

# Getaverse Whitepaper

## 1. Background

### 1.1 Metaverse

American science fiction author Niall Stevenson once mentioned the concept of the "metaverse" in his works. Now that Facebook has changed its name to Meta, the metaverse is becoming more and more important.

In many ways, the metaverse is just another name for what the Internet has become: more social, more immersive, and more economically complex than what exists today. Broadly speaking, there are two competing visions of how this might be achieved: One features decentralized ownership. In other words, it is interoperable, open, and owned by the community that creates and maintains it. The other is centralized, closed, and subject to the rise of corporations that often siphon off the economic rents of content creators, contributors, and ecosystem residents.

The article "7 Essential Ingredients of a Metaverse" by Liz Harkavy, Eddy Lazzarin, and Arianna Simpson of A16Z describes 7 essential ingredients for building a metaverse, including decentralization, self-sovereign identity and property rights, etc.

### 1.2 Property Rights of Digital Content

When it comes to the ownership of digital content, one of the fundamental elements of the metaverse, people were more accustomed to a read/write experience and disregard for ownership of digital content and information on the Web2.

Most successful video games today make their money by selling in-game items such as skins, equipment, etc. But players who currently buy in-game items are not actually buying them. It is merely a form of rent. As soon as someone leaves the game to play another game, or the game is abruptly discontinued or the rules are changed, the player loses access.

In addition to digital content, Web2 users also do not own their own personal data. Internet giants such as Amazon, LinkedIn, Facebook, etc. exploit users' data to gain tremendous value and wealth, which is in stark contrast to the fact that users - the actual producers of the information - have no say over

their own data. Such practices as illegal collection of user data, data leaks, and trading problems have seriously violated users' security and rights.

Unlike Web2, the protocols and design of Web3 are decentralized and peer-to-peer. They provide a framework for trusted transactions and automated collaboration, and allow users to truly control their "rights" to their assets, identities, and data. As awareness of Web3 increases, people are beginning to look at ownership of digital content and information.

## 1.3 DID: the Web3 Identity Verifier

On Web3, the economic value of all exchanges is still essentially based on people and the relationships they establish with each other. In today's society, centralized identities from social structures, such as family, church, team, company, citizen, celebrity, etc., are the collection of all the attributes and behaviors of a person. In real life, we confirm our identity through physical media such as ID cards, driver's licenses, business permits, or electronic IDs.

Web3, as a broader trust-based digital ecosystem than Web2, should have easily surpassed the centralized Web2. However, because the current Web3 lacks basic elements that can represent the social identity of each individual, it must now rely on Web2, leading to its limitations.

The limitations caused by its reliance on Web2 can be seen in the following 3 examples:

- 1) Most NFTs rely on centralized platforms like OpenSea to transact.
- 2) Many DAOs want to go beyond social media platforms and rely on the simple voting mechanism of the Web2 infrastructure, but this does not protect against witch attacks.
- 3) Many Web3 participants rely on wallets hosted by centralized entities, such as Coinbase or Binance, and decentralized key management systems are very user-unfriendly.

Unsecured lendings offered with Web3 cannot be completed due to the lack of identity information. Also, the existing token system cannot process credit (because there is no separation of ownership and use). The basis for establishing DeSo also requires Web3 to extend the social foundation.

In this context, Decentralized Identity - DID is gradually becoming known to the market and users. DID represents a new type of digital identity that is self-sovereign and verifiable. It leverages blockchain infrastructure and changes the model where platforms control digital identity. Instead, users now manage and control their data.

## 2. Technological concepts

The rise of DID and the decentralized society has spurred the popularity of some key technology concepts.

## 2.1 Decentralized Identity DID

DID Is a derivative of the traditional centralized identity. It refers to the removal of ownership, control, and management of a person's or company's digital identity. User data is fully returned to the user.

DID is a key practice in the development of Web3. The core goals of both DID (decentralized identity) and the Web3 paradigm are to empower users to control their data, protect their privacy, and ultimately ensure their freedom through an open, censorship-resistant network. While there are differences in the formulation and practical application of DID and SSI (Self-Sovereign Identity), DID and SSI overlap greatly.

DID places more emphasis on decentralization and peer-to-peer interaction among individual users in the identity system through identifiers. There is no single individual or group of trusted authentication nodes that can control the data generated. In this sense, DID focuses more on technical implementation and system architecture. In addition, DID requires that all aspects of the identity system architecture be decentralized. Processes such as data storage, verification, and transaction are handled on the blockchain or distributed ledger to achieve complete decentralization, from the underlying protocol to the top layer of the application.

DID advocates that every person has the right to own and control their own digital identity. This digital identity can securely store elements of their digital identity and protect privacy. However, the implementation of DID is not straightforward and involves identity establishment, identification and verification, trusted storage and computation of relevant data, declaration and authentication of identity, and credit systems.

## 2.2 Soulbound Token SBT

The SBT token is programmable, non-transferable, but revocable and retrievable with verifiable information.

In the Web3 world, a user's address, which can be considered a soul, stores SBTs (soul-bound tokens) that are corresponding to a set of affiliations, memberships, and certificates.

A person's "soul" (address) can store SBTs (soul-bound tokens) of educational certificates, companies they have worked for, artwork they have created, or books. The simplest form of these SBTs is the ability to "self-authenticate." For example, by identifying the address as the founder of a Web3 project, it can verify him or her being a major artist in the art world.

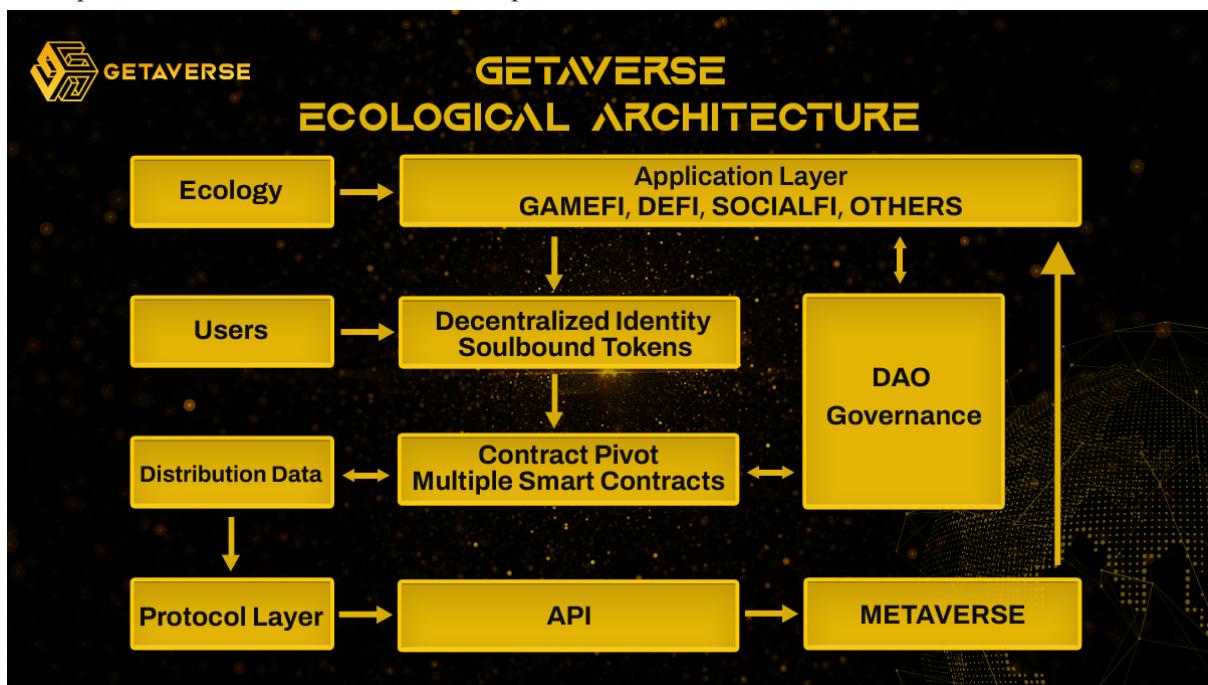
### 3. About Getaverse

#### 3.1 Getaverse's Visions

Getaverse is a blockchain credit system developed and deployed on several public chains. It aims to create an ecological metaverse service platform based on the Web3 protocol for digital authentication systems. After registering with Getaverse, users will receive a DID identity, which they can use to build their own credit system and participate in the ecological use, construction and management of the platform. Users can improve their comprehensive credit score by participating in activities such as owning assets, staking mining, governance voting, etc. Innovative Web3 projects can be accessed through Getaverse's open API interface, including DEX, NFT, Defi, Gamefi, Socialfi and other ecological applications.

Getaverse's vision is to help Web3 developers design better products by building a DID (Decentralized Identity) and a Reputation System for Web3 and Metaverse portals. Building a true decentralized society - DeSo (Decentralized Society) that allows users to control their identity, emphasizes ownership of digital content, and ensures that users receive value.

With the development of Web3 and the Metaverse, a DID -based digital identity credit system will become the main trusted traffic portal in the virtual world. The future goal of Getaverse is to become the largest trusted traffic platform based on the DID credit system in the Web3 world and to support the implementation of all innovative Web3 products.



## 3.2 Getaverse SBT

### 3.2.1 SBT: An on-chain Identity Tag

Based on the on-chain behavior of user addresses in multiple public chains, we can create clear and segmented user profiles, such as "Uniswap Super Trader", "Compound Lender", "OpenSea Artists", "Bored Ape Holder", etc.

## User Profile

Your profile is 40% complete

0 txs created

Web3 DID

Achievements Unlocked Number: 1

## Label Display

### Edit Interest (4/10)

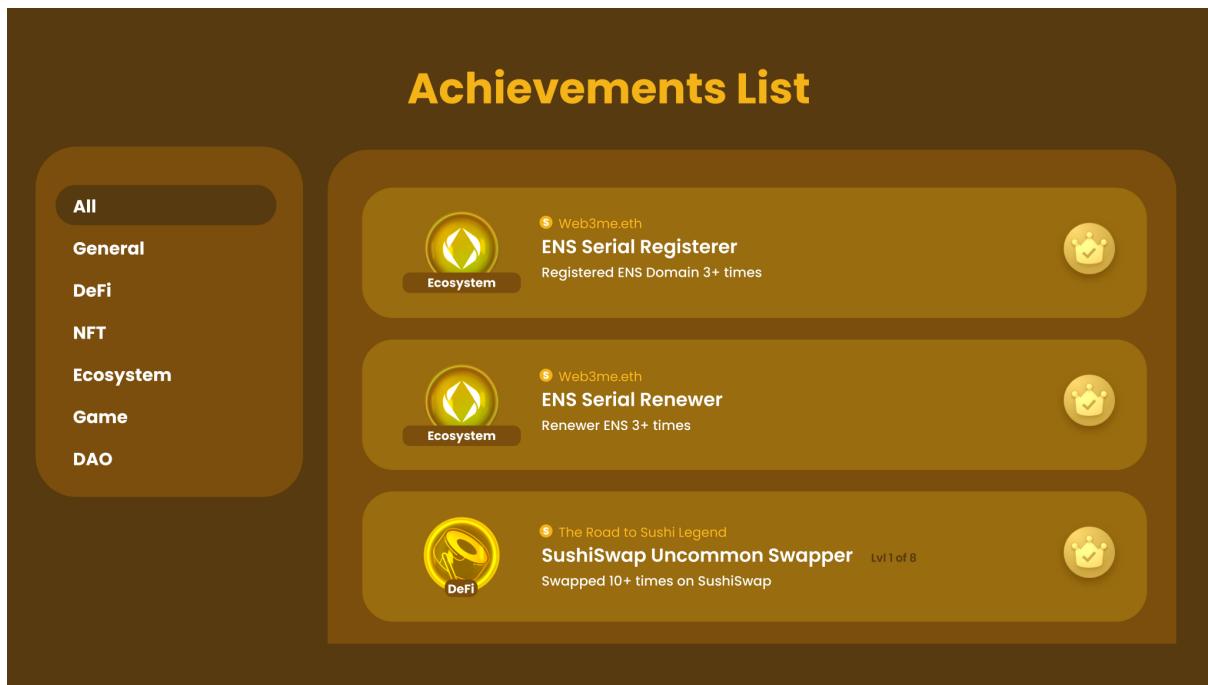
Go back Save

#### Tech

Cryptography Smart-contract Blockchain Implementation  
Infrastructure Web3 Data Science VR/AR  
Zero-knowledge Proof Cybersecurity DID AI and Machine Learning  
Cloud Computing IoT Quantum Computing Autonomous Vehicle

#### Topic

Defi DEX Leading Protocol Wallet Social Token  
Gambling Prediction Market Crypto Game Social Network  
Media DAO Utility Payment Price Analysis  
NFT Marketplace Avatar NFT Art NFT Music NFT



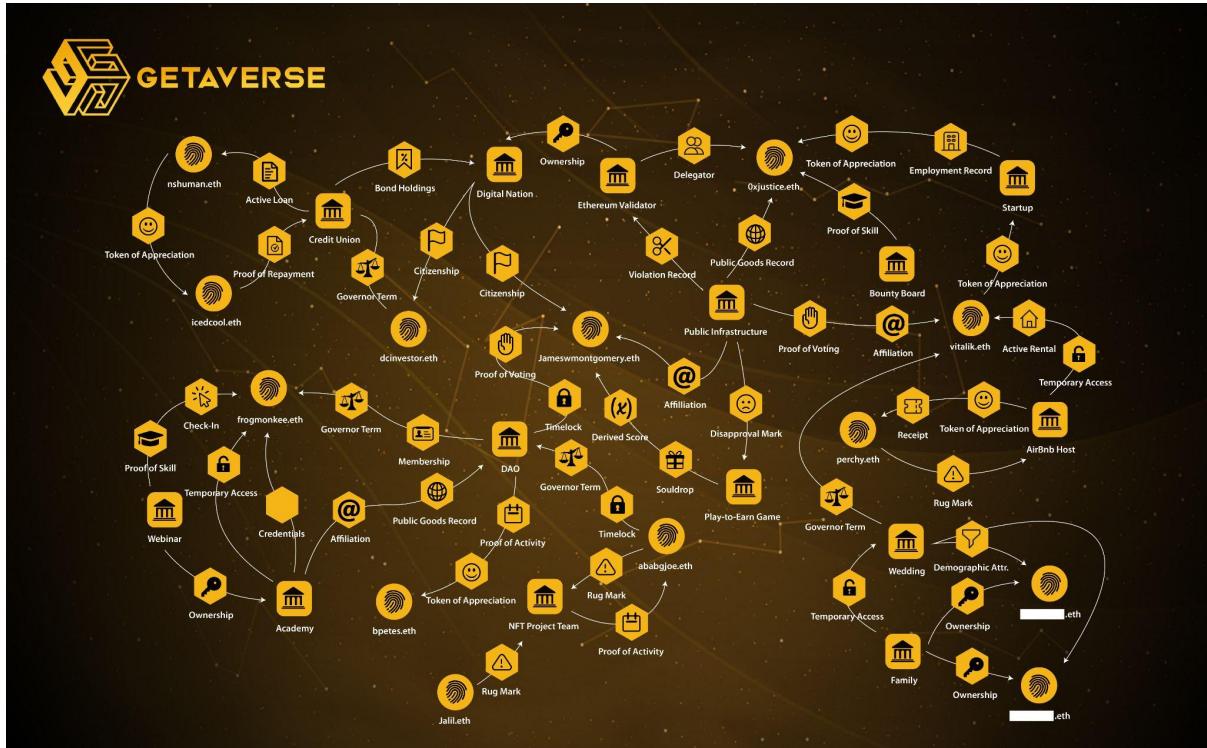
The biggest weakness of DAO is the possibility of a witch attack. That is, a single user can control 51% of DAO voting rights across multiple wallets, creating a de facto monopoly. With the GETAVERSE on-chain identity tag, it is possible to restrict the voting rights of highly correlated addresses and avoid witch attacks by checking the correlation between addresses (e.g., to check if all addresses have common tags such as "Uni Minority Holder" or "Sushi Minority Holder").

### 3.2.2 SBT: An Centralized Identity Tag

In addition to decentralized identities, Getaverse also supports verification of individuals by decentralized nodes, introducing centralized identities into the Getaverse ID system. These personal reputation tags are based on user's on-chain interactions with projects and would be certificated by Getaverse according to Proof of xxx (work, activity, skill, etc), which give users a sense of honour and enable projects to obtain a more accurate user portrait.

For Web3 Users: Soulbound Tokens grant users reputation tags to represent users contribution for projects. These tags are non-transferable and would follow user forever. And users don't need to create so many accounts/addresses, they could log in and interact with projects through Getaverse in one-stop.

For Web3 Projects: Projects could utilize the tags to analyze & develop products and launch more effective marketing such as airdrop.



### 3.3 Getaverse Event Proofs

Getaverse allows Web3 developers to customize NFTs for event proofs based on on-chain behavior or off-chain events (e.g., presence proofs). It covers the entire process, from NFT creation to distribution rules, etc.

For example, for event attendance NFTs, Web3 developers need to upload whitelist addresses, upload NFT images, and set mint times using the following methods.

- Self-uploaded address list
- Addresses collected by the Getaverse bot
- Interaction with a contract in the chain
- Following a specific address
- Retweeting a post/link, etc.

### 3.4 Getaverse DID

Getaverse DID is created by integrating on-chain and off-chain user data via SBTs - the centralized and on-chain identity tag - and Getaverse event proofs. Getaverse ID works like a new kind of human resume on the Web3 that can be a bridge to connect on-chain behavior and off-chain society.

Getaverse DID supports truly decentralized key management. In the traditional cryptocurrency system, the loss of a private key means the permanent disappearance of the asset. Getaverse DID with SBT, on the other hand, enables collaborative recovery, where users can curate a set of guardians, which can be individuals, institutions, or other groups. Successful recovery depends on a trusting relationship with most of them. Unlike traditional social recovery, SBT recovery requires the consent of a qualified majority (a random subset).

When a user loses a Getaverse DID, SBTs on the address lead to the owner's social network, which then relies on mutual voting among social network members to realize collaborative recovery. Key recovery through social contacts follows the same logic as GoogleMail and Twitter password recovery, i.e., acquaintances from the address book are contacted to help reset the password and recover the account.

## 3.5 Getaverse Data Control System

Getaverse's data control system uses zero-knowledge proof to allow users to openly share certain answers with the community while maintaining their privacy. Web3 developers no longer need to have all the information about the user when they perform an authorization to identify the user. For example, if a Web3 developer wants to know if a Twitter user meets the requirement to have 10 ETH, the user does not need to disclose their address in their Twitter account, but can be verified directly through the Getaverse data control system API.

Through the Getaverse data control system, users can also allow Web3 protocols to access different types of on-chain and off-chain data, as well as Getaverse score reputation ratings, and authorize them as needed.

## 3.6 Getaverse Credit Score System

A sophisticated credit scoring system is based on a user's social account information and multi-linked address information. A user's Getaverse Score, in turn, reflects their personal trustworthiness - the higher the score, the more reliable the user.

The Getaverse Credit System "rates" participants by collecting various forms of data. At the meantime, we have built a hidden credit impact weighting algorithm with key factors whose impact dimensions include but are not limited to the following:

- 1) User's interaction preference for participation. For example, the weights are metaverse, DeFi, Gamefi, and NFT in descending order.
- 2) The liquidity of user's digital assets. Generally speaking, the greater the liquidity capacity in each cycle, the better the credit value.
- 3) Total value and total length of digital assets held by users. The longer a user holds digital assets in each cycle, the greater the valuation and the more favorable the credit rating.
- 4) The number and value of airdrop bounties obtained by users. We believe more and more projects will airdrop users with more credit value in the future.
- 5) The frequency and depth of user participation in Getaverse ecological interactions. Since the rating system is the entrance from Getaverse, users who actively participate in Getaverse will get more credit rating points.

Getaverse applies blockchain technologies to build a reliable credibility assessment technology system to guarantee the openness and transparency of information, traceability and immutability, and establish a "trust" network. The technologies used include a series of complex mathematical algorithms such as hash encryption algorithm, timestamp, consensus mechanism, smart contract, etc.. Transaction participants do not need to know who is the target of the transaction, nor do they need to use third-party institutions to endorse or guarantee the verification of the transaction. Instead, they only need to trust the Getaverse technical system, and create credit and consensus for the members of

society through mathematical algorithms. The specifics of Getaverse credit scoring system is as follows:

- 1) Getaverse can evaluate on-chain activity and transaction history to provide the identity information of the Web 3.9 passport as a "credit score".
- 2) Credit scores are numbers (0-1000) that are used to assess credit risk in the Web 3.0 World.
- 3) Users with a "good" credit score will receive low mortgage and high yield farms in DeFi, as well as a higher priority to participate in Web 3.0 programs.
- 4) The initial issuance rate will be set by the program, but future issuance rates are controlled by GetaverseDAO, depending on demand. But overall, the issuance is always limited.
- 5) The performance of credit scoring will be evaluated and iterated to provide a more complex relationship between on-chain activity and identity.
- 6) Future integration with more WEB3 application protocols, including but not limited to Meta-Universe, DeFi, DEX, NFT, Gamefi, will be implemented to provide new functionality and add value.

Some scenarios for using the credit system:

- 1) Granting credits

Developers of credit projects can use Getaverse Score to allow any address to accumulate credits on the chain in a permission-free, cryptographically native way. The generated credit is based on the aggregation and calculation of all the address's transaction data, such as the "total value of outstanding credits". In this way, credit is transformed into available credit and provides an opportunity for DAOs or individuals who are creditworthy but do not have large assets to stake. Consequently, the liquidity of funds is improved.

- 2) Better governance

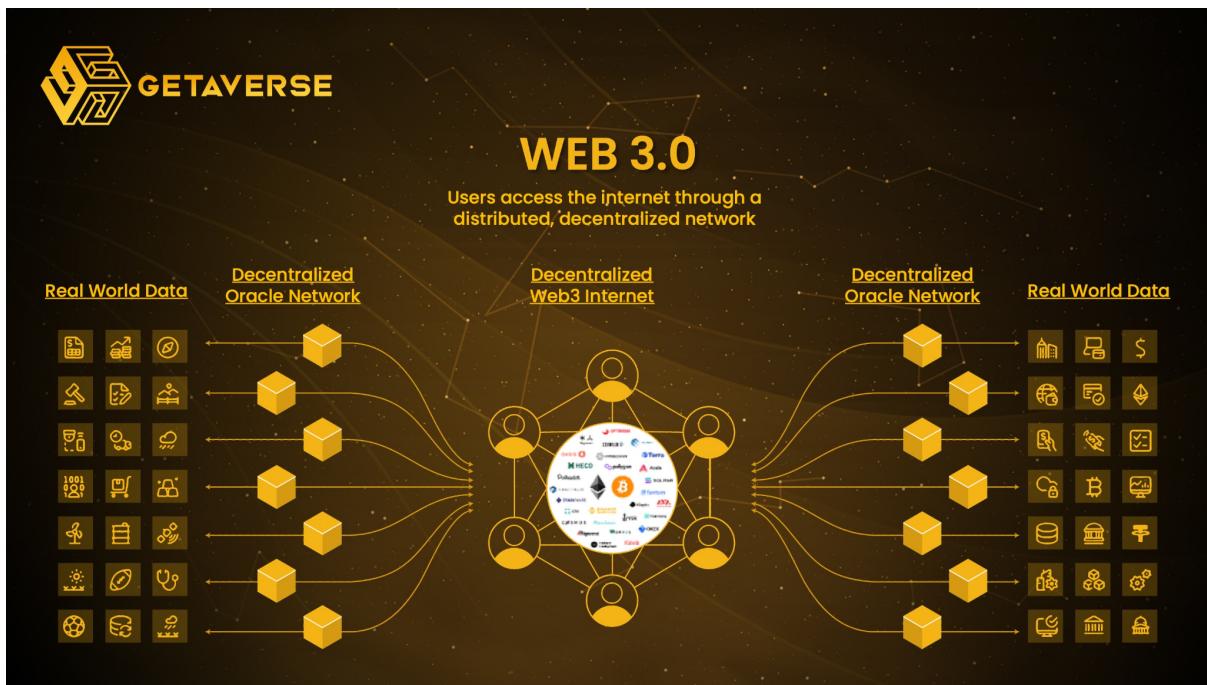
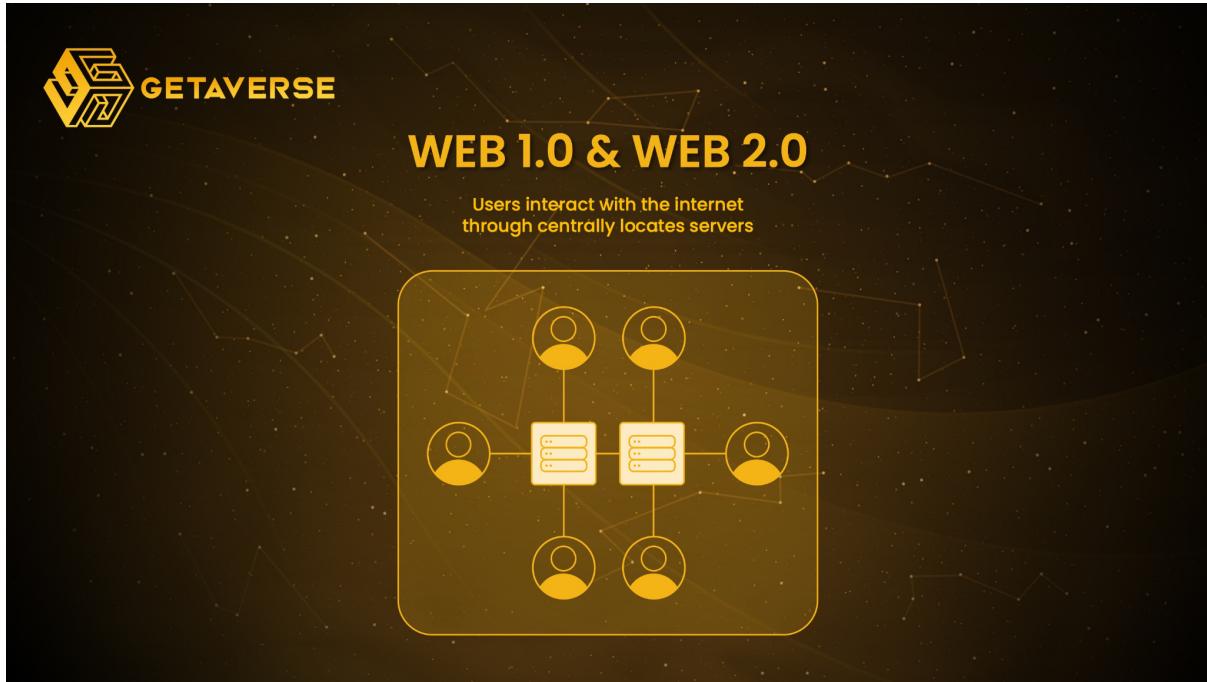
Addresses with higher Getaverse scores can receive more voting rights.

- 3) Based on Getaverse score, projects can also determine priority and quota for IDO /AirDrop, etc.

## 3.7 A Web3 Application Platform

Getaverse provides an open API interface function so that all kinds of innovative applications on the Web3 can participate in the co-construction and governance of the Getaverse ecology. These include DEX, NFT, DEFI, Gamefi, Metaverse projects, etc. On Web3 , users interact and collaborate to meet their own needs. In these interactions, they also make use of blockchain technology to create, distribute and circulate value. The whole process of user interaction and value circulation forms the Web3 ecology. Compared to the centralized function of the Web2 platform, Web3 strives to realize a "decentralized" network ecology owned and built by users.

The decentralization and interaction of Web3 create a new Internet model where users can interact directly without intermediaries. Currently, Web3 applications leverage three core technologies - blockchain, smart contracts, and decentralized oracle networks - and are being widely deployed. They have already transformed a number of industries, including real estate, education, finance, gaming, and healthcare. They will transform many more industries in the future. And every member of the trusted digital identity in the Getaverse is both a proponent and a contributor to these achievements. They will also benefit from the building of the Web3 world.



## 4. Getaverse Ecosystem Value

### 4.1 Five Roles in Getaverse

Getaverse builds a jointly contributed open data network that is accessible to all developers. As a metaverse digital identity credential DID, developers can integrate the Getaverse DID toolkit and provide users with custom features based on their digital credentials or simply enrich user profiles in their products. This will open up many possibilities and redefine the future of Web3.

There are five different roles in the Getaverse network that together ensure the proper functioning of the entire protocol, driven by the right incentives to work together to maintain the security of the Getaverse network.

## 4.1.1 Data Provider

### 4.1.1.1 Curator

Each dataset in the Getaverse network will include a revenue stream that will be allocated proportionally to the curator. Curator can use Token to purchase the revenue right of the dataset. Due to the nature of the union curve (i.e., the price of revenue rights increases as more users purchase them), if a curator purchases revenue rights for a popular dataset in advance, the cost of the revenue rights will be low and therefore their future revenue will be higher.

As the price of revenue right increases along the joint curve, curators also have the option to sell revenue right back into the joint curve in exchange for tokens. Thus, this provides an incentive for curators to help identify valuable datasets by using Token to purchase revenue right early. In the long run, the more data there is in the network, the more the token will be locked into the data signaling binding curve.

The Getaverse supports curators to provide data through multiple data sources, including:

- For on-chain tags and on-chain event proofs, curators can provide subgraph queries or wallet snapshots.
- For off-chain tags and off-chain event proofs, curators can easily contribute proof data through Getaverse integrated data sources (e.g., Discord, Telegram, Snapshot, Twitter, and GitHub).

## 4.1.2 Data Consumer

### 4.1.2.1 API User

API Users usually describe those who want to query a dataset. e.g. Protocol developers pay query fees to the curator to query the curator's dataset through the indexer. There is no longer such a need to download and process the complete ledger of one or more public chain networks. This improvement makes it easier and more efficient to develop protocols.

When a curator's data is used by an API user, the curator will receive a revenue stream. This will create a scale effect. As more and more data provided by curators flows into the system, it will create application scenarios for more API users. Therefore, they are motivated to join in using the data, which in turn drives more curators to provide data.

## 4.1.3. Trusted Verifier Node

The Trusted Verifier Node is the operational node of Getaverse. Developers and teams aiming to use the Getaverse network data through the API will need to pay tokens to pay for fees. Most of the fees will go to the curators, and the rest will be collected by the data query nodes and DAOs.

#### **4.1.4. DAO Governor**

Users can stake GETA to get the vote of Getaverse proposals at the Trusted Verifier Node. DAO Governors have the right to propose & vote on the proposal in Getaverse.

#### **4.1.5. Committee Event Node**

For off-chain tags and off-chain event proofs, data verification and data storage will be performed by trusted verification nodes.

### **4.2 User Data Value Confirmation**

The development of the Getaverse system can promote collaborative consensus among all Web 3.0 application products, so that value can flow in multiple products and even multiple ecologies.

#### **4.2.1 Account security**

Through DID, users can securely manage and use their private data. When the platform requests the user's authorization, it no longer needs all the user's information to confirm the user's identity, i.e., to implement the security mode of "available but not visible" data.

#### **4.2.2 Interoperable value**

Users can access all Web 3.0 applications on Getaverse without barriers. By using the Getaverse system, the entire Web 3.0 and Metaverse world can be linked without identity confirmation.

#### **4.2.3 Credit accumulation**

All interactions that take place in Getaverse and even on other platforms affect the credit value. Users with high credit value can receive special rights and benefits, such as early participation opportunities, airdrops, and beta testing from the Web 3.0 application ecologies that work with Getaverse.

### **4.3 Empower Project Ecologies**

#### **4.3.1 User data**

Web3 data generated on Getaverse is changing the way we think about storing personal identity data by mapping on-chain keys to off-chain data stores via DIDs. The key change is that individuals can control the discovery, sharing, and authorization of their data.

#### **4.3.2 Accurate user-targeting**

Projects can do targeted marketing on Getaverse to users that match their user positioning and quickly reach the initial collection of real users.

#### **4.3.3 Accelerated liquidity building**

Projects can borrow the NFT trading market, DeFi, Dex, and other application ecologies on Getaverse to quickly achieve liquidity building.

## 4.4 Getaverse's Systematic Advantages

Getaverse aims to be the Web3 application with the largest ecology , that is, providing simple, comprehensive, recordable, and valuable data services.

The goal of Getaverse is to become the largest traffic portal in the Web3.0 world - providing a simple, comprehensive, documentable, and valuable "portal".

### 4.4.1 A unified DID platform based on Soulbound Tokens (SBT)

Getaverse will build a unified decentralized platform based on Soulbound Tokens to establish a Web3.0 personal data value system, which utilized the Getaverse Credit Score system and changed the system of Web 3.0 personal data value. According to the personal credit score, users can get reputation & reward for their on-chain behaviors. SBT makes it easier for users to achieve personal data value and for projects to distinguish the target users.

### 4.4.2 An open DID and API for linking all Web3 application ecosystem

DID is an integral part of the Web3.0 and Metaverse. Geatverse will improve the underlier of the Getaverse-based system, provide an interface for Web 3.0 applications, realize and enrich the conditions and methods of value capture between users and Web3 applications.

e.g. Reducing or completely eliminating collateral requirements in the future is key to bringing DeFi to mass adoption. A robust DID layer can enable "on-chain" credit rating and provide credit-based lending opportunities to users.

A strong identity layer in a financial application can solve other current problems with DeFi, including:

- 1) Improve the fair distribution of airdrop bounties by verifying actual members and reducing the likelihood of robotic intervention;
- 2) Gatekeeper access to DeFi pools by using DIDs to reduce witch/sybil attacks or by providing compliance tools to identify counterparties to allow institutions to participate;
- 3) Guide users through the dark forest of blockchain to reduce zero-sum game scenarios and enable participants who can be trusted to trade in a positive-sum manner.

### 4.4.3 An open application platform empowering Web3 users and innovative projects

Getaverse will start with a huge number of users and a well developed infrastructure to open a high-quality social channel linking social networking with the Web 3.0 field and the metaverse world through the DID credit system. In this way, Getaverse will realize the real WEB3 value confirmation.

Getaverse offers users a way to monetize and contractualize their personal data, information and value. On Getaverse, users can link their value to all Web 3.0 applications and bridge all aspects of their interaction data with different dApps, people, social networks, companies and organizations.

- 1) Getaverse is the first unified identity platform and network based on Soul Bound Tokens (SBT). It uses a staking incentive model and combines it with digital identities, creating

the concept of a Web3 credit system. As mentioned earlier, it is an anonymous, autonomous, verified (staking) identity model.

- 2) Getaverse is the first open DID identity bridge that connects all Web3 application ecosystems. It also provides an ecology for composite applications and value discovery for Web3 applications (on a global scale).
- 3) Getaverse is the first system that exists to transform the value of personal data from Web3. It enjoys a promising future and boasts the potential to revolutionize the current blockchain market innovation pattern that deprives individuals of the value of information to increase the value of the individual and the system over time.
- 4) Getaverse is the first comprehensive service platform dedicated to promoting digital identity ecology and access to Web3 application products around the world.

#### 4.4.4 A Verifiable Claim Specification

Verifiable Claim Specification is the subset of GraphQL that only allows aggregation queries to the encrypted data. A "Verifiable Claims" is a trusted assertion an issuer makes about a subject to an Inspector-verifier who is authorized to request. More specifically, it is a machine-readable statement made by an entity that is Cryptographically authentic (non-Repudiation). A "credential" (aka attestation) is defined to be a set of Verifiable Claims that refer to a qualification, achievement, personal quality, aspect of an subject such as a name, Government Identity, preferred Payment Processor, home address, or university degree typically used to indicate suitability.

So Getaverse's Verifiable Claim Specification ( extensible by ecosystem builder) would serve as a spec to allow data consumers to pay and use the user data but not breaking user privacy.

## 5. Trusted Verifier Nodes

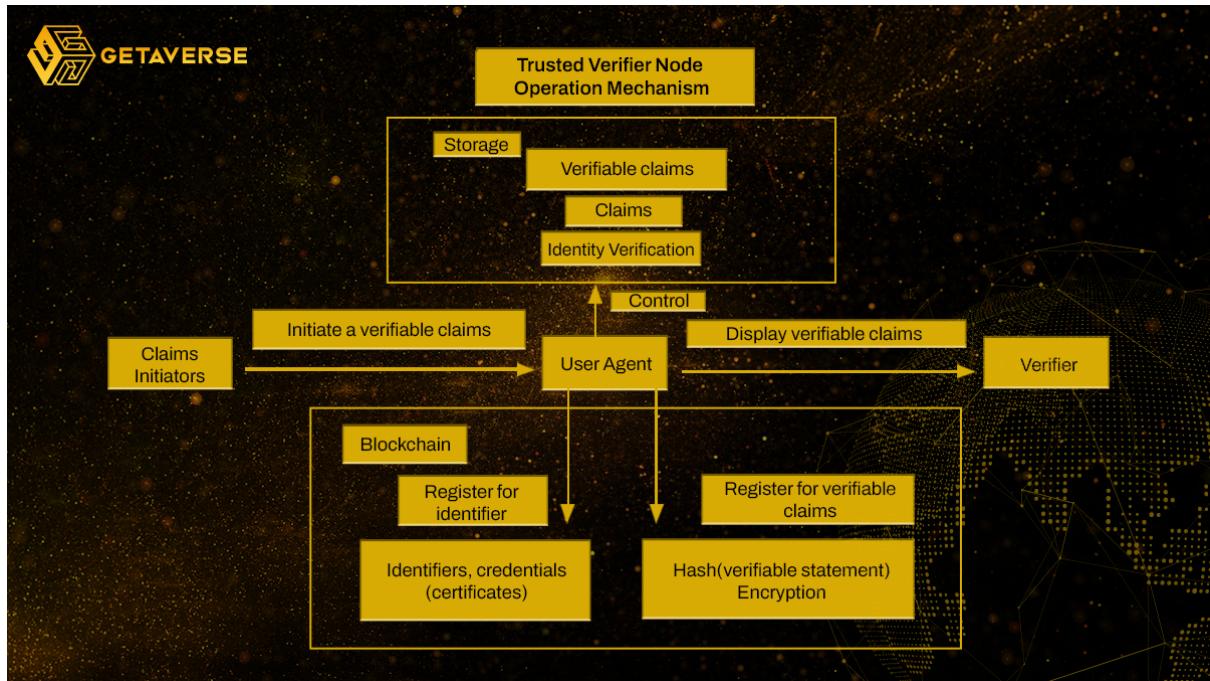
### 5.1 Trusted Verifier Node Operation Mechanism

Getaverse seeks to provide a window into the Web3 world on the basis of a decentralized identity system. It also offers additional support and rewards to all participants who maintain this window. The system of initiating verifiable claims verifies user identity after confirming that the user's specific characteristic attributes (e.g., gender, age, etc.) are correct.

Any trusted party (verifier) that needs to verify the user will receive the verifiable claim and check its authenticity. A prerequisite for the effective operation of this identity management system is that trusted parties must have a trusted relationship with the claim initiator.

Assuming that Tom needs to register an account (identifier) with the identity management platform, and that in the DID system Tom has control, ownership, use and access to his own identity and its associated data. When the claim initiator issues the claim "Tom has registered an account with an ID

"identifier", the identity must be presented to a verifier with a person who has established a trustworthy relationship with the claim initiator and who can objectively verify the authenticity of the claim.



The trusted party (verifier) can compare the publicly available identifier with the identifier in the claim submitted by the user. After authenticating the user using the authentication methods provided in the public chain, the claim can be verified by the trusted party (verifier), who ultimately gives the result of approval or rejection.

In the process of registering DIDs, users do not need to store any information related to their personal information on the claim initiation node or verification node. They only need to establish trust between the claim initiation node and the verification node in advance to make the DID system work properly.

## 5.2 Trusted Verifier Node Consumption

### 5.2.1 Consumption

- 1) Output halved: 65% of nodes produce tokens, making a total of 3.25 billion tokens. But every year, the output of nodes will be halved, with a total output of 1.2775 billion and a total burn of 1.9725 billion.

#### 2) Operation consumption

Each node will consume network resources when it operates. The amount of consumption is related to the credit rating. The system will give priority to support those nodes with higher credit rating. The consumption constant is the system network consumption pressure per day in the network of operating nodes.

- Consumption quantity = system baseline consumption value X \* credit rating constant P \* consumption constant K.

- The credit rating changes with the system distribution. That is, when the credit rating of everyone increases, the credit consumption constant gradually increases.
- Daily baseline consumption value = Number of tokens produced per day / Number of nodes \* 20%
- The credit rating is influenced by the user's current credit rating in the interval of the total credit distribution, which in general takes a value range of (0.7, 1.2).
- The consumption constant takes the value of (0.85, 1.2)
- For example, the current credit level of the user is Normal status. The total number of network nodes is 10,000 and the number of tokens produced by each node is 20,000.

The user's base consumption value = 4000

The user's credit rating is normal, so the value is 1.

The network consumption constant takes the value of 0.9.

Therefore, the user node consumption is  $4000 \times 1 \times 0.9 = 3600$ .

The token output available to the user is  $20000 - 3600 = 16400$ .

## 5.2.2 Suspension

If the user does not pay the node fee on time within 24 hours, the user's node output will be suspended. During the suspension, the user's credit will be used up. If the user's node fee remains unpaid for more than 72 hours, the node will be taken offline.

## 5.2.3 Payment

The user can store the required network cost of the node in advance in the node account so that the system can deduct it automatically.

# 6. Tokenomics

## 6.1 Token Allocation

We have carefully designed the protocol's tokenomics to encourage long-term sustainability of the Getaverse Eco. The total supply of Getaverse tokens is limited to 5 billion and will be allocated in 3 years. The allocation has been planned to incentivize the Trusted Verifier to keep Getaverse more accessible and sustainable.

GETA allocation as follows:

Seed Round: 5%

Growth Backer: 10%

IDO: 1.5%

Team: 10%

Community Supporters: 0.5%

DAO Fund: 8%

Trusted Verifier Node: 65%

Token allocation	Total Supply in %	Release Schedule
Seed Round	5%	TGE 5%; 6 months cliff followed by liner vesting for 36 months
Growth Backer	10%	TGE 5%; 6 months cliff followed by liner vesting for 24 months
IDO	1.5%	TBD
Team	10%	Linear vesting for 36 months after TGE.
Eco contributors	0.5%	TGE Unlocked for airdrops, social events, and more
DAO Fund	8%	TGE 1% & Remaining to be determined via DAO governance
Trusted Verifier Node	65%	Linear vesting for 36 months after TGE & Halved every year

## 6.2 Token Utility

1. Staking & Governance: GETA is used for voting & governance in Getaverse DAO. GETA staker can propose and vote on protocols related to Getaverse Ecology, changes in methodologies, the allocation of the fee collected by the protocol, and more. Moreover, Staker will receive an additional 3% to 15% APR supported by Getaverse DAO Fund.

2. Curating Dataset: Each dataset will have a revenue stream in Getaverse and the curator can purchase & sell their revenue right of dataset with GETA. As the price of revenue right increases along the joint curve, curators also have the option to sell revenue right back into the joint curve in exchange for GETA. This provides an incentive for curators to help identify valuable datasets by using GETA to purchase revenue right away.

E.g. A curator purchases the credential stake of a popular data set early, the cost of credential stakes will be low so its future revenue stream will be relatively high. When the price of the credential stake increases along the bonding curve, the curators can also choose to sell the credential stakes back to the bonding curve in exchange for GAL. In the long run, the more data there is in the network, the more GETA will be locked into the data signaling binding curve. It would improve the value capability of GETA. And this system is still under development.

3. Paying for Data Consumer Indexing Fee: dApp developers who aim to query/index Getaverse Ecology dataset will need to pay GETA as fee. The fee is set up to reward Getaverse curators and most of GETA would be allocated to the curator who owned the dataset and Getaverse DAO Fund will collect the rest.

4. Improving Credit Score: Holding GETA can help users improve their credit scores in Getaverse, which can help them get priority and quota for dApp IDO, Airdrop, etc.

5. Paying for Trusted Verifier Node Fee: Trusted Verifier Node not only outputs GETA but also consumes GETA which need to pay GETA as node operation fees.

And more...

## 7. Governance

### 7.1 Getaverse DAO

Getaverse DAO is a DAO governed by trusted verifier node operators and community members. Its existence is to make it easy for DAO members to obtain a Web 3.0 identity. Our technology is intended to be self-sustaining: an unlicensed digital commons available to all without censorship. We see it as the foundation for the future of Web3.

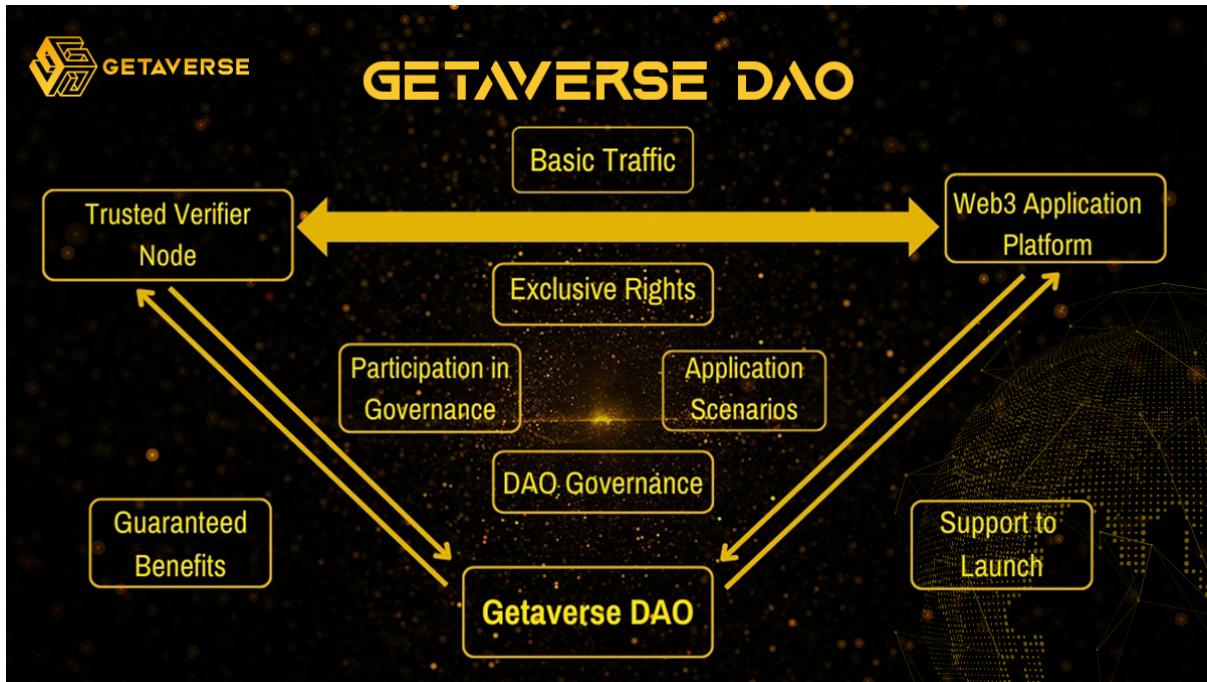
The base asset must be continuously developed, maintained and supported to realize Getaverse's ambitious roadmap.

DAO Governance Participants:

- A trusted verifier node with secured DAO governance participation rights.
- Any user who has a Getaverse DID identity: they can obtain a vGETA by staking a GETA to obtain the required votes for DAO governance participation.

DAO Governance Rights:

- The proposal right that gives access to creating and sustaining a proposal.
- The voting right which is used to vote for or against existing proposals.



## 7.2 Governance Proposal

The initiator proposes a proposal in the Getaverse Discussion Forum which would be discussed by the community for 3 days. When there is no disagreement, the proposal would enter the final step “vote phase”.

To initiate proposals in Getaverse, users need to stake GETA to become governor firstly. If a proposal is approved, the initiator can receive GETA from other initiators whose proposals were rejected.

# 8. Roadmap

## 8.1 Overall Roadmap to be implemented

**Q3 2022**

Launch Getaverse platform

Open the wallet port

Launch the DID digital identity system

Deploy the Trusted Verifier Node

## **Q4 2022**

Start the systematic token production

DAO governance goes live

Launch the SBT-based credit system

## **Q1 2023**

Open the multi-functional API interface

Launch more Web3 applications based on community voting

Connect to the Metaverse World

Upgrade the SBT-based credit system

Enable creative expansion work

Provide strategic incubation services

## **Q2 2023**

Provide customized platform services

Formal nodes start the next round of staking

Complete multi-chain deployment

More expansionary work...

## **8.2 Progress made**

GV Data Network 1.0 goes live

On-chain Tag goes live

On-chain Event Proof goes live

Data OpenAPI-V1 released

Discord Bot created by Discord Event participant proof goes live

Event customization system v1 goes live

Telegram Bot created by Telegram Event participant proofs goes live

Twitter Bot created by participant proofs for Twitter Event goes live

Event customization system v2 goes live

Off-chain Tags goes live

Underchain event proofs goes live

Data OpenAPI-V2 released

DAO Governance launched

Integrate more data sources based on governance proposals  
GV Data Network 2.0 goes live  
Data OpenAPI-V3 released

## Conclusion

The Getaverse team believes that with the development of Web3 and metaverse, the DID digital identity will become the most important Web3 portal in the future. It will not only greatly enhance the business value of Web3 and metaverse but also provide an important window for mapping reality in the virtual world.

Getaverse is building a trusted Web3 and metaverse ecology based on the DID credit score system. It helps Web3.0 developers implement better products. Its true decentralization emphasizes ownership of digital content and allows users to control their identity and get deserved rewards.

It is foreseeable that Getaverse's technical system will become more and more perfect over time and through the collective efforts of the industry. The corresponding operation mode will become more and more standardized and reasonable. In the future, more government agencies, industrial institutions, as well as individuals and IoT devices will participate in the vast world of digital economy and develop more innovative application scenarios with the help of the distributed digital identity system.

The future digital society must be user-centric. Individuals can create value through independent data management and credible data sharing and exchange. Distributed digital identity will help the digital society develop healthier, more transparent, and more efficient. We believe that Getaverse will become the largest trusted traffic platform based on DID credit system in the Web3 world in the future, empowering ecological applications of Web3 innovative products.