MꓱCꓱW TOKEN

Blockchain Gaming Evolution, Deflationary Utility automatic Buy-Back Token

WHITE PAPER

VERSION 1.0 REV.2

TABLE
OF CONTENT

INTRODUCTION

MCW is a smart contract platform that allows game developers to mint, distribute and transact Smart NFTs representing in-game items. Smart NFTs are NFTs with dynamic properties that can change based on certain conditions. Smart NFTs are the next step to making decentralized in-game items mainstream and offer a massive range of potential opportunities that are not possible with traditional NFTs. We want to create an easy-to-use interface and API for creating Smart NFTs, an open marketplace for transacting NFTs using the MCW token.

►THE ISSUES◄

Inability of Ownership

Gamers don't truly own their items and don't have the freedom to send, receive and trade, these items due to complete centralization and control of in-game items by game developers. In-game, items can be manipulated, deleted, or outright shut down by game developers, which keeps gamers from truly feeling like they own their items.

Shady Marketplaces

Since many videogames do not allow items to be traded, shady high-fee marketplaces are created, and sometimes entire accounts must be traded to transfer ownership of an in-game item from one person to another.

Difficulty in Developing a Virtual Economy

Many small games want to provide their users with the ability to buy, sell and trade in-game items. However, building an entire inventory and marketplace system is time-consuming and difficult.

THE SOLUTION◀

Cryptocurrency provides us with an opportunity to give gamers true ownership over their digital items and collectibles and a way to produce truly scarce digital collectibles. This gives in-game items true intrinsic value, gives gamers a real monetary incentive to acquire in-game items, and gives game developers plenty of opportunities to earn more revenue from their products. MCW wants to provide easy-to-use solutions for minting NFTs – Nonfungible tokens – to represent in-game items. We also want to provide

Smart NFTs: NFTs with dynamic properties that can be changed based on time-based conditions, function-call-based conditions, or real-world conditions offer a new world of potential NFTs. This is an idea that has yet to be effectively implemented in an easy way.

WHAT ARE WE CREATING?◀

Smart NFTs

MCW will provide an easy-to-use user interface to mint smart NFTs as well as an API for developers to mint NFTs. These NFTs, along with all their metadata, will reside on the blockchain as BEP721 smart contracts.

A BREAKDOWN OF A SMART NFT: ◀

Logo	Unlike traditional NFT marketplaces like OpenSea or Rarible, the logo, or image, is not the NFT itself. Instead, the NFT is the actual in-game item represented by a developer within a game. The look, feel, and the game developers entirely determine the functionality of this item; however, the underlying item itself cannot be fundamentally changed.
Name	Item name; appears in wallet and marketplace
Description	Item description; appears in item product page
Collection	Collections are unique, meaning there cannot be two of the same collections. Collections are simply categories that are used to group NFTs.
Game	The game property is used to identify NFTs by the game they originate from. An NFT created by a non-game developer does not belong to any game and does not require a game property. Games are unique, and there cannot be two of the same games. The game property may be used to search for NFTs that belong to the same game. Additionally, games may have their product page with a title, description, and image.
Properties	Properties are essentially the stats and unique traits that make up an in-game item. Properties may be numerical values such as damage or strings such as rarity, type, etc. Properties may be read by the game developers and can affect the functionality of an in-game item. For example, a weapon can have a "strength" property that affects the amount of damage it deals.
Dynamic properties	Dynamic properties may or may not have an initial value. They can be changed in three possible ways: time-based, function call-based, or oracle-based. Game developers may attach a script to an in-game item that changes its dynamic properties. This is where the term smart NFTs comes from. Having dynamically programmable properties opens the doors for a wide range of possibilities.

A BREAKDOWN OF A SMART NFT: ◀

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Static properties	Static properties are set when the NFT is first minted and cannot be changed afterward.
Transaction tax	The creator of an NFT can set a tax paid to them every time the NFT is transacted on the Altura marketplace. This allows game developers to earn revenue from their in-game items even after they are initially sold.
Timebased	Dynamic properties can be set to change when a specific date and time are reached or every specified time interval. For instance, a Pokémon NFT may have a property representing its evolution, and that property may be programmed to increment by one every 20 days until a specific value is reached.
Functioncall based	Functions may be written to change a dynamic property. These functions can be programmed such that they can either be called by the owner of the NFT or solely by the game developer or both. Having dynamic properties that the creator of the NFT can only change makes it such that game developers can continue to have control over their items regardless of who they belong to.
Oraclebased	Oracles, such as ChainLink, are third-party services that provide smart contracts with real-world data. An NFTs dynamic properties can be programmed such that it will change based on real-world conditions. For instance, a playing card of a soccer player can have a property called "games won," which represents the number of games won by that player in his career. Oracle-based dynamic properties are a revolutionary idea and greatly expand the possibilities of what NFTs can be used for.

A MARKET PLACE ◄

MCW will provide a native marketplace for transacting NFTs created through MCW. The marketplace will allow anyone to list their NFTs for any price or sell them through an auction. The marketplace will be open for anyone to list any NFT. However, users will be given the option to view only NFTs created by verified game developers. Since the MCW marketplace is an open marketplace, we want to make it easy for game developers to have their items separately catego-rized from the masses. Game developers will be verified through a manual verification system conducted by the MCW team. Verified games' items will be separated from the masses to provide a noise-free marketplace for legitimate projects. Verified games' items listed by individuals will also belong with the noise-free market. The lister does not matter in this case, just the item. All transactions con-ducted on the MCW marketplace will be settled in the MCW native token, and sellers will receive the MCW token.

APIs AND SDKs ◀

APIs and SDKs are essential to interacting with MCW' NFT infrastructure. We want to create the tools for developers to mint, access, and transact NFTs within their video games on the fly.
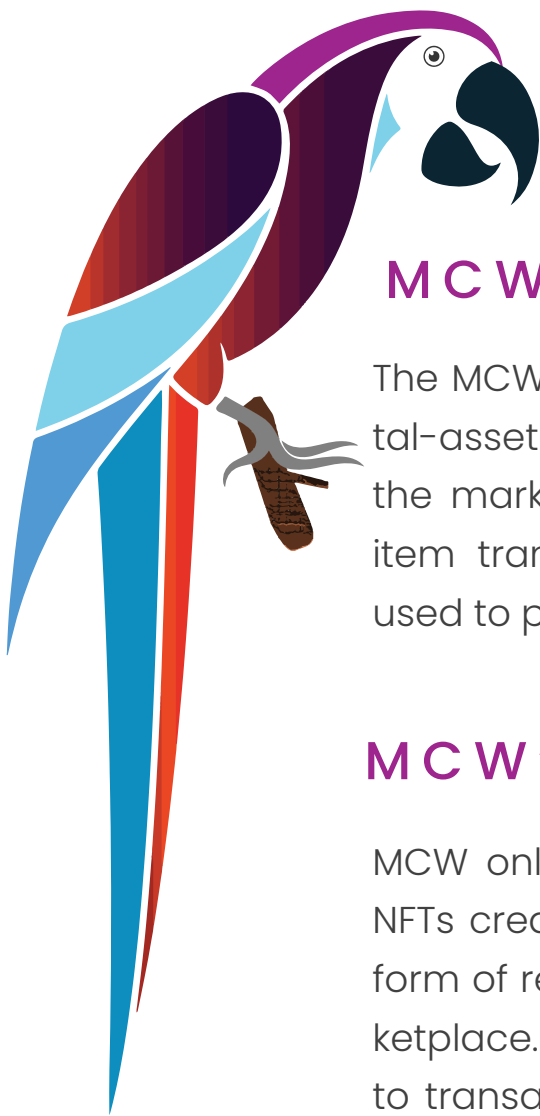
MCW TOKEN FUNCTIONALITY ◀

The MCW token is the native currency of the MCW digital-asset marketplace. It is used to buy and sell NFTs on the market. Additionally, game developers will receive item transaction commissions in MCW. The currency used to pay for transaction fees on MCW own.

MCW' REVENUE MODEL ◀

MCW only makes money from the MCW marketplace. NFTs created through MCW do not provide us with any form of revenue unless they are transacted in our marketplace. However, third-party marketplaces may open to transact MCW smart NFTs, and we will be unable to profit from transactions done on third-party platforms. Every time an NFT is transacted on the MCW marketplace, we will take a small fee from the payment.

GAME DEVELOPER'S REVENUE ◄

Game developers can make money from their NFT in three ways: They can sell their in-game items, which may have an infinite supply, and provide a way for in-game items to enter the marketplace without the game developers directly selling the items. This allows items to develop an entire economy.
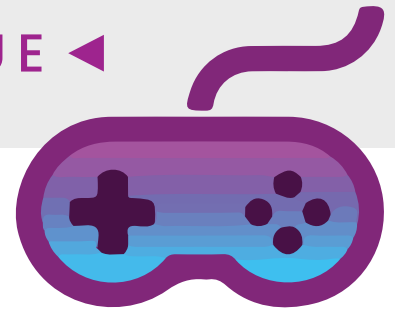
Additionally, when a developer mints an NFT or NFT blueprint, they can specify how much of a fee they receive every time the item is transacted on the MCW marketplace. This makes it such that every time an item is bought/ sold on the open marketplace, the game developer

MACAWNIBAL
A P2E METAVERSE | PLAY-TO-EARN

Play-to-earn games are the new gaming model taking the world by storm. The first game that we are working on releasing in the Macaw Metaverse is Macawnibal.

Macawnibal integrates several factors such as quest-based earnings, renting NFT items, a marketplace, and more for players to earn by participating in the game.

Macawnibal is a decentralized game with a unique NFT collection built on the BSC network. To play Macawnibal, you need the Macaw character and it's mighty cohorts.

Two token systems. MCW will be the governance token, and MCB will serve as the reward token, which players can earn via completing in-game quests, tournaments, and our future PVP battle mode.

STORY LINE: ◀

MACAWNIBAL

Long time ago, the Macaw Clan where banished from the Yachin kingdom. They where accused of having unusual appearance of colors.

This action didn't go down well with Manek, the son of Mayuza. He had to seek redemption from a famous witch doctor in a far away land of Sosa.

After passing several series of test the witch doctor compelled him to, he was given the so much power he needed to seek for revenge and reclaim his glory in the land of Yachin. He needed an army, so the witch doctor created mighty cohorts that goes with him in battle.

The game play sees Manek destroying each of the adversaries (different breeds of animals). To level up, you can purchase super armor and other special boosts from the market place.
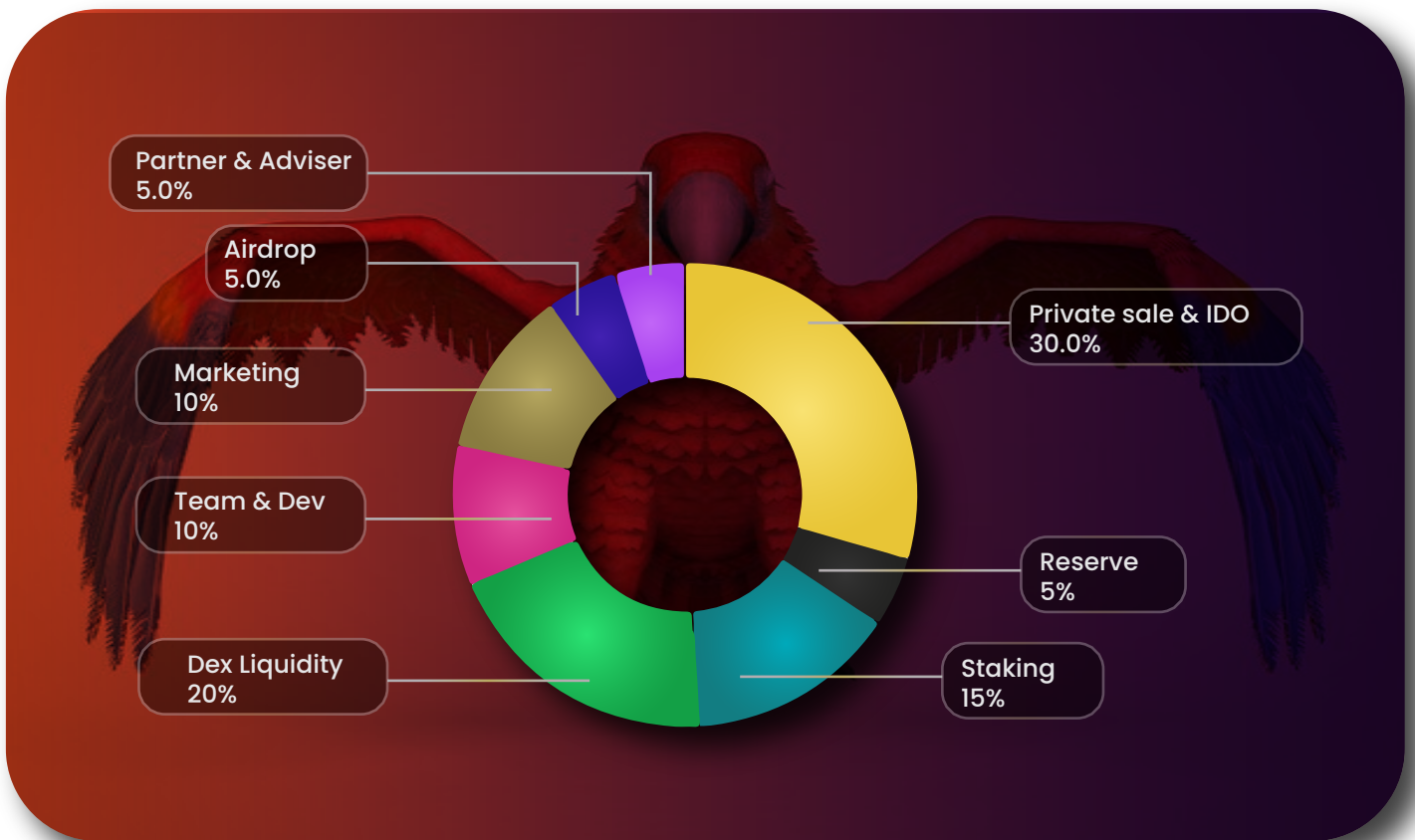
Tips are provided to help players navigate the game modes. And players can choose their virtual game worlds as well as characters. Game worlds that exist are Tree House, Wild plains, Winter forest,

A player has a daily quest to accomplish to earn maximum points of **$MUP**.

MCW TOKENOMICS◄

NAME	SYMBOL	TYPE	CHAIN	SUPPLY	PURPOSE
Macaw Token	MCW	SOL	SOLANA	1,000,000,000	Market transactions, governance

TOKEN DISTRIBUTION◄

- Partner & Adviser 5.0%
- Airdrop 5.0%
- Marketing 10%
- Team & Dev 10%
- Dex Liquidity 20%
- Private sale & IDO 30.0%
- Reserve 5%
- Staking 15%

MACAW TOKEN

ROAD MAP ◄

Phase 1 (Launch)

- Launch of website
- Token private sale on Macaw DEX dapp
- Token presale on Pinksale
- Token listing on Pancake Swap
- Start of marketing and public awareness

Phase 2 (Building)

- Research and development
- Coingecko and CMC listing
- Further marketing for 10,000 users adoption

Phase 3 (Product Development)

- Launch of MCW smart nft marketplace where citizen can trade their assets
- Centralized exchange listing
- Further research and development
- Strategize a marketing and adoption plan

Phase 4 (Product Development)

- Launch of first macaw game
- Collaboration and partnership of gaming industry

Phase 5 (Product Development)

- Second game in development
- More growth

YES WE'RE SOCIAL

@Macaw_Ai

@macawMetaverse

@MacawToken