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1.1 Introduction



Sandbox games are loved by many players around the world. Players can use their imagination in the game to create many very interesting crafts. But there is no good way to achieve better profitability, blockchain technology is a good solution.

With the continuous development of computer technology, VR/AR, AI, network, NFT and other technologies gradually mature, and the concept of Metaverse rises, which will bring fresh blood to traditional games.

Using these emerging technologies can make sandbox games more playable and interesting. The most important thing is to make players' crafts generate more revenue. Based on these ideas, the Metaworld project was created.

Since the technology of the Metaverse is still under development, the Metaworld project is divided into two important stages. The first stage is to use NFT technology to place the player's crafts on the trading market and freely trade, making the player's crafts more valuable .The second stage is to use Metaverse and other related technologies to transform the game, so that the game experience will rise to a new level.



1.2 Metaverse



The Metaverse is a very hot concept recently, and the technology related to it has gradually matured. At present, major companies such as Facebook are leading the development of Metaverse technology, and there will be many solutions to accelerate the implementation of Metaverse concept products in the future.

The goal of Metaworld is to create a truly decentralized version of Minecraft, integrating the concept of Metaverse and the economy of cryptocurrency into Metaworld. Make sandbox games not limited to traditional games, and give them new life.

In Metaworld, we use MW token as the medium of exchange. In the game, we use MW to buy maps, skins, mods, etc. It is the currency of the virtual world.

We believe that this move will make the game more playable and interesting, and at the same time allow players to play to earn and get more revenue.



1.3 Concept



The core concept of Metaworld is to allow players to create their creations in a completely open and free world, and at the same time achieve financial freedom.

Under the guidance of this core concept, Metaworld is not just a game, it may be a part of our lives. In the game, we get paid for our creation, just like we get paid for work. The game is no longer just for fun, or a tool for playing time, but an important means of survival.

Metaworld regards decentralization as the core of all work. Everyone has an equal opportunity to participate in the governance of the game. People can use MW to vote for the game and decide the future development direction of the game. Metaworld does not belong to any individual or organization, it belongs to the community, it belongs to everyone, and each of us is the master of Metaworld.



1.4 Market

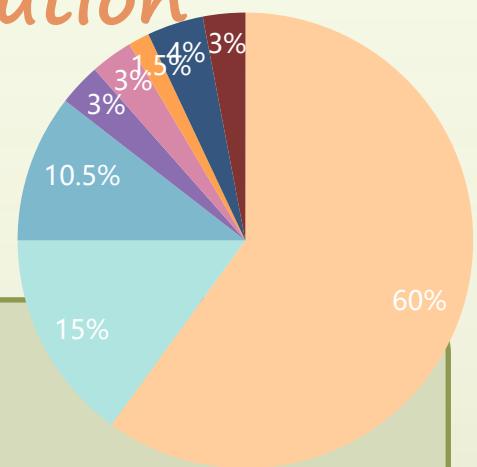


MW will be used in Metaworld Market. The Metaworld Market will host all the NFTs and assets needed in Metaworld. Once those NFTs are purchases, they will interact with the Metaworld, or games within the Metaworld, in various ways.

The market makes participant can manage resources and exchange NFTs, art creations and other in-game assets. It will also sell customized texture packs, toolkits. In addition, the market will also provide for modular skins, clothes, furniture and various other upgrades. Other games internal assets will also be available in our market such as weapons, health upgrades, land auction and more.



1.4 Tokenomics Distribution



Name: Metaworld

Supply: 100B

Symbol: MW

Chain: BSC

Decimals: 9

Token Sale:

200 BNB Hard Cap
100 BNB Soft Cap

MaxBuy: 2BNB

MinBuy: 0.2BNB

INITIAL ALLOCATION

Lock: 60%

Presale : 15%

Liquidity: 10.5%

Foundation: 3.0%

Investor : 3.0%

Airdrop : 1.5%

Marketing : 4%

Dev : 3%

TRANSACTION FEE

Buy: 0%

Sell: 4%

PreSale on DxSale

75,000,000 MW per BNB

Pancake Swap listing

70,000,000 MW per BNB

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Metaworld project

WHITEPAPER 1.0



1.5 Roadmap





THANK
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