



# Dragon City

A Metamatic Universe

Litepaper (Ver 0.1)

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Economy System



01

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Chaos 繼  
Concept  
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# Concept

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Dragon City is a virtual Chinese cultural city based on blockchain. As a large-scale community in Decentraland, it attempts to display Chinese culture and explore the possibilities for the future development of human society.



As a traditional understanding of history, the contents are based on the linear timeline. However, the architecture in Dragon City will set aside these and create a three-dimensional space or even a multidimensional world where the past and present coexist.

Dragon City emphasizes inclusiveness and openness. Here we do not distinguish between religion, race, country, gender, and class. Dragon City welcomes everyone to enter and people can find themselves as a virtual avatar to represent who they are.

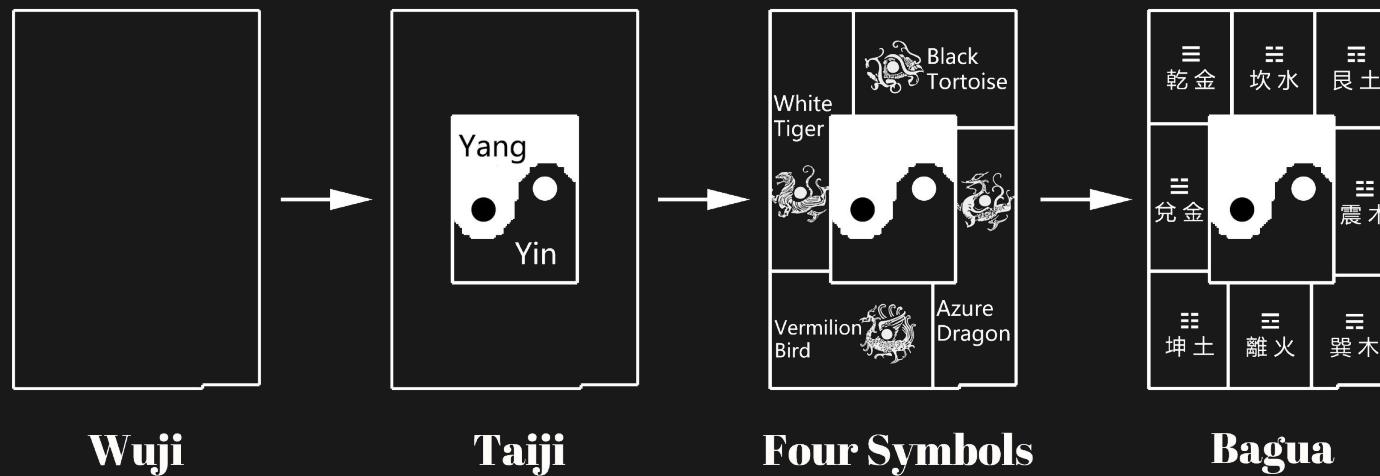


# Hundun

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Dragon City originated from the traditional Chinese philosophy "Wuji generates Taiji, Taiji generates two complementary forces, two complementary forces generate four aggregates, four aggregates generate eight trigrams. This idea coincides with the binary concept of contemporary computers, in which the Yin in Taiji is "0" and Yang is "1". Hence, we consider that the universe is created by 0-1 calculation.

Based on this concept, the 6485 pieces of land in Dragon City will be divided into three levels of the system - Wuji, Taiji, Four Symbols, and Bagua.





02

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# Ideas 起

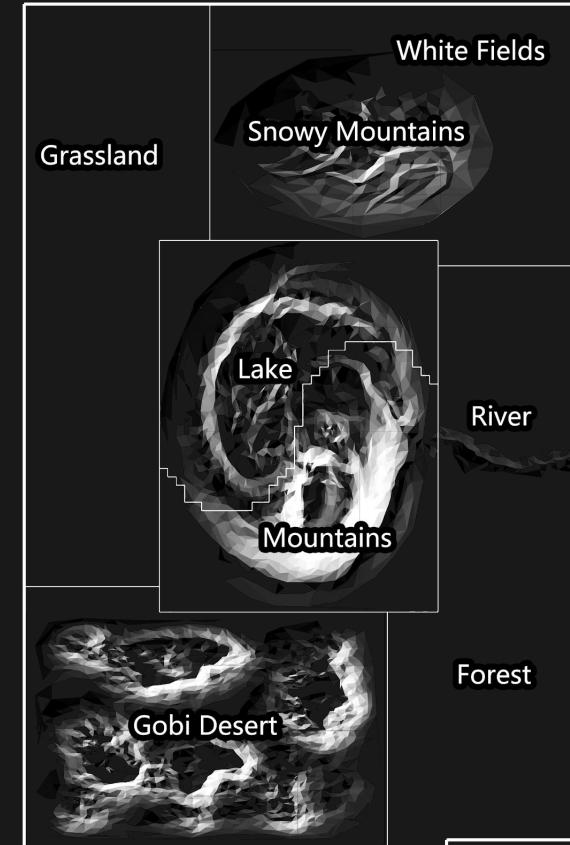
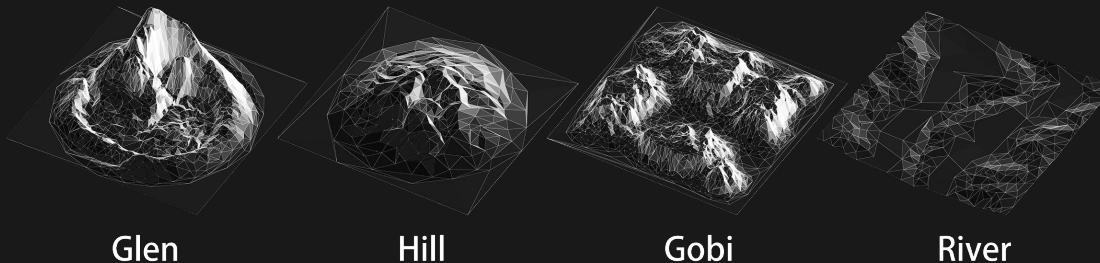
*Landform*

*City Design*

# Landform

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Dragon City will form terrain in the virtual space based on the Bagua concept mentioned above. Thus, "Yang" will be formed as a lake, "Yin" will be formed as a mountain range, and Desert Gobi, Snowy Mountains with Ice Fields, Forest, and Grassland will be formed around the central area.

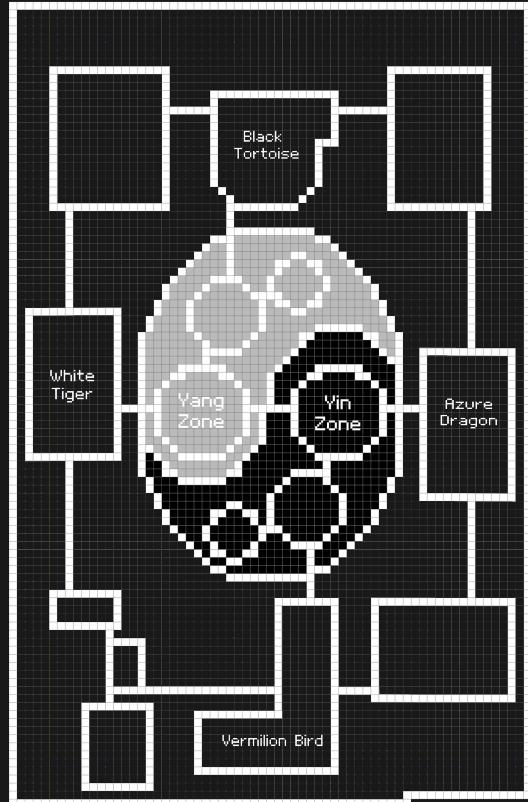


# City Design

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Dragon City's three-level system will be formed in ten major areas. People can experience various activities, including art, entertainment, and business, in these multi-functional areas. Simultaneously, Dragon City will improve the transportation system to enhance the interconnection between each area.

Based on the different landforms, each city will have different styles, such as Sky City, Canyon City, Underground City, Mountain City, Plain City, etc.





03

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# Build

*Development Process  
Schedule*

# Development Process

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Dragon City is a large project, the development team will have an overall plan and develop the project step by step. The development team will construct the central yin and yang cities mainly at first, and expand to Bagua City gradually. Metaverse Labs will invest more resources to achieve the goal.

# Schedule

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Phrase 1: Yang Zone (a Cryptopunk City), an initial concept will be finished at the end of May, including building a central building: Heaven Palace (天宫).

Phrase 2: More designs of Yang will be coming out, including Central Square, Heaven Palace, Heaven Lake, Independent Art Gallery, Crypto Street, Dragon Park, Road system.

Phrase 3+: Focus on other zones designs and the whole ecosystem, including Eight Diagrams (Bagua) Zone concept and building, Transportation System, The Virtual Socio-Economic System (VSES) integration, Community building, Partnership & Sponsors & Seed funding.



04

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# Vision 合

Metamatic Universe  
Economy System

# Metamatic Universe

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Metamatic Universe is a multidimensional world beyond physical spaces and times inhabit in the Internet and Blockchain. Dragon City is a part of our Metamatic Universe to connecting and recreating ancient myths and stories of traditional Chinese culture. By combining modern technology and a dream for the future, Dragon City attempts to build a virtual world to become people's second home.

In these virtual worlds, people can pursue their dream of a better life. Everyone can freely enter and leave this space, have their own unique identity, and can communicate with other virtual citizens of this virtual world at any time.



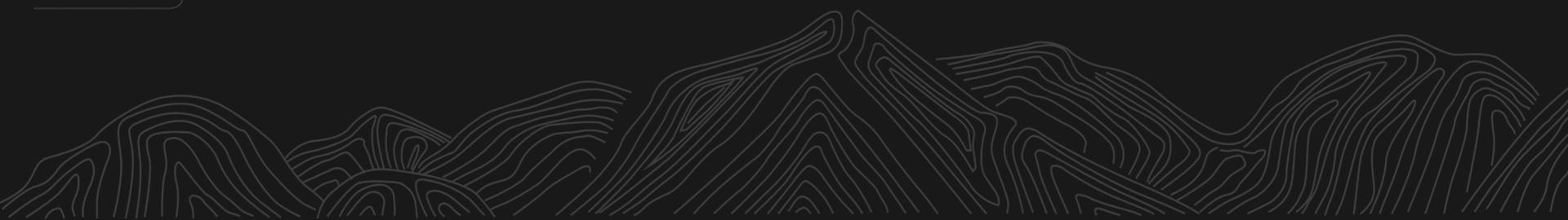
# Economy System

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We will actively explore Cryptoeconomics in Dragon City and make more attempts at a more cutting-edge virtual society level. Inspired by the ideas in Radical Markets (written by Eric Posner and Glen Weyl), the relevant ideas and design methods were brought to Decentraland, such as Quadratic Finance, to create a Virtual Socio-Economic System (VSES). This is an unprecedented challenge for us. Our goal is to build a real-life virtual world in the spirit of free reform and bring greater equality, prosperity, and cooperation to the blockchain world.

This plan is extremely challenging, we will cooperate with other teams closely. More details will be announced in the next stage.





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