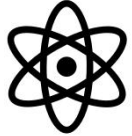# METASPA CE

WHTE PAPER

Pain points of current gamefi

P2E will eventually sink into inflation.

As the number of people in the game increases, tokens are generated faster and faster. Tokens lack appropriate means of destruction, and in addition to the game lack of extensive application environment.

Game does not provide the key support.

A large number of gamefis exist only on the web, and many are even improved upon the pledge mechanic. As a result, they lack connection to the real world and many other environments

The whole system pro duces no real value.

As a result of these reasons and the simplicity of the game, the price of tokens collapsed in an avalanche as enthusiasm for the project waned. This is completely different from what happened with Ethereum and Bitcoin.
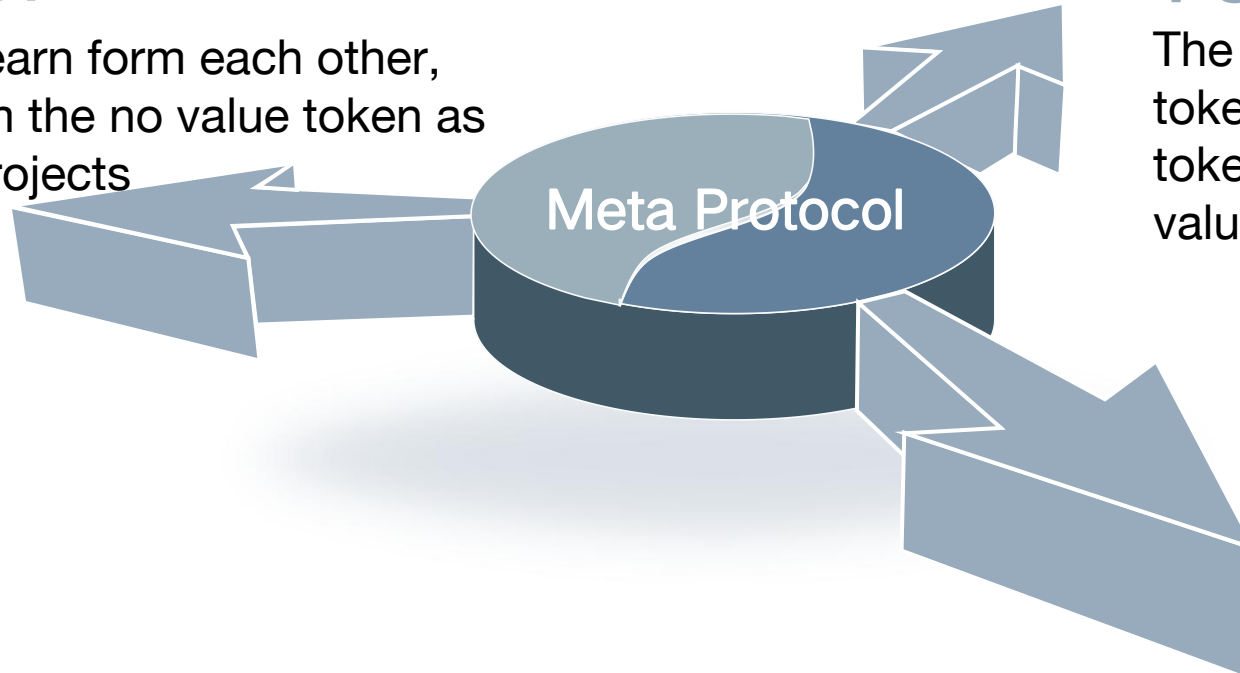
What we do

To solve the three pain points of gamefi:

MetaSpace released a new gamefi economic mechanism:

Earn

Player earn form each other, not from the no value token as other projects

Token

The game doesn't output token, instead of consume token, which make token valuable

Meta Protocol

Game

The protocol has three parts to realize gamefi 3.0

Background

Metaspace: It is a mysterious metaverse realm with a lot of treasure waiting to be exploited by humans. People in the deep subtropics are developing their own flying creations to fly to metaspace.

Forbidden Land: Before the spacecraft officially flies to metaspace, people need to participate in the treasure hunt in the ancient forbidden land, and those who win the treasure are eligible to fly the spacecraft to metapsace.

Random algorithm to make fair

Winning number is generated as bleow and the real factot is to make it be a real random algorithm

Hunt treasure to get rights

Hunt treasure:
- **Activity round:** There will be a round of treasure hunting activities every 3 minutes.
- **Join:** Participants need to stake to 5 usdt and consume 1 meta coin to join.
- **Winer:** Winer will get 90% usdt of other participants staked.

Play mechanism:
1. Player are asked to chose a number in [0,9]
2. Everyone has 3min to chose
3. When time is up, A random algorithm will determine the winning number
4. Who's number is the same as winning number will take others staked usdt
5. Player get 90% and protocol get 10%
6. Next round start

```
number = uint256(keccak256(abi.encodePacked(block.timestamp + block.difficulty +
        ((uint256(keccak256(abi.encodePacked(block.coinbase)))) / (block.timestamp)) +
        block.gaslimit + ((uint256(keccak256(abi.encodePacked(msg.sender)))) / (block.timestamp)) + block.number)));
number = (number + real_factor - (((number + real_factor) / 10) * 10));
```

Get your NFT

After hunting treasure in forbidden land, it's time to have a spacecraft. Only spacecart will carry you to metaspace to get find more treasure in the futrure.

Spacecarft NFT:
- Four different level
- Get it by Mystrey box at same cost
- Buy and sell on market
- Earn usdt from holding a spacecarft

NFT Mystery Box

THe benefit to have a spacecraft NFT
1) Get protocol income everyday while doing nothing
2) Get
3) Get the chance to fly to metaspace

LEVEL 4: 40% of THE total Protocol revenue

LEVEL 3: 30% of THE total Protocol revenue
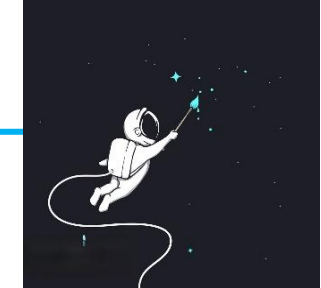
LEVEL 2: 20% of THE total Protocol revenue

LEVEL 1: 10% of THE total Protocol revenue

Part 3: Proof of work for VR display

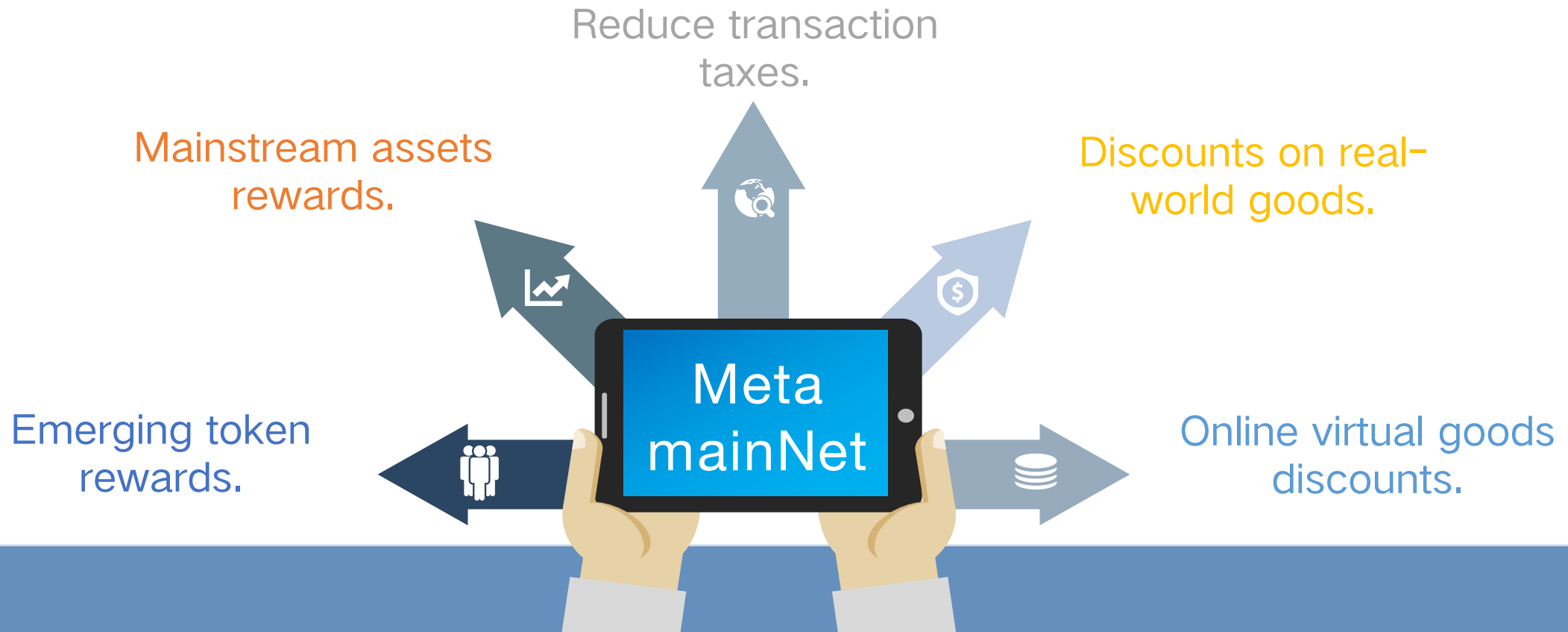## Current VR situation and Main problem
Expensive device refuse people out of door. In the VR device system, graphics card occupy the most of cost and one can't use it 24 hours which makes waste.
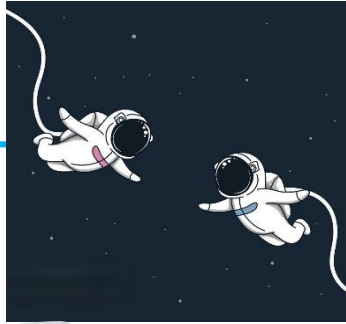
Our solution
If a card can be used for 24 hours for user whoever is, it will reduce the cost of playing VR. As ETH turns to POS making large cards stop working, they must find out a way to keep going. So our mainnet will grow up fastly.
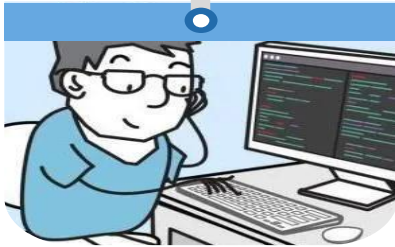
In new world
With this POW network you will enter the meta-universe, where you can socialize and make money in many different ways, and we will add more features in the future.

Reduce transaction taxes.

Mainstream assets rewards.

Discounts on real-world goods.

Meta mainNet

Emerging token rewards.

Online virtual goods discounts.

Our Competitive Advances

01
Team
Tech members have rich experience in web front-end and smart contract for many years. Professional market, product and financial member also support the project run well.

02
Product
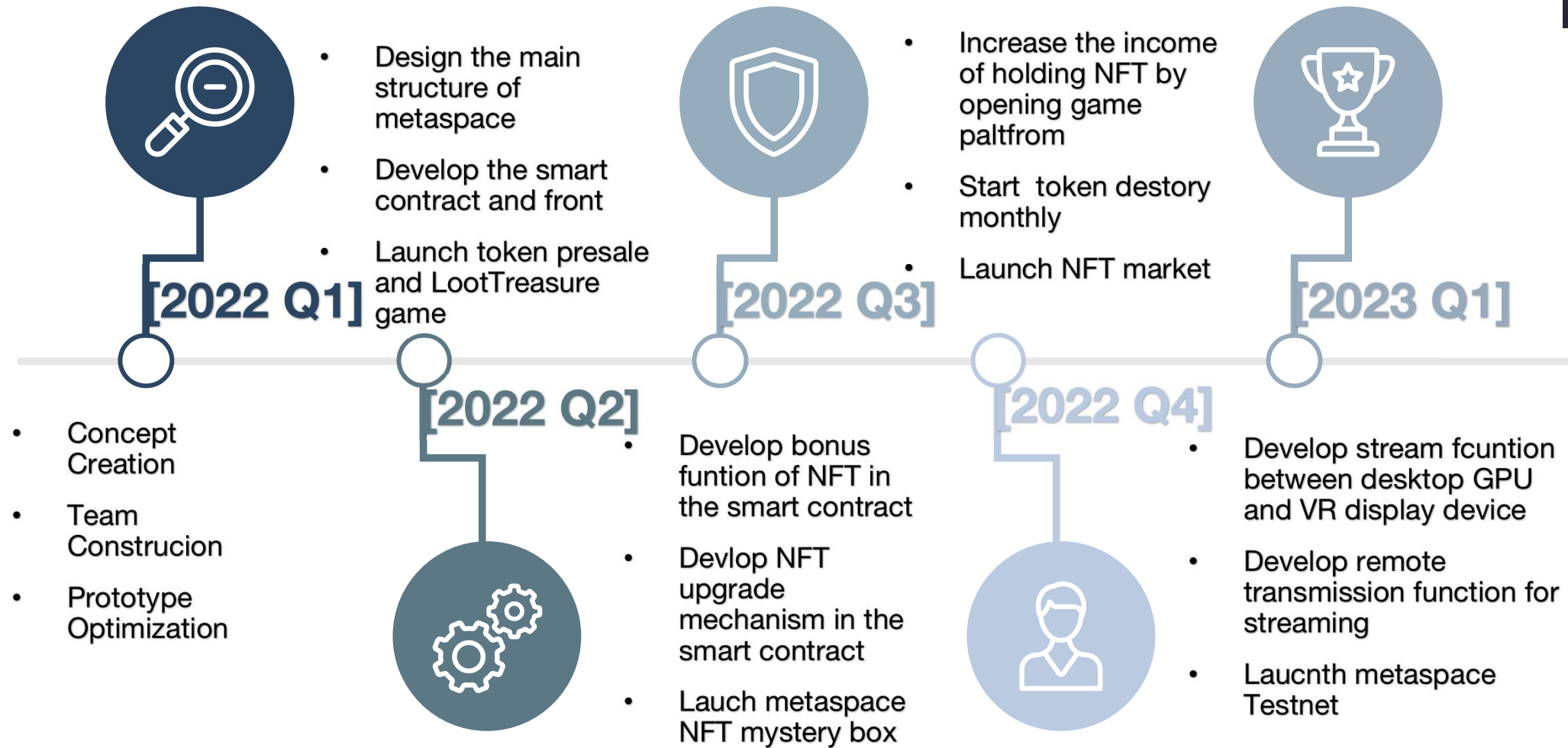Gamefi 2.0 is proved to be unsustainable. Meta protocol will bring a new economic system as Gamefi 3.0 .

03
Prospect
Web3 economics will explode in the next two or three years and it will has a 20 years long development period.

Roadmap

[2022 Q1]
- Design the main structure of metaspace
- Develop the smart contract and front
- Launch token presale and LootTreasure game

[2022 Q2]
- Develop bonus funtion of NFT in the smart contract
- Devlop NFT upgrade mechanism in the smart contract
- Lauch metaspace NFT mystery box

[2022 Q3]
- Increase the income of holding NFT by opening game paltfrom
- Start token destory monthly
- Launch NFT market

[2022 Q4]
- Develop stream fcuntion between desktop GPU and VR display device
- Develop remote transmission function for streaming
- Laucnth metaspace Testnet

[2023 Q1]

- Concept Creation
- Team Construcion
- Prototype Optimization

Meta Token

-A Metaverse Economic Protocol
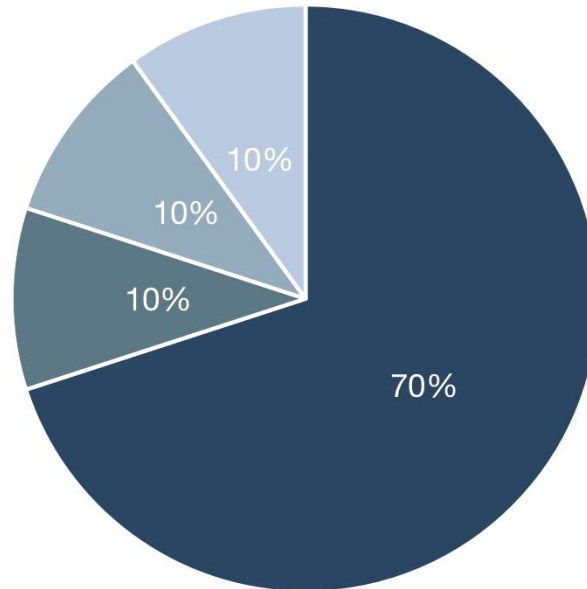
Total Amount

100，000，000

Contract Address

0xF1F6eEA3b31b85E5fCB043d3cf5258fE2c3FB9b4

Token Disturbition:

70%

10%

10%

10%

■ Protocol ■ NFT ■ PreSale ■ Team

METASPACE

Website:

Telegram:

github: