



# METATOWN Token

Deflationary token with real utility behind it.



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## INTRODUCTION

METATOWN is a metamorphosis world with the unique concept of gaming and technology. METATOWN is based on the Binance network. METATOWN a mystical world in gaming, which is highly occupied with problems and challenges with different Meta monsters.

METATOWN is a world developed by the players with the help of other people worldwide and can develop a proper government through voting. The voting system creates the concept of the land because only those who can vote to possess the land in the METATOWN . There will be unlimited opportunities for the players to buy the land of METATOWN . Players will be able to purchase and build their own NFTs content and the real estate, lots of games, which builds the crypto assets Land, which is among the NFT part of the game.

METATOWN is a play-to-earn game where different games are available in the other areas of the METATOWN . With \$MTOWN, players may build their games, stores, museums, etc. as the players need land and a pet to play, which must be bought. There are some other NFTs like those that Wearables are available in games. Players can also go to events all across town. Additionally, The token of \$MTOWN has a comprehensive utility as it can be used to purchase the Virtual items, Virtual Lands, NFT assets and Hold token.



## MISSION

METATOWN's mission is to provide novel, quick, fast, and convenient ways in the METATOWN community's metaverse for people to receive secure, adorable, and better services. METATOWN wishes to create a separate universe for the players, complete with various facilities and a system where players can earn and make money while having fun. METATOWN wants to build a perfect platform where players can enjoy the games, play with dignity, and live in the METATOWN world while following proper protocols. Players have to buy the land in the metaverse to become citizens, make NFTs and cast a vote to contribute to the governance of the broader virtual world of METATOWN . The players will attend all the events and special occasions in the METATOWN .

## METATOWN





## VISION

METATOWN's vision is broader as it wants to become the world's largest play-to-earn NFT game platform that is the key part of the objective of METATOWN assuring equal opportunity for hundreds of millions of people who have been ignored by society outside of the market. It aspires to provide clients with creative and secure experiences that provide good advantages for a long period based on the two networks. Our utility token has superior stability than other tokens, which is appropriate for its intended use. The payment process using a cryptocurrency based on Binance is extremely fast and secure. Our objective is to give a quick and easy way to play in which the user will have the option of making money while having a good time in the metaverse of METATOWN . We want our consumers to be forward-thinking in their usage of our services, and we believe they will be. Our objective is to instill a sense of loyalty in METATOWN and its players by providing rapid services.



## NON FUNGIBLE TOKENS (NFT)

### MARKET

NFT sales totalled \$2.5 billion in the second quarter of 2020, up from \$13.7 million in the first half of 2020, according to Marketplace Data. This can be a digital image, video, or in-game object in NFT. NFTs are recorded on the blockchain by their owners, allowing them to be traded as digital assets. NFTs are still very popular. The popular NFT marketplace OpenSea set a new monthly sales record in June. Others consider NFTs a long-term investment with the potential for price growth.

According to NonFungible.com, buyers have surpassed sellers on the Binance blockchain since March. The amount varies depending on the type of transaction. In the first half of 2021, DappRadar predicts \$2.5 billion in sales across many blockchains. NonFungible.com has removed approximately \$8 billion in "DeFi" NFTs with a \$1.3 billion investment. Both firms track only "on-chain" sales. Several of the most extraordinary NFT transactions take place "off-chain," needing the inclusion of human data. In March, Christie's sold a digital shot for \$69.3 million. Then, a "CryptoPunk" painting sold for \$11.8 million at Sotheby's. In June, there were 246,000 buyers and sellers on the NBA's Top Shot marketplace, down from 403,000 in March. In June, a Top Shot "moment" cost \$27, compared to \$182 in February. Others rose to prominence when the popularity of NFTs waned. A total of 10,000 digital apes NFTs make up the Bored Ape Yacht Club. An ape sold for \$3,600 on OpenSea on July 1, up from \$215 in April. According to Yuga Labs, the club has made over \$61 million in income.



# NON FUNGIBLE TOKENS (NFT)

## OPPORTUNITIES

One obvious advantage is that art created with NFTs can be sold for a profit. Several Formula One teams now offer commemorative images of their race cars for sale. People may be able to earn royalties if their NFT becomes popular. There is almost no requirement for prior knowledge of blockchain technology, and there are numerous instructions available to help them set up their own NFT. Depending on the market, if they already possess the artwork, they can convert it to an NFT in a few simple steps. Companies can, of course, engage a team of artists and engineers to communicate their brand best.

The lack of interest in NFTs is a source of concern for everyone. The solution, on the other hand, is significantly more straightforward. A Beeple NFT was sold for USD 69 million at a Christie's auction. NBA Top Shots are NFT-based trade cards that cost around \$200,000 each. Several NBA NFTs were initially available for as little as USD 9.

Prices that are reasonable or Most likely not. While the expenditures appear to be excessive, they serve as a reminder of the critical need for NFTs. There will always be a demand for digital art treasures, even if prices do not remain as high as they are present. Businesses may connect with bitcoin fans by issuing NFTs.



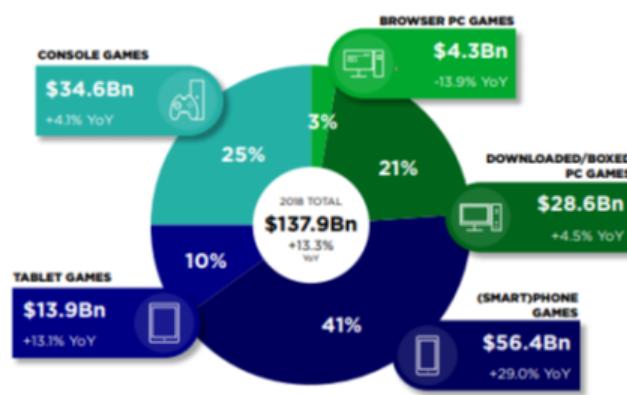
# GAMING

## OVERVIEW

According to estimates from The Global Games Market, it took more than 35 years for the games industry to grow to a \$35 billion industry in 2007. This year, the market is expected to earn \$137.9 billion in revenue. In just 11 years, new values worth \$100 billion were created.

Mobile gaming is the largest segment in 2018, accounting for more than half of worldwide game revenues for the first time. Gaming on smartphones and tablets generates \$70.3 billion in revenue, accounting for 51% of the global market. This industry has the most participants, with 2.2 billion, the majority of whom play on smartphones.

THE GLOBAL GAMES MARKET  
PER SEGMENT



SEGMENT BREAKDOWN OF GLOBAL GAMES REVENUES  
TOWARD 2021





## GAMING

### OVERVIEW

The gaming industry is booming, with console and PC games increasing. The console is the second-largest segment, with \$34.6 billion in revenue in 2018. With a CAGR of +4.1 percent from 2017 to 2021, this will rise to \$39.0 billion in 2021. In 2018, the PC segment as a whole will generate \$32.9 billion, making it the third-largest. Lower browser PC sales offset growth in downloaded/boxed PC games since browser gamers have largely switched to mobile. Revenues from browser PCs will continue to decline, with a CAGR of -16.1 percent from 2017 to 2021, reaching \$2.5 billion in 2021.

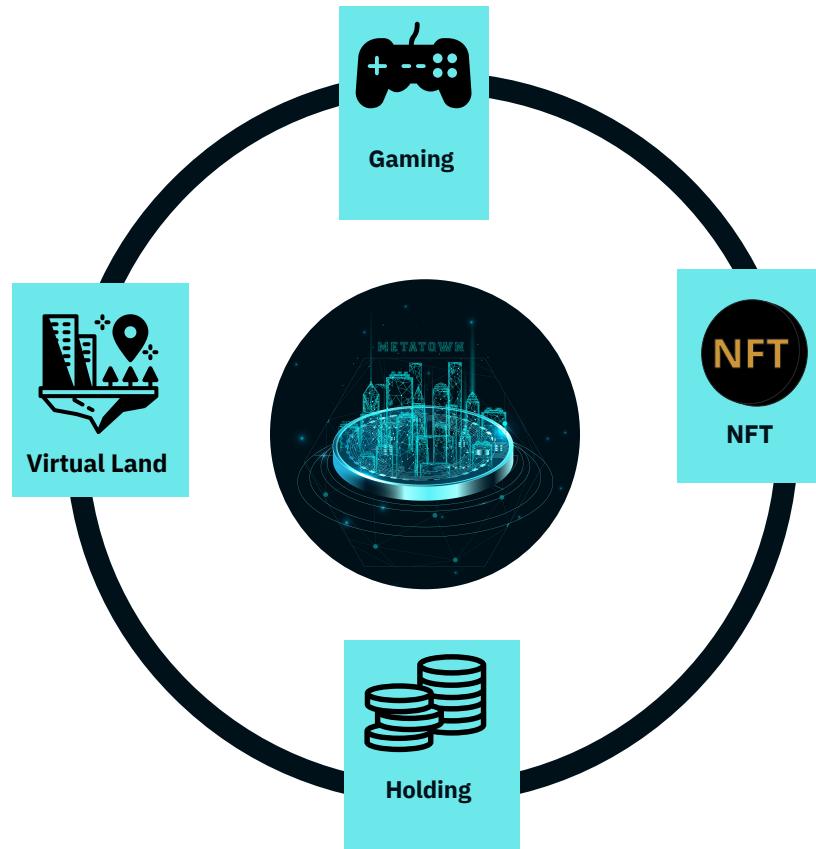
The Asia-Pacific region will earn \$71.4 billion this year, accounting for 52 percent of global game revenue. This is a year-over-year growth of +16.8%. Due to continued growth in smartphone gaming, the Asia-Pacific region's overall revenue share has risen marginally in recent years. The section has by far the largest player base.



## USE CASE OF THE METATOWN TOKENS

The utility of the METATOWN is also extensive as it is based on the Binance blockchain, Binance network is strong, secure and reliable as per their ecosystem. \$MTOWN is based on Binance.

The Binance based token \$MTOWN is the main token of METATOWN , which will be utilised for different purposes. Players have to enter the METATOWN game while purchasing land and a pet, which will be through the \$MTOWN token. Players can buy the breeding and Pets with this token. The most important thing is the land and NFT, purchased with \$MTOWN. The Token will be used for the governance in which voting, staking and curation will occur.





## ECOSYSTEM

The ecosystem of METATOWN is very robust and broader due to its metaverse. METATOWN is a broader concept of a new virtual world where players will enter the new world by crossing the entry barrier and getting the land and pet that is mandatory to participate in the game. The use of NFTs in the game in the metaverse of METATOWN makes it a unique ecosystem and a unique platform. METATOWN is based on Binance. The ecosystem of METATOWN entails NFTs, Gaming, lands, farming/mining, Governance, voting and staking. The ecosystem of the METATOWN is discussed below in the graphic details.



01

**HOLDING**



02

**NFT**



03

**GAME**



## ECOSYSTEM

### HOLDING

Through this Holding method, METATOWN holders can earn incentives and rewards. Those that invest in this process, for example, gain a return on their investment in transaction and trading fees. Furthermore, certain users are rewarded for their contributions as a creator.



### NFT

A non-fungible token is a unique, non-transferable data unit stored on a digital ledger. As unique objects, NFTs can be linked to easily reproducible goods such as images, movies, audio, and other types of digital files, and blockchain technology can be used to offer public evidence of ownership for the NFT. NFTs in the METATOWN is unique and very different from the other NFTs. Here the NFT is the land of the Metatown. Before beginning to play in the METATOWN world, the player must acquire an NFT land. The land will arrive with coordinates and be registered under the player once the purchase is completed. There are different six types of NFT land in the metaverse of METATOWN . Before entering the METATOWN world, the player must first get an NFT land. The land will be sent with coordinates and registered under the player's name when the purchase is finished.

# GAME

**METATOWN** is a gaming platform, which is a metaverse and based in the virtual world of **METATOWN**, which is a new and broader concept. Through the gameplay in the **METATOWN**, the players will explore a mystical world whole with expeditions and challenges. Players here in the **METATOWN** can build their assets and compete for resources and rewards with millions of other people. These games will take place in **METATOWN** world. Where players can buy and develop NFT content. The game's non-fungible tokens (NFTs) include the game's real estate assets as well as in game virtual items. Using **\$MTOWN**, players can buy land and create whatever they want on them. Like real estate, the value of this land may increase over time as more people join the game and the economy grows. Players can build games, stores, or anything else as per the need of the players and the land. Players can either play the games already available in **METATOWN** or buy property for **METATOWN** and build their games, stores, museums, etc. Games can also provide NFTs like wearables. They can also go to events all across town.



## UPON ENTERING METATOWN WORLD

-  Player can create their avatar and buy, sell and hold it to earn passive income. Colour, skin, sound are customizable etc.
-  Player can buy and sell virtual in game items from our marketplace.
-  Player will also get governance rights after holding token.



## METATOWN WORLD

A town that is floating on the sky. A mystical realm where user can build content that suits them. A town where mystical and rainbow inter-twined. A city where player can went into with their avatar. Rebuilding such city will need resources, talent, and many more. Which will be supported by all continent in METATOWN world. You can create your own Avatar and sell it as NFT as well as use it in games.

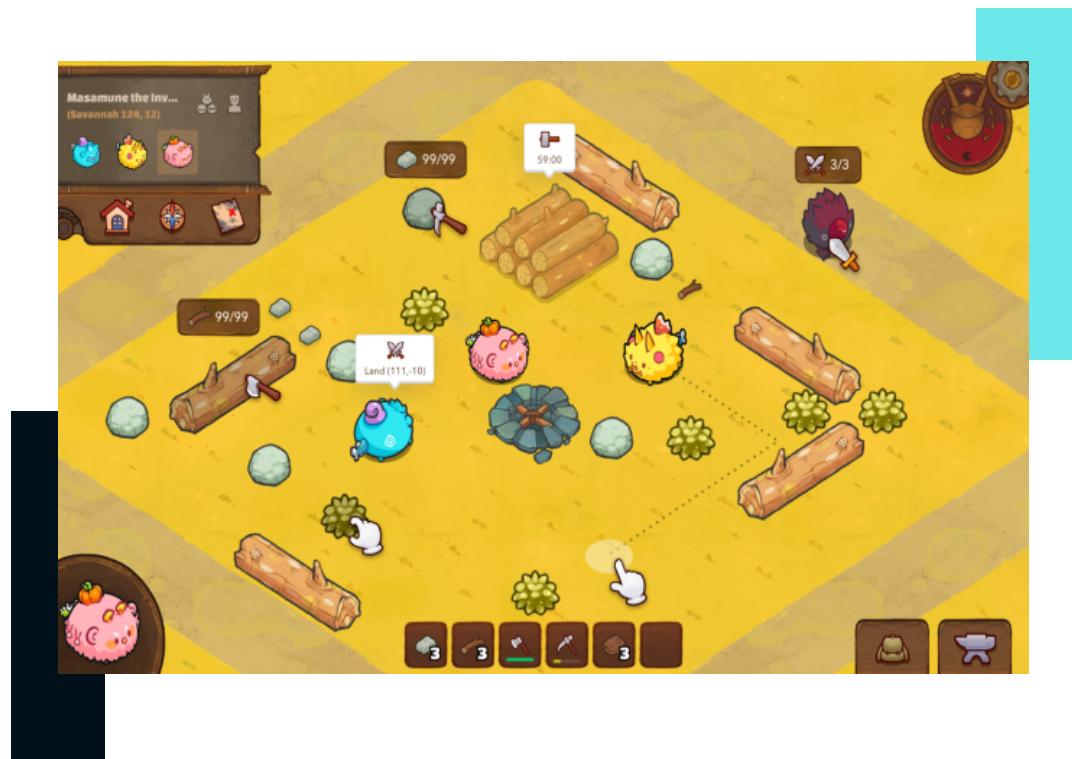




## VIRTUAL LAND

The virtual land is the real estate asset of the METATOWN , which is also used as an NFT in the game. Where players can buy and develop NFT content. The game's non-fungible tokens (NFTs) include the game's real estate lots. The players can buy land or participate in game to enter the world of METATOWN and participate in the virtual ecosystem.

Using \$MTOWN, players can buy land and create whatever they want on them. Like real estate, the value of this land may increase over time as more people join the game and the economy grows. They can build games, stores, or anything else their wish on the land.



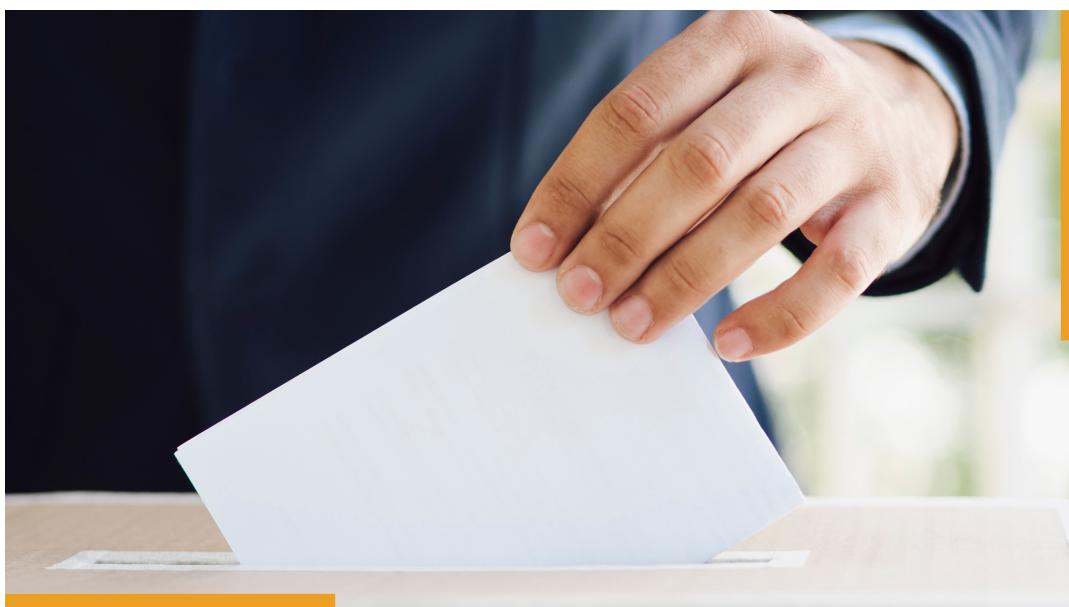


## GOVERNANCE

Governance is an important part of the world though it is real and virtual as it has to run the mechanism and machinery of the world as per the different protocols. METATOWN also needs governance for a better and improved mechanism and protocols. METATOWN is managed by and governed by the players of the METATOWN . METATOWN is an open world in which players can collaborate with individuals from all around the world to govern the planet. Only land-owning players can participate in the METATOWN Universe's governance.

## VOTING

Those players will be able to participate in the voting of the METATOWN , who possess the land and tokens of the METATOWN . They will be able to take part in the governance of the METATOWN world.





## TOKENOMICS

# TOKEN DETAILS

**NAME**

**METATOWN**

**SYMBOLS**

**\$MTOWN**

**BLOCKCHAIN**

**BINANCE**

**NETWORKS**

**BEP-20**

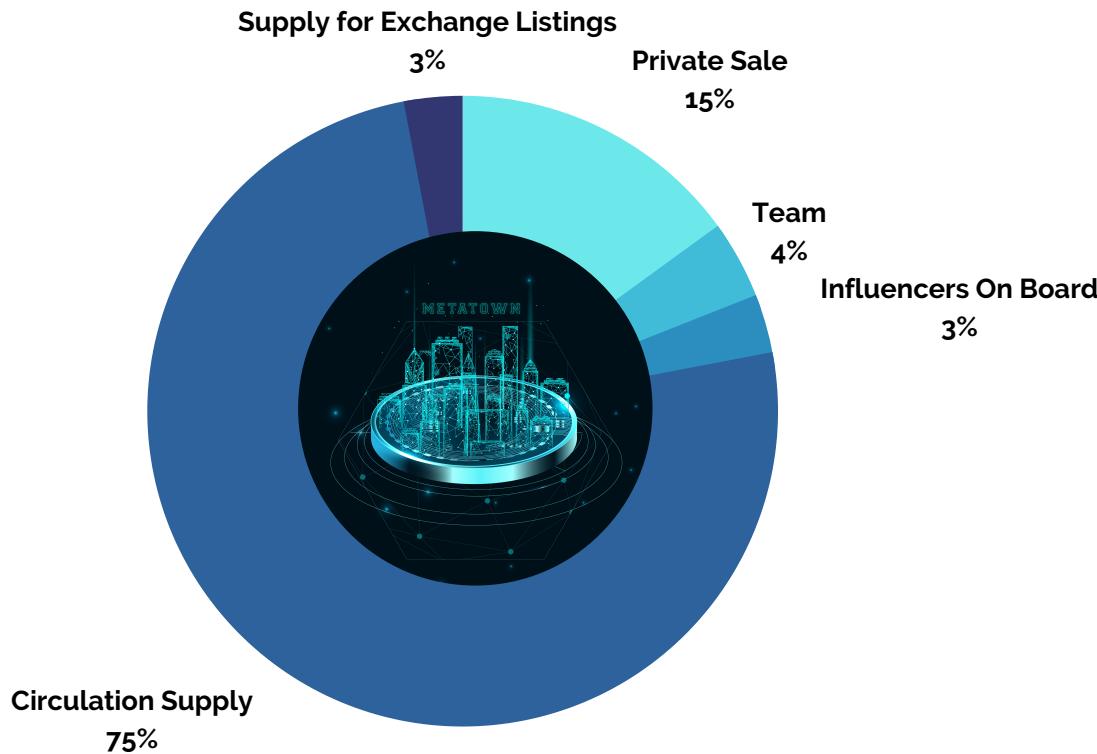
**CIRCULATING SUPPLY**

**75%**



## TOKENOMICS

# TOKEN DISTRIBUTIONS

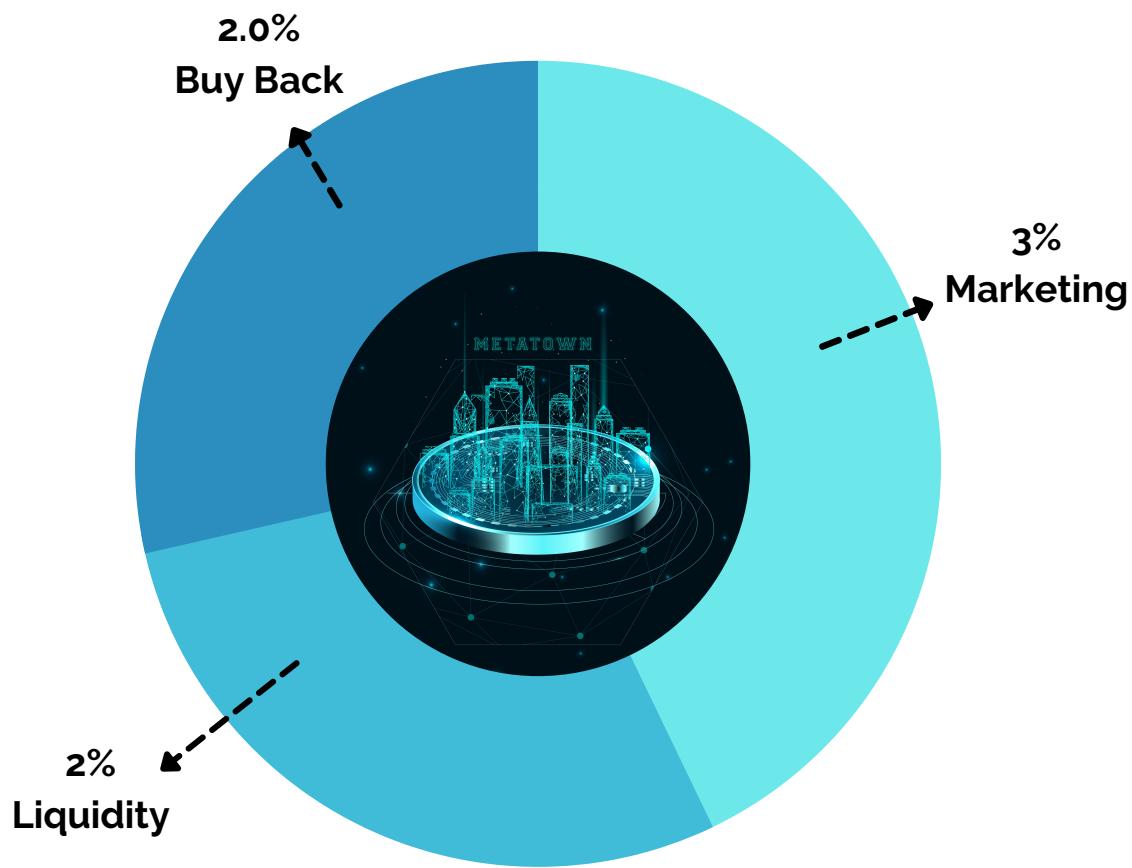


Private Sale	15.00%	
Team	4.00%	
Influencers On Board	3.00%	
Circulation Supply	75.00%	
Supply for Exchange	3.00%	



## TOKENOMICS

# FUND UTILIZATION



## REVENUE MODEL

- **3% of tax is fixed for marketing purpose**
- **Liquidity - 70% locked for 12 months then sold in auction sales and proceed to company's treasury**
- **2% gone to Liquidity**



# ROADMAP

