



HY WORLD META-UTOPIA v1.1

A decentralized autonomous organization
BUILDING UTOPIA with Meta-finance

Don't have a good day, have a great day!

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ALL META-UTOPIANS HAVE VOTED AND ARE WORKING TO BUILD OUR VOXELS TO BUILD UTOPIA AND ENTER THE METaverse

“DON’T HAVE A GOOD DAY HAVE A GREAT DAY! ”

Preface

These words imprinted on me when I first watched Ryan Reynolds's movie: FREE GUY, a film about the life of an NPC (Non-Player Character) who got his own life in the game of FREE CITY through an AI engine, making it the first artificial intelligence character who can determine his own life and how he kicked ass by being the “Nice guy” in a violence dominated game. Sometimes we are so caught up by our lives within games and reality that we forget the simplest act of being a nice guy is to be able to impact someone in a positive way; and what GUY did is he just keep telling people to have a GREAT day. The energy that transferred some this one simple act can snowball to impact someone so great that it may even save lives. The action of “PAY IT FORWARD” from the movie is one that we should practice to make the world today a better place!

The idea of the word FREE is linked to the ability to or having the rights of living, thinking, acting not under the control of others; the release of the true feelings and thoughts of our soul and expressed through speech, emotions, actions, words. The euphoria that we feel when we see the souls of animals running in the wild, flying in the skies, swimming in the oceans and when we are away from our daily lives reflects how trapped our human souls are today; living in a superior biological structure and environment yet we envy the ones in the nature.

The excitement when we first gain consciousness and the ability to remember our actions followed by a series of fortunate random events sets the foundation of the creativity that we today use to define whether a person is a creative person. The

question is why we are bounded by social norms, the word creative comes from the word create, and everyone can create. Hence the popularity and success of ideas of a simple and free world like UTOPIA and simple building blocks like LEGO or the thereafter similar online version called MINECRAFT are cases whereby each single player, regardless of his/her social status, financial status, physical and appearance condition can enjoy the freedom of creation. I believe somehow or another the comfort of being anonymous yet being able to create is same reason why either we start with games, or we escape to games to give our soul a place to be finally free.

The pursue of freedom then evolved from the entertainment industry to the financial industry. A technology called BLOCKCHAIN (blocks like LEGO blocks and MINECRAFT blocks) powered a revolutionary system called BITCOIN:

A Peer-to-Peer Electronic Cash System. Free from centralized and hackable financial systems designed like a Rube Goldberg Machine which charges hefty fees (10%-20%) for those with real needs, omitting users from underdeveloped and developing countries, selling our data privacy infinitely for own profits and using a fractional reserve system tag team with a closed-door treasury reserve whose true numbers are known to X amount of people to simultaneously win at every game, every time, god-like, IMBA.

Fortunately, we humans are a race that continuously evolve and grow, with technology such as the Internet and blockchain, we are now able to gain access to knowledge and communicate cross borders. True enough, with this technology, bad has been done but there are things on the good side too. The 3P papers are proof that the seek for justice and truth are never dying and the flame continues to burn for those with a conscious mind constantly on the pursuit of freedom. **This freedom, this future is now possible in a utopia that is powered by Meta-Fi.**

Introduction

The world of today and the world of tomorrow

/'mede,vərs/

noun

COMPUTING

1.A virtual-reality space in which users can interact with a computer-generated environment and other users.

The word Metaverse has become just as popular today as the word Google the last decade. With references to the movies and animes we all watched; The Matrix series, Ready Player One, Naruto, Star wars and the games we all used to play; Final Fantasy, Habbo Hotel, RuneScape, World of Warcraft, DOTA, CS, Maple story and specifically MINECRAFT; the world that geeks and gamers live in are now becoming a reality and influencing corporations and nations to reside within this space that we have lived in since our childhood days. The idea of the freedom that we enjoy within our space are now getting political and institutional neighbors do not sound like the friendliest news most players want to hear, but looking on the bright side, it is an acknowledgement or a confirmation that we have lived in the world of tomorrow way before these people came along. I suppose that is why the richest people in the world are now dominantly geeks compared to the previous decades, maybe they were the better players that could predict the future. It is kind of exciting and amusing while what we started off most found in Minecraft back then is becoming the next trend in the world. So welcome Presidents, bankers, lawyers, realtors, brokers!

How we built our Metaverse?

Professional gamers and geeks would explain this better; but I look at our metaverse in a way that it was designed by users for users. It works like how the android system is open-source system for programmers to develop freely using its technology. Remember the days when DOTA was DOTA and not DOTA 2, a truly fan-developed arena where heroes such as Rikimaru were so IMBA that it was nerfed to allow a better gaming experience. In Half-life: Counter Strike, we played maps that were fan-developed and in Habbo Hotel and Maple story we exhibited the might of our guilds to broadcasting our love for our virtual soul mate.

Finally, the greatest brains in the world can be found in the building of a simple virtual world called the Minecraft, the epitome of a Creator Economy. The advantage of Minecraft being a Sandbox Game allowed for creativity to be showcased at its fullest; the complexity what it has achieved today is an art piece literally painted by the early contributors to the game. The technological breakthrough in digital science citing an example of how fast a character or an object can move in Minecraft from minecarts and boats by Etho, to horses and flying machines and then with the use of potions and TNTs to accelerate and breakthrough the speed being accomplished within the game can be compared to the works of how automobile companies in the real world endlessly pursuit to build the fastest car in the world. We also give credits to the hardware developers that enhance our machine to be able to render at faster speed to allow for a better user experience for all players.

The best scientists of the games were then able to launch their own private server, creating an exclusive invitation only space they call SciCraft to push the boundaries of the game for us to experience. Others without matching neuro capabilities would then use our other abilities to contribute to the game, such as

building communities through our Youtube Channels, live streaming on twitch, participating in the partner program by contributing our aesthetical superpowers to design skins and create artworks, literate ones would start blogs and the business minds would sell merchandises. Now, let's call forth the community of Minecraft, gamers, and geeks of the world, to embrace a new upgrade to our world, to assemble a new organization, equipped with blockchain technology to start a true sharing economy supported by a free society built by the creators of value!



Status Check Status Quo

Why Metaverse?

The world we lived in has evolved, so much and so fast in the past two decades.

The entire shift in native economy of each country has accelerated at such a pace.

The United Nations (UN) categorize world economy into three main types:

developed economies, emerging economies and developing economies. The problems that are faced by each different types of economies are different based on the age of their economy based on classification and by the size of their economy. The United States of America were one of the first countries to be termed a developed economy while countries such as Japan and South Korea were able to achieve status in a quarter to half the time it took for other developed economies. The similar characteristics of these economies were the ability to command a higher purchasing power, an access to global information and early exposure to financial services. The ability to grow at such speed relied heavily on capital game to achieve the numbers expected on a global scale, as such the result of many developed economies today are pure number games, without laying a strong foundation within.

Let's give an example where the financial power of each country is represented by the size of their goose. Developed countries are upgraded golden goose with the ability to finally lay golden eggs; the more eggs you lay the more of an economy powerhouse. Emerging economies are goose whose feathers are yet to turn gold and whose eggs are still normal goose eggs; these economies have the potential to become golden geese, but they are still on their way training. Developing economies are baby goose, they still do not have the ability to lay eggs hence they need the help of the developed economies. This was normal in the early days when information and travel was not as accessible as today; however, with modern

technology, the baby goose and the normal goose were forced-fed to grow at an accelerated speed to become a golden goose. We all know what happens when force feeding happens, the stability and quality of growth is greatly affected and hence the goose might not live the same old age as the normal golden goose. This example can be seen in the increasing number of social problems amongst the average individual working adult in new developing countries and emerging countries; where the amount of stress they get populated industries such as adult entertainment, psychiatry, marriage consultants and of course abuse of alcohol and drugs to relieve their stress. The spillover effect of their unhealthy lifestyle went directly onto the ones closest to them: family. Those who could not afford the drugs alcohol or entertainment, or those who enjoy this form of release turned to a different way of escaping from reality: becoming someone else in the Metaverse.

The less financial abled in the developed economies knew they were never able to catch up to the mainstream standard of living while the ones in the developing economies had no chance to make more money. The society starts to realize that most of them were all stuck in the rat race, just that in different economies the racetracks were different. In a developed economy, the tracks were more defined, more stable, and safer, while in emerging and developing economies, the tracks were sometimes faulty, and the options were limited. Their common option was to go into a different racetrack, one that was more equal, fairer to everyone.

In the year 2003, the game Second Life became a popular hit with its ability to have an avatar created around your own persona in a virtual world where you could live and make another type of currency Linden Dollars that was able to exchange for cash in the real life. This was a great platform that allowed users to play and live in the metaverse while making an income to sustain their real-world needs. Many games then developed similar user economies with a free marketplace to buy and sell in-game items for real world money. It was a great era for gamers because it was generally fairer than what they were experiencing in the

real world. Soon enough, when the financial magnates saw the potential in the industry, they did what they did to traditional sporting events, they capitalize it. In the year 2001 the Dota 2 community saw the rise of The International, an annual event with a crowd-funded prize money that grew from 1.6 million to 40 million in 2021. This sparked a trail of VCs who started investing heavily into this new emerging industry and we are going to see history repeating itself as how entertainers signed contracts and were used by media and then sports personals and now esports personals. The big question would be where would the joy be if it is all about the prize money?

The power of money has both its good and bad, while everyone has different opinions, the never changing motion is that it moves because of two main reasons. First, the old goose is not able to lay eggs due to old age or it is laying eggs that is too slow for their books. Second, they see a new type of goose where it is young and has potential to lay bigger eggs.

There are so many movies and books written to talk about how the old goose are failing, the 2008 subprime crisis due to synthetic CDOs, the comeback of this financial instrument tailored by hedge funds called bespoke CDOs, the slow in the rise of property prices in the world and the gradual drop in old-world assets and old-world energy are signs that the old-world goose is failing and not as profitable. In late 2019, the world-wide pandemic COVID 19 became a virus that not just killed humans, but also this golden goose that were breed by the rich. While housing property remained generally stable, commercial property were taking a huge hit; another asset class that was packaged and marketed heavily the past 2 decades as an instrument better than traditional housing properties.

In December 2020, United Nations Secretary General warned and urged all countries to declare climate emergencies and commit to the goals that they have set to achieve carbon neutrality in each country. In October 2021, world leading

social media giant Facebook announced it will change its name to Meta. Post COVID 19, the video conferencing app ZOOM has a user download of 300 million in 2021 while WhatsApp is at 395 Million and China based Tiktok ranks first at 656 Million downloads. These numbers are relative to the ability of humans to do remote work; more jobs can be completed effectively from home and more income can be made from home. December 2021, South Korean social enterprise The Seoul Digital Foundation announced it is setting up its office in the Metaverse. Goodbye to skyscrapers and office buildings, less unnecessary real estate, less traffic jams with reduced commuting, less environmental unfriendly vehicles, less exotic animal killing and dining, more powerful mobile devices (phones, tablets, laptops, AR/VR, audio), faster and more stable 5G internet, more convenient food, more electronic vehicles, more lifelong batteries, and the list goes on.

Now, these are the new types of goose that are young and have potential to grow and lay bigger eggs; hence the influx ranging from countries to corporations into Metaverse, this is where they are targeting the new breed of goose, the virtual goose and everyone is racing to become the larger version of one of the richest fictional character, a giant Uncle Scrooge.



Enter Internet: The World Global Village

The Evolution of the Internet

Speed = Distance / Time. Snail mail in the 1980s could do days within a country and weeks for international mail and SMSs were expensive if it was sent across different countries. The internet has changed the way we communicate since the birth of emails, where you can send free messages within minutes internationally with the access of a computer and a dial up connection. Enter the era of mobile internet where social apps made possible with mobile data allows for communication instantly, anywhere anytime in the world. It is amazing how the distance is constant while the time taken has reduced from 86400 seconds (1day) to 60 seconds (1minute) to 1 second. The huge increase in the speed of communication brought about a major change in how ideas, information and contents were communicated globally.

The different stages of evolution of the internet are also termed Web 1.0, 2.0 and now 3.0. In the early days of Web 1.0 the Syntactic Web, information is one directional and web pages were static (think blogspot.com) and then when we arrived at Web 2.0 the Social Web, which many of us are familiar with, the internet has become a platform to perform social activities (Facebook, Youtube, Twitter). In Web 2.0 most applications are user-centered, anyone can create and produce content by using the functions provided. As we transit from 2.0 to 3.0 the Semantic Web, apart from the breakthroughs in artificial intelligence, network connectivity from 3G to 5G, and the convenience of the use of applications from any device through cloud computing; the major topic that came to concern is the protection of the new asset class: Data.

Natives of the World Global Village

Think crops and animals; to many of the natives of villages in the world, these are the assets that they hold dear, that allowed for their continuity for survival in the world. To the natives of the World Global Village, the major problem faced today is privacy. While we used to pay protection fees to the mafia for social protection, these days we are paying a similar form of protection fees to the various tech mafias hoping our data would not be hacked and they would not sell us out to other buyers. The truth is as how history repeats itself, there is always a price to something and in recent years the number of spam calls, fraud calls and similar crimes are all made available because our personal digital data, our virtual privacy is no longer secured, we are no longer safe.

Trust Machine of the World Global Village: Blockchain

Blockchain and Bitcoin, words that were once never heard of now being mentioned in conversations with our grandparents. BTC broke record high in 2021 and meme coins like DOGE and SHIB created an international sensation after several sightings on Elon Musk's twitter. Put aside the hype generated by the prices, the technology underneath BTC and most cryptocurrencies are the reason why people believed in them in the first place. **Blockchain is the native technology to form a trust system.** Why the word native because a simple example would be how trades were governed in villages by the chief of the village. When native currency was not popularized, trades were facilitated by a selected chief of the community, the problem was the inefficiency and bribes that compromised that system. Now think of the same system just that the chief now records on an open ledger and everyone who partakes in those trades must create a log on the same ledger,

everyone in the community would feel safe in using this blockchain system. It works in a simple manner once you get used to it, it is distributed and does not sleep, it is governed by a web of nodes who are voted based on a fair system and can always join and leave the network, it is transparent and open to anyone who wants to view it, an in a nutshell, it gives confidence to the people using it.

Divergence: Tale of the Two Powers

Power of Capital

Following 2008, after the publish of the bitcoin whitepaper; what was meant to be a peer-to-peer electronic cash system as described by the founder Satoshi Nakamoto was not well received by the mainstream public. It took almost 13 years before Governments and Wall Street were receptive about Bitcoin and in the year 2021, Bitcoin performed beyond many expectations.

As of 2021:

1. *Bitcoin is legal in 83 major countries and declared illegal in 8 major countries and El Salvador's made Bitcoin Legal Tender.*
2. *Government worldwide owns 261000 BTC, Grayscale Bitcoin Trust owns 654000, Public companies owns 216000 BTC, Private companies owns 175000 BTC Tesla owns 43000 BTC (numbers stated are an estimation based on declared numbers and rounded to the nearest thousand).*
3. *There are 3 approved Bitcoin ETFs, Visa and Mastercard are accepting Bitcoin and banks internationally are accepting Bitcoin.*
4. *Total number of bitcoins addresses with more than 1 Bitcoin is at 815316 which holds 17906162 Bitcoins, so the average BTC per address would be 21 Bitcoins which is over a million us dollars at its highest.*
5. *Bitcoin price broke record high at \$67,566.*

Power of Community

Bitcoin started with the power of community at its very beginning; however due to the time of its release and being the first cryptocurrency to lead global market acceptance, it soon became an asset affordable only to the privileged and rich. Most of the market, the remaining 99% of the world population understood that something new must be done. United we stand, Divided we fall.

As of 2021:

1. Due to COVID 19 and global recession, the poorer parts of the world adopted to a Metaverse Play-to-Earn game called Axie Infinity as a source of income. Example people in the Philippines and Venezuela managed to even survive due to this game.
2. Dogecoin, the king of meme coins had an all-time high market cap of 88 Billion and rose to become the top 11th coin.
3. Following its predecessor, Shiba Inu, rose by 2000% to claim market cap of 40 billion and rose to become the top 20 coins. Several other meme coins went on frenzy such as Dogelon Mars, Dogedash, Squid, Safemoon, Loser Coin with price gain of 10000%.
4. Mainstream media would talk of death of bitcoin, and till date approximately 444 times as recorded at (<https://99bitcoins.com/bitcoin-obituaries/>) across the past decade and bitcoin is still not dead.
5. WallStreetBets community took down the hedge fund that was shorting the stocks of GAMESTOP via a forum on reddit.

Millionaires makes up to 1% of the total world population as of 2021. The same percentage reflects in crypto when the number of users in crypto who have more than a million us dollar in holding is approximately 1% and approximately only 10% of a crypto user understand fully how blockchain really works.

The underlying question: If blockchain is the native technology to form a trust system, who should benefit the most from it? The 1% or the 99%.

DE Great Inception

DE-centralization

Since the inception of blockchain technology, the word decentralization has been made common language to the people in the space. The idea of the transfer of authority has been mainly a topic of taboo because of how the world is governed. The idea of Bitcoin propelled the blockchain technology to allow for many projects to be built out of the box; to be decentralized. The success of Bitcoin gained popularity for more to dare to support, to be able o support what we feel is a movement to reclaim our identities and privacies, for our freedom.

DE-fi

Decentralized finance started with Bitcoin as a peer-to-peer cash system, but finance is far more than just sending money. The birth of Ethereum and its smart contracts allowed for traditional finance services to be made possible without intermediaries and allowed for funds to be stored in the user's own wallet and transferred without approval anywhere anytime. The following highlights some successful use cases of DeFi:

Stable Coin: Maker, MakerDAO, and Dai backed by 9.6 billion of Collaterals

Exchanges (DEX): Bitshares, Etherdelta, Uniswap, Sushiswap, Pancakeswap

Lending & Borrowing: Aave, Compound

Funding: ICOs

Aggregators: YearnFinance, 1Inch

The initial protocols that were built were mainly peer-to-peer oriented whereas the current protocols were able to improve user experience using user-to-contract whereby the user can interact directly to the pools through smart contracts. This upgrade scaled the entire DeFi sector by providing attractive gains to the

participants of these protocols. A simple example would be the evolution of stock trading from OTC and trading floors to computerized systems, lowering the entry barrier and making it more accessible to users would bring in more volume to the market.

DAO

Decentralized Autonomous Organization was an idea created by developers who aims to solve the problem of human error and interception via smart contracts to automate decisions of the organization. These decisions mainly cover fund management, project management, investment, and operations. The advantages of a DAO compared to a traditional centralized organization are obvious in the era of the internet.

Anyone can contribute and be part of this organization by sending in tokens anonymously on the blockchain to become contributors of the organization. It is structured in a bottom-up grassroot process unlike traditional organizations which uses a top-down hierarchical process that is once again a critical part of a creator economy to allow the freedom of creation. (Successful examples would be Wikipedia and Fandom) Governance are established through voting on the blockchain which is open and transparent. Governance tokens are usually equivalent to the number votes, hence holders of larger amounts of tokens would give them higher voting power which are rewarded based on contribution. The ability to be built on a global network offers perspectives and information that might be restricted in different countries.

Its greatest value is that it represents the possibility of having a true unanimous decision to be made for the better of everyone in the organization.

My World: Meta-Utopia

A Decentralized Autonomous Organization building Utopia with Meta-Finance

Origins

My World: Meta-Utopia simply translates to building Utopia in the Metaverse.

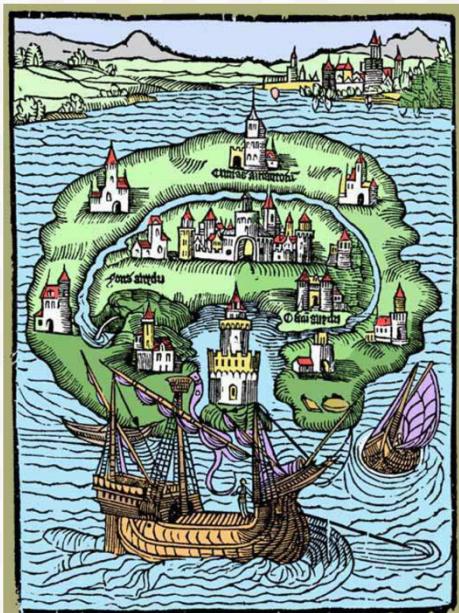
A Utopia (/ju:ˈtʊpiə/ yoo-TOH-peə) typically describes an imaginary community or society that possesses highly desirable or nearly perfect qualities for its members.[1] It was coined by Sir Thomas More his 1516 book Utopia, describing a fictional island society in the New World

Utopia is derived from the Greek prefix "ou-" (οὐ), meaning "not", and topos (τόπος), "place", with the suffix -iā (-īā) that is typical of toponyms; the name literally means "nowhere", emphasizing its fictionality. In the English language Utopia is pronounced the same as Eutopia (the latter word, in Greek Εὐτοπία [Eutopiā], meaning "good place,"

Understanding Utopia

(source: Wikipedia) Utopia is placed in the New World and More links Raphael's travels in with Amerigo Vespucci's real-life voyages of discovery. He suggests that Raphael is one of the 24 men Vespucci, in his Four Voyages of 1507, says he left for six months at Cabo Frio, Brazil. Raphael then travels farther and finds the island of Utopia, where he spends five years observing the customs of the natives.

According to More, the island of Utopia is ...two



hundred miles across in the middle part, where it is widest, and nowhere much narrower than this except towards the two ends, where it gradually tapers. These ends, curved round as if completing a circle five hundred miles in circumference, make the island crescent-shaped, like a new moon.

The island was originally a peninsula, but a 15-mile-wide channel was dug by the community's founder King Utopos to separate it from the mainland. The island contains 54 cities. Each city is divided into four equal parts. The capital city, Amaurot, is located directly in the middle of the crescent island.

Each city has not more than 6000 households, each family consisting of between 10 and 16 adults. Thirty households are grouped together and elect a Syphegrantus (who More says is now called a phylarchus). Every ten Syphegranti have an elected Traniborus (more recently called a protophylarchus) ruling over them. The 200 Syphegranti of a city elect a Prince in a secret ballot. The Prince stays for life unless he is deposed or removed for suspicion of tyranny.

People are re-distributed around the households and towns to keep numbers even. If the island suffers from overpopulation, colonies are set up on the mainland. Alternatively, the natives of the mainland are invited to be part of these Utopian colonies, but if they dislike them and no longer wish to stay, they may return. In the case of under-population, the colonists are re-called.

There is no private property on Utopia, with goods being stored in warehouses and people requesting what they need. There are also no locks on the doors of the houses, and the houses are rotated between the citizens every ten years. Agriculture provides the most important occupation on the island. Every person is taught it and must live in the countryside, farming for two years at a time, with women doing the same work as men. Parallel to this, every citizen must learn at least one of the other essential trades: weaving (mainly done by the women),

carpentry, metalsmithing, and masonry. There is deliberate simplicity about these trades; for instance, all people wear the same types of simple clothes and there are no dressmakers making fine apparel. All able-bodied citizens must work; thus, unemployment is eradicated, and the length of the working day can be minimized: the people only must work six hours a day (although many willingly work for longer).

My World: MetaUtopia

This is where it gets exciting.

The idea of building such an imaginary and perfect island like Utopia would be crazy to even be thought about if it is not for the MetaFI. MetaFI is short for **Metaverse-Finance**, which means an integration of everything in the metaverse with finance. When blockchain gave birth to cryptocurrency, it was literally a sign that with this new technology, it is possible to fractionalize and financialize everything. To realize the idea of MetaUtopia, we need to understand the possibility of how the MetaFI can connect the island, the cities, and its citizens. A free society must be driven by a free economy; a creator and contributor system that rewards fairly. The topics we raised earlier are keys to building this system.

EVERYONE wants to be part of the Metaverse in the future. Blockchain provides the trust and the transparency that is needed. With the introduction of Web 3.0, the Semantic Web, real life infrastructures make the connectivity possible. The potential of the Power of Community will be applied in a decentralized manner. Governance would be done through a DAO or Distributed Autonomous Organization and its economy would run on DeFI Protocols. With these in-place, we now discuss how we can create that System, remodel the Utopia, in the Metaverse.



The Beginning of a New Time

The Meta-Utopia is a place that is unknown and untraveled. The entire development of the Meta-Utopia is rendered across phases that is split into different episodes.

Season 1: The Era of Cultivation



The citizens who first step foot onto the Meta-Utopia is responsible for cultivating its land and its people. In this season, the goal is to unravel the entire land space of the Meta-Utopia, to ensure all its land is cultivated for its people to live on the land. Follow the episodes of how the initial citizens would grow to be natives before forming their tribes and having their Phylarchs and Protophylarchs through a DeFI protocol and a DAO.

Season 2:

The Era of Building and Development



In this season, the initial Meta-Utopia DAO is formed; the land space has been cultivated, the next step would be building and development. The process of turning a two-dimensional place into a three-dimensional space would require more tribes to be formed. Follow the episodes to see how each Native, Tribes, Phylarchs and Protophylarchs would be formed and finally the Princes of the 54 Cities would be voted and the final blueprint of the Meta-Utopia announced at the end of the season.

Season 3:

The Era of the Future: MetaFI

In this season, with the integration of artificial intelligence to NFTs (Non-Fungible Tokens), the key to MetaFI is finally unlocked. The Meta-Utopia would be running independently through the DAO and the DeFI protocols. Follow the episodes to be see how MetaFI would power the entire Meta-Utopia to become the world's most desired location in the Metaverse.

My World: Meta-Utopia

A Decentralized Autonomous Organization building Utopia with Meta-Finance

Preview of Season 1:

The Era of Cultivation

A blockchain based token LAND representing the unexplored land space would be unraveled.

LAND Smart Contract Address:

0x9131066022B909C65eDD1aaF7fF213dACF4E86d0



LAND Economics:

Total Supply: 2,100,000 Parcels		
10%	Private Auction	210,000 LAND
20%	Initial Parcel LP	420,000 LAND
30%	LP Providers	630,000 LAND
25%	Tribe Development	525,000 LAND (Distributed across 54 cities)
15%	Ecosystem Development	315,000 LAND (Distributed across Amaurot and 54 cities)

The parcels offered in the Private Auction would be given to an estimate of 540 initial citizens who contribute to the exploring of the Meta-Utopia on the discord channel to form the basis of the Meta-Utopia DAO Decentralized Autonomous Organization.

The Meta-Utopia DAO would be formed as the tribe starts to build its native communities. 54 candidates would run for the initial Protophylarchs campaign, and they would contribute to the Initial Parcel LP that is locked for the first 365 days. All actions and decisions to be committed by this Initial Parcel LP can be triggered by any of the 54 candidates and would only be activated if 75% of the total members vote for the action or decision. If any of the 54 candidates would fall short, they would be voted out of the 54 candidates and new candidates would be included to replace the position.

LP Providers would be rewarded with parcels of LAND based on the size of their contribution to the LP. All citizens and natives of Meta-Utopia are welcomed to contribute to the LP.

The Tribe Development parcels would be used as a reward for the 54 candidates (approximately 10000 Parcels each distributed evenly in 54 addresses) as they campaign for their leadership position from a native to a Phylarch to a Protophylarch and eventually a Prince. These parcels would be distributed across 100 episodes with different missions in each episodes for these candidates to participate.

Missions are ranked according to 5 levels of difficulties:

1STAR, 2STAR, 3STAR, 4STAR, 5STAR

Missions are created based on

- (1) Population Growth
- (2) Education
- (3) Social Awareness
- (4) Social Responsibility

Upon completing the mission in each episode, the candidates would be rewarded with LAND from their respective Tribe Development address, a candidate who is able to complete all the missions would proceed to Season 2 to campaign for a Prince of Meta-Utopia.

The Ecosystem Development parcels would be rewarded to creators and contributors in the tribes across the entire Season 1.

100 Meta-Missions

Difficulty Level: Random from ONE to FIVE stars

Academy

*30 Minutes ZOOM Webinar.
AMA interview 30+ minutes.
Telegram group with more than 30% active members.
ZOOM/Tencent conference/AMA interview/MEETUP salon.
Join DISCORD yourself as a qualified member etc.*

Social

*Shoot a short video with Meta-Utopia as the theme and publish it.
Invite newcomers to follow Meta-Utopia's official social account.
Recording and editing the team's video for the Meta-Utopia project.
Open official tweets, follow, like, retweet, comment+.
Post 3 social tweets about Meta-Utopia and @official account etc.*

Population

*Register.
Build
Build 3+.
Build 5+.
Build 10+ etc.*

Charity

*Provide inspirational ideas
Create your own phone case
Inspiration for clothing design
Donate
Charitable mission*

My World: Meta-Utopia

Start of Season 1: The Era of Cultivation

Response of the Season 1 of the Meta-Utopia has been overwhelming; there has been huge interest internationally after the launch of our whitepaper and LAND token to build this ideal world together. Support from the community act as the fuel to drive the development engine of the entire Meta-Utopia, with this update of the whitepaper, we will continue to strive for a better world, a better tomorrow.

Partnerships

Our LAND token and its smart contract has been approved, audited, and listed by the following providers:

Exchanges:  **PancakeSwap**

<https://pancakeswap.finance/info/pool/0xb8e2776b5a2bcd93692f118f2afc525732075fb>

Ranking Websites :

 **CoinMarketCap**

<https://coinmarketcap.com/currencies/meta-utopia/>

 **CoinGecko**

<https://www.coingecko.com/en/coins/meta-utopia>

 **非凡号**

<https://www.feixiaohao.co/currencies/meta-utopia/>

Wallets :



METAMASK

<https://metamask.io>



<https://trustwallet.com>



imToken

<https://token.im>



TOKEN POCKET

<https://www.tokenpocket.pro/en>

Metaverse

The SANDBOX:

<https://www.sandbox.game/en/map/?liteMap=true¤tX=2475¤tY=454&zoom=1&x=120&y=-114>

Audits



CERTIK

<https://www.certik.com>

Meta-Utopia is thankful and proud to have the above partners recognize this movement to bring a better and safer experience to all our Meta-Utopians.

My World: Meta-Utopia

Start of Season 1: The Era of Cultivation

Entering the Metaverse

The goal to build Utopia in the Metaverse is a journey for all Meta-Utopians; it is a road less travelled, but we are sure it will be a promising one. The first step for Meta-Utopia is to find a Metaverse location to build our Utopia. Voted by the initial Protophylarchs of the community, The SANDBOX is the chosen platform where we first set foot on.

What is The SANDBOX?



Earlier in the whitepaper we mentioned about creator's economy from games such as Second Life and Minecraft. The Sandbox is a game launched in 2011 to rival Minecraft and in 7 years it has generated over 40 million downloads internationally. In 2018, the co-founders Arthur Madrid and Sebastien Borget decided that with

blockchain technology and NFTs, it can potentially disrupt how games were played with players owning the avatars as ASSETs with and without the games itself.

Hence it gave birth to the launch of The SANDBOX, which is a play-to-earn game that allows creators to use their software to create VOXELS and convert them using the SANDBOX game maker to convert their creations into gaming avatars or trade them in the SANDBOX marketplace. It is basically Minecraft built on the blockchain. The new SANDBOX Project was ranked the top crypto games alongside Axie Infinity and Decentraland.

Hongkong property conglomerate New World Development led the venture round of investment through vice chairman Adrian Cheng and on 2nd November 2021, The SANDBOX raised \$93 Million led by Softbank. This is the first time Softbank invested in a company that issued its own cryptocurrency. Apart from top-tier investors, The SANDBOX also attracted major landowners and partnerships after it broke records in 2021 when a plot of land was transacted for \$4.3 million.



Why The SANDBOX?

Meta-Utopia's goal is to build Utopia with Meta-Finance; The SANDBOX provides the best platform readily available for Meta-Utopia. In terms of infrastructure, technology, customer experience and awareness, The SANDBOX has proven to be the top choice voted via our initial Protophylarchs as the location which is safest for all our Meta-Utopians. The SANDBOX just launched its Alpha Season 2 and will be launching its Alpha Season 3 in Q3 2022. The growth of The SANDBOX is beneficial to Meta-Utopia because it is still in its Alpha Stage which means there is huge growth for the platform, which allows early on-boarders to have an advantage over other matured platforms or those who have yet to develop viable products.

What is our goal in The SANDBOX?

First goal of Meta-Utopia is to secure its Capital. Amaurot would be the place where all the Protophylarchs and Phylarchs of the 54 cities gather to discuss and plan for the future of Meta-Utopia. Being the first of Meta-Utopia to be developed; it would also house locations within the capital to allow for SocialFi interaction within the Meta-Utopians. After Amaurot is developed in The SANDBOX, all the Protophylarchs would be competing to become the Prince of their cities because each of the 54 cities in Meta-Utopia would also have a location in The SANDBOX where it is open to the entire SANDBOX Metaverse community. Each of the 54 cities would have their preferred mode of transportation from their location in The SANDBOX through a space portal which allow them to reach Amaurot eventually.

Second goal of Meta-Utopia is to build the 54 cities for all Meta-Utopians. Priority of locations and building would be based on the population and cultivation speed of each Protophylarchs and their community. To ensure fairness in this race to build

their cities; a Non-Fungible Token NFT named “BLOCK” would be introduced to the ecosystem. “BLOCK” is a non-tradeable NFT that is rewarded when Meta-Utopians provide liquidity to LAND and are willing to stake their LAND to get the “BLOCK” reward. All Meta-Utopians would require “BLOCK” to be able to participate in the Season 2: Era of Building and Development of Meta-Utopia.

The third goal of Meta-Utopia in the SANDBOX would be to enter Season 3: Era of the Future: MetaFi. In this season, each of the 54 cities would be developed. Details would be announced in the future versions of the whitepaper.



Reference:
<https://www.sandbox.game/en/about/>

What is a BLOCK?

As the name of the NFT suggest, a BLOCK resembles a building block in the development of all civilization and buildings. All Meta-Utopians will be able to be rewarded with BLOCKs when they provide liquidity to the LAND pool and stake their LP for different periods of time. Staking options would start from 30days to 365days and rewards for each different stake period would vary. The LP staking mechanism would be launched in Q2 2022 and will be available on the Meta-Utopia DApp 2.0.

What is the utility of a BLOCK?

BLOCKs have 3 main utilities:

1) Build and Develop Cities

Each development in the 54 cities would require a certain number of BLOCKs to build, hence the cities with more BLOCKs would be able to develop faster compared to cities without BLOCKs.

2) Mint New Currency

During Season 2 of Meta-Utopia: Era of Building and Development, civilization would start in between cities and Meta-Utopians. Both LAND tokens and BLOCK tokens would be the raw ingredients required in the minting of the currency that is utilized in civilization.

3) Create Avatars and Assets

To be revealed in Season 3: Era of the Future MetaFi

Upgrading the LAND token

As the population of Meta-Utopians grow, LAND would be integrated into all aspects of developing Meta-Utopia. There will be an upgrade to the features of how LAND will be utilized.

Current functions of LAND:

- 1) Circulated amongst the community
- 2) Daily Reward for all LP owners
- 3) LAND rewards for all qualified Protophylarchs for completing missions

Upgraded NEW functions of LAND:

LAND that was reserved for the ecosystem development would be distributed into the following 3 pools following the upgrade:

1) Single Staking of LAND for additional LAND

Based on the development of the community, SSLAND would be announced in different phases and would offer different rewards.

Example:

SS60 LAND would give rewards based on a 60day period stake.

SS120 LAND would give rewards based on a 120day period stake.

2) AUTOLAND and HYLAND

The function of AUTOLAND is like the function of AUTOCAKE on Pancakeswap for its platform token CAKE. Meta-Utopians can single stake their LAND and forget about it while it automatically compounds for you to get more LAND.

HYLAND (short for HYBRID LAND) is combination of adding liquidity and AUTOLAND. While AUTOLAND is a fully automatic mechanism, HYLAND works semi-automatically. Meta-Utopians will find a new function in the DApp 2.0 which will allow them to select HYLAND after CLAIM LAND. HYLAND will swap your LAND rewards into the designated pair of tokens and automatically compound your LAND rewards into more LP for you to get more LAND.

3) Development of Amaurot and 54 cities in The SANDBOX

Capital City Amaurot and each of the 54 Cities would be allocated a building and development fund for their development in The SANDBOX. Protophylarchs who would eventually win the hearts of its citizens would be promoted to the Prince of each City. These building and development funds would then be used for their location and construction.

Road Map

Season 1:

The Era of Cultivation

Q1 2022



Time	EVENT
14.02.2022	Launch of Whitepaper V1.0
01.03.2022	Launch of DApp 1.0
03.03.2022	Listing of LAND on Pancakeswap
15.03.2022	Renounced Contract Ownership
17.03.2022	Launch of Meta-Utopia.io
18.03.2022	Amauront entering the The SANDBOX Metaverse
24.03.2022	Listing of LAND on CoinGecko
25.03.2022	Listing of LAND on Coinmarketcap
25.03.2022	Launch of 100 Meta-Missions
27.03.2022	Listing of LAND on Feixiaohao

Q2 2022

Time	EVENT
01.04.2022	Launch of Whitepaper V1.1
04.04.2022	Audit Report by CERTIK
07.04.2022	Launch of DApp 2.0
04.2022	Introduction of BLOCK in DApp 2.0
	Introduction of SSLAND
	Introduction of AUTOLAND & HYLAND
	Launch of Meta-Utopia Amaurot Design
05.2022	Launch of 54 City Videos
06.2022	Launch of 54 Meta-Utopia City Designs

Q3 & Q4 2022

Time	EVENT
07.2022	World Tour of all 54 Protophylarch's Cities
10.2022	
	<i>~To be released in the next update~</i>

DISCLAIMER:

This paper is Written by a believer of utopianism,
A creator for Metafi, a fan of Minecraft, blockchain,
cryptocurrency and a free world.

All information provided are based on general information and does not
constitute to any investment
or financial advice.

The greatest value of life is living a great life