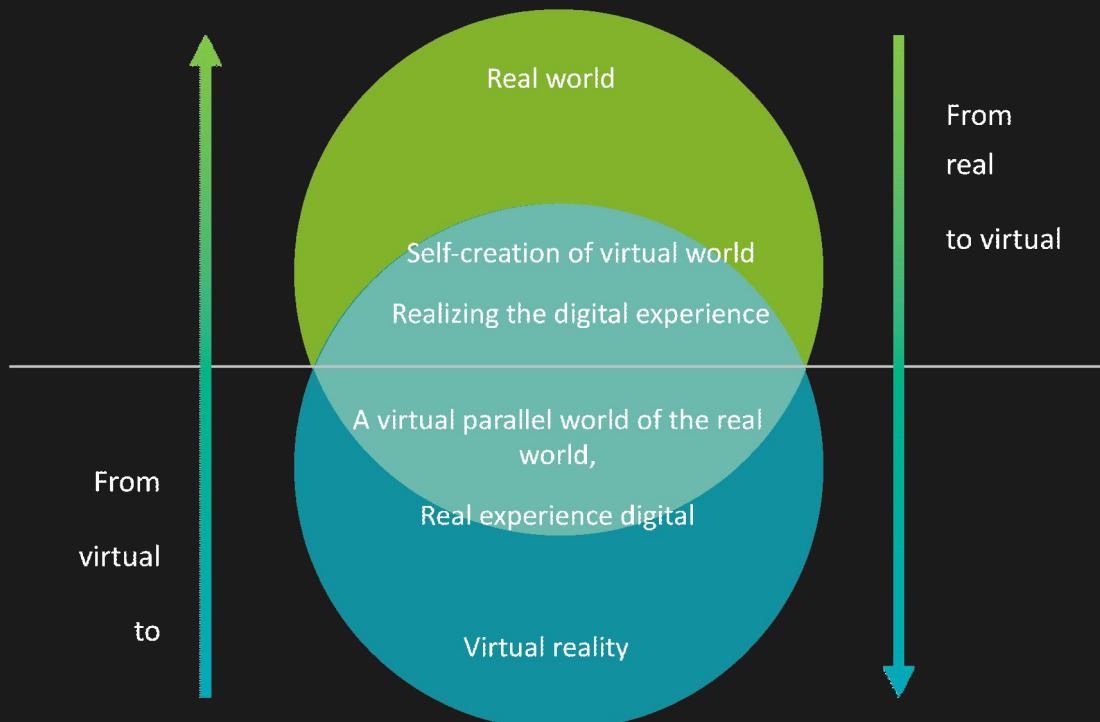
The sandbox game platform Roblox, as the "first stock of the Metaverse", once again proposed the concept of the Metaverse in its prospectus, which triggered heated discussions and pursuits in capital and related industries. Subsequently, Facebook changed its name to "Meta", which further stimulated the market's interest in the Metaverse. The enthusiasm for the metaverse concept quickly pulled the sci-fi concept of the metaverse into real life.

The coexistence of virtual and real is a key feature of the Metaverse, which is reflected in six core elements, including immersion, virtual identity, digital assets, real experience, virtual and real interconnection, and a complete social system. In the future, the development of the Metaverse will, on the one hand, turn from reality to reality, to realize the digitization of real experience, and on the other hand, from reality to reality, realize the reality of digital experience.



The development path of the Metaverse includes two directions:

One is from the real to the virtual, based on the imitation of the real world by the virtual world, by building an immersive digital experience, enhancing the digital experience of real life, and emphasizing the realization of the digitization of real experience. In the era of mobile Internet, virtual worlds are mainly established in 2D forms such as text, pictures, and videos. In the future, in the metaverse era, the real physical world will be digitally recreated in the virtual world, and a completely virtualized parallel world will be established.



The Second is to move from the virtual to the real, detached from the imitation of the real world, and self-creation based on the virtual world can not only form a value system independent of the real world, but also have an impact on the real world, emphasizing the realization of the reality of digital experience.



For example, the augmented reality game "Pokemon Go" helps brands attract consumers' attention by setting up a way to issue limited shopping coupons in specific locations linked to the brand. META SKINNY&HOPE will also distribute METASH online in the future as experience coupons for offline experience stores, so as to realize the promotion of real consumption by digital experience.





2. Abstract

META SKINNY&HOPE is a somatosensory game that combines metaverse, NFT, blockchain, VR, 5G and Web3.0 in the context of the times. Players can buy and obtain NFT sports props in META SKINNY & HOPE. Through exercise, they can obtain META SKINNY & HOPE's ecological governance token income METASH. NFT sports items can be sold in C2C transactions in the mall or between players, and the ecological governance tokens of META SKINNY & HOPE can also be directly traded in Pancakeswap.





META SKINNY&HOPE's vision is to create an experiential metaverse world through 5G and VR technology. In this metaverse world, players can enjoy exciting games, experience Metaverse VR immersive exercise, and obtain META SKINNY&HOPE ecological governance Token income METASH. Players can exercise and socialize freely without the need for centralized governance. The goal of META SKINNY&HOPE is to break the existing development model, enable users to truly have the ownership of game items through the non-fungible token NFT, and obtain the benefits of ecological governance tokens by participating in the game.

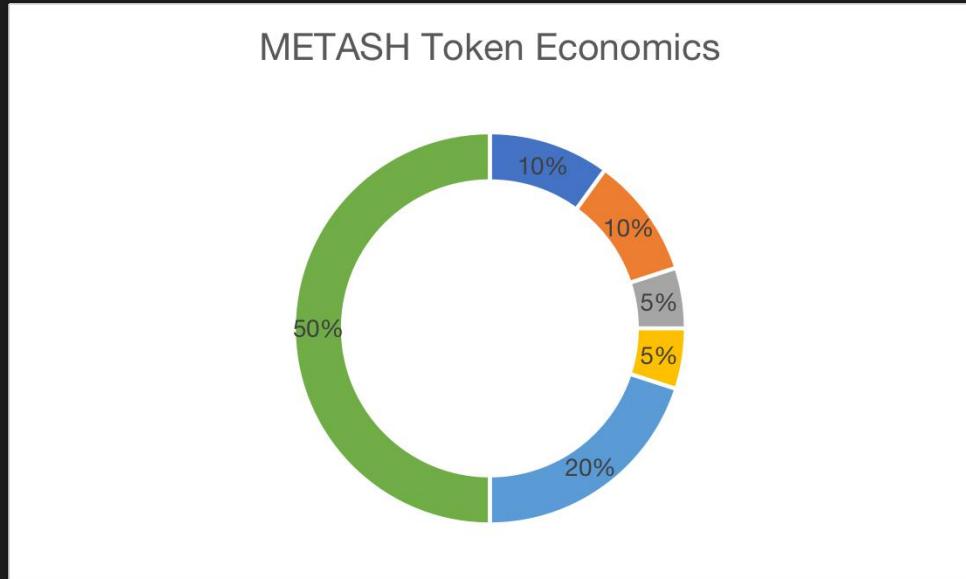
2-1. METASH Token

METASH is an asset token for players to freely trade in-game assets outside the game, and is the ecological governance token of META SKINNY&HOPE. The total issuance is 1 billion, with no VC, no ICO, no reservation, and no additional issuance.



Name: METASH

Circulation: 1 billion



10% Pre-sale

5% Airdrop

10% Liquidity

20% NFT holder bonus

5% Community Building

50% Metaverse ecological bonus



2–2. METASH usage scenarios

Game

In the META SKINNY&HOPE somatosensory sports game, players can use METASH to directly purchase NFT props, open levels, and clear equipment. METASH is the circulating token of META SKINNY&HOPE. After the game goes live, META SKINNY&HOPE will initiate a proposal in the community to launch the NFT mall, and users' NFT items can be traded directly in the META SKINNY&HOPE mall.

Play-to-Earn

After the game is launched, a daily bounty system will be opened. Players can collect tasks in the game every day, and they can get a lot of METASH by completing the tasks. In the game competition and social networking, by linking with other players for sports competition, there will be a lot of METASH drops in the future. METASH can be withdrawn on the PancakeSwap decentralized exchange METASH/USDT transaction.



Governance

METASH is a governance token that enables holders to participate in the governance decisions of the platform using a distributed autonomous organizational structure. Players can exercise voting rights on key game iterations, such as attributes granted by the Foundation to content and game creators, and feature priorities on the platform's roadmap. Holders of METASH can vote for themselves or delegate voting power to other players of their choice.



Foundation

The role of the Foundation is to support the META SKINNY&HOPE ecosystem, providing grants to incentivize high-quality gaming sports and sports networking on the platform. The foundation has funded more than 20 metaverse projects so far, and the overall valuation of the metaverse grows through the valuation of all games funded by the foundation, creating a virtuous cycle that enables greater game funding.





3. Game Introduction

META SKINNY&HOPE is a game application developed by the world's first-class game R&D team based on the metaverse + somatosensory sports track. The NFT function assists, solves the commercial pain point of the market because the game itself is not enough, and the upper-level economic system is prone to collapse, and finally constitutes one of the future elements of the future Metaverse fitness and social era. From games to the future, META SKINNY&HOPE can realize the connection between virtual and reality, and users can connect with the physical industry in the game and the display world.





3-1. Function introduction



META SKINNY&HOPE has a variety of gameplays for players to choose from. For example: FUNNY FREE KICK, PITCHING, ARCHERY KING and other popular games. Many gameplays are based on small games that players have a very strong sense of experience in the real world, which is easy for players to understand and operate. In addition, this part of the game has a high historical and cultural value and has been recognized by most players because it is the player's childhood memory.



A variety of game modes are available for players to choose from, including SINGLE MODE, BATTLE MODE, SPEED MODE and GAME MODE. The sense of movement brought by each mode is different, and SINGLE MODE is suitable for one person to experience. In the game, you can invite online players or friends to play BATTLE MODE battles together, and players who win the battle will be rewarded with METASH ecological governance tokens. SPEED MODE is suitable for players who like exciting sports to experience, and there are a variety of fast speed games in it. The most interesting way to play is GAME MODE, which can invite friends or players to play together online. GAME MODE is a social somatosensory game. In this mode, players can add friends and empower friends to become neighbors in the metaverse. good friend.



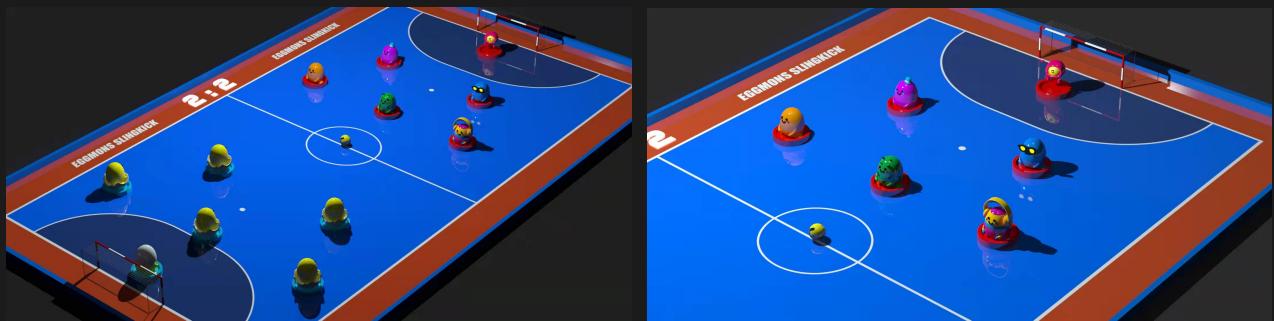
3-2. META SKINNY&HOPE NFT



META SKINNY&HOPE combines blockchain, players truly have ownership, and users create content to symbolize assets stored in players' wallets, users retain copyright forever, and game-related ownership is immutable. At the same time, based on blockchain storage technology, assets are absolutely safe. Participants can also earn META SKINNY&HOPE ecological governance tokens, which can be freely traded on PancakeSwap. In the game, players need to use NFT props, for example: in the ARCHERY KING game, they need to buy NFT props to play.



In FUNNY FREE KICH, players need to purchase ball NFT props to participate in the game. In the speed mode rapid mountain bike game, players need to purchase NFT bicycle props to participate in the game. After all the items are online in the NFT mall, they can be directly traded and sold.



All sports game scene design and modeling of META SKINNY&HOPE give players the ultimate sense of experience. Human-centered computing can truly reach its full potential only when players live in a world where the virtual and the real are intertwined, rather than interacting with the virtual world through a flat port, which is what META SKINNY&HOPE is all about. where.

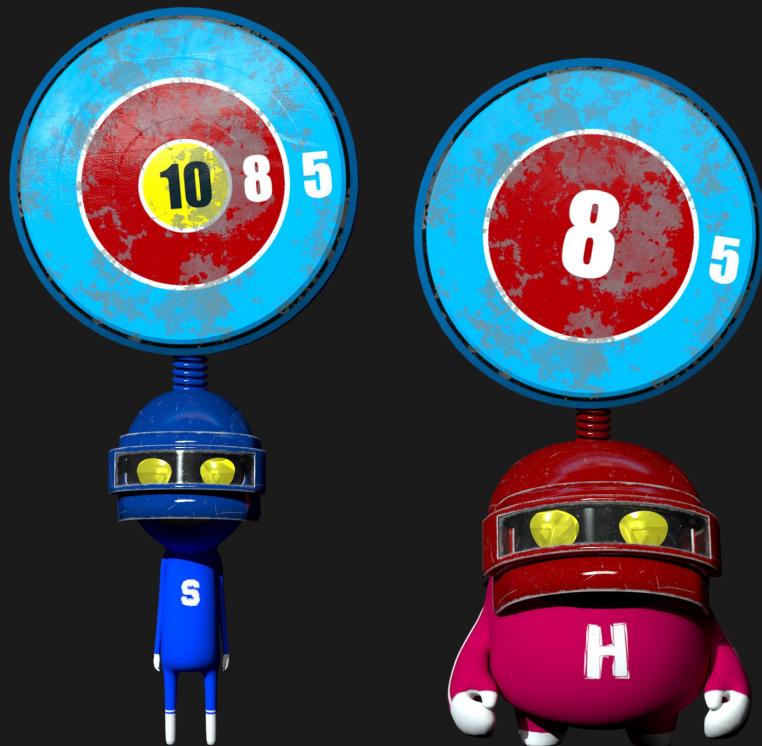


META SKINNY&HOPE's vision is that in the near future, all metaverse fitness players will carry a more powerful computing tool around the clock in their daily lives, not necessarily any hardware form we see today, but it brings a virtual and reality A new game sports world that is fully integrated and switched at any time: players can give commands in a more natural interactive way, or wave their hands or snap their fingers, or just turn their heads, and the direction they look at, the desired sports mode will appear.





Through electromyography and brain-computer interaction, players only need to think about it, and it will understand your intention and carry out the next step. In many cases, it does not even require the player to issue specific instructions. Through the perception of the surrounding environment and complex artificial intelligence algorithms, it actively screens information for the player, and even assists the player in making decisions. This is the new game sports world of VR+5G+WEB3.0+ metaverse built by META SKINNY&HOPE.





3–3. Introduction to offline physical stores



In recent years, blockchain technology has been deeply integrated with more and more real industries, and has played an increasingly critical role in promoting the coordinated development of cross-regional manufacturing, industrial interconnection, intelligent manufacturing, data sharing, and financial empowerment of the real economy. effect. META SKINNY&HOPE offline physical experience stores are distributed all over the world. In the future, METASH will be distributed online as experience coupons for offline experience stores, so as to realize the promotion of real consumption by digital experience.



The metaverse concept is on the rise. Metaverse empowers the research and development of VR somatosensory sports and the innovation of manufacturing business models, which can effectively solve the problems of trust and efficiency in the industry and bring new value experience to users. In fact, the Internet is the era of information sharing, and the blockchain and the metaverse are the era of value sharing. The characteristics of Metaverse's "strong experience" strongly support the upgrade of "VR sports" and "somatosensory sports". METASH is the output of digital value tokens based on the Metaverse. The circulation and incentives of METASH can effectively promote the creation of VR.

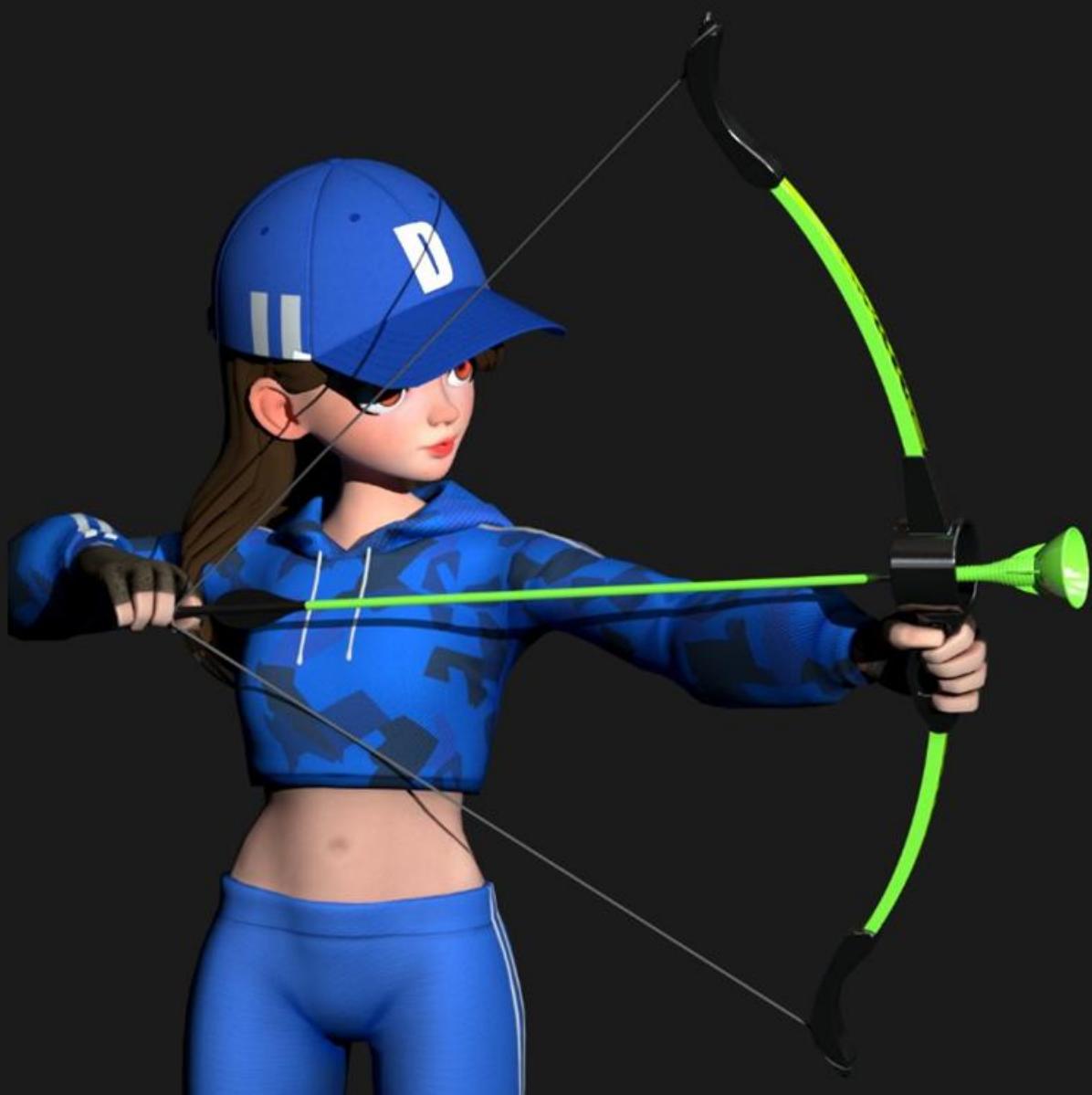


Metaverse somatosensory sports quickly crossed the gap and achieved exponential growth, forming a new somatosensory sports business ecology based on intelligent hardware.





In the future, META SKINNY&HOPE will further promote the sharing of resources, promote the combination of online virtual and offline stores for Metaverse VR somatosensory sports, actively promote the development of 5G technology, actively deploy WEB3.0, and realize the full implementation of blockchain + entity . And quantify, value, and capitalize player data.





4. Development Roadmap

META SKINNY&HOPE started operations in 2018 and currently has thousands of physical stores around the world. At present, the Metaverse and WEB3.0 are being deployed, combined with the Metaverse Somatosensory Movement, to create the concept of the Metaverse National Fitness. Soon, metaverse virtual real estate and metaverse music will also meet players.





4-1. Existing Milestones

META SKINNY&HOPE currently has thousands of physical stores offline, and in 2020, it has built a blockchain team to explore the application of the combination of physical stores and the Metaverse. After the team was built, they began to write a white paper and established the META SKINNY&HOPE Foundation. At present, META SKINNY&HOPE has received exclusive reports from many media, the popularity is constantly rising, and the community consensus is getting stronger and stronger. Combined with more than 1,000 offline physical stores, META SKINNY&HOPE community users have exceeded 100,000.





4–2. Future Milestones

2022–2025

Our goal is to become one of the leading established key players in the Metaverse through the Metaverse Movement, reaching over 1 million monthly active users within the next five years. To this end, we will work on:

Game guild cooperation

We will work directly with game guilds and the community to add extra features they need, promote more player participation, and keep the market hot

Marketplace

Our capabilities will drive long-term interaction platforms with META SKINNY & HOPE, where developers work and collaborate to build more advanced collaborative workflows in teams. As well as creating features and regularly organizing their own competition reward pools, defining each DAO and rules



Sports Players

We will be releasing the Game Player sports app on multiple platforms. We will improve the gameplay of the metaverse and distribute the ecological revenue for players to explore and participate in META SKINNY&HOPE. Players will have their own economic goals and movement goals. The META SKINNY&HOPE platform can serve as a common hub for players, providing different somatosensory sports experiences, chat rooms, online sports and other featured gaming experiences.





A more detailed circuit diagram is as follows:

2022

Partnerships — new IPs and premium NFTs to be announced

Gaming Platform – Over 1000 Sports Games Available

Multiplatform – game availability across platforms

Game creator – co-build mode, create games with friends, custom scripting

Bounty campaign — Prepare airdrops and bounty campaigns every month





A more detailed circuit diagram is as follows:

2023

Game Platform – Over 500 game characters available

Partnerships — new IP and premium NFTs to be announced

Game creator – co-build mode, create games with friends, custom scripting

Bounty campaign — Prepare airdrops and bounty campaigns every month

Distributed Autonomous Organization — META SKINNY&HOPE
Distributed Autonomous Organization will enable players to participate in major decisions on the gaming platform





5. Technology

Blockchain technology is used to record ownership of tokens and enable owners to transfer/sell/use tokens without restriction. IPFS is used to store the actual digital asset, ensuring that the asset cannot be altered without the owner's permission. META SKINNY&HOPE is a project based on the concept of Metaverse Somatosensory Movement issued by BSC Binance Smart Chain. It has unique traffic advantages and is another star project of Binance Smart Chain in 2022.

5–1. Future Technology Integration

The advantages of Binance Smart Chain include:

- A rich and growing digital asset ecosystem powered by the leading decentralized trading platform Binance DEX
- Transaction fees as low as 1 cent
- A high-performance network that can generate a block every 3 METASHonds
- Cross-chain DeFi mechanism to enhance DeFi interoperability
- Support the Binance ecosystem, providing funding and other support for many DeFi projects



- With millions of Binance.com and Binance DEX users and constantly updated and expanding ecosystem
- A large-scale encrypted asset project network established in cooperation with BSC

Infrastructure and Tools: ChainLink, Band Protocol, Trust Wallet, Ankr, BSCScan, Bitquery.io, MathWallet, MyWish, CertiK, Torus

DeFi: Swipe, Aave, 1inch.exchange, WazirX, DODO, dForce, Bounce.finance, Spartan Protocol, MCDEX, Cream, ForTube, DeBank

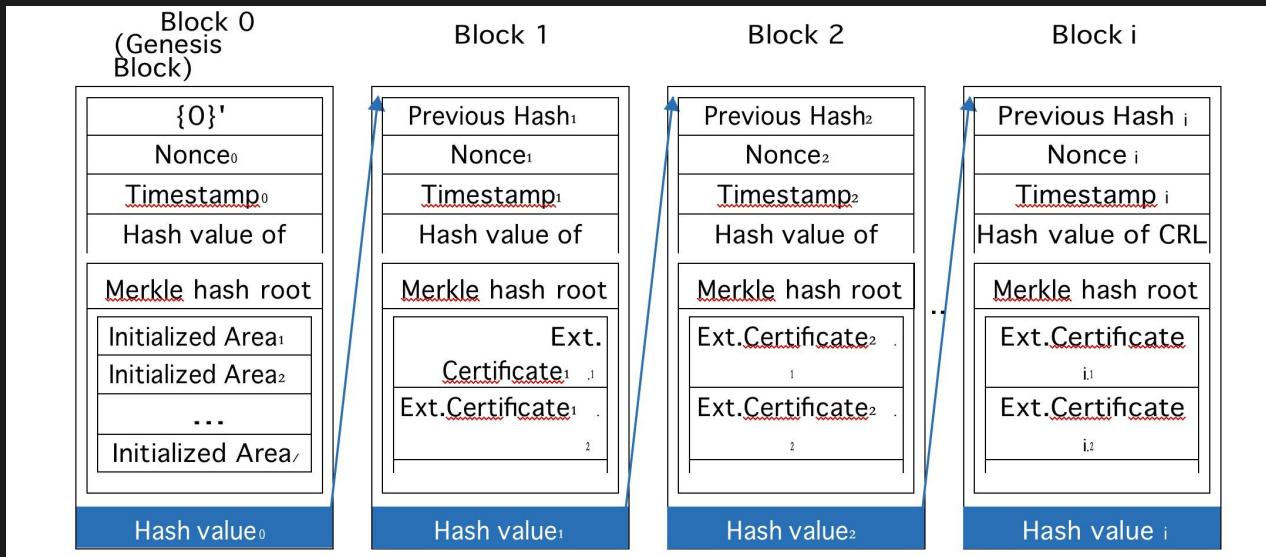
Cross-chain liquidity providers: RenVM, pNetwork, Thorchain, Ferrum.Network, Alpha Finance

Other industries: Dapp.Review, Ontology, Travala.com, Republic.co, Clutch, BCA

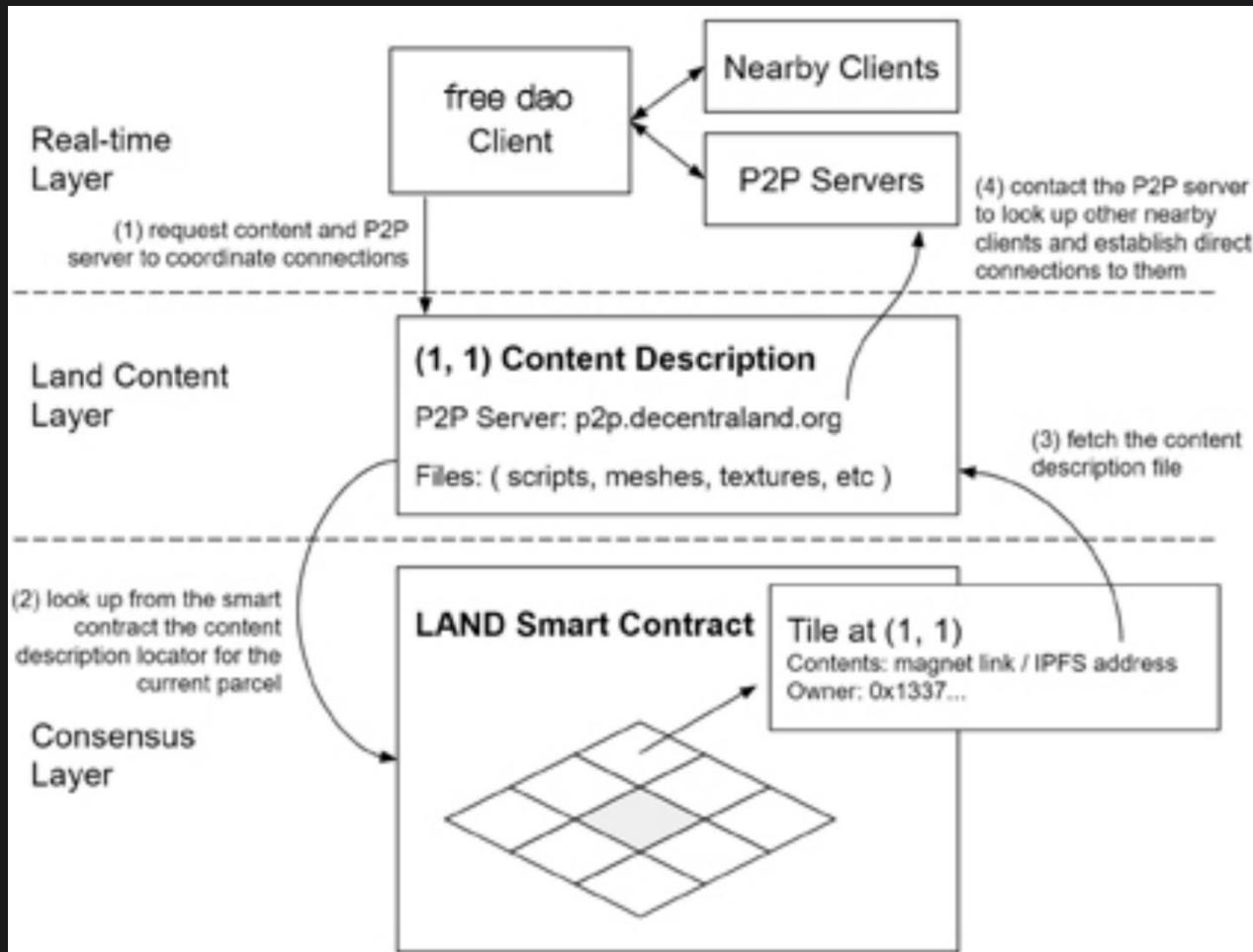


5–2. Technical Solutions

The VR technology used at the bottom of META SKINNY&HOPE technology and the core algorithm of the underlying architecture of the metaverse will also be combined with 5G real-time transmission technology in the future to enable players to have a better sense of interaction in sports experience. The calculation method adopts the separation consensus, that is, the selection and ordering of transactions and the recording of transaction output results, and it is proved that this can significantly improve the throughput without compromising METASHurity. The underlying technology of META SKINNY&HOPE has high performance and can guarantee ACID.



Compared with the traditional architecture, META SKINNY&HOPE's execution data throughput is increased by 56 times without compromising METASHurity and decentralization. In the consensus process based on proof of stake, META SKINNY&HOPE incorporates a variant of the consensus algorithm so that consensus nodes reach consensus on the blocks they approve at each block height.



5–3. Game Engine

We developed a custom player engine on META SKINNY&HOPE engine. Our engine leverages the power of DOTS, a new data-oriented technology, through extensive use of the Entity Component System ECS and Operating System. By using the new Universal Rendering Pipeline URP, players are satisfied in the game battle, PVP, and upgrade experience.



5–4. Security

The META SKINNY&HOPE market relies on the METASHURITY of the BSC smart chain for the operation of its smart contracts. The only wallet that affects our smart contract logic is our multi-signature wallet, and on our backend we govern a database that caches smart contract events to track ownership. Our backend also stores temporary assets. Therefore, in this regard, its responsibility is minimal. The assets of users and the platform are Jedi safe. In addition, the R&D team is constantly iterating and upgrading in a timely manner to prevent DDOS attacks.



6. Team introduction

The founding team of META SKINNY&HOPE is in South Korea, and there are more than 1,000 physical experience stores around the world, which are distributed all over the world.



6–1. Team Member

Ebru Aktaş META SKINNY&HOPE President and CEO

Ebru Aktaş is the co-founder and CEO of META SKINNY&HOPE. He is a board member of Animoca Brand and a veteran entrepreneur in the social gaming industry. He sold two software companies (Wixi Inc. and 1-Click Media) and served as a consultant to gaming, social media and software startups.



Ebru Aktaş started his career with a resume P2P transfer platform for a blockchain gaming company, one of the first distributed computing software (DCIA) platforms.

Ömer META SKINNY&HOPE COO and President

Ömer is the co-founder and COO of META SKINNY&HOPE. Passionate about blockchain technology, sports, gaming and education, he is a very active speaker and evangelist dedicated to the opportunities that NFTs bring to gaming. He is now building the metaverse with META SKINNY & HOPE. Ömer also became the chairman of the Blockchain Gaming Alliance in 2020.

Yagmur Eda Alici CFO META SKINNY & HOPE

Yagmur Eda Alici is the co-founder of the first online payment company in Thailand, with over 20 years of experience in the fields of finance, technology and motion. He holds an MBA from London Business School with a focus on the financial industry. Participated in the MIT Entrepreneurship Executive Program.



Investor in Onur COŞKUN META SKINNY&HOPE

Onur COŞKUN is an investor in META SKINNY&HOPE. He has more than ten years of experience in research and investment in the field of blockchain. At the same time, he is very optimistic about META SKINNY&HOPE and has invested in many successful blockchain projects.

zehra mülayim CTO of META SKINNY&HOPE

Zehra mülayim is the chief technology officer of META SKINNY&HOPE. He has been focusing on the research and development of blockchain technology and product iteration for more than ten years. He once worked in Microsoft's technical department and currently manages a technical team of 60 people.



6–2. Consultants

Ahmed	Ahmed, who is based in South Korea, has made a lot of money in the cryptocurrency industry. Under the leadership of many entrepreneurs and engineers, Ahmed has accelerated the global application of blockchain through strategic investment and community building.
Slinda	Slinda is an early investor in many well-known chain game projects around the world, and has achieved very good investment achievements in the GameFi field. Slinda focuses on guiding business strategies, developing partnerships, and developing company platforms.
Bellar	Bellar is the co-founder and CEO of the world's top NFT platform, a serial entrepreneur and angel investor. A graduate of Stanford Graduate School of Business, he gained industry recognition as an entrepreneur focused on internet and technology companies.
Murfer	Mufer is the chief operating officer of the most famous investment foundation in the United States, and the co-founder and board member of the World Blockchain Association. He is a co-founder and angel investor with a strong general management background, 20 years of entrepreneurial experience, including all types of start-ups, from early stage to post-IPO companies.



Related Challenges

It is the responsibility of any METASH purchaser to know and comply with all applicable laws and regulations of any relevant jurisdiction. Any potential purchaser of METASH should consider the risk factors identified in this section. If any of these risks materialize, it may have a

negative impact on the issuer's financial and operating performance, thereby preventing the issuer from fulfilling its obligations under this white paper. On the date of this white paper, the Issuer Governance Committee has identified challenges and risks. This does not rule out the possibility of other risk threats. Buyers must be aware that the impact on issuers may be exacerbated due to a combination of several risks that arise simultaneously.

One of the main challenges of the project is the usage rate of the artist and creator community starting to trade the asset, which will be the key point behind METASH demand generation. So we're focused on developing a robust, multi-platform product that goes viral by delivering a well-established VR sports game focused on solving problems and community needs. Therefore, we are developing strong communities in different parts of the world, with a focus on Southeast Asia.



We think there will be more potential for awareness and learning curve in Southeast Asia. The success rate of the program will depend on the priorities and preferences of consumers and their ability to rapidly anticipate, identify and exploit those priorities and preferences.

The industry in which the issuer operates is an emerging, disruptive and fast-moving industry. This includes, but is not limited to, developments related to the business itself, the underlying technology, and the resulting regulatory and legal implications. Specifically, in terms of public knowledge and understanding of emerging technologies such as distributed ledger technology, smart contracts, and other innovative technological arrangements. As of the date of this white paper, this knowledge and understanding is still incomplete. The resulting risks may not be fully understood and new additional risks may arise in the future.



Because Issuer's commitments depend on the continued and proper functioning of its technical infrastructure, Issuer faces various risks in properly maintaining its technical infrastructure. These risks include, but are not limited to, cyber attacks, data theft or other unauthorized use of data, and other malicious interference. Some parts of the infrastructure may be outsourced to third parties. In this case, the issuer relies on technical arrangements made by such third parties to perform its arrangements.

Issuers are bound by various laws, including regulations and rules promulgated under those laws, and are exposed to risks as a result of changes in laws and the timing and impact of corresponding changes in laws. This includes changes in its interpretation that the issuer cannot predict. The growth of the issuer and its business is partly attributable to the efforts and capabilities of its governance team members and other key personnel, particularly its executive committee.



END

