



White Paper

Your guide to the universe

VERSION 3.1.0

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1 INTRODUCTION

MetaOasis is a game publishing platform interlinking Web2 & Web3.

1.1 What is Web3 Metaverse

The Web1 era was from the birth of the internet until about 2004. This period of the internet was characterized by static web pages where users could read content composed only of content created by website operators. The website visitor could not control or change the content. The representative products of this period were search engines and portal websites.

The concept of Web2 was popularized by Tim O'Reilly, the founder of O'Reilly Media, around 2004. The legend who proposed open-source software and founded the world's first portal website believed that Web2 would be a new model of the Internet. Web2 changed the paradigm of the internet from "read-only" content to "interactive content". Users could not only consume content but also create it, in an environment that emphasized user-generated content. The representative products of this period are blogs, RSS, and social networks.

Today, we enter the era of web3. This promises to shift the control of information on the internet from a handful of tech giants to individuals. It also strives to give users more control over their identity and data. In the words of a Reuters article, Web3 is a decentralized Internet, based on blockchain technology.

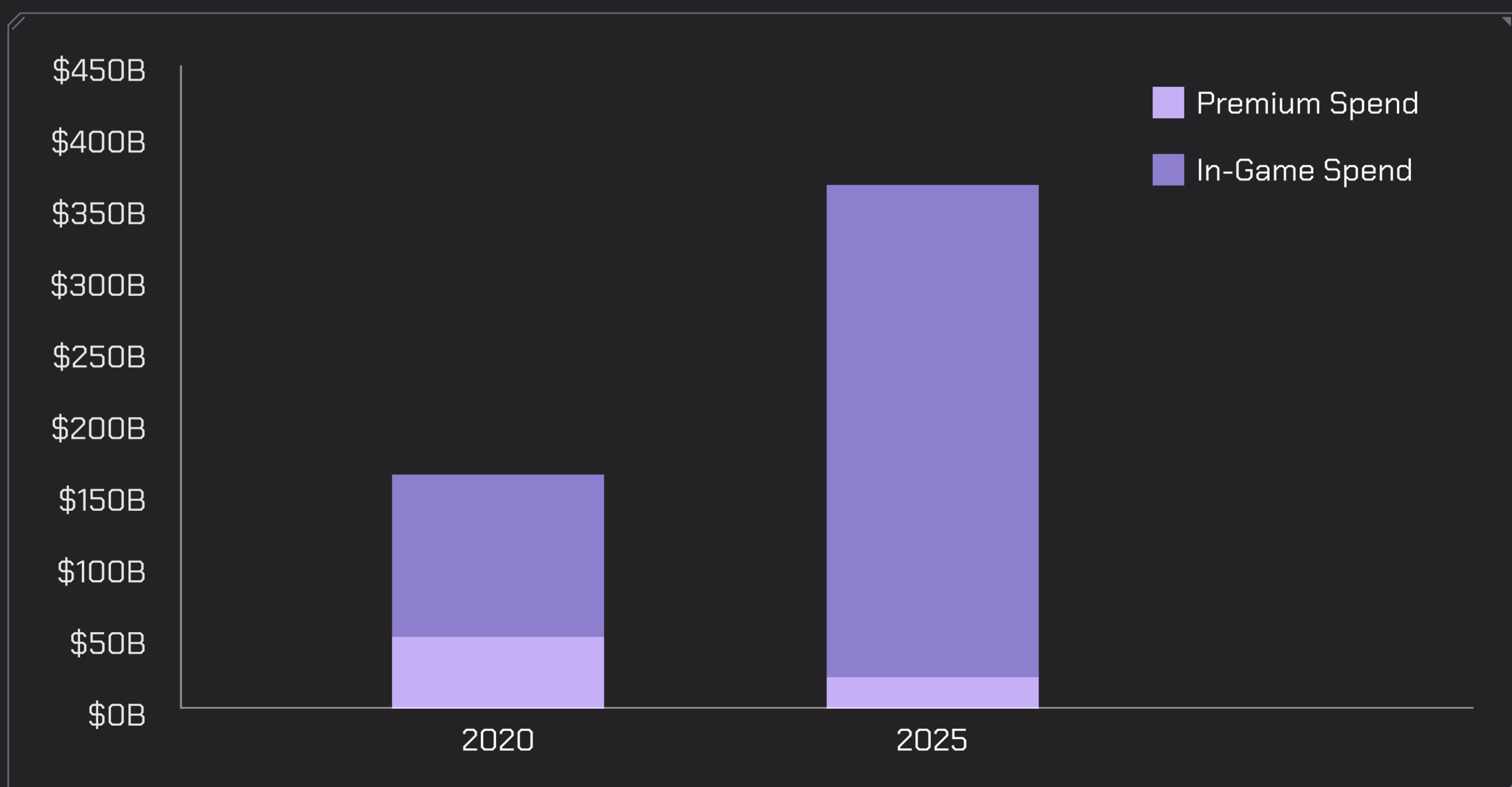
1.2 Fast-growing virtual asset consumption economy

In 2021, the total number of gamers worldwide exceeded 3 billion and gaming revenue totaled \$175.8 billion. According to Newzoo, it is expected that by 2024, gamers will reach 3.32 billion and global gaming revenue will reach \$218.7 billion.

– Global Games Market Report 2021 of Newzoo

More and more of our attention is turning to digital activities, especially for the younger generation. Nowadays, a third of our daily lives (about eight hours per day) is spent watching TV, playing games, or on social media. As we spend more time in the digital world, we also spend more money on it to build our social status in online communities.

Our social lives and games are converging to create a vast and rapidly growing virtual product consumption economy. It is estimated that revenue from virtual gaming worlds could grow from about \$180 billion in 2020 to about \$400 billion in 2025.



The way in which game developers derive revenue from users is a key driver of this revenue growth. Players are increasingly switching from "pay to play" to "free-to-play" games, with developers receiving revenue by selling players items that enhance their gaming experience or enhance their social status in the virtual world.

1.3 Ownership of assets

Originally the idea of Web2 was to create an Internet where users and platform creators would contribute and participate in a mutually beneficial way, but unfortunately, "the servant became the master". During the development of the platforms that enabled the mass participation of communities to create, distribute and engage with content, the tech giants grabbed control. Community-created content, personal information, and behavioral patterns of users became the property of the tech companies. This is in direct conflict with the original spirit of the internet, "freedom, equality, openness, cooperation, and sharing". The evolution from Web1 to Web2 has not solved the problem of centralized control but makes it more prominent as a large amount of information and data are transferred online.

Today, gamers spend time and money accumulating digital wealth in Web 2.0 enclosed games. The problem is that most game developers do not allow players to convert their in-game assets into financial gains. Some games even go so far as to have restrictive contractual clauses that make it clear that the players only have game access, they do not own the digital in-game assets. By banning players from trading items with other players and isolating the virtual world from the real world, players are unable to transfer their in-game wealth to the real economy.

The Web 3.0 Open Crypto Metaverse network addresses this problem by removing the capital controls imposed by the Web 2.0 platform on virtual assets. This new paradigm allows users to own their digital assets in the form of NFT, trade assets with others within games, and transfer assets to other digital

worlds, creating a new free market, an internet-native economy that enables monetization of digital assets in the real world. This evolution of the creator economy has another name, 「Play to Earn」 .



1.4 The Web3 Problem is?

The Web3 structure offers the above advantages, but there are problems for Web2 users who want to migrate to Web3 gaming. For Web2 users, the problems are as follows :

1. Low-quality products (games, assets)
2. Fear- is Play to Earn games safe or a Ponzi?
3. Huge Barrier to entry- how to buy tokens? Which ones should be bought?
what is a wallet? etc.

Low-quality products

In the wild growth phase of Game-Fi's early stage, most Web3 games are more like products from 20 to 30 years ago. Many are also not focused on the fun and entertainment aspects of gaming, but more like experiments in building communities, drawing people into a tokenomic system, and providing a platform for speculative gains. Not to mention those projects that are just outright money grabs and have no interest in building a good game.

Fear- Play to earn safe or a Ponzi scheme?

Web3 has many aspects that cause concern and even fear amongst newcomers. The decentralized nature of Web3 has great benefits, but it also means that there is no one to turn to if the newcomer runs into problems. Problems may arise on Web3, such as forgetting how to access a wallet, funds being sent incorrectly and being lost, or any of the other problems that arise that take great effort to research and solve. Most Web2 players just do not want to deal with those problems, they just want to play a game.

Compared to traditional games, the price to play is often tens to hundreds of times higher. An initial investment to play is often needed either to buy into a game or to buy assets needed to play.

There are also concerns about getting scammed or taken advantage of in an economic system that is not fully understood. One example is the fear of new players paying for the gains of the initial speculators (ie the Ponzi). This is only exacerbated by news of recent rug pulls and drastic declines in token values.

Huge barrier to entry for newcomers

Most of the current Web3 games require a high level of blockchain knowledge and entry price. Web2 users need to learn how to use the crypto infrastructure before they can even get started in a game.

- Learn about wallets
- Choose which one to use
- Learn about the blockchain that supports the game they are interested in

- Learn how to install a wallet
- Learn how to onboard fiat currency so tokens can be bought or fees paid
- How to buy tokens for the game

For most gamers, there is just too much effort required to just play a game. Not many people are motivated to read up on how to do all of the above tasks so they can play a game to be entertained and to kill time. Remember, games are supposed to be fun! Not a research project!

2 WHAT IS METAOASIS

MetaOasis is the next-generation game publishing platform linking Web2 and Web3. Based on the Avalanche chain, MetaOasis lowers the barrier for Web2 users to jump into Web3 world by building the infrastructure of Web2 and Web3 integration and also provides a series of tools for Web3 game developers to solve user login and payment problems. Allow developers to focus on making products.

Meanwhile, MetaOasis will release the main universe game that meets the game's specifications as well: Project: CH

2.1 Feature 1: Break down the isolation

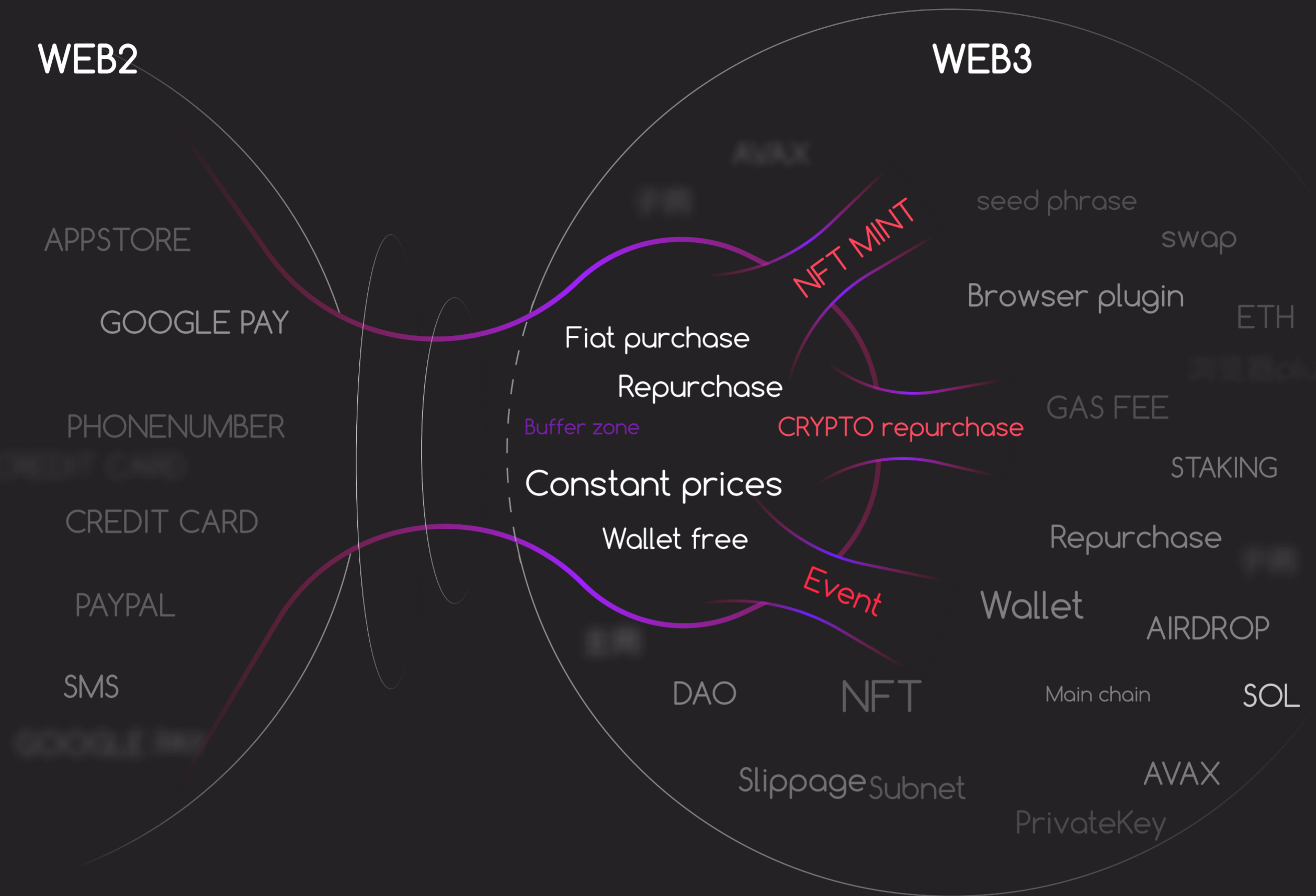
When a technology revolution happens, human nature divides them into conservatives and innovators. Today, we can see that some forward-looking traditional web2 companies are beginning to adopt and embrace the positive changes brought by web3. But we also have to recognize that web3 shouldn't be an orgy of the few, we have to think about how to make the revolution that web3 will bring accessible to traditional users,

Reduce their learning costs, solve their confusion, and finally build a bridge across web2.0 and web3.0

Easy and fast access to the world of Web3

The relatively complex registration and login process of Web3 is uncomfortable for traditional users, and the requirements of network data verification for most games are beyond the TPS of many main chains. MetaOasis separates the data on the chain from the data on the application to efficiently interact with the data on the game application layer in a centralized form. And the account system is also separated into the application layer and blockchain layer so that players can register and log in more conveniently and quickly to experience the journey

of Web3 world. Only when users interact with the data on the chain, there will be a set of detailed plans and guidelines provided to the users.



Buffer token and temporary ownership

The majority of players just want to enjoy a game. They are not interested in the competition and stress in order to earn and in the added complexity of selling assets to benefit financially.

Therefore, MetaOasis is compatible with traditional game IAP(In-App Purchase) channels through an in-game "buffer token" mechanism, providing Web2 users with a familiar channel in terms of payment methods, while a buffer token [similar to diamonds commonly used In games] is always at a constant price and can be withdrawn at any time, without paying high GAS fees, so P2E users no longer have to worry about their in-game currency fluctuating in the short term in terms of risk control.

NFT market transactions are also provided in the game. MetaOasis ensures that Web2 users who login have ownership of in-game assets through the confirmation of application layer data. Users of Web2 can also transform their

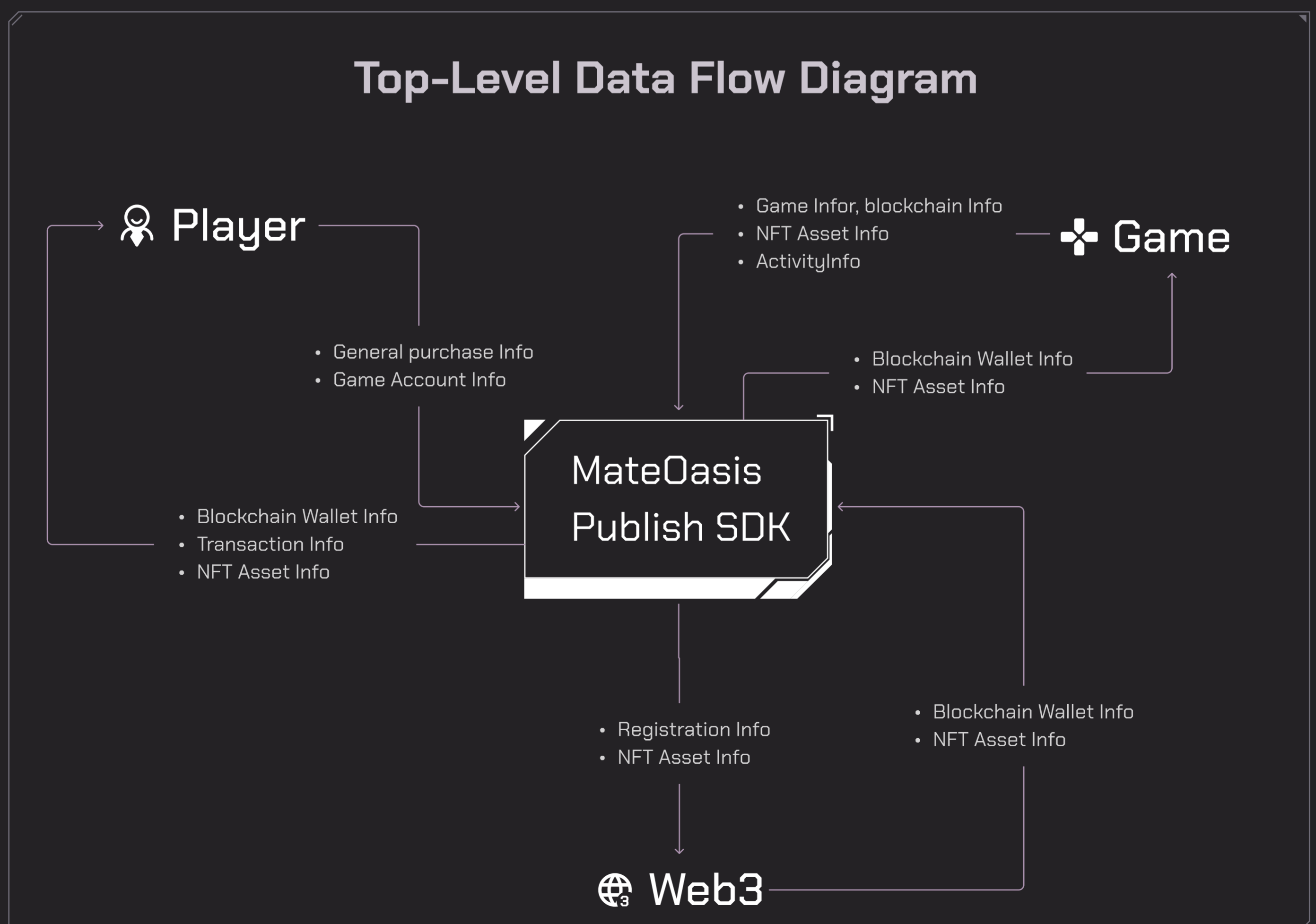
assets to the chain at any time to complete the final confirmation of ownership in Web3.

Easy integration and implementation SDK

Based on the above mechanisms, MetaOasis provides a series of solution SDKs for application developers to easily deploy the relevant mechanical content without too much effort. MetaOasis hopes that APP developers focus more on the applications or games, as high-quality content is the key to attracting users.

The SDKs provided by MetaOasis are compatible with a variety of platforms and development tools, which means that the platform can provide coverage for WebGL projects, traditional mobile games, and PC games developed in Unreal or Unity.

For the users, MetaOasis will also provide development tools based on open digital identity and digital home, so that the public can participate in the development of UGC content.



2.2 Feature 2: Prosperous Ecology

MetaOasis' vision is to contribute to the prosperity of the Web3 ecosystem, and we will actively promote this revolution from Web2 to Web3, but without abundant content and assets in the upper layers, it will be very difficult to be realized.

Virtual Digital Identity and Home

Unlike social media profile pictures, avatars determine the uniqueness of human individuals in the virtual world and enable changes in facial features, emotional expressions, and gestures to enhance the sense of interaction and realism. It is the passes to the virtual world and the identity of human beings in the virtual world.

Players need a unified and standardized avatar to participate in MetaOasis' various infrastructures and to carry their achievements and assets in different games, a visual and entertaining interaction that will connect all Web3 applications that support or accept the conversion protocol.

Players can use their avatars to participate in various community events such as AMAs, VTuber concerts, product demonstrations, virtual job fairs, etc.

MetaOasis will provide a series of custom interfaces so that anyone can create virtual identity assets and sell them (e.g. skins, accessories, icons, etc.)

Even NFTs introduced from different platforms can be displayed on the MetaOasis platform.

Players can also build virtual homes with avatars, which can be freely customized with decorations, and show their achievements, medals, and trophies acquired in different applications/games to their friends. VR voice chat and VR online games are also available in the home.

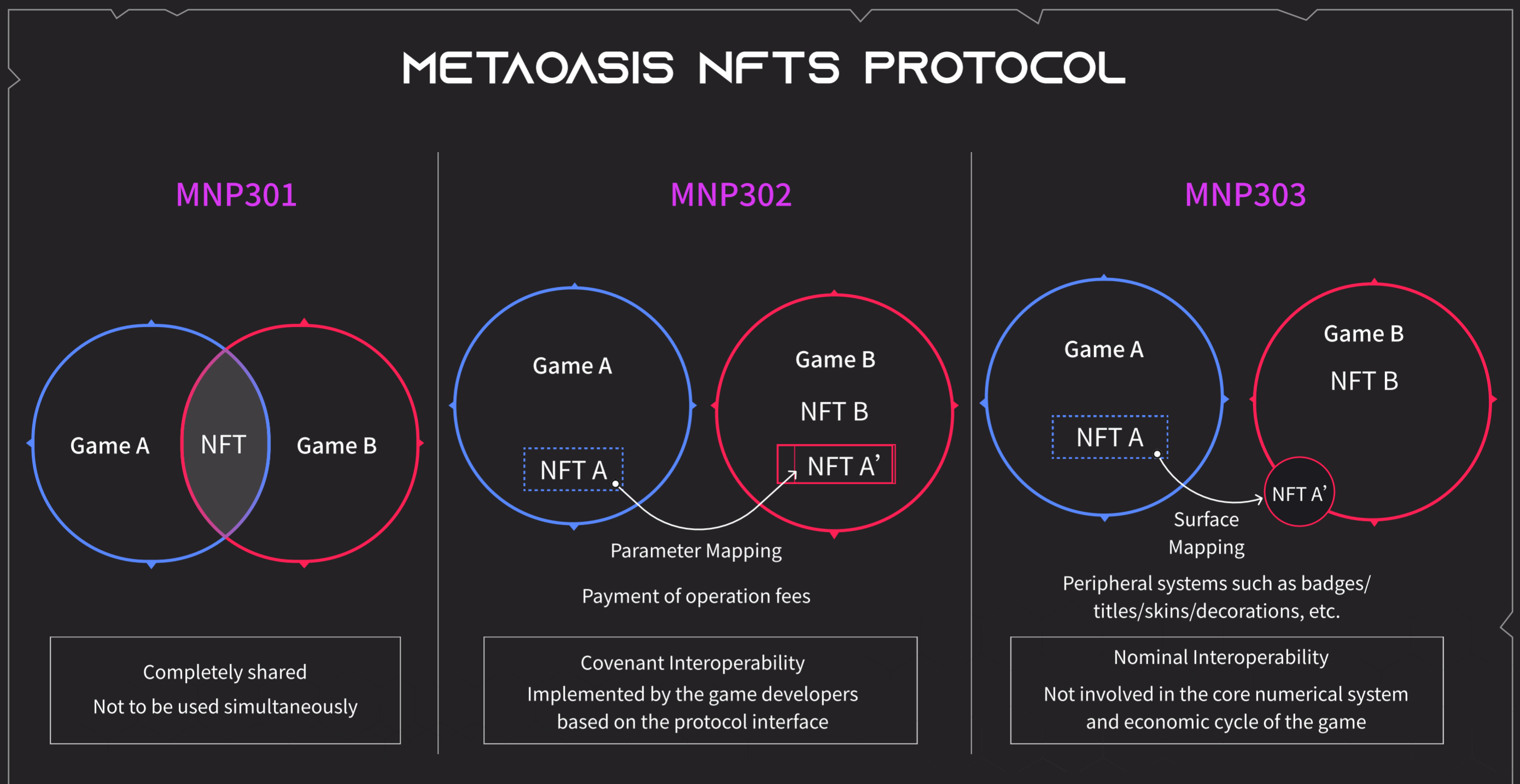
Standardize and Interlink NFTs across the platform

With the rapid development of the NFT industry and GAMEFI, the linkage and interoperability of NFT have not started in-game products and user experience. The reason for this is the lack of feasible protocol layer solutions for connecting infrastructure and application scenarios in the underlying technical principle and game application layer. Game developers, in the current environment, if they want to be compatible with a third-party NFT, need to consider a lot of issues, such as how to map between parameters, how to set external NFT usage, how to complete migration or compatibility, how to assess the impact of foreign NFT on the local economic system, and how to balance and solve, and so on. In short, the lack of an effective and systematic solution to support NFT across platforms.

The MetaOasis team has designed a perfect solution called MNP30 (MetaOasis NFTs Protocol as shown above) for the industry to address this gap. MNP30 provides three levels of integration of NFTs across platforms.

- **Layer 1 MNP301:** is fully interoperable, similar to two compatible games in the same service, they share the NFT system, the parameters and ownership are fully compatible, and holding one NFT can be freely used in two games without incurring any extra cost except that they cannot be used simultaneously. This level of integration applies to two games that are deeply bound at the design stage.
- **Layer 2 MNP302:** is the convention interoperability level, which is designed according to the data specification of MNP302 in terms of parameter setting so that the game parameters of NFT can be easily mapped to the value system of the guest game. The economic sharing mechanism provides the balance of revenue and economic participation on each platform.
- **Layer 3 MNP303:** is the nominal interoperability layer. Through the interface protocol, NFT can be mapped to the game as peripheral items that do not participate in the numerical system, such as icons, decorations, skins, badges, titles, etc.

Through the three layers of MNP30X protocols, a prosperous NFT flow system is created.



Share an abundance of resources with developers

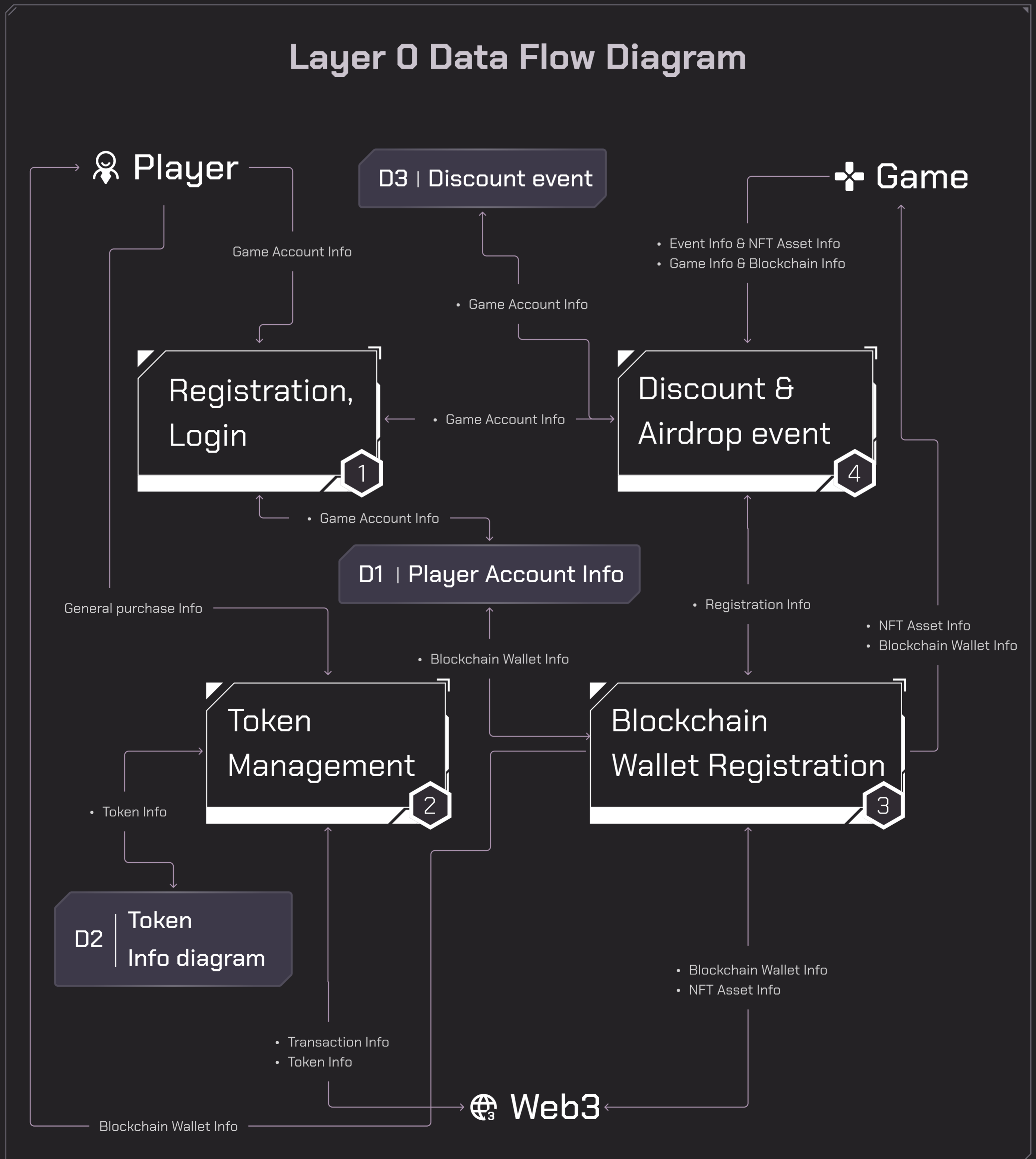
All developers participating in MetaOasis will become our partners. Our vision is to contribute to the prosperity of the web3 industry, so MetaOasis will provide developers with very detailed assistance. For web2 to web3 developers, we have a strong team of consultants from all over the world to provide economic system and token model design; while for mature web3 developers, MetaOasis' ecological fund will solve their worries and support those excellent projects with financing

2.3 Main Universe: Project CH

PROJECT: CH (Celestial Heaven) is a MMOSLG game created by MetaOasis' studio that fully complies with its protocols, and the game will be pushed through the season format. Players take on the role of interstellar commanders, manage their own fleets and space fortresses, build their own forces in the game, trade or fight with other players in the galaxy, and ultimately compete to qualify into the Oasis.

PROJECT: CH itself is fully compatible with the various features of the MetaOasis platform, the game will be released on PC and mobile devices, players can register and enter the game through the traditional web2 interface, and can gain in-game tokens through the web2 SDK purchase , the in-game token \$ASA to USDT will be constant at 1:1 so that P2E players will not be affected by price fluctuations.

Layer 0 Data Flow Diagram



PRODUCT MATRIX

3.1 Self-research products

Embassy planet

NUMBER #10000001

CATEGORY APP/Museum

STATUS Online

ENGINE Unity

DEVICE WebGL

INFO

Embassy Planet, the First finance square for VCs&Funds in the Metaverse, is the First special planet of MetaOasis featured by Cyber punk and tightly connect with main universe of MetaOasis.

VCs and Partners will hold their own branding building as an embassy base in the Metaverse(FREE for MataOasis's backers). Like gamers can log in and visit the building of each partner, and click the logo to obtain the detailed introduction of it.



Light Chaser

NUMBER

#10000002

CATEGORY

Flight Shooting Game

STATUS

Developing, Estimated Q3 online

ENGINE

Unreal

DEVICE

PC

INFO

Light Chaser is a single-player space shooting game with fast-paced flight and high maneuverable movement. The game allows players to pilot a variety of styles of spacecraft, and collect energy while fighting against mysterious forces.

Strayed

NUMBER

#100000003

CATEGORY

Third-person Puzzle Game

STATUS

Online

ENGINE

Unity

DEVICE

WebGL

INFO

signal to locate an unknown star field, and then sent Dr. Adam to investigate first, but accidentally found the "stargate" - a large subspace channel. So all countries sent first personnel to the local further investigation. The stargate was originally created by an ancient

civilization, in which the long-sleeping intelligent AI woke up again and arranged a trial for all visitors.



Forerunner

NUMBER

#10000004

CATEGORY

Third-person Puzzle Game

STATUS

Developing

ENGINE

Unreal

DEVICE

PC

INFO

In the near future, mankind has conquered the solar system and established several space colonies. But with the depletion of resources, the struggle around the only remaining planets with rare resources has intensified, and a universal war may break out at any time. However, at that moment, interplanetary scientists discovered a huge stargate suspected to be left by an ancient civilization, and at the other end of the stargate is an extremely rich unknown galaxy with a large number of habitable planets. This discovery reunited the fragmented human alliance to carry out the colonization plan called "Forerunner".

Players will take on the role of the game's colonists, exploring the rich "Oasis" galaxy, navigating through space in spaceships, battling ancient drones, landing on unknown planets, picking up firearms and embarking on adventures in a world full of alien flavors, finding resources and building colonies.



3.2 Special Planet

Special Planet is an Outside-metaoasis studio to settle in. We welcome game developers from all over the world to join us!

Defence of Future

NUMBER #20000001

CATEGORY Card Collection/Matchmaking

STATUS Online

ENGINE Unity

DEVICE PC / IOS / Android

INFO

DOF is a fast casual battle game with tower defence as the core. The game is based on the mechanics of tower defence, with both players using mechas, buildings and unit cards cooperate with each other to destroy the enemy base to win.

DOF focuses on the PVP experience with light operation and heavy strategy, it will use traditional tower defence, TCG card and competition to combining each other, creating an easy and fast fighting experience.



4 MAIN UNIVERSE GAME

Main Universe Game

NUMBER #30000001

CATEGORY MMOSLG

STATUS Developing

ENGINE Unity

DEVICE PC / IOS / Android

INFO

PROJECT: CH [Celestial Heaven] is the main game world based on the METAOASIS platform and sci-fi themed MMOSLG game, which will be played in the mode of seasons.

Players take on the role of interstellar commanders, operating their own fleets and space fortresses, and building their influence in the game world, trading or fighting with other players in the interstellar world, eventually competing for the qualification to the "OASIS". PROJECT : CH [Celestial Heaven]

4.1 About PROJECT: CH

CH focuses more on the gameplay and social aspects of the game itself, where players will experience a variety of game content and form factions with players from various countries to compete for the game's resources. At the same time, for the guild DAO players, we will also provide a series of scholarship mechanisms, NFT rental tools, etc. to facilitate the management of the guild DAO.

CH, as a new generation of GAME-FI, optimizes the economic model of traditional chain games and entry threshold. The game is free to play, allowing free players to enjoy the game and P2E through hard work.

CH tightly links Web2 and Web3 players by reducing the difficulty for Web2 players to get started in GameFi. Also, the \$ASA token price is correlated to the price of USDT so P2E gamers are no longer incentivised to buy and sell due to fluctuations in the price. This also reduces risk and complexity for the Web2 gamers, making for a more enjoyable Web3 experience.

4.2 Features

Gameplay diversity

The game is an open MMOSLG, emphasizing socialization and gameplay, in which players will engage in diplomacy or combat with other players, compete for rare resources, and eventually gain access to the "OASIS" and win a generous season reward (Token & NFT).

At the same time, the game also exists a variety of ways to play. If you do not want to be a warrior, you can also choose to become a craftsman, designing and building various types of spaceships.

Exquisite Game Performance

The game is shined by Unity engine, providing exquisite game performance and

real space environment, in which all players can enjoy the ultimate audio-visual feast powered by four factions, 28 different styles of flagships, customizable giant structure - space fortress.

Real-time Combat

The game is equipped with exciting real-time battle mode and intense player-player competition. In dangerous interstellar space, whether to comply with the laws of the dark forest or take the initiative to fight the way out, all by the commander's decision.

Easy to Get Started

As a GAME-FI, players can easily join the game without assets and earn rewards for their efforts [PE2].

Even Web2 gamers who don't know blockchain can easily top up through SDK in the game and get in-game token \$ASA.

Season Mode

The game will be played in a season mode, with new gameplay and in-game assets introduced each new season.

At the same time, players' non-NFT assets will be reset and the rewards pool will be opened to players in every new season.

A More Stable Economic System

\$ASA is a centralized in-game currency that players can acquire in many ways, and each \$ASA will have a constant value equal to 1 USDT. A USDT reward pool is set up in the game, and players can withdraw \$ASA to USDT at any time without any GAS fees.

4.3 Gameplay

START

The ultimate goal of CH is to unify the entire shattered galaxy and gain access to a mysterious "OASIS" where the player, as a commander, manages a space fortress and gradually expands territory by upgrading various equipment and building his own fleets.

Players can start the game without buying any items. If players have purchased NFT in advance, they need to transfer the NFT to the related server of the game on the official website, in order to use the NFT in the game.

The game is deduced in the form of seasons. When the season server starts, players will pick their birthplace from six regions, and the system will assign a random birth point in the selected region.

Infrastructure

In the game, players need to gather resources and build their own fortresses to gain an advantage later in the game.

Players need to take real-time to build the various infrastructures of a space fortress in the game. Typically, gamers can have both building queues open at the same time.

Resources Collection

Resources are very important materials in the game, which play a key role in the construction of buildings, the production of spaceships, and the research of science and technology. The resources are divided into two types:

1. Non-tradable Resources
2. Tradable Resources

Non-tradable Resources

Some of the resources in the game are non-tradable resources, which are generally easier to obtain and available in large quantities. They are also important parts of resources in daily use. They contain the common minerals,

gases, fuels, etc.

Tradable Resources

Some resources will be classified as tradable resources, as resources in the game that are very scarce and not readily available in the process of the game. If a player is lucky enough to acquire those resources, they can transport them to the intergalactic marketplace and sell them to other players for in-game \$ASA token rewards.

Conquer Strategic Point

Most of the resources in the game are produced through different strategic points, and the competition for those points is one of the core gameplay in the game. Among them, strategic points will also be divided into individual strategic points and guild strategic points, and guild strategic points can only be declared and occupied by the guild.

Individual Strategic Point

Individual strategic points mainly produce the resources of base construction and the resources created by legions. There are different levels of resource points spreading over the game with diverse map blocks. As the game progresses, players will gradually move to the core of the strategic map, often with higher-level resource points.

Players can declare war on a neutral resource point and occupy it by defeating the neutral enemy. Players cannot declare war on players who belong to the same guild as themselves.

Guild Strategic Point

Guilds are an important organization in the game to unite players and explore resource points.

There are strategic points that only guilds can declare war on and occupy, which

often provide significant bonuses to the guild's development and may be important sub-space stargates to the "OASIS".

Some guild strategic points will also produce tradeable resources in the game that will go into the guild Treasury.

Industry

In the game, players' battlements can not only be used to build armies and compete for strategic points, but also to upgrade related technologies to improve manufacturing and gathering ability.

In the game, players can make all types of games NFT by collecting rare resources and trading them in the marketplace for profit.

There will be several large intergalactic marketplace strategic points. Those guilds who capture them will get a percentage of the sharing in the game.

Season Mode

The game server is promoted in a season mode, with a large bonus pool set up for each season and distributed to guild members based on the guild's performance.

In different seasons, there will be more novel game modes and new NFT updates.

4.4 IN-GAME ECONOMY

Asset Types

There are two types of assets in the game, retainable assets and non-retainable assets.

Retainable assets can be withdrawn into the player's account at the end of the season.

Non-retainable assets, such as non-tradable, unlimited output resources, will be reset at the end of each season (e.g. flagship levels, occupied resource points, etc.)

Play to Earn

There are multiple ways to play the game, each with its own unique P2E mode.

The gatherers:

Players can gather rare resources and trade in the marketplace to earn rewards.

The producers:

Players can produce a variety of combat NFTs and sell them on the marketplace for rewards.

The fighters:

Players can fight in dangerous wormholes and special spaces and acquire uncommon technical blueprints and other spoils, which can be sold on the marketplace for rewards.

The guilds/organizations:

By completing the core mission of the season in the game, players compete for the qualification to enter the "OASIS" and finally get massive season rewards.

NFT

The NFT contains various flagships, weapons and equipment, followers, and other components.

All asset-based NFTs in the game can be produced by players. By collecting in-game materials and building the related facilities, they can make the matching type of NFTs and trade them with other players.

NFTs produced or introduced on the same server can only be used on this server until the end of the season.

4.5 IN-GAME TOKENOMIC

Basic Metric

- **Ticker:** \$ASA
- **Blockchain network:** no
- **Token network:** no
- **Token supply:** uncapped
- **Initial price:** Constantly equal to the price of 1 USDT

As an in-game P2E currency, \$ASA has multiple consumption and output scenarios within the game. \$ASA is off the blockchain, no issue cap, and it contains the following characteristics:

- **Price Stability:** Each \$ASA has a constant price equal to 1 USDT, which is more conducive to players' P2E behavior.
- **No GAS Fee:** Since \$ASA is a centralized operational currency, there is no GAS fee for the player's transaction.
- **Repurchase Mechanism:** There will be a repurchase pool where players can CLAIM their \$ASA as USDT at any time.
- **Conducive to Web 2.0 Players :** In the game, Web 2.0 players can top up and purchase \$ASA through any legal currency without using a wallet. When they need to withdraw money, they can easily withdraw it by linking their wallet to account.

Token Utilities

- **Used for In-game Trading Currency:** \$ASA can buy and sell various NFTs, and items in the marketplace.
- **Used for Withdrawals:** Any extra \$ASA in game can be withdrawn at any time.

Token Economy

Re-Buy POOL

\$ASA Purchase

All proceeds from \$ASA purchases will go to the in-game **Re-Buy** POOL.

NFT Pre-sale

40% of NFT pre-sale proceeds will go to **Re-Buy** POOL.

40% of NFT pre-sale proceeds will go to **Season Reward** POOL.

10% of NFT pre-sale proceeds will go to **TEAM**.

10% of NFT pre-sale proceeds will go to **MARKETING**.

5 TOKENOMIC OF \$MTOS

5.1 Basic Metric

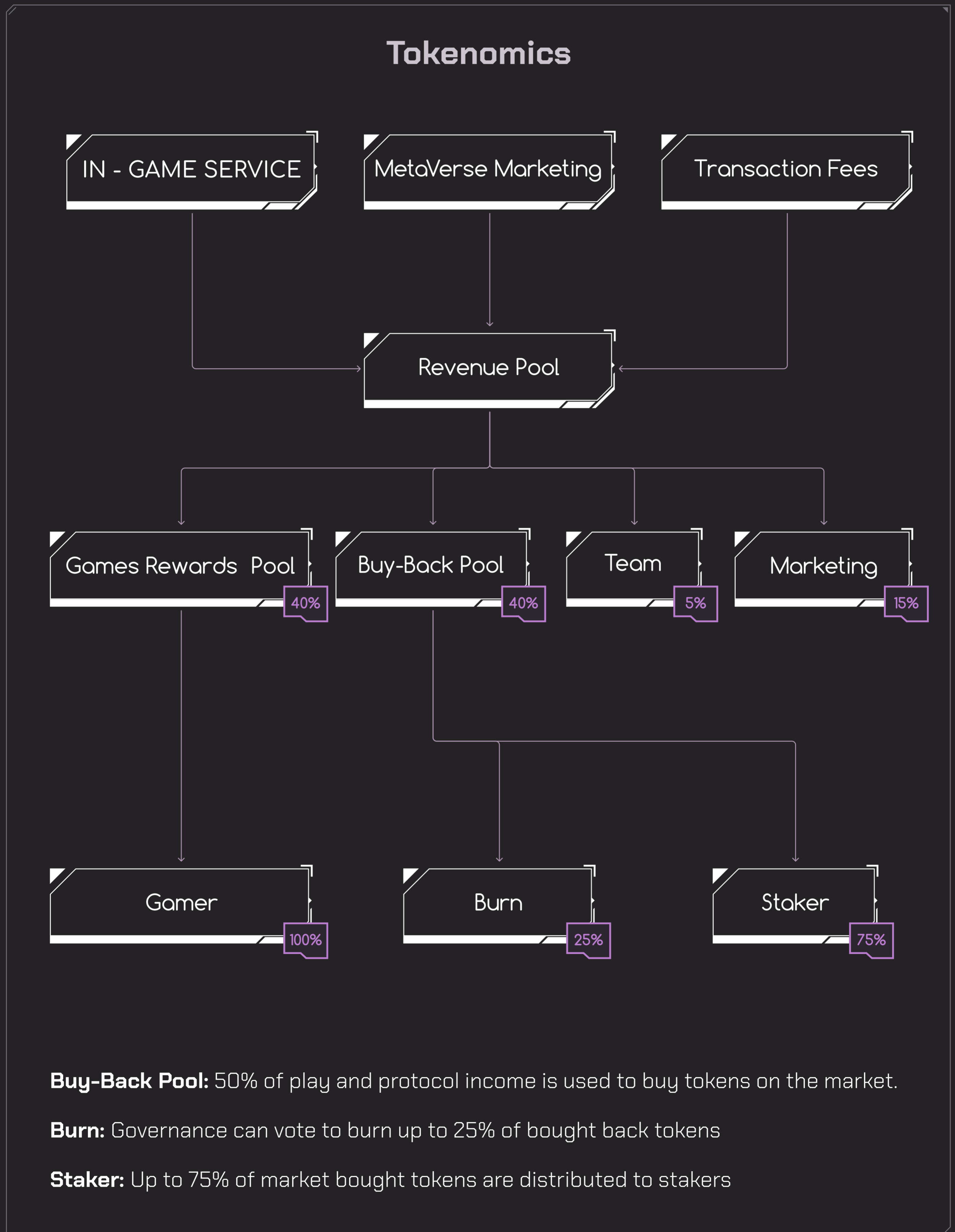
- Ticker: \$mtos
- Blockchain network: avanlanche
- Token network: avalanche C-Chain
- Token supply: 2,000,000,000

5.2 Token Utilities

\$MTOS is the Governance Token of the MetaOasis platform that can be used for:

- **Purchase of pre-order assets for platform games:** By using \$MTOS to purchase pre-order assets within the platform game
- **Purchase of in-game services, skins, etc:** By using \$MTOS to purchase in-game services and in-game items that do not affect the balance of the game, such as skins, etc.
- **Trading in the MARKETPLACE:** Trade with other players at MARKETPLACE
- **Staking to obtain membership:** By staking \$MTOS to obtain different levels of membership, different levels of membership with different privileges

5.3 Token Economy

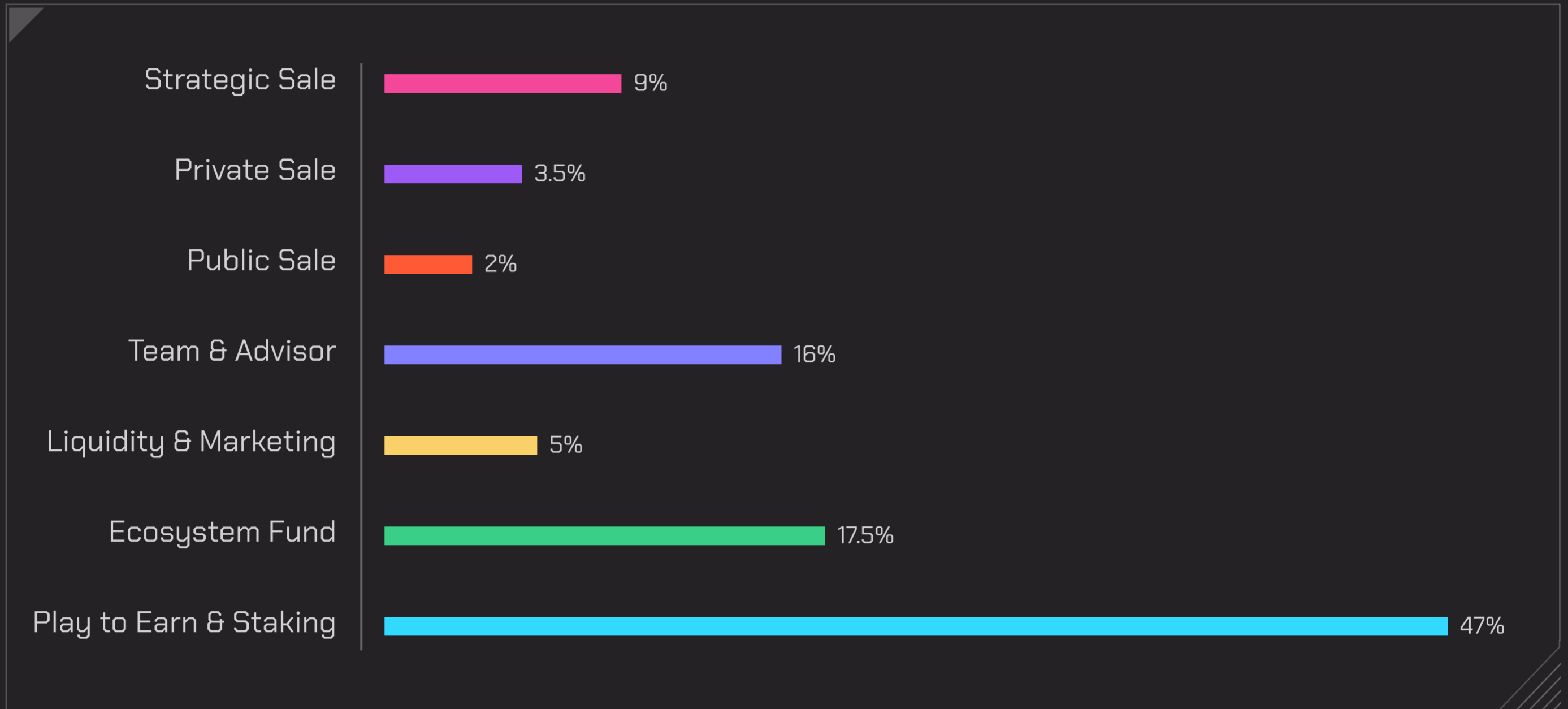


Buy-Back Pool: 50% of play and protocol income is used to buy tokens on the market.

Burn: Governance can vote to burn up to 25% of bought back tokens

Staker: Up to 75% of market bought tokens are distributed to stakers

5.4 Token Allocation



5.5 Token Vesting Schedule

