Memoverse.io - NFT P2E Game Powering the Metaverse of Virtual Memory Palaces

About

Memoverse is a gamified platform with marketplace and decentralized finance (DeFi) instruments for investing in non-fungible tokens (NFTs) used to assemble virtual memory palaces that serve as a secure storage space for important information.

Memoverse combines high-quality NFT assets with DeFi economy to build the Metaverse of virtual worlds with arguably the most significant real-world use case in the NFT gaming space up to date. Built to fulfill the rapidly growing demand for virtual Memory Palaces that serve as mind storage space for millions of users.

It's a joyful and addicting play-to-earn open world game with city builder & puzzle mechanics, virtual environments of which have a real-world value (since they can also be used as a structured mind storage space that will help people remember most important information). Memory Palaces enable people to easily memorize any type of information, including the private keys for numerous crypto wallets.

Memoverse has over 18 rockstar-level solidity & AAA game developers with other prolific creators working on it (e.g. Nick Mudge, an author of EIP-2535 Diamonds and EIP-998 Composable NFT standards & co-creator of Aavegotchi & QuickSwap).

Some of Memoverse core contributors origin from memoryOS. memoryOS is a fast-growing edtech startup co-founded by the 2X World Memory Champion that teaches memorization skills (i.e. mnemonic techniques) with the help of gamified e-learning and virtual Memory Palaces in a form of a 3D game. They have recently obtained the title of the Most Funded App in the history of Kickstarter, have 40,000+ people in their community, got featured by TechCrunch and are supported by The Stephen Hawking Foundation. Charles Hoskinson (co-creator of Ethereum and founder of Cardano) is also an early user of memoryOS.

Memoverse will provide an advanced NFT game platform to mine & earn while: building, playing, trading, lending, renting, staking and wining expensive NFT based game assets – separately or as wrapped packs in the form of completed virtual environments.

Vision

Compared to the virtual words of regular games, Virtual Memory Palaces are built according to specific principles. Besides all of the fun gaming aspects, each single asset turns into a storage unit for human memory. Thus, in addition to gaming & earning, all Memoverse NFT collectibles will bring real-world value to their holders and to millions of other people, including those outside of crypto.

You've likely read at least one of the articles by the New York Times, BBC, Forbes or other media describing the horrors of forgotten passwords to crypto wallets. It is estimated that around 20% of all crypto appears to be in lost or otherwise stranded wallets due to lost and forgotten seed phrases. Well, they are sometimes called "mnemonic phrases" for a reason.

Due to the lack of the current educational system to teach memorization as our base skill - it has become lost in our ongoing reliance on devices. As a result, most people have to share their most critical data including key passwords and personal notes with third-party services with an ongoing risk of being compromised. As memory-related personal data is digitized, safekeeping user identity and data is an increasing priority. Virtual Memory Palaces will enable great memory for as many as possible and provide storage space for the most personal information in a secure biological environment.
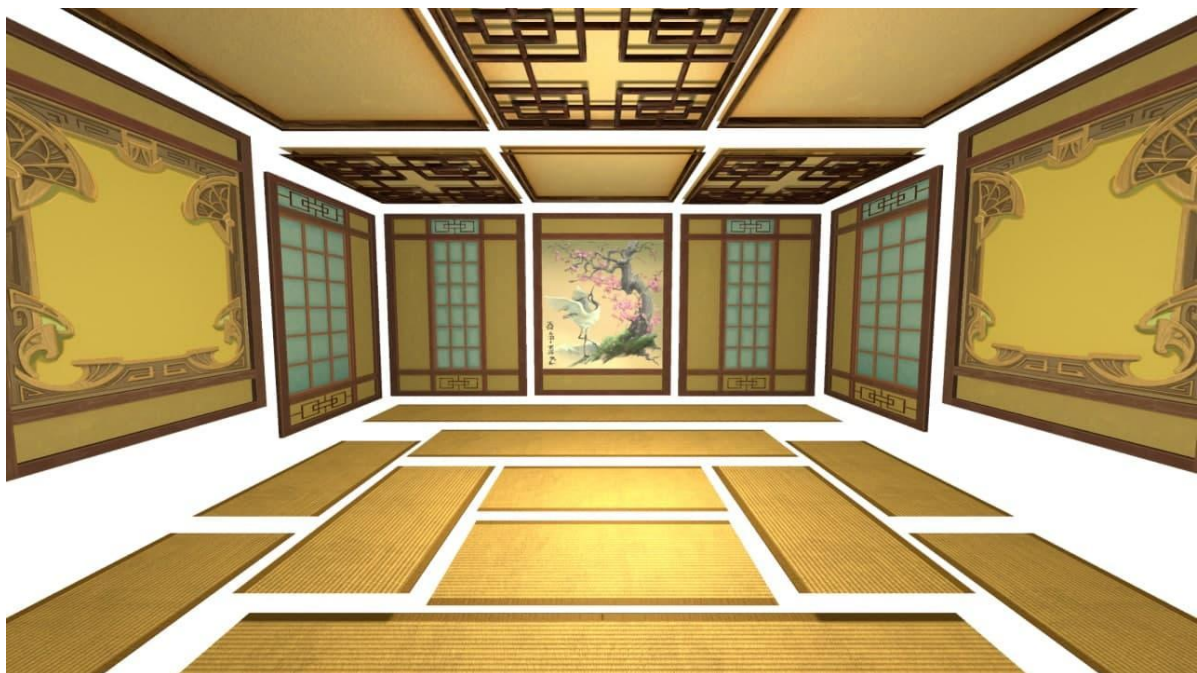
Our mission is to help create the most valuable realms of Metaverse where users play, interact, build and earn with the help of virtual land, objects, rooms and palaces while putting them to use as digital blueprints of the mind's structured storage space. The

unique advantage of using virtual mind palaces as a secure storage space is that the palaces with their rooms and loci are transferred into users' long term memory. The memorized information itself is not digital due to the mnemonic link (i.e. associative story between), which happens in brain's imagination and is rather a biological process.

For crypto gamers and users, we will market Memoverse as a fun and high yield P2E idle-builder and strategy open world game which has an additional real-world value to its virtual environments.

Based on our vast experience in game development of farming, idle and strategy type games, we know how important it is to pleasantly onboard users and provide them with a strong sense of ownership within the first session while creating sufficient reasons for the user to come back to the game within a short time frame in order to continue.

The core feature of Memoverse will be on an open world map which will consist of limited land plots to build on. Since it will be an ever-expanding universe, users will have a lot of fun exploring, engaging, trading, building, playing and earning within it in real-time along with others. Furthermore, since each dimension will have a limited number of land plots, users will be incentivized to purchase neighbouring plots to build more palaces and expand their power within the game while increasing the yields.

Within the open world, Play-To-Earn mode users will be able to attack virtual lands and palaces of other players. Attackers will attempt to steal the "trophy" NFT from the main hall that the palace's owner placed to mine the MEMO tokens within that NFT at 10x the regular rate. Attackers will have one attempt per palace every 8 hours and a minimal number of lives in their attempt to steal the trophy NFT by beating the recreation high score of the creator/defender of this palace and by successfully evading numerous traps along the journey. Defenders will be able to re-arrange objects within their environments every 8 hours and reset the traps within it in order to collect all of the lost hearts of attackers and make it harder for them to get to the finish line or, even worse, beat the high score and steal that precious trophy NFT! All accumulated lives/hearts can be converted back into MEMO tokens. Furthermore, defenders can monitor their palace(s) and even enable email/push notifications to have the ability to connect to the ongoing attack in real-time to cast single-use spells and traps on the enemy that will make it even more difficult for the current attacker to get to the finish line.

Any given player is free to explore the various dimensions of Memoverse open-world game, attack any completed environment/palace, and build their own one(s) to get that additional Defender role later. However, suppose an owner of any given palace receives a notification that his/her land is under attack while busy attacking another player. In that case, he/she will need to choose whether to continue the attack or abandon it to quickly go back and defend his/her lands and palaces.

Memoverse will also include proven and most effective sticky game mechanics and modes such as: a few types of cooldown-based "boost potions" that can be claimed every 4-8-12 hours to be used on any loci object to increase its mining effectiveness for

a short period of time; regular loot box raffles and lotteries; loci crafting mechanics; leaderboards; Co-Op Guild vs Guild mode; in-built marketplace; and skill-based tournaments that will use user-generated environments as playgrounds along with other mechanics to maximize user retention.

Value Proposition & Business Model

As technology allows more people to move more of their lives online, an entire digital economy is developing inside these new virtual worlds. Since we are very likely to be heading into Virtual Reality before we are going to Mars – it's essential to make a part of these virtual worlds both fun and useful to as many as possible.

Our business model entails maximizing the real-world value of NFTs used in blockchain-based games by creating the Metaverse of Virtual Memory Palaces for millions of users. Memoverse is built with the help of Unity game engine and will be accessible across all popular platforms: web, mobile, desktop and VR headsets.

Team Focus

The Memoverse team will work on the following:

- Build a global community of engaged play-to-earn users and influencers who play to collect in-game rewards, rare NFTs and earn high yields;
- Continue developing the modular Memory Palace builder to initially release 12 themes of "Founder's" limited series Land, Objects, Rooms and Palaces of various sizes and levels of rarity to then shuffle and pre-mint them for our community members inside of mystery loot boxes;
- Continue developing an internal cross-chain marketplace that will support the innovative EIP-998 standard & list the initial Founder's Collection of mining NFT's on all major 3rd party marketplaces;
- IDO of our MEMO token on market's leading launchpads, list it on BSC (Pancakeswap) and on a major CEX on day one, launch liquidity pools, open single token staking with 3, 6, 12 months' lock options that will provide as 1x, 2x, and 4x mint multipliers to receive a guaranteed whitelist to pre-mint the game's highest yield mining NFT's of Founder's Dimension;
- Continue developing a web-based gaming platform that will allow users to easily assemble/build virtual environments to mine our native MEMO token. Release the major building components of Founder's Dimension that are owned or rented NFT's that display as corresponding in-game 3D models. **Land** in 4 sizes (Small, Medium, Large and Extra Large), **Palaces** in 4 sizes and configurations, 12+ themed variations of **Rooms** in 4 sizes, and 2400+ unique **Loci** of various quantities, sizes, types, levels of complexity and rarity;
- Integration with memoryOS and other suitable products to be able to provide Virtual Memory Palaces to millions of regular non-crypto users;

- Develop and release an NFT editor that lets users create new assets and reskin original 3d models of owned NFTs to mint them as tier 2, 3, or 4 of original tier 1 "parent" NFT (holders of which will receive a royalty from each tier 2-4 transaction);

Value Creation

Memoverse value is derived from the following:

- Mining rewards produced from active NFT game assets that were used to assemble virtual environments within Memoverse;
- APY staking rewards generated from yield farming activities;
- 50% of royalties generated from secondary sales of all NFT assets will be distributed back to the community;
- Royalties generated from primary and secondary sales of tier 2-4 "child" NFT assets to the holders of corresponding tier 1 "parent" assets;
- A share of yield gained from lent NFT assets that are used to assemble virtual Memory Palaces and environments by other players;
- Rewards generated from each game session played within the platform completed achievements;
- Rewards generated from PVP games in 1v1, tournament and Co-Op guild modes;
- Rewards generated from subscription fees of non-crypto users of partner apps;
- Rewards generated from purchases and subscriptions of Memoverse game on mobile App Stores and virtual Memory Palaces via Oculus and SteamVR stores;
- Rewards generated from the future MEMO Launchpad as well merchandise sales.

Token Usage

MEMO tokens can be used for the following:

- Use MEMO tokens to pay for exclusive gaming NFTs, enter PvP 1v1 battles and league/guild tournaments as well as for numerous in-game actions;
- Stake MEMO for token rewards related to its overall activities;
- Stake MEMO for ability to mint the highest yielding NFTs;
- Stake MEMO for rewards related to specific activities such as giveaways and competitions;
- Stake MEMO to participate in the IDO's of high value blockchain based startups;
- Stake MEMO to vote and participate in the DAO;
- Stake MEMO to subscribe to exclusive content and merchandise.

P2E & Launch Mechanics

Our goal is to maximize user retention and token's value with its consistent growth by combining fun and sticky game mechanics with several layers of earning opportunities. Below are the initial game mechanics that will expand further.

- Holders who stake and lock a specific amount of MEMO tokens into the Founder's vault will get a guaranteed whitelist spot to pre-mint certain amount of NFTs at a discounted cost. There will also be additional ways to get whitelisted for the pre-mint via social engagement;
- Founder's NFT collection will include several types of mystery boxes containing 4 categories of our gaming NFTs with 5 levels of rarity;
- Each Founder's NFT will increase daily yield farming of MEMO tokens once placed into a suitable slot inside our web-based game;
- Each NFT will be linked to the specific 3d asset inside the game that will appear and become available for use to the holder of such NFT;
- Founder's Collection will include 4 major categories of assets:
  - Founder's Land - a total of 800 land plots available in 4 sizes - S, M, L, XL;
  - Founder's Loci - a total of 8,800 loot boxes each having the same probability of unlocking loci with any given rarity, each representing an in-game 3d object. The five levels of rarity are: common 68%, uncommon 20%, rare 8%, epic 3%, legendary 1%.
  - Founder's Room (a total of 1,600 rooms of S, M, L, XL sizes that exist in 12 various themes and divided into five levels of rarity);
  - Founder's Palace (a total of 800 of palaces that also exist in 12 various themes divided into 5 levels of rarity and are available in 4 sizes);
- To start generating minimum daily yield, a player has to at least place a Small Palace on a Small Land, and then place one Small Room of common theme inside any slot made for a small room inside the Palace;
- Maximum daily yield is generated once a player places a Large Palace on Large Land, fills the palace with Rooms, and fills all room slots with Loci. In the maximum daily yield scenario - the Extra Large Palace, all of its Rooms and all Loci must belong to the same theme of legendary rarity;
- A player will make less yield if the palace has Rooms and Loci of random themes. Although a higher asset rarity will generate higher rewards;
- Think of it as a 3d puzzle where players get to see screenshot images of perfect palaces in each theme to help them strive to recreate these palaces that are taken apart and shuffled across numerous holders;
- Players who do not own Land NFTs but have enough of other assets to build and start farming will have the option to rent it in exchange for MEMO tokens;
- Players will be able to publish completed Memory Palaces and earn per each user that selected it for memorization purposes. This will also include numerous the non-crypto users of memoryOS app, which is integrated with Memoverse.io;
- Players will be able to lend: empty slots of owned Land; empty Room slots inside of owned Palaces, and empty Loci slots inside Rooms to other players who will place suitable assets in order to generate yield. Thus players who own gaming NFTs but have nowhere to place them can rent empty slots from other players by

paying MEMO tokens. Both parties will be net positive from such an action, but daily APY will still be lower compared to building a complete farming set using own NFT's;

In-game Fees

These relatively low transaction fees will need to be paid in our native MEMO token (50% of revenue generated from fees will be distributed back to the community, 40% will go towards further product development & marketing, and 10% will be donated towards chosen charities).

- A building fee to place the base palace on the owned or rented land;
- A daily fee for renting land;
- A fee for moving the palace on the land to configure/fit more palaces on an existing piece of land (if you imagine it from the top view, it will look like a block styled Tetris with variations of palaces of different sizes that can be configured to better fit any given land size);
- A fee to place the room into the slot (once it's placed inside, it will start generating a small amount of tokens every 24 hours depending on the room size and its style's rarity);
- A fee to remove the room from its current slot;
- A fee to remove all loci from the room's slots;
- A fee to unlock a mystery box containing a single loci, room or palace;

Go-to-market

1. Continue developing Memoverse game platform and expanding our core team;
2. Publish website, whitepaper and deck;
3. Create social accounts and start gathering our community in the form of waiting list with benefits for our early members;
4. Creative competitions and contests to win allocation spots;
5. Finalization of outstanding deals with partners and investors;
6. Engagement of 100+ KOLs within the crypto community, reveal of partners and investors;
7. Sneak-peeks of art, platform's and in-game content;
8. Instagram and TikTok media campaigns. Additional community channels across 6+ geo regions;
9. AMA sessions with KOLs;
10. Global Gleam competition to win allocation spots;
11. Gameplay reveal of the Memoverse game;
12. Deploy Test and Audit of $MEMO BEP-20 Smart Contract;
13. IDO, Listing and token distribution;
14. Deploy Test and Audit of Single token staking with 3,6,12 monthly locks for guaranteed pre-mint whitelist;
15. Testing of pre-mint and loot box NFT facets;
16. Testing of implemented EIP-2535 Diamonds;

17. Release of Founders NFT collection: pre-mint and public mint;
18. Blockchain Backend API Shards;
19. In-game NFT Market Web Interface;
20. Integration with Chromia blockchain marketplace and their Originals NFT Standards;
21. Memoverse testnet and improvements based on user feedback;
22. Full scale Marketing campaign and additional CEX listing prior to Mainnet launch of Memoverse game platform.

Roadmap

- Nov 2021 - Q3 2022 – Continuous product development, finalize seed & private rounds, finalize strategic partnerships, sign large influencers and influencer networks, team & community expansion;
- May 2022 – Release of the first part of the genesis NFT collection - mining/gaming NFTs of Founder's Dimension on Binance NFT marketplace.
- May - July 2022 – Internal testing of Memoverse game platform with security audit. Mystery Boxes with limited NFTs airdrops to early community members;
- Aug - July 2022 – Beta access to Memoverse demo and additional security audit;
- Aug 2022 – Coverage by a large network of channels and influencers on Telegram and Twitter;
- Q3 2022 – IDO, listing of $MEMO token on PancakeSwap and on a major centralized exchange. Launching yield farm to provide additional liquidity and reward early token holders. Pre-mint whitelist guarantee for staking and locking $MEMO;
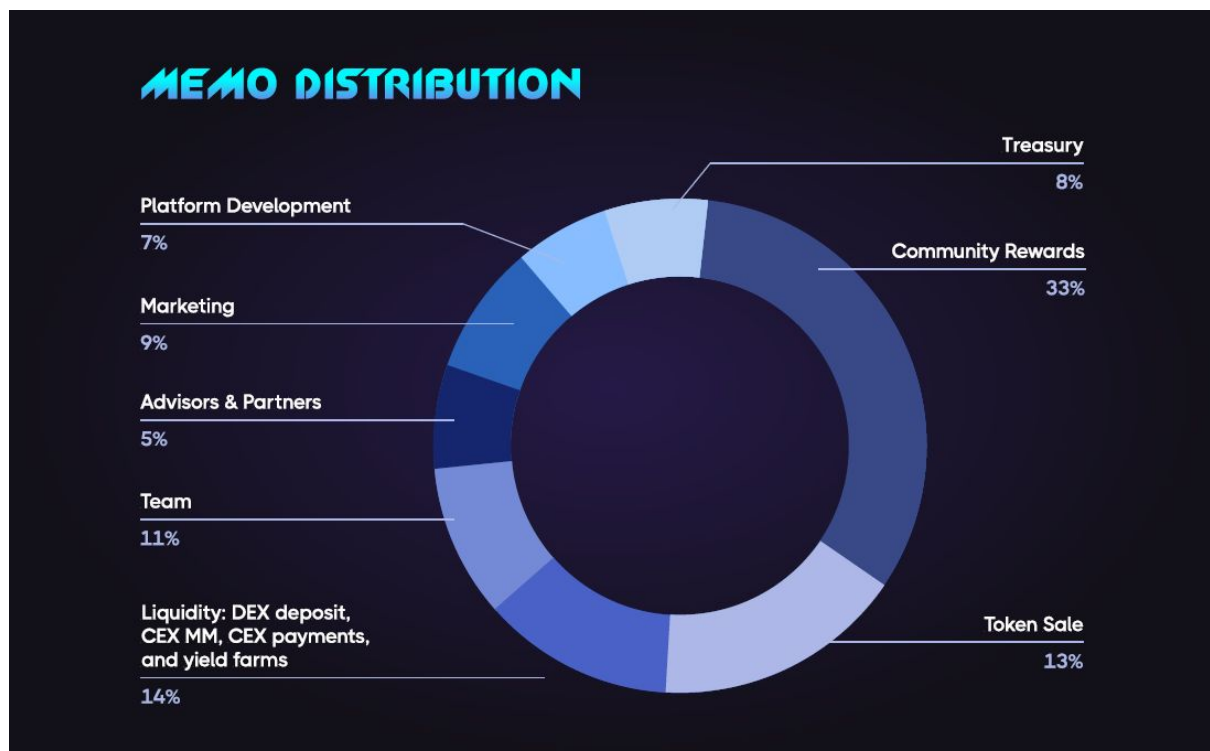- Q3 2022 – main launch of Memoverse P2E game platform.

Team

Our team has over 18 rockstar-level solidity & AAA game developers with other prolific creators working on it, including Nick Mudge, an author of EIP-2535 Diamonds and EIP-998 Composable NFT standards & co-creator of Aavegotchi & QuickSwap. Our team also includes Unity Tech Lead developer with 15+ years of commercial experience in game development; strong mid & senior Unity and backend developers; experienced smart contract developers; an Art Team with vast experience in AAA games; serial entrepreneurs; PR, marketing, and analytics wizards; along with full-time crypto enthusiast, influencers and investors. Some big-name companies & institutions our core contributors members have worked at include Grammarly, Wargaming & Plarium. Our official partnerships with founders of major chains, top tier funds and other projects will be announced later on.

Tokenomics

Token name	MEMO
Token type	BEP-20 BSC
Total supply	2,000,000,000
Initial unlock	26,800,000 / 1.34%
Market Cap at TGE without liquidity	$402,000
Market Cap at TGE including liquidity	$1,242,000

TOKEN SALE	Allocation %	Supply tokens	Price $	Amount $	Initial Unlock %	Terms
Seed	3%	60,000,000	0.011	660,000	8%	8% on TGE; 3 months cliff; then 4.5% monthly liner vesting
Private	9%	180,000,000	0.014	2,520,000	10%	10% on TGE; 3 months cliff; then 4.6% monthly liner vesting
Public	1%	20,000,000	0.015	300,000	20%	20% on TGE; then 20% quarterly linear vesting
Total	**13%**	**260,000,000**		**$3,480,000**	**26,800,000**	

MEMO DISTRIBUTION

Treasury 8%
Community Rewards 33%
Platform Development 7%
Marketing 9%
Advisors & Partners 5%
Team 11%
Liquidity: DEX deposit, CEX MM, CEX payments, and yield farms 14%
Token Sale 13%

TOKEN ALLOCATION

| Token Distribution	Allocation %	Supply, tokens	Terms
Token Sale	13%	260,000,000	
Community Rewards	33%	660,000,000	3 months cliff; then 1% monthly linear vesting
Liquidity: DEX deposit, CEX MM, CEX payments, and yield farms	14%	280,000,000	20% on TGE; 6 months cliff; then 3% monthly linear vesting
Team	11%	220,000,000	1 year cliff; then 15% quarterly linear vesting
Advisors and Partners	5%	100,000,000	6 months cliff; then 12% quarterly linear vesting
Marketing	9%	180,000,000	1 year cliff; then 4% monthly linear vesting
Platform Development & Security	7%	140,000,000	1 year cliff; then 4% monthly linear vesting
Treasury	8%	160,000,000	1 year cliff; then 20% quarterly linear vesting
Total	100%	2,000,000,000	

GENESIS COLLECTION OF GAMING/MINING NFT ASSETS FOR BUILDING "THE FOUNDER'S DIMENSION"	12,000
	QTY
FOUNDER'S LAND	
Small Land Plot	320
Medium Land Plot	220
Large Land Plot	160
Extra Large Land Plot	100
FOUNDER'S PALACE Loot box*	
Small Palace (fits 5 rooms)	320
Medium Palace (fits 8 rooms)	220
Large Palace (fits 13 rooms)	160
Extra Large Palace (fits 16 rooms)	100
FOUNDER'S ROOM Loot box*	
Small Room (fits 5 loci)	300
Medium Room (fits 10 loci)	400
Large Room (fits 15 loci)	700
Extra Large Room (fits 20 loci)	200
FOUNDER'S LOCI Loot box*	8,800

*Each Palace size, Room size and Loci will first be minted and sold as a mystery loot box, each having the same probability of unlocking a gaming NFT with any given rarity. The five levels of rarity are: common 68%, uncommon 20%, rare 8%, epic 3%, legendary 1%
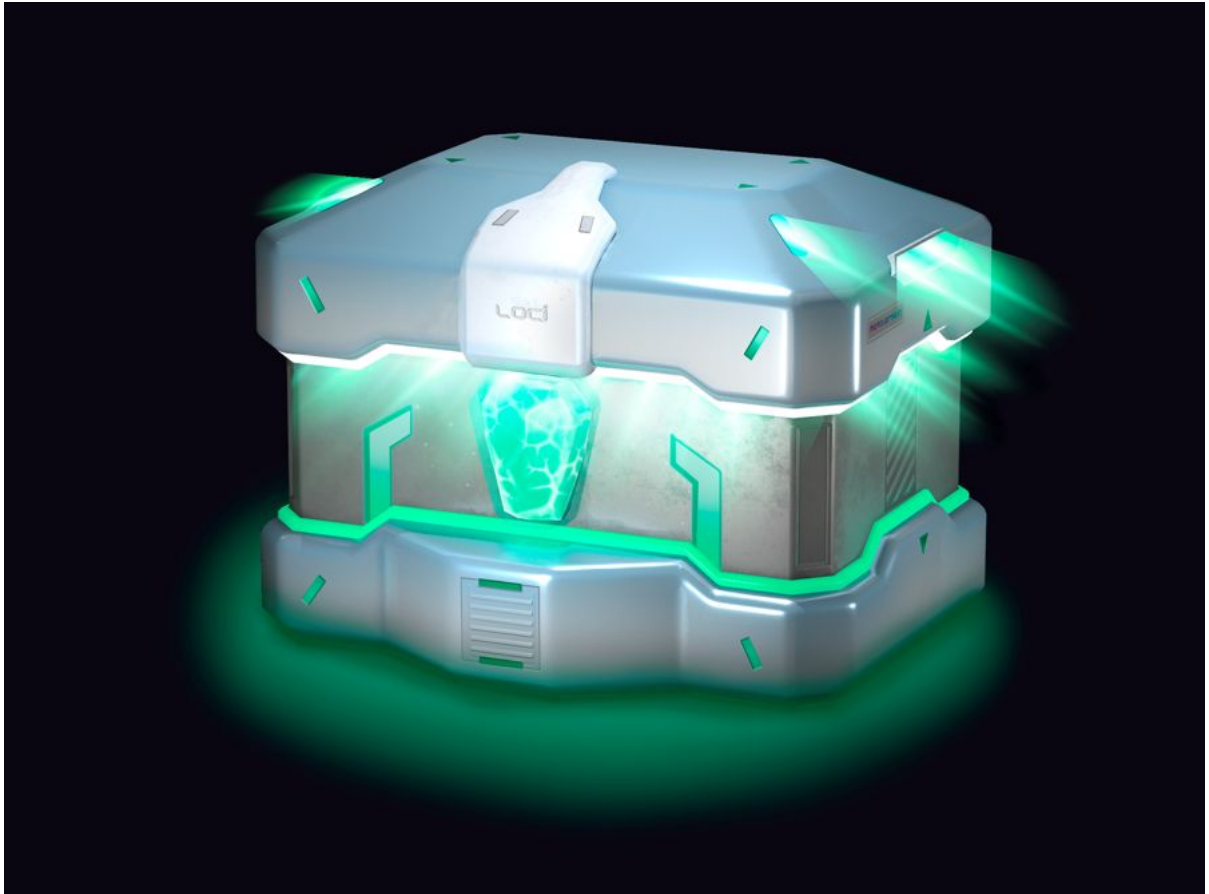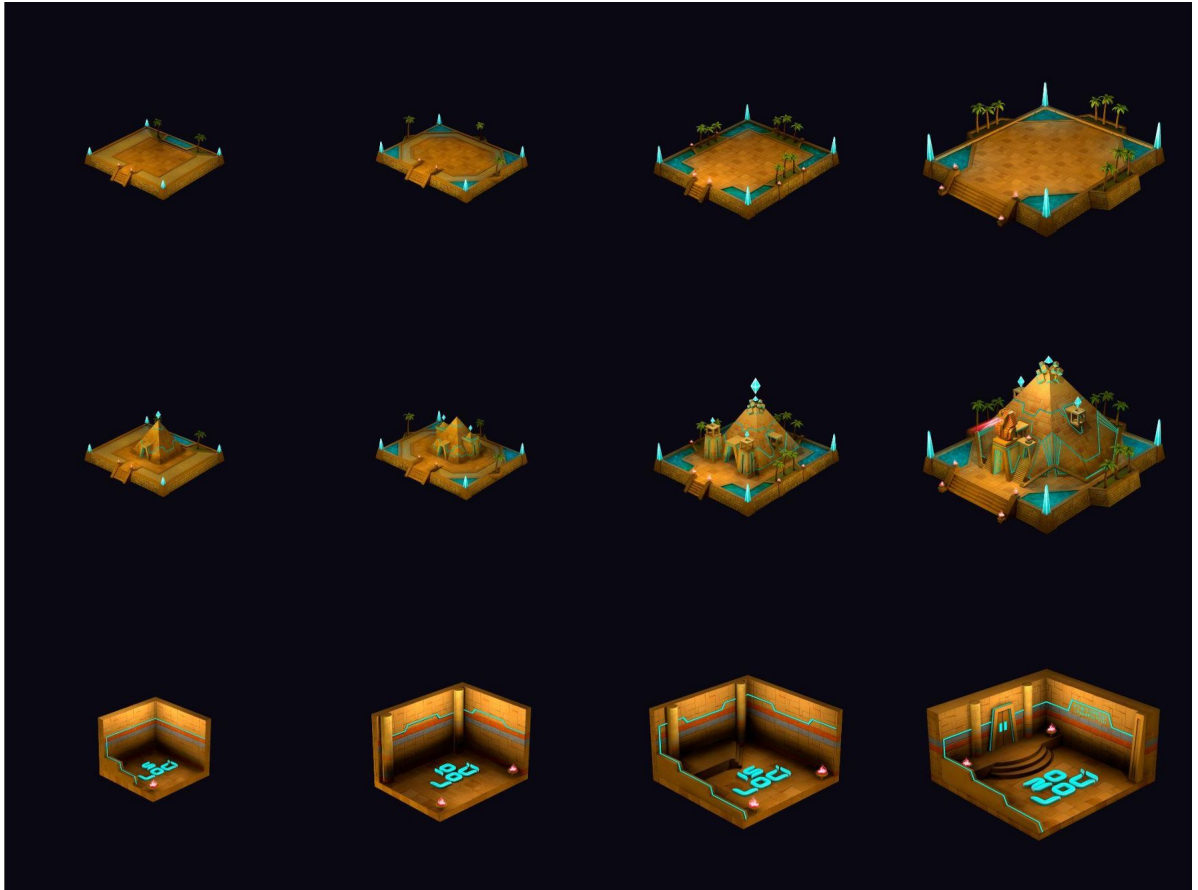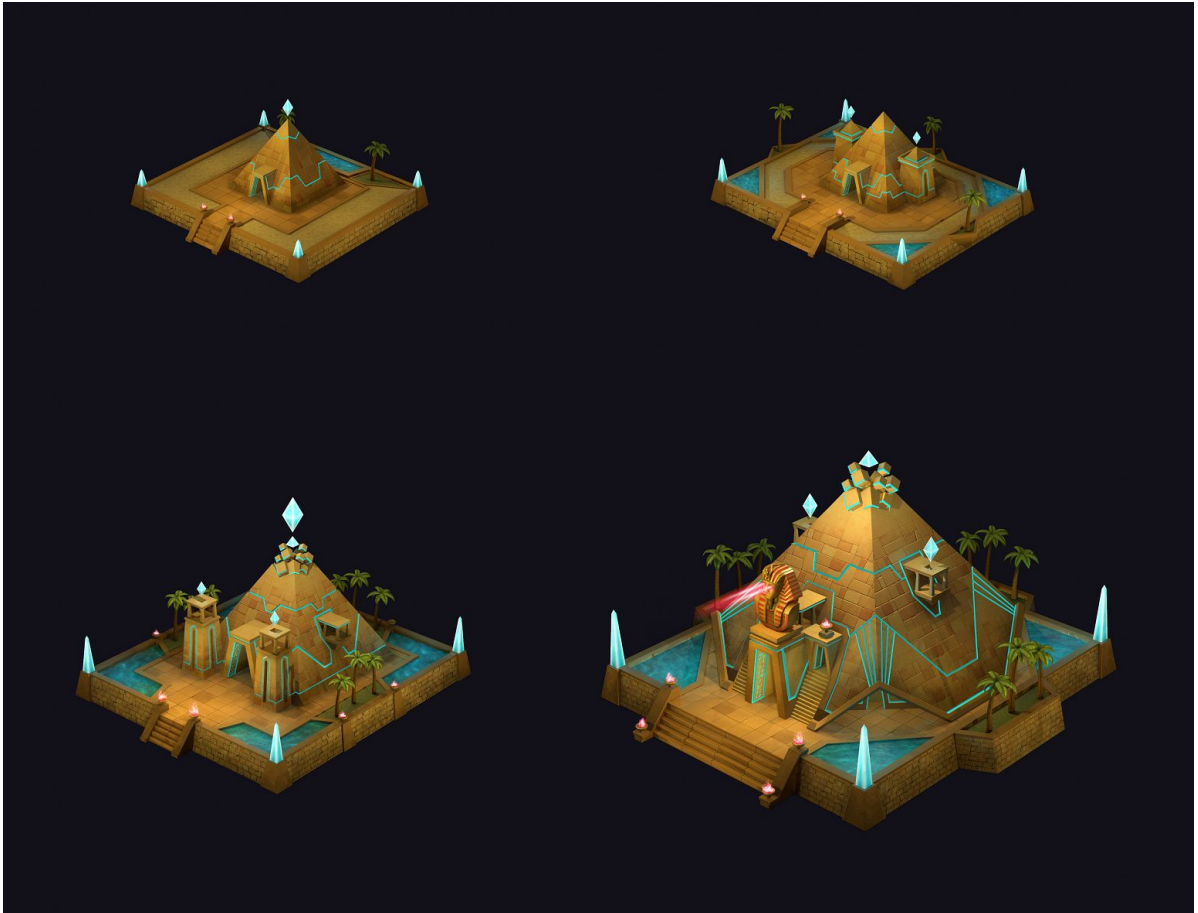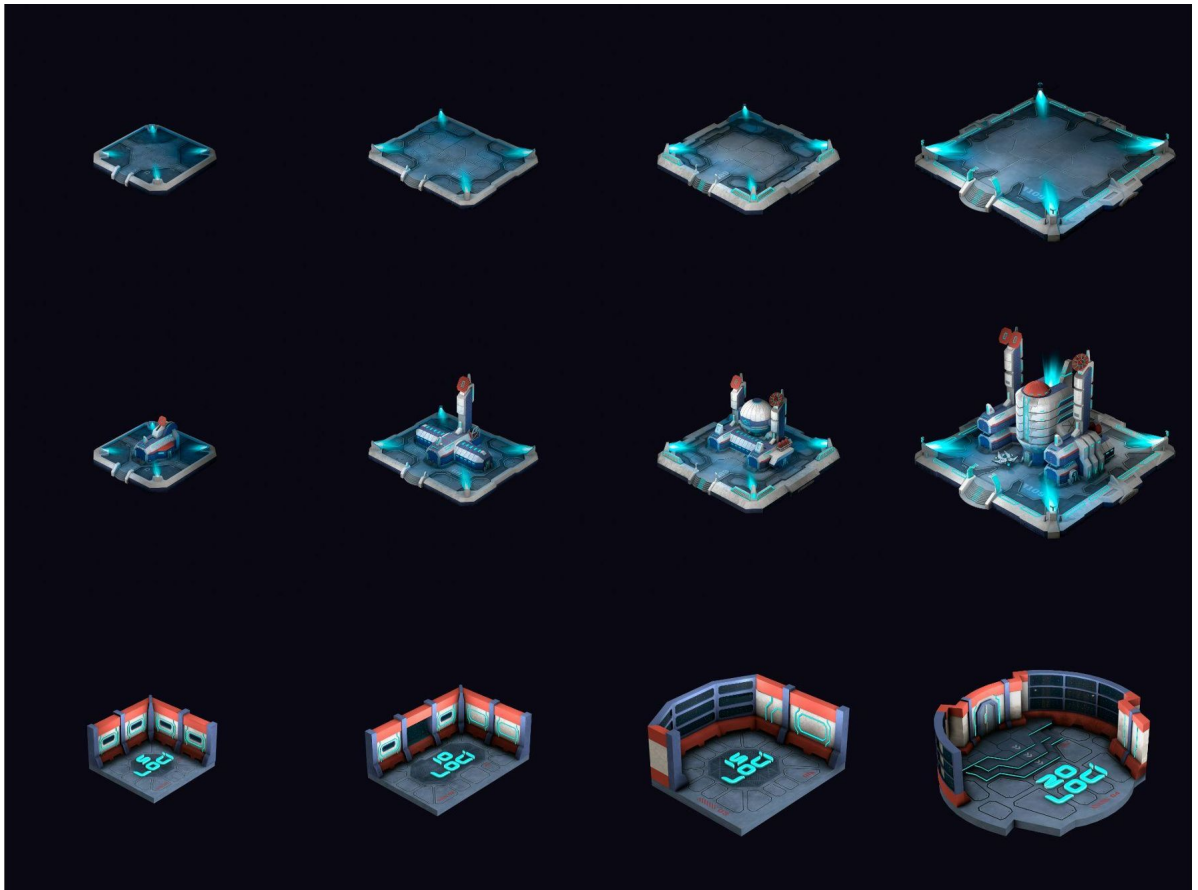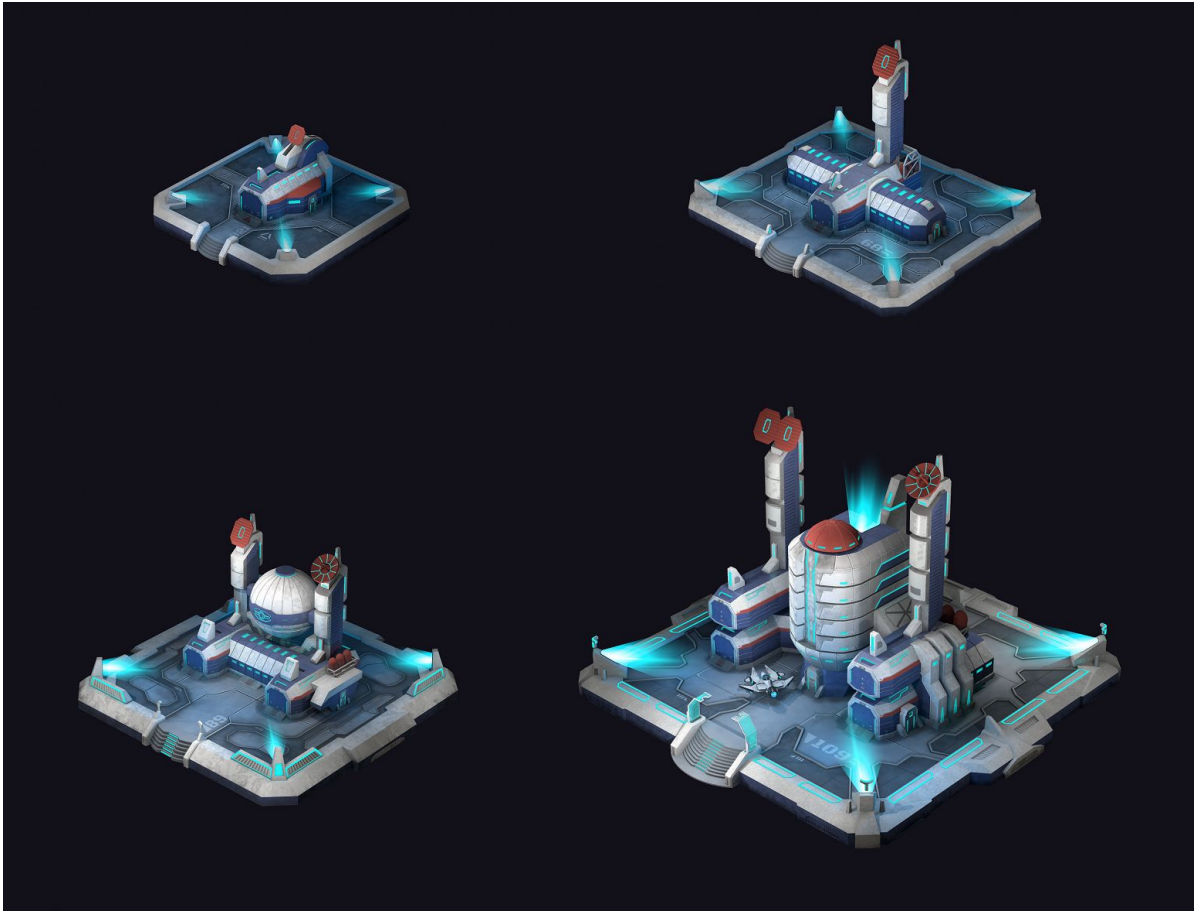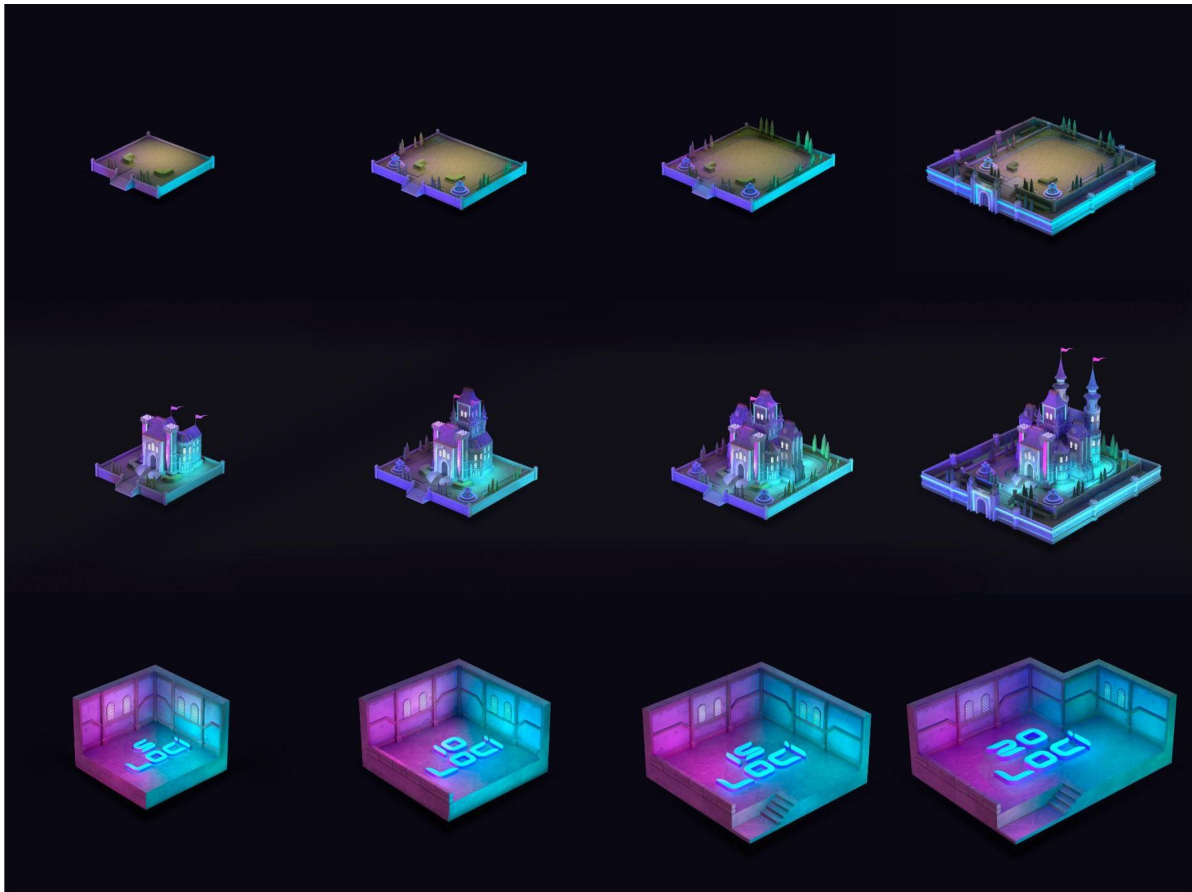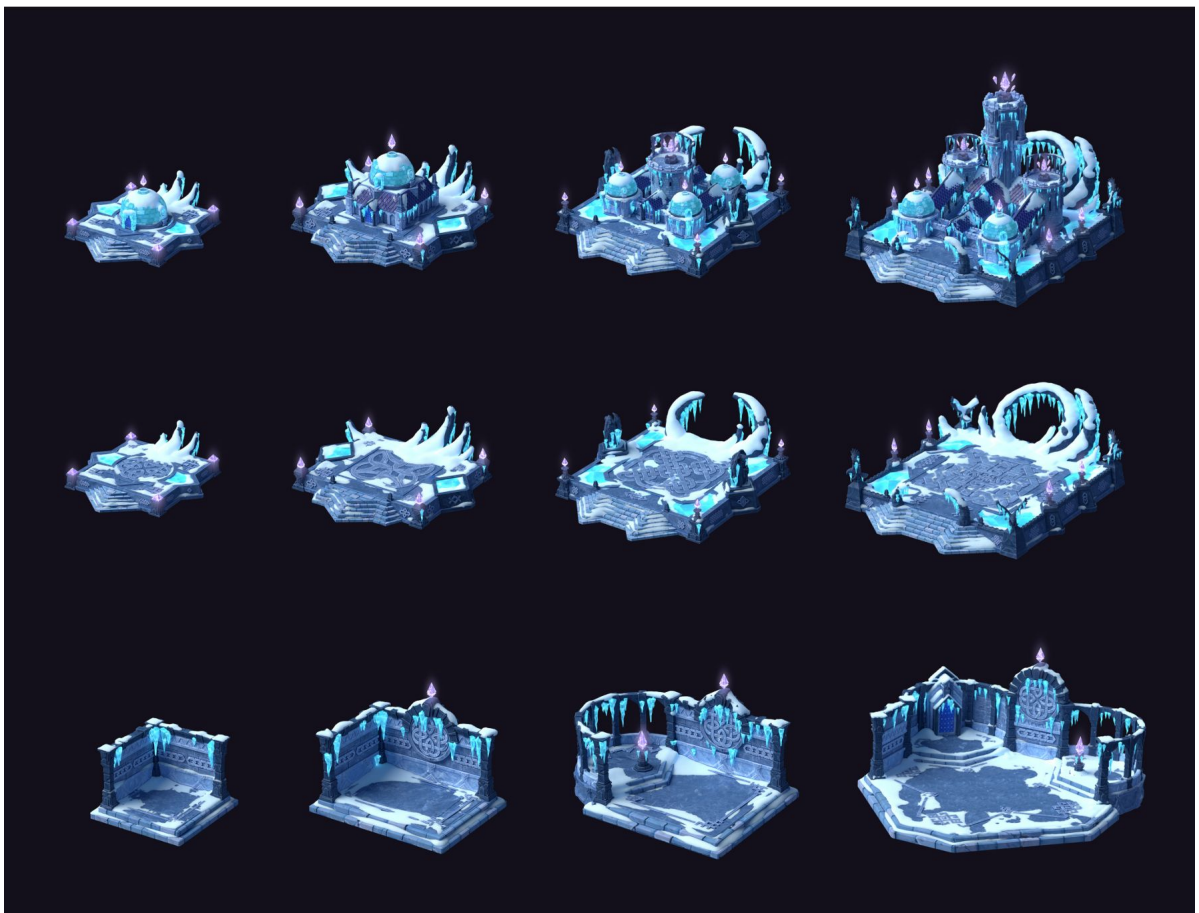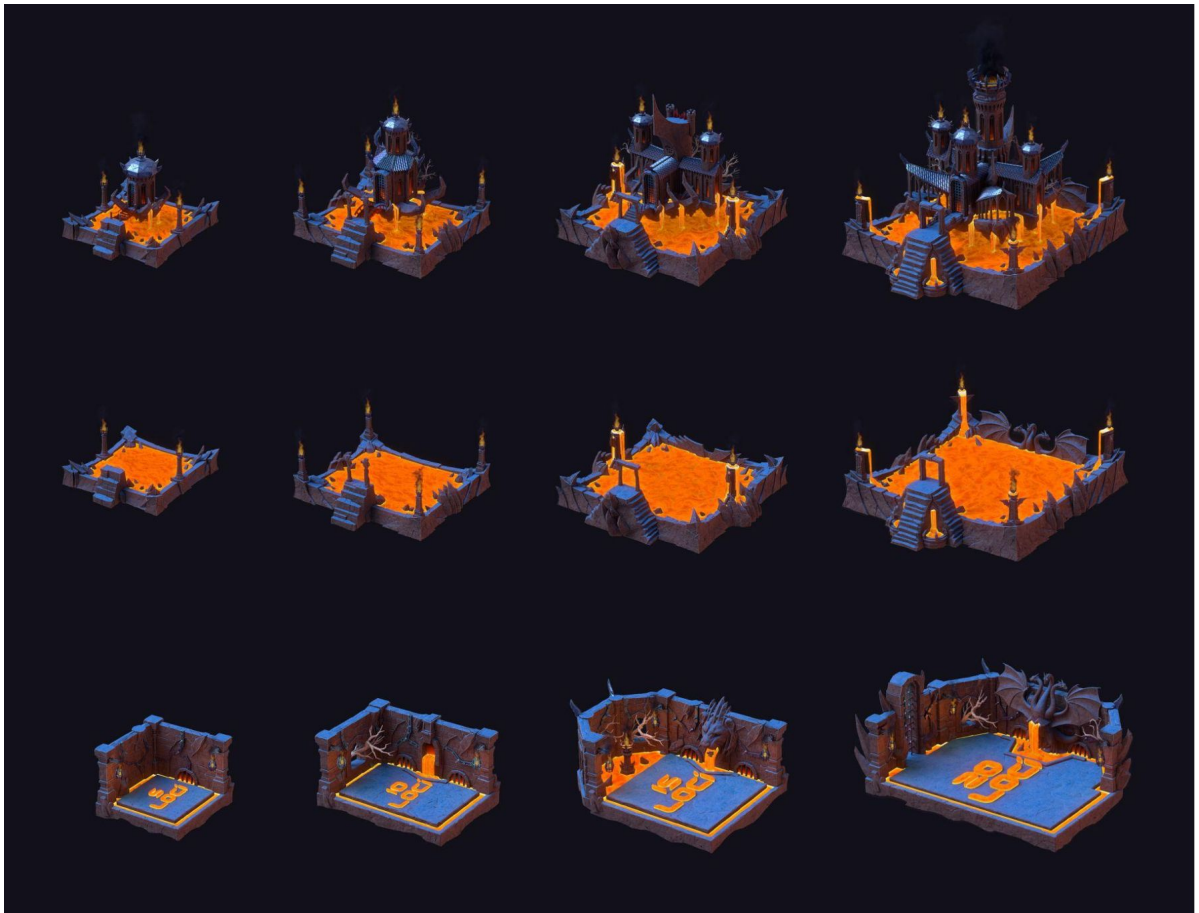
Glossary

Loci is a mnemonic term for an object that serve as a single storage space unit (i.e. folder) to encode, store and retrieve a set of specific information. In a memory palace technique well-known environments are composed of a number of discrete loci.

Memory Palace (aka Method of Loci or Mind Palace) is a fundamental memory technique used by all World Memory Champions. A Mind Palace is created out of well-known environments with a number of specific objects inside i.e., loci. To memorize something, the subject mentally navigates through a path of loci to form a vivid link between the desired information and the specific loci. To retrieve the needed memories, the subject simply re-imagines walking through the particular environment of a Mind Palace.