

Unbounded.Earth | Litepaper V1.0



Introduction

Metaverses are online worlds where humans can own land and interact in a 3D reality with one another, be that interaction for work, play, worship, or whatever else the mind can imagine.

Unbounded.Earth is a Cardano blockchain based metaverse project, which aims to espouse Cardano core values. It values integrity, honesty and kindness, while seeking to create a decentralized project for the community and by the community. It will be developed in voxelized styling, utilizing Unity game engine for development. Seasons will be fixed to quadrants of the map within the game, inspiring creativity for development of the land by its inhabitants. U.E plans to offer an amazing and community oriented metaverse, while simultaneously striving to address concerns regarding the increased time humans will spend online as we move to more virtual work and play environments.

The total proposed number of plots is 100,000 NFTs, which will be sold as 1x1 and variable sized estates (eg 3x3, 4x4). These will be distributed over the course of three mints. The first mint contained 39,000 plots, while mint two and three will have 31,000 and 30,000 plots, respectively.



The Metaverse: Potential Conundrum

Does the idea of people working in the metaverse make you feel uncomfortable? Screen time and sedentary lifestyles have been a growing concern for humans over the years with the advent of computers, tablets and smartphones. Imagine this issue being compounded as we move to a more virtual world and even work within it? Some people

fear that certain aspects of gaming are addictive. Will this potentially exacerbate this issue?

Since 1975, worldwide obesity has nearly tripled¹. In the United States, a staggering 42.4% of the population was obese in 2017-2018². Clearly this is a problem that is not going away and is increasing in severity.

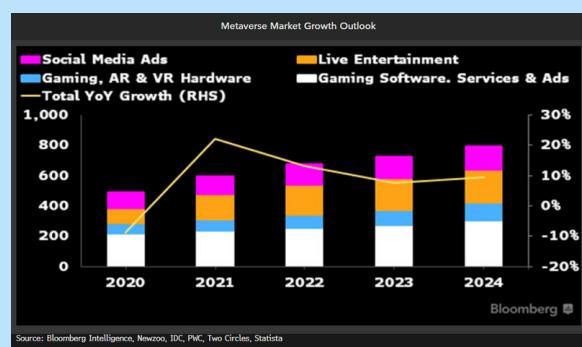
Unbounded.Earth Proposed Solutions

U.E plans to address these concerns by implementing a new strategy for in-game rewards coined Move to Earn (M2E). This system will give in-game rewards to users who are actively moving in the real world. We are currently researching & developing innovative solutions for this global problem, and we will keep the community updated as breakthroughs emerge.

As a companion to M2E, Unbounded.Earth is devoted to encouraging the education of its members and society as a whole, and plans to implement a Learn to Earn (L2E) reward system as well in game. The combined benefits of L2E and M2E features will help address concerns regarding a sedentary lifestyle and metaverses. The full methodology for these reward systems will be disclosed in upcoming versions of the whitepaper, termed "Earthpaper".

As a result of the Covid-19 pandemic, more and more people have begun to work remotely; with this change in business structure, there is also great opportunity for growth in metaverses. More and more businesses are purchasing virtual land, and opportunities within this space will continue to expand.

Metaverse Market and Cardano Evolution

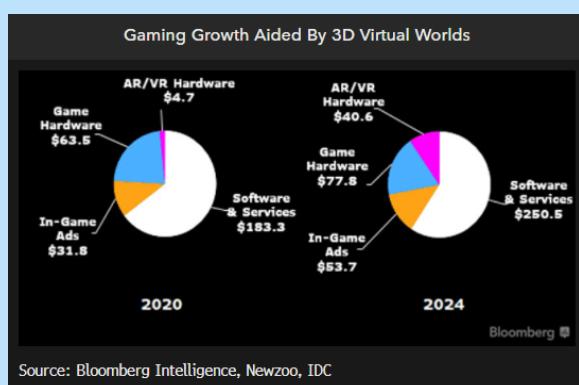


Metaverses are already in the news in increasing frequency, and even those not familiar with cryptocurrencies may still be familiar with the term "metaverse".

A metaverse is a virtual world, where humans can work and play, own land, and interact with one another. They may even create whole businesses there, be they

offering digital or physical services and items. Many companies are embracing the concept, with companies like Samsung hosting events already in a metaverse.³

Recent market research analysis by Bloomberg shows that metaverses are the next big technology platform. It will attract online game makers, social networks and other technology leaders to compete for what is calculated to be a nearly \$800 billion market opportunity. This market may reach \$783.3 billion in 2024 vs. \$478.7 billion in 2020 representing a compound annual growth rate of 13.1%, based on the team's analysis and Newzoo, IDC, PWC, Statista and Two Circles data.⁴



At the time of this litepaper's first production, there were currently 1,174,499 actively Cardano wallets delegated in the blockchain. From the timeframe of December 2020 to December 2021, the number of Cardano wallets increased by 1200%.⁵ The future is bright for Cardano based metaverse projects due to investors coming from other blockchains interested in CNFTs, \$ADA coming from exchanges causing exponential increase in Cardano

wallets and the advent of blockchain-backed companies like World Mobile, who aspire to bring online connectivity to entire continents like Africa. The opportunities for metaverses on the Cardano blockchain can only continue to expand. There are clear advantages in this space for an aggressive and innovative project to thrive.

Unbounded.Earth game

Much of the gameplay for the world has yet to be determined, but U.E can share that which is hoped to be produced. These concepts are all subject to change as more game development occurs.

Avatars will be of voxel styling, like the rest of the game. They will tire and be in need of rest and food, as well as have the capability to be harmed. There will be many ways to regenerate energy, one of which will be physical activity outside of the game.

U.E strives to be as interoperable with other metaverses and CNFT projects as possible and is seeking out collaborative opportunities with other exceptional projects. This will

give investors more opportunity to have assets in the game other than what is native to Unbounded.Earth. There will also be in-game marketplaces from which to purchase items.

Community reserved spaces within the game include portals in each season, community areas, beaches and water. These will be used for public access & special in-game events and will not be available for public purchase in the future.

Many people are also concerned about how they will build upon their plots, which are 16 m by 16m for every 1 x 1. In alignment with the goal to collaborate, U.E intends to allow outside builds to be used on the plots, be they minted from a collaborating project or specially made for the landowner. However, in the spirit of inclusivity, it is also intended for the game to have a free basic builder for all land holders. Therefore, everyone will have the ability to have a building on their land. There will be a height limit for each plot, which will increase when adjacent plots are held in the same wallet; estates will be able to build higher than a single 1x1 plot. Additionally, the ability to build a basement will be explored.

\$EARTH Token



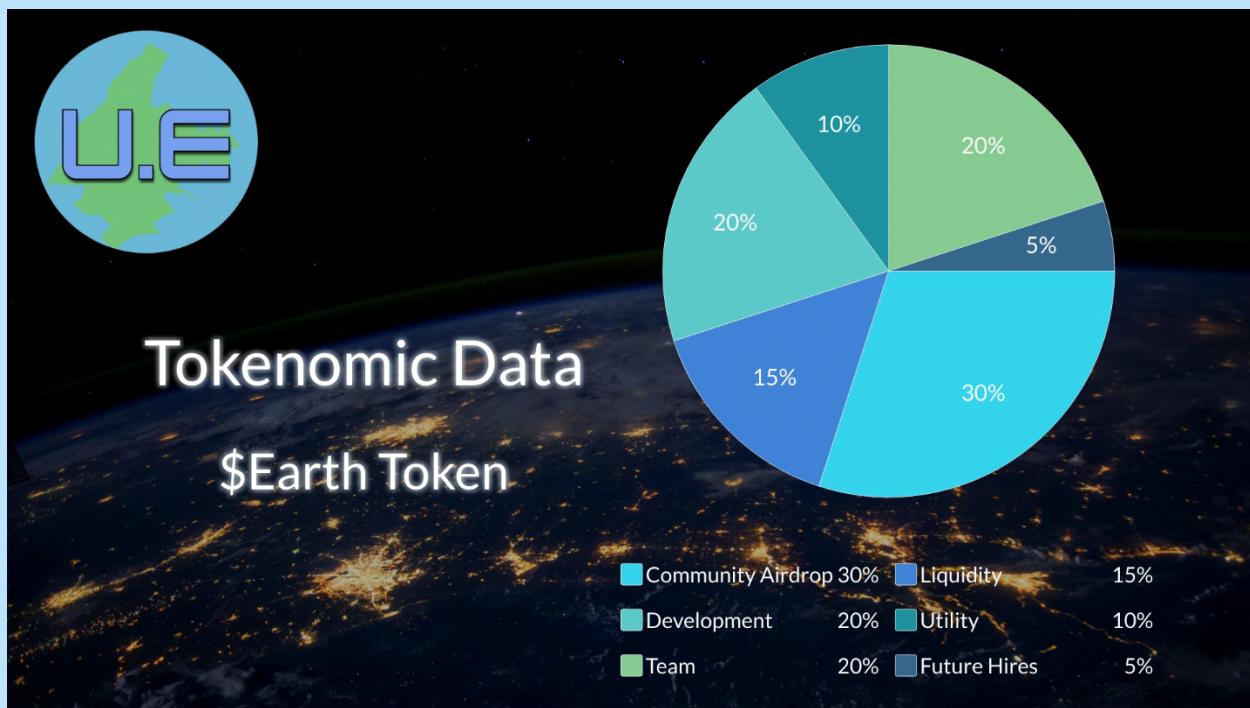
Many investors in cryptocurrency projects are keen to understand the reward structure they will enjoy as a part of a project. \$EARTH is the token that will be utilized across the Unbounded.Earth ecosystem, including in the game, for future governance and for investor rewards.

There will be a total supply of 3,316,000,000 \$EARTH tokens. As homage to the Cardano blockchain, this number was chosen by adding the birth years of Ada Lovelace (1815) and Gerolamo Cardano (1501).

Pictured above is a view of the \$EARTH token, shown in partial rotation. \$EARTH token is a gyroscope coin that is interactive in nature, viewable in AR through pool.pm in its full glory.

\$EARTH Tokenomics

How will the tokens be allocated?



Again, the total \$EARTH token supply available at launch will be 3,316,000,000. The \$EARTH token supply will be divided between community airdrops, development, founding team, liquidity, utility and future hires. The full divide of the supply is as follows: 30% for community airdrop, 20% toward development, 20% to the founding team, 15% to liquidity, 10% to utility and finally 5% for future hires.

We will outline briefly below some details what each allocation will entail and benefit.

Community Airdrops - 30% or 994,800,000 of the total token supply

Thirty percent of the total allocated tokens will be given to plot holders in the form of \$EARTH airdrops for every NFT land parcel. This percentage will be divided among the three planned mints of Unbounded.Earth on a sliding scale.

Those who own NFTs from the first mint, be it that they minted them or purchased them on secondary markets, will receive the largest distribution of 15% of the allocated \$EARTH tokens. A snapshot will be taken of the wallets holding them (date TBA). This

will result in 12,753.84 \$EARTH per plot from the first mint. Plot holders, at the time of the second airdrop snapshot, who mint or purchase from the second mint will receive the next 10%; this will result in 10,696.77 \$EARTH per plot from the second mint. Finally, the snapshot of those who mint or purchase from the third mint will receive the least allocation at 5% of the tokens; this will result in 5,526.66 \$EARTH per plot from the final mint. The second and third mint dates are still to be announced, and the second mint will not occur before Q2 2022.

The community airdrop distribution will be as follows:

Total available for community airdrop is 994,800,000 (30%)

Mint number	Number plots	Percentage	\$EARTH per plot
First snapshot	39,000	15%	12,753.84
Second snapshot	31,000	10%	10,696.77
Third snapshot	30,000	5%	5,526.66

Development – 20% or 663,200,000 of the total token supply

This portion of the tokenomics will help with the development of the metaverse infrastructure.

Team – 20% or 663,200,000 of the total token supply

This distribution will be for the founding team members. The team will be on a vesting schedule, full details of which will be released in the Earthpaper.

Liquidity - 15% or 497,400,000 of the total token supply

This is necessary to reserve in order to provide liquidity for listing in exchanges.

Utility – 10% or 331,600,000 of the total token supply

Reserved for future in-game and stakpool rewards.

Future Hires – 5% or 165,800,000 of the total token supply

This is meant to be an incentive to join the Unbounded.Earth team and a benefit for future company employees.

Important Notice: Community Airdrop for plot/estate holders will follow shortly after the completion of each Unbounded.Earth mint sale. This is with the exception of mint one, after which some time is needed to prepare \$EARTH and the implementation of a

snapshot and airdrop systemology. The \$EARTH Tokens shall be airdropped for each plot that the holder possesses in their ADA wallets soon after the snapshot is taken.

Royalties and Other Rewards

Each Unbounded.Earth plot will have royalties applied (the CIP-0027 | Standardization of royalties), and this will apply to each sale in the secondary market that utilizes this standard. Royalties from this will be deposited into a community wallet, visible to the public. The manner and frequency of the royalty withdrawal to benefactors has not yet been decided.

The 6% royalty allocation will be as follows:

- 50% for infrastructure development and marketing.
- 30% will be rewards for loyal plot and estate owners and will be rewarded on a set schedule (TBA). This is termed Own to Earn (O2E).
 - This 30% will be divided into two groups:
 - All plot owners are to be rewarded a portion of this 30% (percentage TBD).
 - The rest of the 30% will be distributed among 4 Season* holders. Owners of all 4 seasons will receive additional quarterly rewards proportional to the quantity of complete 4 Season sets held in their wallets (collections must be complete within the same wallet to be verified). The schedule for quarterly awards is yet to be announced.
- 20% will be donated for charity to a crypto art/education non-profit yet to be selected.

Other reward structures are planned in-game to include Play to Earn (P2E), Move to Earn (M2E) and Learn to Earn (L2E). More information regarding these incentive structures will be given in the future.

*Aside from receiving a percentage of the aforementioned royalties on a set schedule, additional rewards for 4 Seasons holders *in-game* will be disclosed in the future.

Team

The core team currently consists of 5 individuals across the globe. Unbounded.Earth is actively hiring for a variety of positions, including social media/brand ambassadors, 3D graphic designers, financial consultants, developers and more. Recently, another seven individuals have been hired, including developers, social media manager, and operations.

Founder and CEO
Shane brings to Unbounded Earth 7+ years of SysAdmin experience and 4+ years of programming and development experience. He has always had a passion for technology and for back end system administration, PowerShell Scripting, and then got into the world of Development where his passion for tech just continued to thrive. Now with his knowledge and love for Cryptocurrency he is able to put his passion and his experience into a project built for the Community, by the Community. He believes that the key to success is building a strong team around him that has the skills and expertise to cover the areas of his weaknesses.

Lead developer
Over 5 years of experience with blueprint and code-based projects in Unreal Engine with multiple shipped indie games. Almost a decade of experience in IT operations with an emphasis on automation and administration. Primarily focus on projects in C#, Python, and PowerShell for backend and scripting and React/TypeScript for front-end development. Ryan was the lead for several large scale integrations for a company of several thousand users that involved managing communication between several teams and tracking milestones for implementation and rollout.

Business Operations, Co-Founder
Blockchain Bodhi brings to Unbounded Earth 10+ years of Enterprise Systems Analyst and 5+ years of Project Management experience, with an educational background in Business Management/IT/Computer Science, as well as prior Teaching experience in Object Oriented Programming/Game Design. He has experience working directly with Fortune 10 Companies, such as Alphabet/Google, in procuring contracts for an organization with a staff force of 10K+. He enjoys all types of games but specifically appreciates a good FPS or Flight Simulator game.

Community Administrator
Xeperu is an entrepreneur & product developer with a history consulting, opening, and operating lean startups across a variety of industries. Educated in audio engineering, innovation, and entrepreneurship, he is a visionary strategist that brings a creative approach to solving problems in the emerging metaverse space. Being an avid gamer his whole life, Xeperu's focus in the NFT space has been on gaming & entertainment utility.

Brand and Market Strategist
Rebekah is a serial entrepreneur, 5+ years as a COO/co-founder of a biotech company and a crypto investor since Bitcoin's inception. She has ample experience in branding, marketing, bootstrapped startups, website/backend maintenance, national/international public speaking and much more involved in running an international business. Her undergrad is in biology and she attended graduate school for medicine. Her favorite games are the Portal franchise, the Half Life franchise, Fable, and Oblivion.

Roadmap

The original roadmap was created with the assumption that the project would have slow and organic growth and would be a bootstrapped/lean startup. Due to the first mint selling out much faster than anticipated, the previous roadmap is being fast tracked. See the image below for the updated roadmap.



Conclusion

This is an exciting time to get involved with metaverses! The world continues not only to come online and embrace new technologies, but also to explore blockchain technologies and their vast use-case concepts such as metaverses. As we become increasingly involved with other humans virtually, we will continue to encounter problems worth solving, such as concerns of sedentary lifestyles or scarcity of information in a fast-evolving technological landscape. As metaverses are predicted to become a greater part of human life, both for recreation and work, it will be extremely important to address these concerns while simultaneously creating a diverse and inclusive community. Unbounded.Earth proposes several measures to combat these concerns, including Move to Earn (M2E) and Learn to Earn (L2E) while also trying to encourage an atmosphere of kindness and empathy within the community. The project is driven by community participation and offers a variety of rewards for participating in a variety of ways. Excitement around this concept has led to the first minting of land parcels selling out much faster than anticipated, accelerating the development of tokenomics and the metaverse itself. Ultimately Unbounded.Earth aims to build a highly collaborative virtual multiverse that empowers the creative potential of its users.

References

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