WHTIE PAPER

META SPACE

Create your own world Welcome to Yuanjie

Content

1. Executive summary

1. MetaSpace is a virtual world where players can use the platform's utility token MST to build, own and monetize their gaming experience.

Our vision is to provide a deeply immersive meta-universe in which players will collaborate to create virtual worlds and games without the need for central authority. Our goal is to subvert existing game makers, such as Minecraft, by providing creators with the true ownership of their works as non-fungible tokens (NFT) and using our utility token MST to reward their participation. And Roblox.

In the current game market, the use of centralized ownership and control of generated content limits the rights and ownership of creators. Central control over the transactions of virtual goods created by players restricts them from creating fair value for them. To complicate matters, it is difficult to prove the creative ownership of a work, especially if the content is copied, altered, and constructed.

Through MetaSpace, we aim to overcome these limitations while accelerating the adoption of blockchain to develop the blockchain game market. We will achieve this by building a voxel game platform on which creators can make, play, share, collect and trade without central control, and earn cryptocurrency (MST) Can enjoy safe copyright rights. This copyright right will be established and guaranteed through the use of NFT, in which each in-game item will have a unique and immutable blockchain identifier.

MetaSpace solves the problems of high R&D cost, difficulty in distribution, difficulty in profitability, difficulty in conversion of game assets for players, difficulty in maintaining value, and difficulty in trading by combining game development, game assets, game operation and other elements through a compatible and open ecological model. Based on the blockchain network and community characteristics, MetaSpace can provide a richer business and ecological model.

MST holders can participate in the governance of the platform by decentralizing the self-government organization (DAO), where they can exercise voting rights on key decisions of the MetaSpace state system. As a player, you can create digital assets (Non-Fungible Tokens, NFT), upload them to the market, and then drag and drop them to create a game experience using TheMetaSpaceGame Maker. MetaSpace has established a fun and creative "play to make money" game platform owned and produced by players with more than 50 partners including Atari, Crypto Kitties and Shaun the Sheep. Aims to bring blockchain into mainstream games by providing the advantages of true ownership, digital scarcity, monetization

capabilities and interoperability, and attract crypto and non-crypto game enthusiasts

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3. Industry background

3.1 Status of the traditional game industry

In the past 20 years, the game industry has maintained rapid growth as a sunrise industry, forming explosive growth and iteration, which is essentially the dual impact of fluctuations brought about by the release of dividends and changes on the demand side and the supply side.

According to the industry report released by NEWZOO, in 2017, the video game industry created 108.9 billion U.S. dollars in game revenue, with 2.2 billion players worldwide. An increase of 7.8 billion U.S. dollars over the previous year. Over the past ten years, the industry's annual growth rate has been 5%-10%. Thanks to the growth of smartphone games, the Asia-Pacific region's share of the global game market has increased year by year. North America is still the world's second largest gaming market, accounting for 23% of the global gaming market's total revenue, an increase of 10% year-on-year, and is expected to reach US$32.7 billion in 2018. The share of Europe, the Middle East, and Africa slightly lags behind North America, accounting for 21% of total global game revenue, and is expected to reach 28.7 billion U.S. dollars in 2018. The game market in Latin America will increase to US$5 billion this year, accounting for 4% of the global market share.

2016 - 2020 Global Games Market
Forecast Per Segment Toward 2020
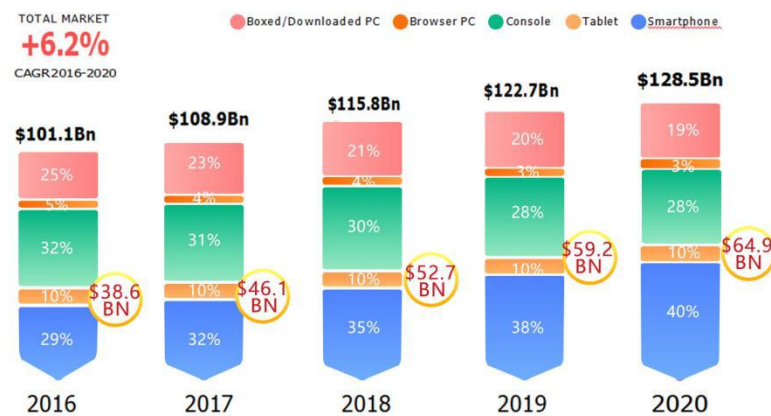
3.2 The state of the blockchain game industry

As of 2018, the assets of tradable items in games on the Ethereum platform have reached RMB 1 billion. At present, the development of blockchain technology is still in the stage of infrastructure construction, especially the breakthrough of its speed, compatibility, delay and other issues has become the key. It is expected that with the mature development of the underlying applications of the blockchain, the base chain and alliance chain with outstanding core technologies will be officially launched. 2019 will become the explosive period of blockchain games. The scale of game asset transactions alone is expected to reach 50 billion yuan. The scale of game asset transactions in 2022 is expected to reach 200 billion yuan.

3.3 Analysis of industry pain points

At present, there are several pain points in the game ecology. These problems make it difficult to achieve a truly unified, cross-platform game ecosystem under the traditional model. These elements can be summarized as: impartiality, game asset value protection, game asset liquidity, community and distribution channels .

• **The value of game assets lacks effective protection**

The value of digital assets in the game usually fluctuates with the popularity of the game. A single game asset will become extremely bubble due to the lack of fair collateral. Once the popularity of the game drops and the loss of players causes the bubble to burst, the value of the asset will fall off a cliff. The assets between multiple games will also be difficult to obtain a unified circulation value and value support due to

the lack of consistent value endorsement.

• **Lack of transparency**

In the game, players will usually get some rare items in the form of monster drops. For players, these rare game items have important value, either can quickly improve the abilities of the character, or can be eMSTanged for a certain amount of game currency. In the current game environment, the actual drop probability of these rare items is often not disclosed.

Many games usually also give players some rare items in activities similar to lottery draws. In the existing game development and operation system, if it is not mandatory for the regulatory authorities to disclose, the content and quantity of virtual items and the algorithm for the core values of extraction probability are usually not fully disclosed. These lack of transparency have led to the game. The playability and fairness of the game are affected.

• **The fragmentation of asset value**

The economic system of the game is fragmented. Each game has an independent economic system and cannot be interconnected with other games. The life cycle of the game is limited. For the player, once the game is stopped, the virtual property that has been paid will be lost and wasted. For game developers, the cycle and reciprocation of attracting users, guiding users to pay and coping with user churn is constantly repeated. The circulation of game assets is inefficient, and there is no willingness to share value between the first parties, and third parties have problems such as inconsistent transaction standards, high transaction costs, and transaction security affected by many uncertain factors, which restrict the circulation of game asset value. In addition, laws and regulations generally do not allow virtual assets in games to be traded with legal currency (RMT), which further aggravates the loss of the player community, resulting in a decline in the profitability of game companies, an increase in game promotion difficulty, and a reduction in promotion efficiency.

- **Monopoly community and distribution channels**

How to find a good distribution channel is a crucial link for most game companies, especially for small and medium-sized game companies and independent game developers. The importance of distribution channels can even make life and death in one fell swoop, not every game can have the good luck of FlappyBird and PlantsVSZombies, but the large channels in the game distribution, the proportion of 80% or even 90%, the game development team makes little profit pitful. In addition, the establishment of a stable community is also an important part of maintaining game operations and profitability. The well-known Blizzard Entertainment in the industry still has the problem of continuous loss of player groups, not to mention small and medium-sized game companies.

The monopoly of resources in traffic and monetization, and free competition in content production, have caused the cost of game production and distribution to continue to rise, ultimately greatly increasing the risks for practitioners and investors. There are a large number of uncertain factors in the process of game distribution, which leads to independent game developers and small and medium-sized game companies with a single ability, even if they have excellent creativity and product capabilities, it is difficult to build the competitiveness of resource-based companies. The industry collectively regards games as a tool for "making money", which inhibits the continuous emergence of "innovative" products. The negative consequences caused by this collective short-sighted behavior are ultimately passed on to game players.

3.4   New era of chain games

Blockchain technology does not bring about changes, but provides new possibilities and ideas, technically solves the fundamental trust problem, and truly returns the rights and interests of users to users. The

combination of blockchain and games will not directly make the game more fun, but it has brought a change in the mindset and business model of the game, and it also brings the possibility of nurturing new game types and gameplay. Compared with the traditional The game has an advantage that cannot be replicated.

- **NFT, accelerate the circulation of game assets**

The points, props, and characters in traditional games are all owned by the developer. The developer has absolute power to change these assets. The assets in the game can only be circulated within this game. Outside the game, there is basically no value. Blockchain technology allows the ownership of digital assets to be fully attributable to users. Players invest time to obtain valuable virtual items. They are no longer affected by operators' services, secret changes to data, etc., and they will also gain stronger participation when playing games. feel. Players can dispose of their own assets anytime and anywhere, and can trade or transfer assets to other games without going through the game manufacturer, which greatly improves the liquidity of assets.

- **Changed the relationship between players and game manufacturers**

Most of the time, players and game manufacturers are on opposite sides. Players want to earn prestige in the game and gain pleasure in the game through the use of rules and their own skills. Manufacturers adjust the parameters of the game by modifying the game mechanism to squeeze the value of users. . Using the distribution of rights and interests of the token economy, players gain a certain right to speak, and the interests of manufacturers become consistent, so they can reach a certain consensus, form a community, and jointly maintain the development of the game. To some extent, the blockchain may Bring unprecedented freedom and democracy to the game, so that the industry continues to develop in a healthy direction.

- **Provides the concept of "PLAY TO EARN"**

The application of assets on the chain prevents game developers from spamming game currency and props. Players can vote to abandon the official game "hard fork" out of private servers with their feet. Unscrupulous manufacturers will be abandoned and driven by greed to commit evil The cost has become very large, so the value of digital assets can be preserved or even increased. Under the protection of this mechanism, the user's game behavior is valuable. The game is no longer a pure entertainment and consumption activity. Players can obtain reasonable value through their own investment in game money

and time, and advantages in game skills. Return. Playing games may no longer be "waste" but "investment".

4. MetaSpace-a new era of universe

4.1   Overview

MetaSpace is a decentralized game ecosystem developed based on the graphene framework of the BSChain network. It aims to establish a decentralized, cross-platform, asset-integrated value guarantee, high-circulation pan-travel community and distribution channel ecosystem. Game publishers provide convenient asset distribution channels, and provide game players with user communities and NFTSWAP. In future plans, developers and players will be further empowered by the blockchain value network. They can easily find the elements of content production, and through creation, join the value network to obtain value feedback.

MetaSpace provides ecological services such as token issuance, game virtual asset trading, and value-added game user chains for blockchain games, builds the infrastructure of the blockchain game industry, and finally creates free and safe game asset issuance, eMSTange and circulation Ecology.

At the same time, we will adhere to the blockchain spirit that players have data rights, communities have rule-making rights, and value creators have income rights. We will also insist on applying the latest technology and concepts, and constantly update and upgrade the content and services of this virtual world.

The core of MetaSpace is a decentralized game, asset issuance and circulation channel composed of multiple high-performance nodes. The platform provides users of MetaSpace with free, safe and ultra-efficient digital asset circulation, eMSTange and consumption services, such as games The circulation of equipment, gold coins, competitive tickets and even prestige in the game, the general consumption medium in the same series of games, etc. At the same time, it can provide low-cost and high-efficiency game release channels for the majority of small and medium-sized game manufacturers. In MetaSpace, game manufacturers can choose to become nodes (or witnesses) to join MetaSpace permanently to obtain a stable user portal and economic returns.

MetaSpace is the technology and circulation basis of other franchised game digital assets. It provides a series of simple and reliable games (enter the store) and digital asset issuance SDK/API to game manufacturers with development conditions. Manufacturers can design games and assets by themselves. Plan, and use this to easily connect your own games and assets to MetaSpace. MetaSpace provides users with asset value protection and anti-risk solutions through the automatic rules of the trading system. By default, MetaSpace requires the issuer of the asset to hand in a certain percentage of the basic Token as the collateral for the issuance of digital assets to ensure the initial asset issuance. Value and credit. When unexpected risks occur, the system will use methods such as forced liquidation to ensure that digital assets can stop losses in time, and ensure that a certain percentage of users are compensated to control the scale of losses.

Through the common guarantee of the blockchain system and a series of rules, the Token of MetaSpace has become the value collection of all joined game digital assets, and it has good circulation value and price support to help all game assets share a premium.

4.2   User-generated content ecosystem

METASPACE EDITOR   MARKET PLACE   GAME MAKER

The MetaSpace game state system consists of three integrated products, which together provide a comprehensive experience for user-generated content (BSC) content production.

B. Market: MST's BSChain network-based market allows users to upload, publish and sell their works (assets) made in METASPACEEdit as tokens (BSC-721 and BSC-1155 tokens).

C. Game Producer: Anyone who owns assets, whether by making them in METASPACEEdit or buying them, can combine them with the third and most important ecosystem product—the game producer and the game itself use. When the product was launched in Game Maker mode, users were able to place and use their assets in a block of LAND (BSC-721 token) they could own in the virtual world. Users can decorate their LAND with ASSETS, and more importantly, assign predefined actions to ASSETS through visual script nodes to achieve interesting and subtle game mechanisms, and transform LAND from a decorative experience to a potentially complete game experience.

4.3 Use NFT for blockchain games

Fungible	Non-fungible
E.g., One US Dollar	E.g., John Lennon Limited Edition Postage Stamps
Interchangeable	Not interchangeable
Uniform (all are the same)	Distinct or unique
Divisible	Indivisible

The MetaSpace virtual world uses blockchain technology and NFT to empower players and creators. NFT is an emerging market segment of the global gaming market: virtual tokens for digital scarcity, security and authenticity. Each NFT is different or unique, it is indivisible and cannot be interchanged with another NFT.

Comparison of fungible tokens and non-fungible tokens By using NFT, MetaSpace users will be able to benefit from:

A. True digital ownership: Even if the game is closed or abandoned, gamers are the true and permanent owners of their digital items. Through the blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell or give away their items.

B. Security and immutability: Digital game items can be easily tokenized and traded in the first- and second-level markets managed and promoted by blockchain technology. Items based on scarcity and demand usually lead to fraud and theft, but these risks are minimized on the blockchain because it is a distributed ledger.

C. Trade: A blockchain-based gaming platform can provide users with ultimate control over their digital assets. They can freely buy and sell items without worrying about them being blackmailed or the platform will shut down and cancel all the value of their in-game items.

D. Cross-application interoperability: Blockchain provides games with the ability to utilize shared assets. Assets, avatars, lands, and any other game elements can be used in other games that allow it. These game items are no longer restricted to a narrow digital state system.

Metaverse uses multiple tokens to create a circular economy among all the configuration files that will interact with its platform (i.e. players, creators, curators, and LAND owners). They are land, assets and MST, which is a token based on the BSC20 protocol. When goods and services (and other rights) are purchased in the game market, it will be used as the official currency in the white system.

4.4   What plans do we have next?

We have a strong product roadmap and a top-level team to execute a strong vision to build a unique virtual world gaming platform where players can build, own and monetize their gaming experience and spread Blockchain is the leading technology in the gaming industry. All these plus our achievements so far, TSB has been named the most anticipated blockchain game of 2020.

In the short term, we will launch the MetaSpace ecosystem's first community universe pre-sale and Game Maker. This will complement the public release of MST. Therefore, we hope to provide MST to individuals and companies to increase their liquidity and availability, the main purpose is to cooperate with community development and the flow of the state system.

Regarding the proposed MST product, the creators and player communities need to gain access to MST. We plan to make it accessible to the community through a variety of methods and controllable supply mechanisms, such as purchasing MST from multiple eMSTanges.

As the number of creators, players, and assets eMSTanged by the community in the market increases, the demand for MST in the white system may increase. Therefore, although the total supply of MST is fixed, the initial amount of MST provided will provide a scarcity effect, reduce the available MST, and promote demand.

4.5   Related challenges and risks

Any purchaser of MST· has the responsibility to understand and abide by and comply with all applicable laws

and regulations in any relevant jurisdiction. Any potential purchase of MST

Buyers should consider the risk factors identified in this section. If any of the indicated risks become reality, they may have an impact on the issuer's financial and operational performance.

Negative impacts, thereby hindering the issuer's ability to fulfill the obligations specified in this white paper.

As of the date of registration of this white paper, the issuer management committee has determined the challenges and risks. This does not rule out the possibility of other risk threats, the purchaser

It must be realized that due to the combination of multiple risks that appear at the same time, the impact on the issuer may intensify.

One of the main challenges of the project is the adoption rate of the community of artists and creators starting to eMSTange assets, which will be the key point behind the generation of MST demand. because

Therefore, we focus on developing powerful multi-platform products, by providing a tool to create voxel art that focuses on solving problems and community needs, the product

Products can be spread on a large scale. Therefore, we are developing strong communities in different regions of the world and focusing on Asia. We believe that Asia's adoption rate and

The learning curve will be steeper. The success rate of the project will depend on the priorities and preferences of consumers, as well as their rapid prediction, identification and utilization of these priorities

And the ability to prefer.

The issuer operates in a rapidly and dynamically developing emerging and disruptive industry. This includes but is not limited to developments related to the nature of the business, basic technology and its regulatory and legal impact. Specifically, as of the date of registration for this white paper, public knowledge and understanding of emerging technologies, such as distributed ledger technology, smart contracts, and other innovative technological arrangements, are still limited. The resulting risks may not be fully understood at present, and new additional risks may appear in the future.

Since the issuer's commitment depends on the continuous and normal operation of its technical infrastructure, the issuer will face various risks related to its proper maintenance. These risks include, but are not limited to, cyber attacks, data theft or other unauthorized use of data, and other malicious interference. Some parts of the infrastructure may be outsourced to third parties.

In this case, the issuer relies on the technical arrangements developed by such third parties to run its business and faces the risk of failure of such technical arrangements.

Issuers are bound by various laws, including the regulations and rules promulgated by it, and are facing risks related to the time and impact of legal changes and related legal changes. This includes the release of explanatory changes that cannot be predicted.

To a certain extent, the development of the company and its career can be attributed to the hard work and ability of its management team members and other key personnel, especially the members of the board of directors. If one or more members of the team are unable or unwilling to continue to hold the previous positions, the initiator may not be able to replace them in a short period of time, which may have a serious adverse effect on the original business. .

# 5. The problem that MetaSpace hopes to solve

MetaSpace provides players with decentralized operations. According to the non-tamperable and transparent characteristics of the blockchain, it ensures that the game data is transparent, the rules are transparent, and there is no background manipulation of the game drop rate, and the assets of game players can be stored for a long time. ;

MetaSpace will gradually introduce and access various game companies, operations, and player groups, and finally form a self-sufficient pan-entertainment ecosystem integrating R&D, distribution, operation, and community, and reduce the behavior of middlemen to make price differences. As the group continues to grow, it will be more conducive to absorbing higher-quality game content, player groups, and operation teams, forming a virtuous circle of self-optimization.

5.1 Game Asset Form Conversion

A virtuous circle of ecosystems can be formed in MetaSpace. The digital assets of Game A born from Game A

can be converted into derivative assets of MetaSpace, through which the digital assets of Game B can be purchased.
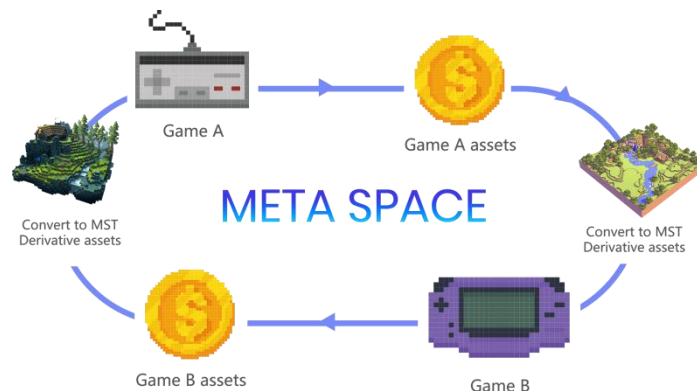
5.2 Rapid issuance of game assets

MetaSpace has a self-service game and asset issuance portal, mortgage basic Token and value measurement, and digital asset value protection.

Self-service game and asset issuance portal

MetaSpace opens a self-service asset issuance portal to qualified users. Users can design their own issuance plans and connect with their own game programs through open APIs.

Mortgage base token and value measurement

By default, MetaSpace requires that the issuer of the asset must hand in a certain proportion of the basic Token as the collateral for the issuance of digital assets, so as to ensure the initial value and credit of the issued assets. At the same time, forming a transaction pair with the basic Token is also an indicator of asset value measurement.

Digital asset value guarantee

MetaSpace uses methods such as forced liquidation to ensure that digital assets with unexpected risks can stop loss in time. Liquidation users can get a certain percentage of Token compensation through the collateral of the assets to control the scale of loss.

5.3 Provide a fair and open environment

Open and transparent MetaSpace system

MetaSpace will open more than 90% of the source code of the core system on Github.com, the world's largest third-party open source site. Users around the world can witness the open, transparent, safe and reliable attitude of the game chain system.

5.4   Support for multiple game digital asset access

MetaSpace will establish a new asset circulation access mechanism. The game assets that are already in circulation on the market and request circulation on the MetaSpace platform will be assessed, the number of users will be evaluated, and a sample of users will vote to determine whether to admit new assets. The admission of all new assets will be based on the prerequisite of ensuring the safety of user assets to the utmost extent.
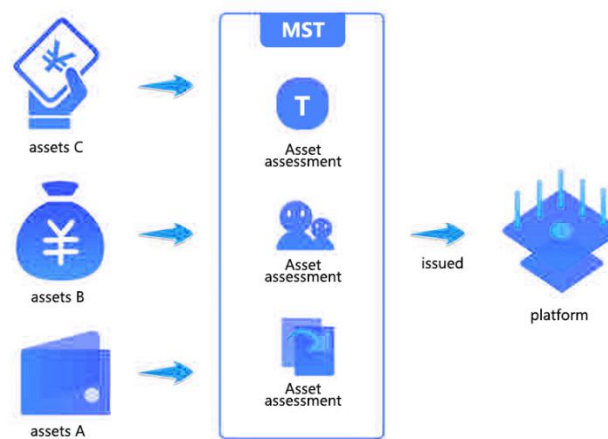

Figure 5-4-1 Schematic diagram of digital asset access

5.5   Community contribution rewards and activity incentives

MetaSpace aims to build an ecosystem of high-quality game providers, publishers, player groups, and operating groups, rather than a casino that speculates capital for speculators. Therefore, at the beginning of the design, it does not consider the use of mining methods to allow users to gain Instead, it uses activity and contribution as a measure of the number of user benefits.

All business behaviors on the game chain need to be driven by basic tokens. These tokens are recovered by the system in the form of fees and deposited in the fund pool for rewards to users who have contributed and active to the entire system and the entire network, and obtain these Token methods include but are not limited to: issuing games, issuing assets, actively participating in transactions, providing node support for the

entire network, and actively operating communities.

5.6 Guarantee of game asset value

When asset issuers issue game assets on MetaSpace, they need to use the basic Token for value mortgage of the asset issuance. This mortgage ratio is usually 75% of the initial total value of the issued Token. This design is to prevent this asset from being affected by the game. Sudden bubbles and bursts caused by shutdowns and investor withdrawals have caused the holders to suffer excessive losses.

The purpose of this design is to ensure that MetaSpace has the ability to repay the digital assets purchased by users under any circumstances, and once the asset value falls below the limit due to market fluctuations and other reasons, the asset will be forced to liquidate by the system , To reduce the loss of the holder. Provide system security and robustness guarantee.

MetaSpace's decentralized trading platform provides users with automatic matching and targeted trading services. The mutually redundant nodes cooperate with the connection quality detection/link selection program to make MetaSpace sufficiently high-performance, safe and robust, and can effectively resist access pressure, theft risks and node failures.
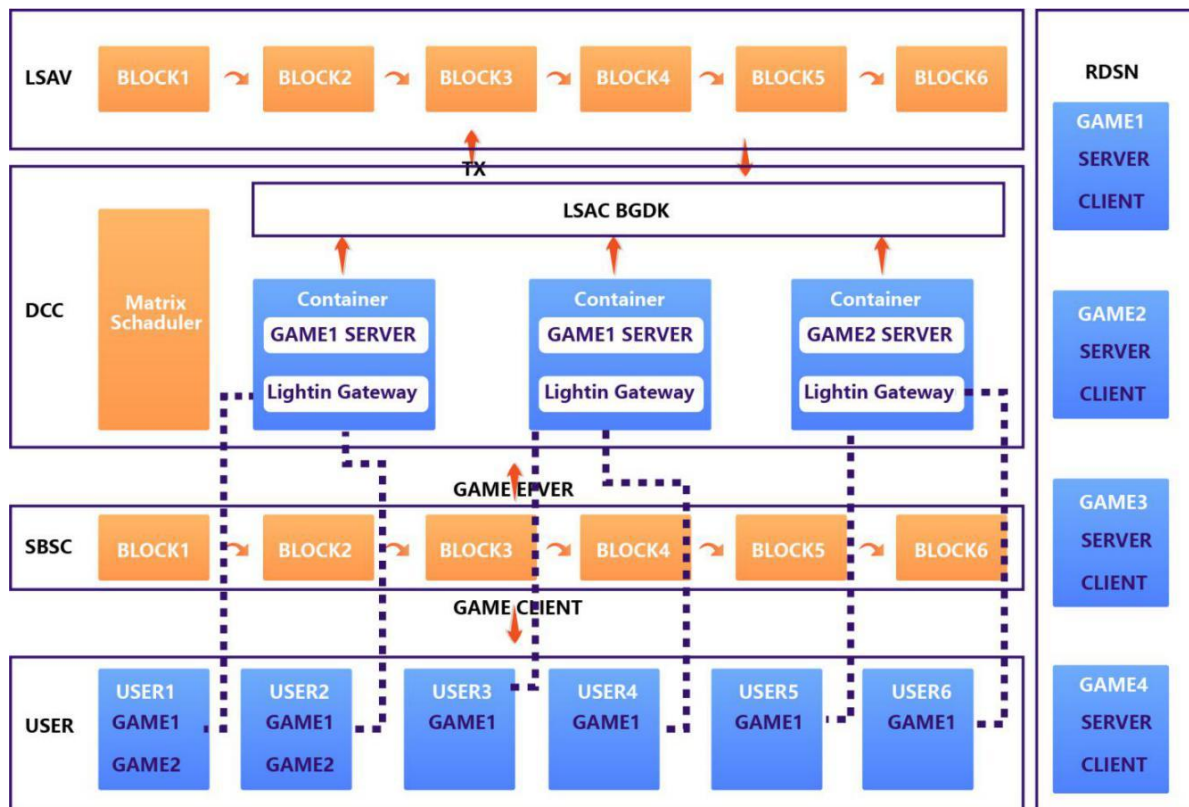
Redundant safety

Deploy nodes in multiple countries and regions, and accept third-party node operators to provide safe and stable uninterrupted transaction services;

high performance

The theoretical throughput of MetaSpace can reach 100,000 TPS, which is enough to support asset trading behavior and game applications on the chain.

6. Business model

6.1 Issuance on the chain

Game developers rely on MetaSpace's LSAC and SBSC dual chains to realize assets and game resources on the chain. RDSN provides distributed storage of resources, and DCC provides computing power required for games to achieve permanent online games and assets of any type.

6.2 Player download

The user obtains the Hash index of game resources based on SBSC, and during installation, uses the RDSN redundant distributed storage to download the corresponding game resource package to the local at high speed.

6.3 Game running

When the player runs the game, through the DCC distributed computing power cluster, the game server computing program is deployed in a containerized manner in accordance with the computing power scheduling program.

6.4   Assets on the chain

Users use LightingGateway to match the nearest and fastest DCC computing node to achieve a smooth game experience with ultra-low latency. In the game, DCC communicates with LSAC through BGDK, and writes user asset data into blocks in real time, so that the user's assets can be efficiently and safely interacted and protected.

7.   MetaSpace project framework
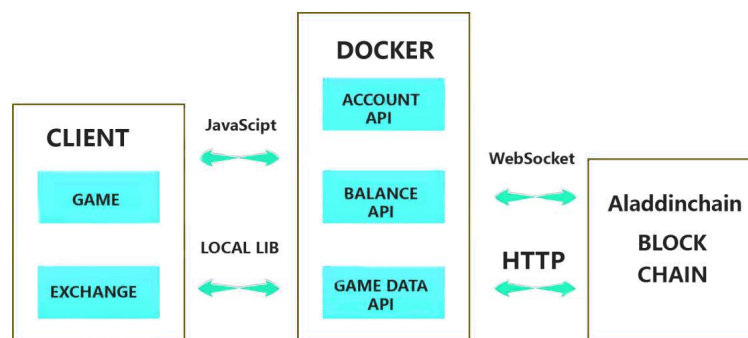
7.1 MetaSpace-DOCKER

Figure 7-1-1 The framework of the game running environment on the chain

In order to simplify the developer's use process, MetaSpace has designed a set of containers that can be adapted to multiple types of APP operation, as well as supporting interoperability interfaces to simplify the docking process between game programs and the blockchain, so that the interaction between the chain and the development The transparency of the developers allows traditional game developers to develop or migrate blockchain games without barriers. The operating environment under MetaSpace-DOCKER will be compatible with the original Android, iOS and PCWeb, mobile H5 and other systems and environments. The games in the operating environment will have native cross-platform capabilities and have the characteristics of barrier-free operation of on-chain games on multiple platforms.
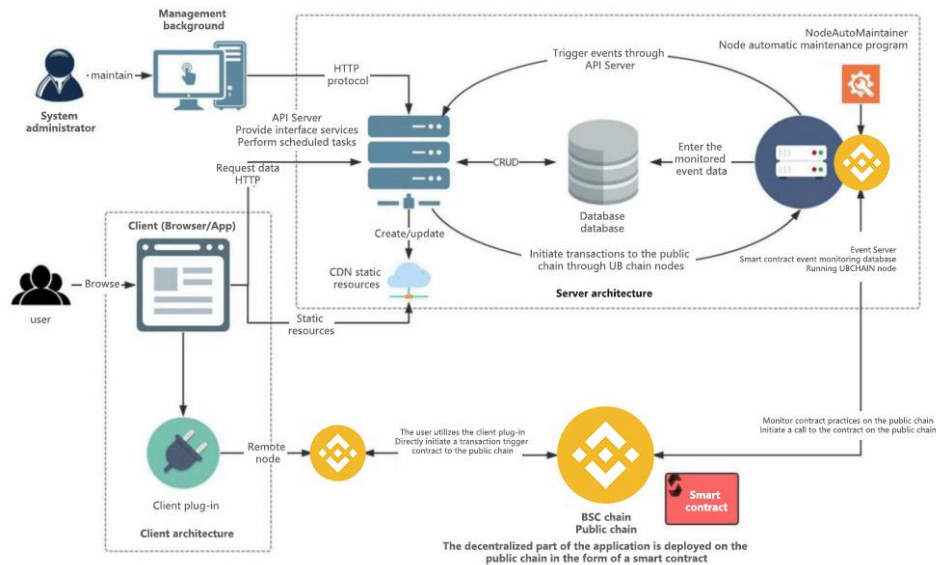
7.2 MetaSpace cloud architecture with fast access

Developers who connect to the game container can get:

Support fast access to any structure of the system

For new developers, there is no need to learn any blockchain-related development, and based on their original game development experience, they can seamlessly access traditional game developers without major technical changes to modify their game chains. .

8. MetaSpace platform

8.1 Mission

The mission of the MST team is to build a system that allows creators to produce, play, share, and trade without central control, and enjoy secure copyright rights through the ability to earn MST.

The MST team believes that these innovations are important, because although the current voxel-based creative game market already has 500,000,000 creators and 160,000,000 MAUs, it faces four key issues. If not

resolved, it may hinder future growth. :

- The centralization of high-quality content in mainstream games such as Minecraft and Roblox limits the rights and ownership of creators;

- Central control of virtual commodity transactions created by players restricts players from creating fair value for them, restricting what they can or cannot sell and/or taking up a significant portion of sales revenue;

- In view of the nature of voxel art, it is difficult to prove the creative ownership of the work, especially when the content is copied, modified and constructed;

- The existing game market is based on legal tender, does not support real micro-transactions, and is susceptible to credit card fraud, leading to imbalances in the game economy.

8.2   Platform overview

Blockchain allows creators to have real ownership, and thanks to this technology, we, as developers, can ultimately reward players for their time and hard work in content creation, enabling them to monetize and freely trade their assets.

Our asset smart contract makes content a new platform and creates a new paradigm. This is because they provide multiple uses and are not limited to a single game. This "second-layer programmability" enables any developer to bring lasting and increasing value to assets that can be shared across games, platforms, and chains.

The market is a trading environment for assets, which can be given away for free or sold to other players.

A game is an overall game system that can enjoy and share a playable experience. In the game, not only creators can profit from their creations, but players can also earn by collecting resources, rewards and tokens.

8.3   Props

Props are virtual tokens supported by the blockchain (using NFT's BSC-721 standard), representing the physical package of MetaSpace Metaverse. They allow players to own part of the Metaverse and thus be able to host content (assets and games).

8.4   Avatar

The avatar is the voxel representation of the player in the game and can be modified one by one by the owner. The transformation has a specific specification and format, and comes with a set of default animations, such as

Such as niche, run, jump and fight. Specifically, this avatar can be modified one by one by equipping it with different compatible ASSET tokens (helmet, arms, torso, legs, etc.).

9.   What is MST

The token promoted by the MetaSpace platform is MST. MST is a decentralized blockchain digital asset issued based on the BSC ecological network. At the same time, the corresponding NFT equity token will be issued according to the BSC-721 standard.

In MetaSpace's economic model, there are two ways to earn MST. One is to participate in the MST community subscription. Secondly, in the later stage, it can be obtained by participating in NFT transactions and pledge mining in the MetaSpace metaverse..

9.1   Issuance rules

- Project Full Name: **MetaSpace**
- Token abbreviation: **MST**
- Circulation: **2000000000**

Distribution Rules: **48.75%** Community DAO Allocation

2.5 Token Airdrop   **48.75%** Liquid Pot Additions

9.2   Token Economics for MST

MST token has 2 simple functions: transaction transfer burn and promotion airdrop reward

Transaction, transfer tax (9%)

- 3% allocated to Promoted Users

- 1% of black hole addresses

- 1%LP added automatically

- 3% automatic entry into Eco Wallet

- 1% is automatically sold as SHIB dividends to MST holders (need to hold more than 100,000 tokens)

Promotion Airdrop Rewards (3%)

Four-tier promotion benefits:

1% on the first floor

0.5% for the second tier

0.5% on the third floor

0.5% Tier 4

0.5% Tier 5

When you invite a user for the first time, airdrop a little MST to the BSC wallet of the inviting user to complete the binding link relationship.

9.3   Uses of MST

● Access to the MetaSpace platform: Players spend MST to play games, purchase equipment or customize their avatar color. Creators spend MST to obtain assets and props, and pass staking. The sale of props drives the demand for MST. Artists spend MST to upload assets to the market and purchase treasures used to define rarity and scarcity.

● Governance: MST is a governance token that allows holders to use the DAO structure to participate in the governance decisions of the platform. They can exercise voting rights on key elements, such as the attribution of content and game creators granted by the Foundation and the priority of functions on the platform roadmap. MST owners can vote by themselves or delegate voting rights to other players of their choice.

● Mortgage: MST allows mortgage, which allows passive collection on MetaSpace: more MST can be obtained through mortgage. This is also the only way to obtain the precious treasures and catalysts needed to create assets

● Fee capture model = 5% of all transaction volume (transaction fees) made in MST tokens should be allocated to the staking pool as a reward for MST MST token holders, and 50% will be allocated to the foundation ".

● Foundation: The role of the Foundation is to support the MetaSpace style system, and provide grants to

encourage high-quality content and game production on the platform. So far, the Foundation has funded more than 15 game projects and awarded 100 artists to produce NFTs before the public release on December 2020. The overall valuation of Metaverse has increased through the valuation of all games funded by the Foundation, creating a virtuous circle to provide funding for larger games.
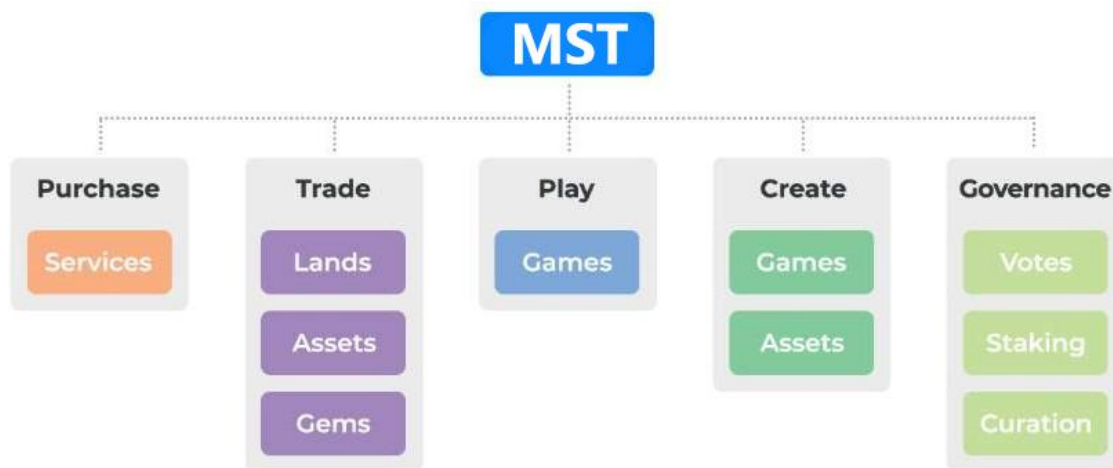

Figure: Use cases of MST

9.4   The growth logic of ecological value

The daily operating expenses of the platform, the use of MST tokens in a real business environment, the price is determined by value, and is affected by supply and demand.

The MetaSpace platform can quickly convert centralized game projects into blockchain game projects by providing complete MetaSpace functional components, helping traditional game companies to quickly complete track switching while greatly reducing R&D costs and online cycles. At the same time, based on the MetaSpace blockchain protocol, MetaSpace can help blockchain games to quickly transplant major chains, greatly reducing the cost of transplantation. Help game developers to create more excellent game types and rich gameplay while avoiding the trouble of being restricted by the main chain TPS.

With the above two advantages, the MetaSpace platform will quickly have a large lineup of games with superior gameplay and high quality. A steady stream of game manufacturers and independent developers will join the MetaSpace platform to provide players with complete game services. As the number of platform cooperative games continues to increase, the quality of games continues to improve, and the number of

community platform users continues to grow, the value of MST will continue to increase.

Next, thanks to MetaSpace's digital asset reuse and creation model, the community reward weights continue to tilt, various developers and creators will continue to join, the continuous completion and birth of digital asset creation tools, a large number of digital assets New abilities and images will be acquired on the MetaSpace platform, self-made games will be created, and the demand for MST will continue to expand. The economy of the community becomes more prosperous, and the value of MST will usher in an explosion.

10. MetaSpace advantage

TRUE DIGITAL OWNERSHIP

Gamers are the true and perpetual owners of their digital items, even if the game was shut down or abandoned. With blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell, or gift their items.

TRADING

Blockchain-based gaming platforms can provide users with ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off or that a platform will close and cancel all the value of their in-game items.

SECURE and IMMUTABLE

Digital game items can be easily tokenized and traded in primary and secondary markets that are managed and facilitated by blockchain technology. Items based on scarcity and demand usually invite fraud and theft, but these risks are minimised on blockchain because it is a distributed ledger.

CROSS-APPLICATION INTEROPERABILITY

Blockchain provides capacity for games to utilize shared assets. Items, characters, and other game elements can be used in other games that allow it. These game items are no longer confined by a narrow digital ecosystem.

Compared with the current non-blockchain system, the creation of a game platform based on a decentralized blockchain provides multiple benefits, as shown in the following figure:

Use blockchain (MetaSpace)	NO BLOCKCHAIN (ROBLOX AND MINECRAFT)
REAL OWNERSHIP	**LIMITED OWNERSHIP**
●The assets stored in the player's wallet are tokenized through BSC; ●The user retains the copyright forever; ●Ownership has nothing to do with the game; ●The identity of the creative author is immutable;	●Assets stored in the game system; ●The copyright is restricted, and the project can be modified by a third party; ●Ownership is linked to the game; ●It is difficult to prove the identity of the creator;
SAFE	**UNSAFE**
●Due to the record keeping technology of the blockchain, the possibility of fraud is reduced.	●Server-based transactions; ●High probability of fraud (average 13%)

FAIR REVENUE SHARE

● Creators will get 100% of the selling price they set for the creation;
●Multiple creators can share rewards and benefits automatically;

LIMITED REVENUE SHARE

●The items sold by the creator will receive part of the remuneration;
●Ownership is limited to one player entity;

DECENTRALIZED TRANSACTION

●Blockchain allows users to share assets for collaboration;
●Peer-to-peer transactions;

CENTRALIZED TRANSACTION

●The centralized system restricts collaboration;
●All transactions are controlled by a third party;

11.   Future milestones

The fourth quarter of 2020

● Game public beta —— the game platform public beta is online, and there are several games to play (supported by the foundation)

● Event —— launch the first season event with game earning mechanism

● Multi-games-socialize, chat and interact with friends in MetaSpace

● MetaSpace planet is open-open MST's sub-universe mining system and support for Game Maker

● METASPACE Edit —— Official release 1.0

2021-2023

Our goal is to become one of the leading mature key players in the virtual world through the blockchain-based digital MetaSpace planet.

Reached more than 1,000,000 MAU during the year. To achieve this goal, we will address:

● METASPACE editor: We will work directly with the artist community to add the extra features they request and promote the creation of higher-level models, while keeping in mind that everyone can access;

● Market: We will devote ourselves to the development of fascinating features, which will promote long-term participation and interaction with the MetaSpace platform, allowing creators to work together and collaborate in a team, and build a higher level of collaboration Work process, as well as the function of pre-sale of games that enables any creator to run their own games, organize their own prize pool competitions, define the rules of each DAO and its sub-communities, etc.;

● Game creators/players: We will release game players on multiple platforms, starting with mobile devices (iOS and Android) in 2021, and then expanding to consoles. We will improve meta-games to create regression designs, and provide incentives for players to explore and participate in economic cycles (creation, trading, games), and promote the game to make money (by collecting resources to monetize your skills and time, rewards and tokens) as Economic pillar. Players will have personal goals and goals for the metagame, but we will also include collective goals for community creation and competition. MetaSpace planet can be used as a public hub for players, providing different experiences, notices, shops, chat rooms and other special experiences;

● Blockchain and tokens: We will open more of our blockchain technology to other developers (markets, smart contracts, etc.) so that they can build additional services and dApps on top of our API and smart contracts.

A more detailed road map can be found below:

2022-2023

● Partnership-will announce new IP and high-level NFT

● Foundation-use MST pledge to initiate the foundation DAO to vote on creators' foundation management

● Game Maker-Official release 1.0 and major updates, including more game packs, actions and visualization scripts

● Game-official release 1.0 and major updates

● Activities-extra seasons with great rewards

● Multi-platform—availability of games on smart phones and tablet devices

● Multi-player game-the first high-quality production game with multi-player game mode

● MST-a mortgage mechanism for income generation and management

- Game Maker-Co-Building Mode-Create games with friends, using custom scripts for layer 3 programming and major updates with more game packs and actions

2025

- Game platform-more than 5,000 games to choose from

- Partnership-will announce new IP and high-level NFT

- Game Maker-a major update with more game packs and actions added

- Activities-extra seasons with great rewards

- DAO——MetaSpace DAO will allow participation in the important decision-making of the game platform

12.   Game engine

We have developed a custom engine on top of the Unity engine.

Our engine takes advantage of the powerful features of the new Unity's technology stack (named DOTS) through extensive use of the Entity Component System (ECS) and operating system.

By using Unity's new Universal Rendering Pipeline (URP), we will be able to support mobile platforms in the future without sacrificing the rendering quality of desktop games.

Our engine also supports our custom voxel models, rigging and animation formats (VXM, VXR, VXA) through our internal voxel editor (METASPACEEdit).

13. Wallet

We minimize the back-end security risks by reducing the liability of hot wallets that are only used for recommendations and whitelists. Other wallets are cold storage wallets, which are responsible for updating the platform with new contracts and new parameters. These may become part of the governance mechanism in the future.

For these cold packages, we use a multi-signature wallet and the owners of these multi-signatures are all three hardware wallets. This wallet may be able to upgrade our MST tokens, as well as the ability to expand functions through super operators.

Regarding the payment method, if the user wants to pay by the following method:

● Tokens based on BSC-20 are then processed by the on-chain smart contract, and the user will directly receive MST into his wallet; and/or

● Payment in BTC, credit card or fiat currency will be processed by the third party service merchant to resolve the case. After the latter is confirmed, MST will be released。

14. Team

We have assembled a suitable high-level team to implement our vision: 42 employees are located in our 3 offices, 28 full staff in North America, 11 in France, and 3 in Japan.

14.1   Core Team

Adrian —— MetaSpace Executive Officer and Director

Served as a well-known game company such as Ubisoft, Blizzard, etc. in France. Participate in the development of World of Warcraft, Overwatch and other internationally renowned games. Game enthusiast for many years. Familiar with blockchain knowledge, committed to becoming a changer in the game

industry, breaking the monopoly of big manufacturers in the game industry, and providing players with more fun and interesting games

Henri Rene Albert —— Chief Operating Officer and Director of TheMetaSpace

Master of Economics from Harvard University, many years of game player, well-known World of Warcraft community management experience, committed to building an international brand of MetaSpace and building a high-quality community. To discover high-quality games and entertainment content, and make unremitting efforts to create games and entertainment products that are loved by the new generation.

Use MetaSpace to build a meta-universe, which is one of the most anticipated and ranked blockchain games in 2022 (the 13th in the top 50). Players are empowered through NFT so that they can own, buy, and Sell   and trade their 3D creations on their Marketplace and use them in their Game Maker.

Lucas Shrewsbury-MetaSpace Chief Financial Officer

Lucas Shrewsbury is the co-founder of the first online payment company in Latin America and has more than 20 years of experience in financial, technology and gaming. London Business School has a master degree in business management, focusing on the financial and execution projects of entrepreneurship in the provincial management school.

Christian —— the inventor of the MetaSpace game

A software architect with 20 years of experience in Java/JavaEE and net technologies. He was a member of the Java development team of Amazon Web Services. He has made outstanding achievements in open source tool stacks (JAVAFramework, lua, JBoss) and SOA, web services and cloud technologies.

15.   Conclusion

The MetaSpace decentralized platform allows players and creators to own part of our game metaverse, participate in governance and economics (MST), and at the same time create and enjoy simple ways to

benefit from their game time.

In the coming year, our experienced and dedicated team will create a unique virtual world game style in which you can play, create, collect, earn, manage and own anything in the game.

Join us now.