

Hollow Earth

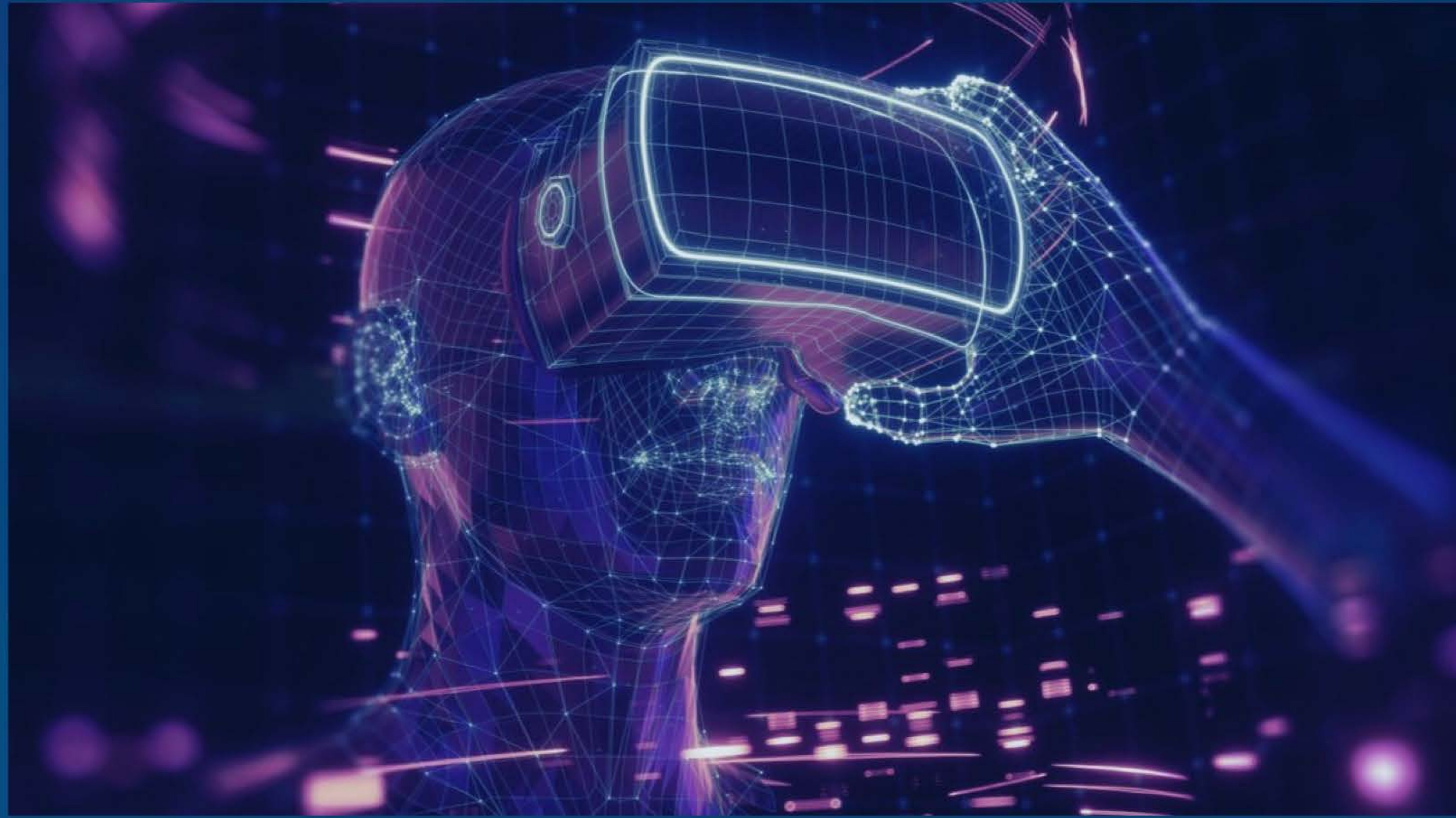
Δ DECENTRALISED UNIVERSE

Introduction

With the emergence of Blockchain technology, cryptocurrencies changed our lives, meanwhile VR technology improved simultaneously as well, however the biggest change came in when the virtual reality world and crypto combined their powers together.

With virtual reality glasses improving drastically in our life time, we could watch the same movies in a cinema together, sit down in a cafe together with our friends and chat, can watch a concert all together like we are there, but all of these are offered us as seperate stuff so far, what if you could all of them together at one place?

This is what Hollow Earth is promising to everyone, you can live in any city you want, go to any game center in any city, play any game you want, watch movies, attend concerts and have many options available, and on top of that, you will be able to earn money in it as well.



It will be consisting of the big metropolitan cities of real world.

For example, New York, Times square will be modeled one to one size and you will be able to walk around it, eat, chat with friends, go to a play, go to a movie, or even play games in the arcade places with them. Main Mode will be a survival style game. You character will need an ID to get in, you will customize it anyway you want, afterwards you will have to cover the basic needs of your character to keep surviving. You will need to eat, sleep, and basically do everything you do in real life.

VR
Z
Earth
Motion

Active Income Mode



There will be 21 different game modes in the active income part. These games will be developed gradually and be released for playing.

Some of the game modes planned : TDM(Counter-Strike), Battle Royale (PUBG/Fortnite), MMORPG (WoW,GW) modes. These game modes could be played inside the game arcade centers and can earn you money.

Passive Income Mode



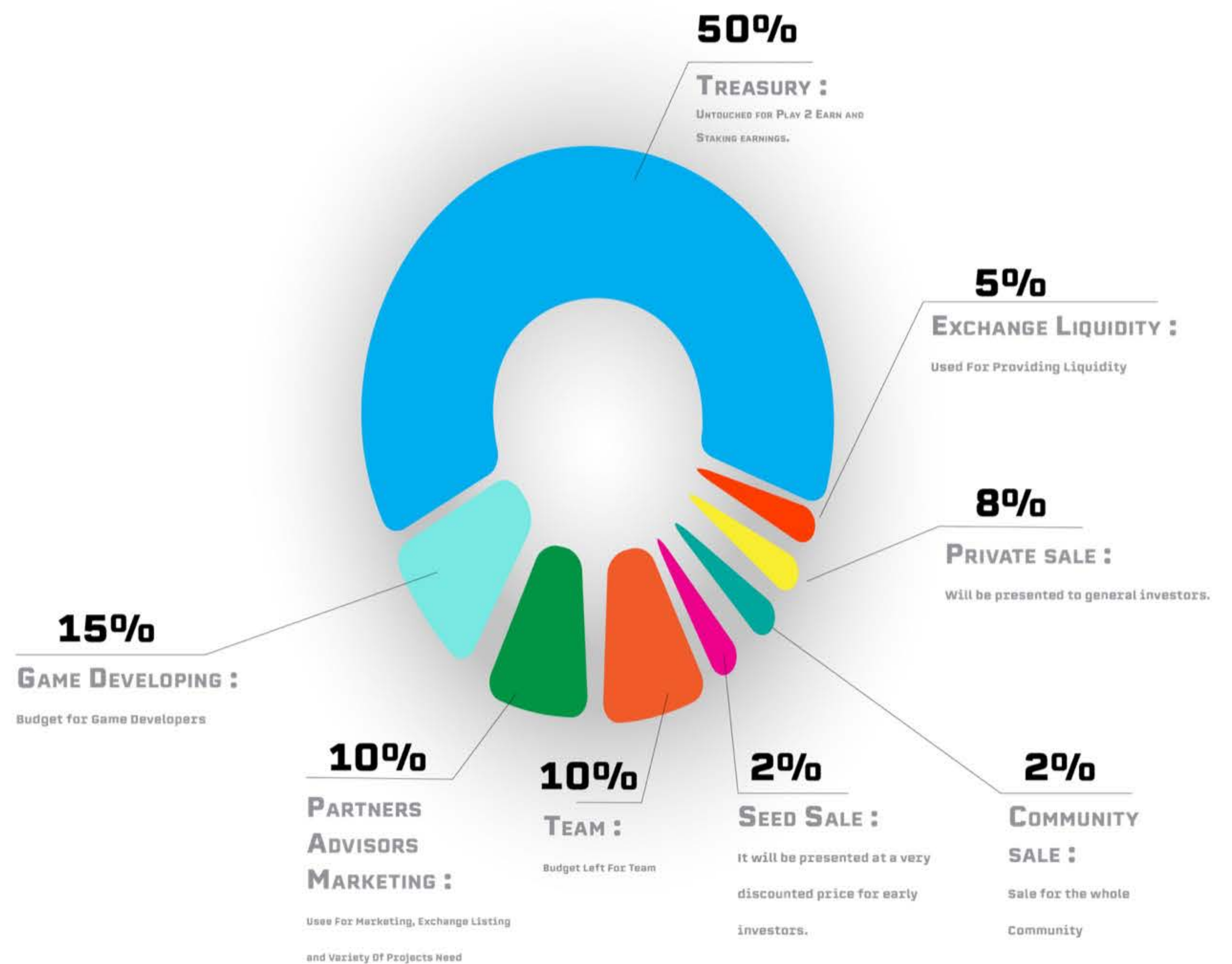
In the main game mode, if we were to give an example; you will go to a restaurant because you need to eat, if you want to eat a burger, you will go to x burger joint, and you will get a burger and pay any menu you want and you will appease your characters hunger.

This Burger joint will have an owner, and the payment you make for that menu will go to the owner fo that burger joint.

However this burger joints owner would have to pay for the meat, the potatoes, the bread and many other resources he needs from other shops/factories as well,

If we were to give another example; You could buy one of the buildings in the game, and you could rent out the billboards on that building, earning a passive income this way, all of these will be in NFT format and will be owned by the person who purchases it.

Tokenomics MOTION



Hollow Earth Token was created in ERC-20 standards on the BSC network. It is named as "Hollow".

Total Supply : 1 Billion Tokens.

%2 Seed Sale : It will be presented at a very discounted price for early investors. There is a 8 Month lock-up period. At listing the %20 part will be distributed, and the rest will be distributed %10 per month.

%8 : Private Sale : Will be presented to general investors. 8 month Lock-up. %20 released at listing, %10 per month after that.

%2 Community Sale : Sale for the whole Community : 8 month Lock-up. %20 released at listing, %10 per month after that.

%10 Team : Budget left for the team. 12 month lock-up. %10 released at listing, %7.5 per month after that.

%15 Game Developing : Budget for Game Developers, 6 month lock-up, %20 released at listing, %13;34 per month after that.

%5 Exchange Liquidity : 24 month lock-up, used for providing liquidity.

%10 Partners&Advisors&Marketing : Used for marketing, exchange listing and variety of project needs. 8 month Lock-up. %20 released at listing, %10 per month after that.

%50 Treasury : Untouched for Play 2 Earn and Staking earnings.

ROADMAP

Q4 2021

Date Planning

WEBSITE CONSTRUCTION
SOCIAL MEDIA ACCOUNT OPENING
IDO LAUNCH DATE PLAN
PARTNERSHIP TALKS
IDO LAUNCHING PLATFORM
APPLICATIONS
GAME MODE PLANS
GAME PRODUCTION START

Q2 2022

Alpha Time

PARTNERSHIP ANNOUNCEMENTS
STAKING START
SEOUL, SHANGHAI MAP DESIGN
TEASER
GAME MODE V2 DESIGN TEASER
GAME ALPHA V1

Q3 2021

Meeting&Designing

TEAM MEETING
GAME CONCEPT DESIGN
TOKENOMICS DESIGN

Q1 2022

Launching

IDO START
CMC&CG LISTING
PARTNERSHIP ANNOUNCEMENTS
NEW YORK MAP DESIGN TEASER
GAME MODE V1 DESIGN TEASER

Q3 2022

Re-Design Roadmap

PARTNERSHIP ANNOUNCEMENTS
ISTANBUL MAP DESIGN TEASER
GAME MODE V3 DESIGN TEASER
GAME ALPHA V2
RE-DESIGN ROADMAP



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