EDUCATIONAL METAVERSE OF WEB 3.0

A metaverse project with arguably the most significant real-world use case in NFT gaming up to date **featuring unique Memorize-2-Earn and Learn-2-Earn mechanics**
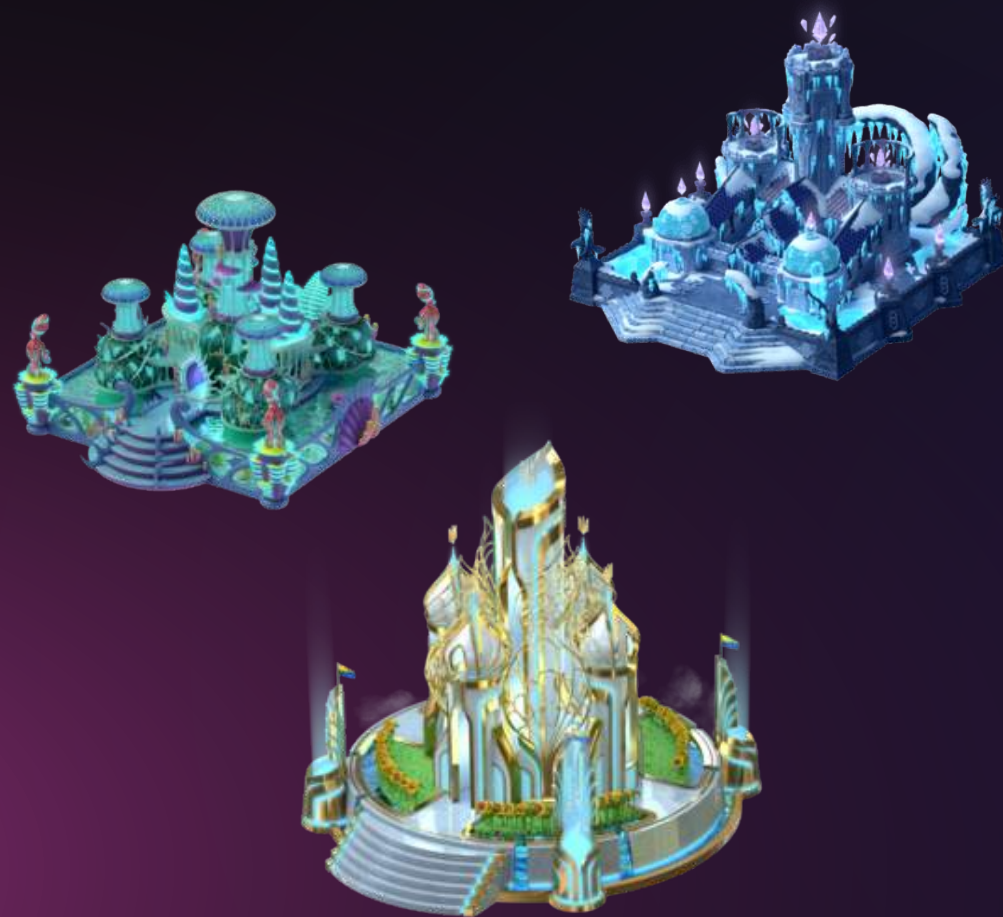
ENTER THE MOST USEFUL REALMS OF METAVERSE

Easily memorize seed phrases & passwords, grow your language vocab, expand your general knowledge, attack and loot other players, build and defend your own mining empire of virtual memory palaces

THIS IS MEMOVERSE

Virtual Mind Palaces

the most useful virtual world

Memory Palaces are used to develop human memory and to memorize large amounts of information. Memoverse universe is built according to Memory Palace principles and features educational game palaces that teach specific memory skills and languages.

Build to Mine

assemble virtual palaces to mine tokens

From NFT objects, the player can build his own Memory Palaces. The rewards token is accumulated within Loci Object NFTs inside of Palaces. The more Lands, Palaces, Rooms and Objects a player has, the more tokens he/she can accumulate.

Play, Learn & Memorize to Earn

attack and defend using your mind

The Memoverse universe is not limited to the creation of Memory Palaces. Players can attack other player's Palaces and defend their own Palaces from attack, join clans, gain real-world knowledge and explore the endless secrets of this universe.

MARKET SIZE

Memoverse is a WEB 3.0 gaming platform of human memory.
Built to fulfill the rapidly growing demand for virtul Memory
Palaces that serve as mind storage space for millions of users.

$500B+

Around 20% of all crypto appears to be stranded in wallets due to lost and forgotten seed phrases. Well, they are sometimes called "mnemonic phrases" for a reason. We all tend to think "this will never happen to me" until it does.

This can easly be avoided with a single 30 minute session inside of Memoverse

300M+

Youtube views on memory improvement videos and millions of book copies sold on mnemonic techniques

2M+

Closely related Google search requests per month. And that's just in USA, English language

$300B+

Substantial online education market size which is rapidly expanding

ECOSYSTEM FEATURES

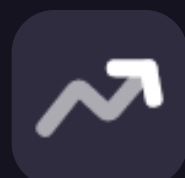Users earn mining rewards while having fun learning and playing

Mining NFTs

Each NFT represents a specific 3D asset inside of Memoverse for in-game use. Users use these NFTs to assemble their unique virtual memory palaces to mine token rewards.
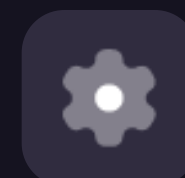
Native marketplace

In addition to standard trade and auction functionality, our marketplace has advanced features such as: Renting & Leasing out land, palace and room slots; Trade In - so players can exchange their NFT for a new NFT at a discount; Pawnshop - to sell an NFT with the possibility of repurchase it after some time.

Earn mining rewards

BEP-20 token rewards are accumulated inside of EIP-721 NFTs and can only be taken out by either burning or selling the NFT with the current balance of tokens in it. This is to ensure the steady increase of value for both: our NFTs and our rewards token.
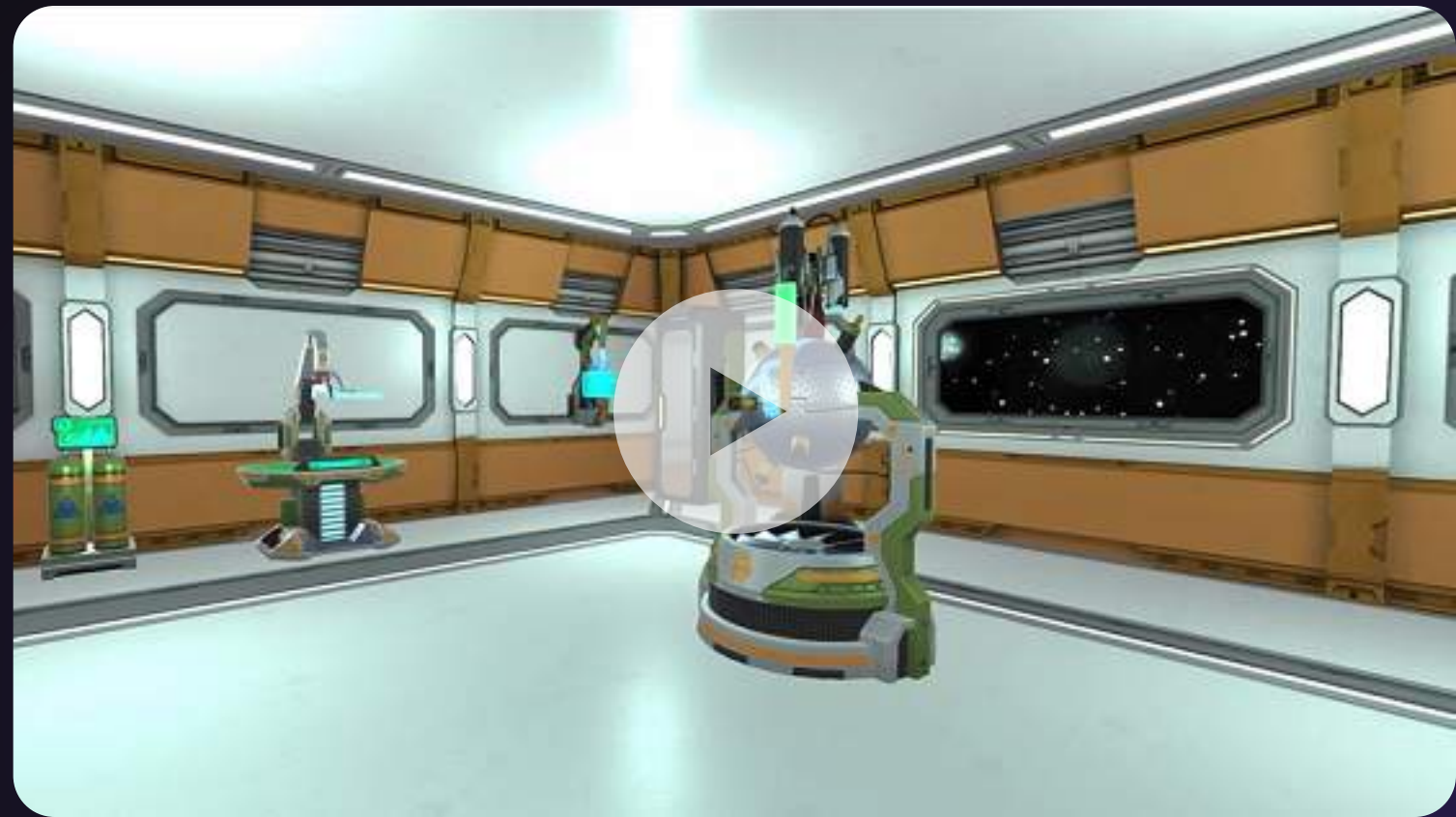
Unique game mechanics

Unique Memorize-2-Earn & Learn-to-Eearn mechanics + composability of standalone Land, Palace, Room, and Loci Object NFTs of various sizes and rarities into one NFT using the EIP-998 standard. Memoverse has a variety of skill-based, logic-based and memory-based game modes. Including an asynchronous PvP mode that is divided into two parts - Attack Mode and Defense Mode.

MEMOVERSE TEASERS

BUILD-TO-MINE

Virtual Mining Farms

Players can build their own Memory Palaces from NFT objects. The rewards token is mined and accumulated on the objects inside of palaces. The more palaces and objects players have, the more tokens they can mine.

NFT assembling

Players mine reward tokens in the game if they have (owned or rented) Land, the Palace is located on it, a Room is installed in the Palace, and a Loci is installed in the Room. It is on the Loci Objects that the reward tokens are accumulated.

Reward tokens

Active in-game object NFTs mine $MEMO-P tokens each day. The amount is calculated taking into account: rarity of activated Loci, Rooms, and Palaces; theme uniformity; palace mode; the total number of activated Loci inside of virtual Palace; owned or rented lands on adjacent hexes and total size of player's empire.

Tokens accumulation inside of NFTs

Reward tokens will keep accumulating inside of Loci NFTs. The balance can be withdrawn in full by burning (i.e. destroying) this NFT. Since holders will be able to sell such token generating NFTs (with a current balance on them) for a higher value on a marketplace - it will be very rare for holders to destroy their own yield generating NFTs. Such unique mechanics ensure the steady increase of value for both: our mining NFTs and the rewards token.

FOUNDER'S COLLECTION OF MINING NFTS

The first limited Genesis series collection consisting of 4 categories of mining NFTs: **Land**, **Palaces**, **Rooms**, and **Loci Objects** of various themes and sizes. These gaming NFTs will be used as building blocks to assemble Virtual Memory Palaces that earn daily mining rewards within the **Founder's Dimension.**

They will be minted as a Mystery Box, each having the same probability of unlocking an in-game NFT of any given theme rarity. The five levels of rarity are: common, uncommon, rare, epic and legendary. There will also be a pre-mint whitelist guarantee for the owners of Founder's Club Cards and for staking and locking our governance tokens.

EDUCATIONAL PALACES

Memoverse game platform utilizes the power of Virtual Memory Palaces to expand the boundaries and possibilities of human memory. Starting with the basics, such as enabling people to memorize seed phrases and passwords, and expanding to the study of foreign languages, specific areas of science (Physics, Chemistry, Mathematics), and a vast number of knowledge areas.

Available features:

- Educational Lands
- 10+ Educational Palaces
- Knowledge Battles
- Daily & Weekly Challenges
- Personal and Clan Leaderboards

Educational Memory Palaces are gamified learning experiences that utilise the power of Memory Palace technique to transfer useful knowledge into player's long-term memory.

Educational Palaces:

- 12 Words Seed Phrase Palace;
- Vocabulary and Phrases (ENG, Spanish, French);
- Trivia; Personal facts; Keep tracking of the years;
- Birth dates; Anatomy; Long Speeches; Art;
- Historical timeline (centuries of different regions);
- Advanced Study techniques;
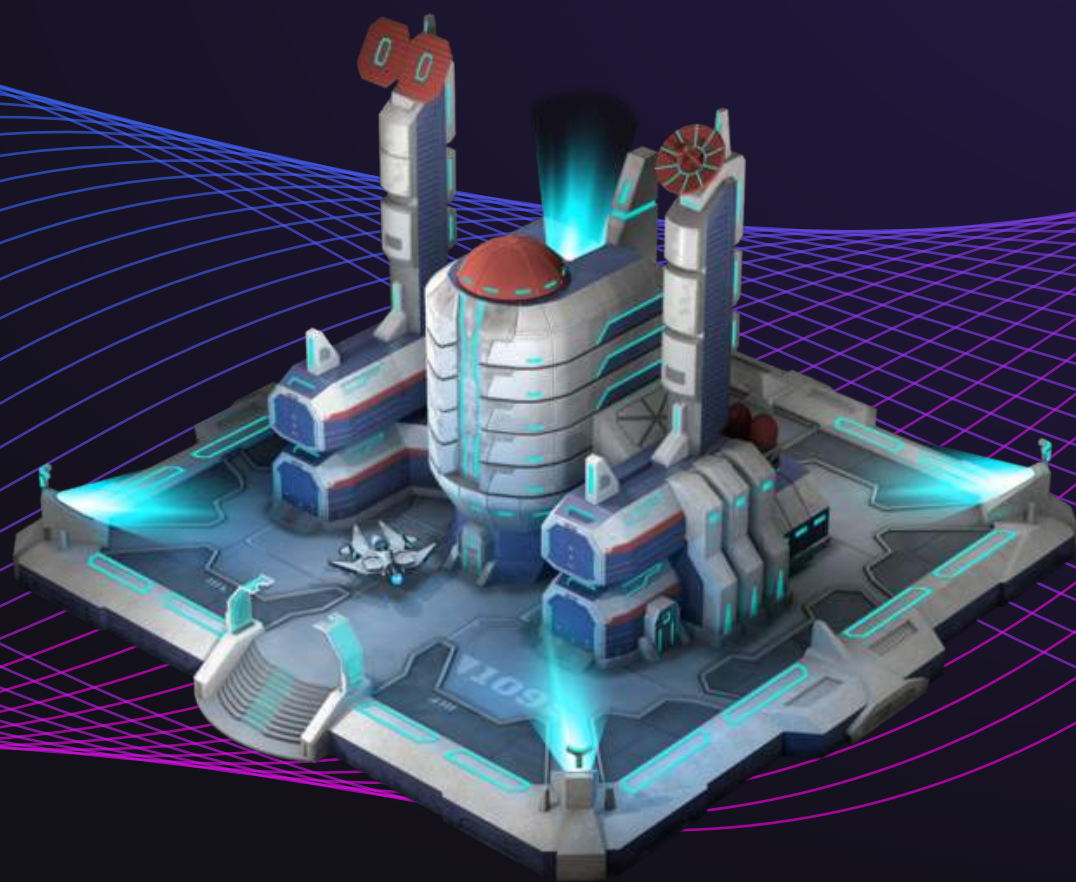- Countries and capitals

LEARN-TO-EARN & MEMORIZE-TO-EARN

Open world game

The Memoverse universe is not limited to the creation of Memory Palaces. Players can attack other player's Palaces and defend their own Palaces from attack, join clans and explore the endless secrets of this universe.

Attack and Defend modes

Memoverse has an asynchronous PvP mode, divided into two parts:

Attack Mode - the Player must remember the location of all the Loci in the opponent's Palace, place them in the proper spot, and recreate the Palace in order to loot a portion of mining tokens or even steal a trophy NFT from the main hall

Defense Mode - the Player can switch any palace to this mode to increase the mining rate but must be ready to defend their Palace by rearranging Rooms, Loci, and by setting up Traps that will likely make Attacker's fail while paying the price
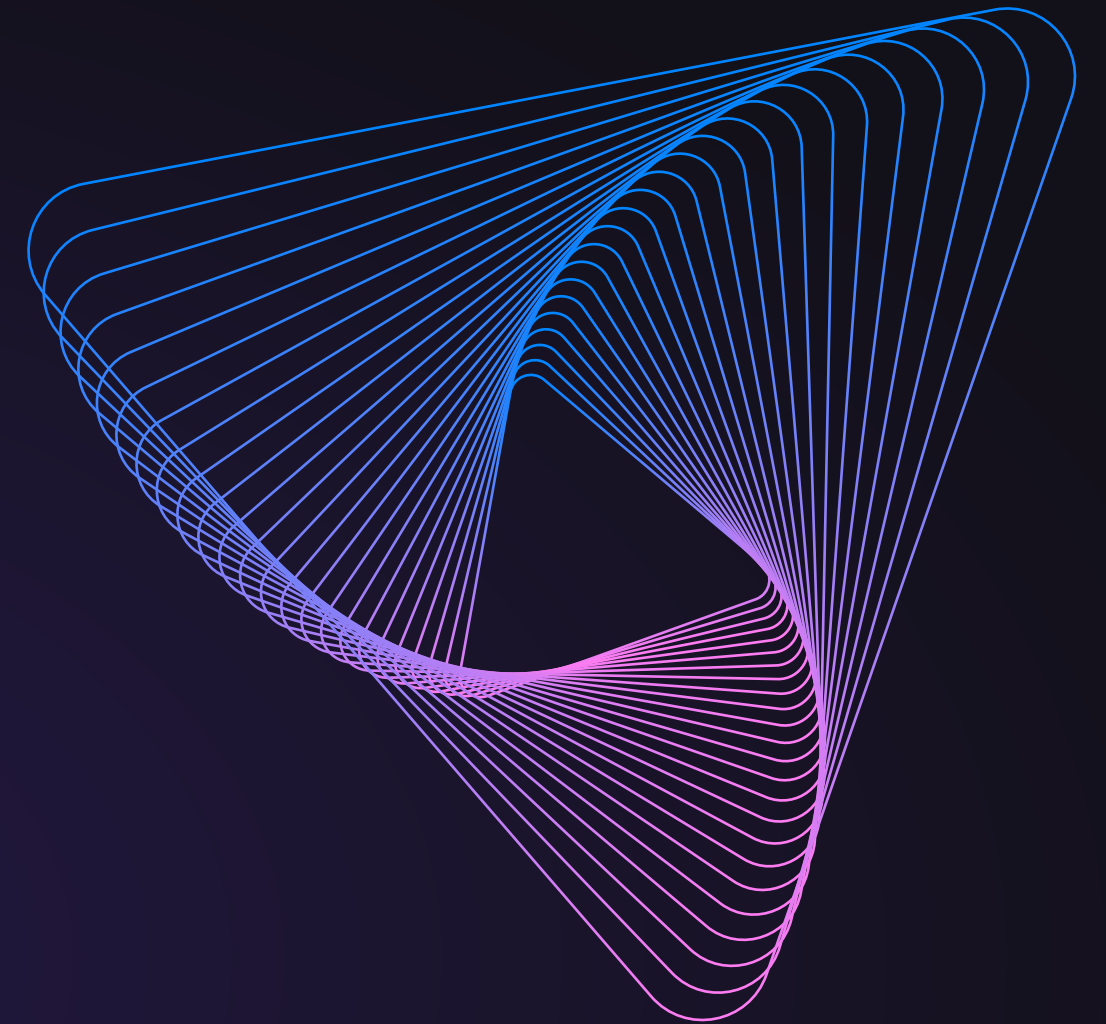
Sides - Players can choose one side of the confrontation, Light or Dark. Players who have chosen one of the sides get the opportunity to develop their Side by uniting in Clans or independently making their way to the top

IN-GAME ECONOMY

Memoverse uses a system of **three tokens**: two real ones and one imaginary token for Free-to-Play game mode, clearly distinguishing the project's governance token and utility tokens.

$MEMO-G (Governance)

$MEMO-G token is the primary investment tool, utility token for DAO and trading business logic, and rewards earnings.

$MEMO-P (Play)

Memoverse in-game rewards and utility token that ensures the operation of gaming mechanics, mining rewards, farming profit, and with secondary trading opportunities.

MEMO-F (Free-to-Play)

Exclusively gaming token is used only in free-to-play realms, introductory games on mobile devices, and demonstrations. During special events limited number of NFTs will be up for sale in MEMO-F token on a first come, first served basis.

ADVANCED MARKETPLACE FOR GAMING NFTS

We are budling the first marketplace which will support EIP-998 (de)composable NFTs. Allowing users to trade their complex NFTs - any combination of several NFTs of EIP-721, ERC20, ERC165 combined in one pack as a single NFT and visa-versa.

In addition to BSC, our cross-chain marketplace will support all EVM-compatible blockchains and be available for other high quality NFT gaming projects. We are also utilizing Chromia's blockchain and their Originals NFT standard.

In addition to standard trade and auction functionality, our marketplace has advanced features such as:

- **Renting & Leasing** out land, palace and room slots;
- **Trade In** - so players can exchange their NFT for a new NFT at a discount;
- **Pawnshop** - to sell an NFT with the possibility of repurchase it after some time;

ROADMAP

Below are just some of the milestones in our initial go-to-market plan.
More goals will be created and reached along the way.

Incubation & Development
Nov 2021+

Start of PR and Marketing
May 2022

Release of public Wiki, Live Quiz Challenges & Community rewards
July-Dec 2022

Release of Memoverse mini-game
September 2022

Founder's NFT collection on Binance NFT as a premium Mystery Box event
Q4 2022

Alpha of Memoverse P2E platform
Q4 2022

Token Listing
Q4 2022

Beta of Memoverse P2E platform
Q1 2023

Mainnet launch of Memoverse P2E platform
Q1 2023

Active growth & continuous improvement
2023+

OUR PARTNERS

Chromia

ChromaWay

MORNINGSTAR
VENTURES

DAO Maker

UFO Gaming

memoryOS

MM Ventures

SL2
CAPITAL

SKYMAN
VENTURES

ZBS
CAPITAL

Kyber
Ventures

KYROS
VENTURES

MAVEN
CAPITAL

Israeli
Blockchain
Association

CORE CONTRIBUTORS

Memoverse has got over 16 rockstar-level developers & prolific creators working on it.

George Markosian

Unity Tech Lead & Software Architect. 15+ years in game and software development. George was the first employee at Plarium - a successful 2000+ people AAA mobile game studio. Now runs his own studio. Loves snowboarding.

in

Alex Ruzh

Serial entrepreneur & startup founder. 15+ years of practical business experience. Author of a technology patent on transferring virtual memory palaces into a player's mind. Into tea culture, meditation, and tai chi.

in

Nick Mudge

Veteran-level smart contract developer, security auditor and standards creator. Kind & open-minded advisor, investor and early blockchain enthusiast. Author of EIP-2535 Diamonds, co-creator of EIP-998 standard, Aavegotchi and QuickSwap.

in

CORE CONTRIBUTORS

Dan

Software and security engineer with 10+ years of experience in i-centric endpoint protection and tactical security. Holds expertise in the fields of data anonymization, encryption and smart contracts based dead man's switch design.

in

Alex Man

Prolific early blockchain figure shaping the space. Partner at JUN Capital, serial entrepreneur, advisor to a row of disruptive projects including SwissBorg, BullPerks, Solanium, SingularityDAO, Ultra, Cirus, BridgeMutual, Drops, Epik, Unizen.

in

Dana Zhe

Product owner and product designer. Two products released from scratch. Manages own design studio. 20+ countries solo-travelled. Chemistry degree. Karate black belt.

in

TOKENOMICS OF GOVERNANCE TOKEN

Token name **MEMO**

Token type **BEP-20 BSC**

Total supply **2,000,000,000**
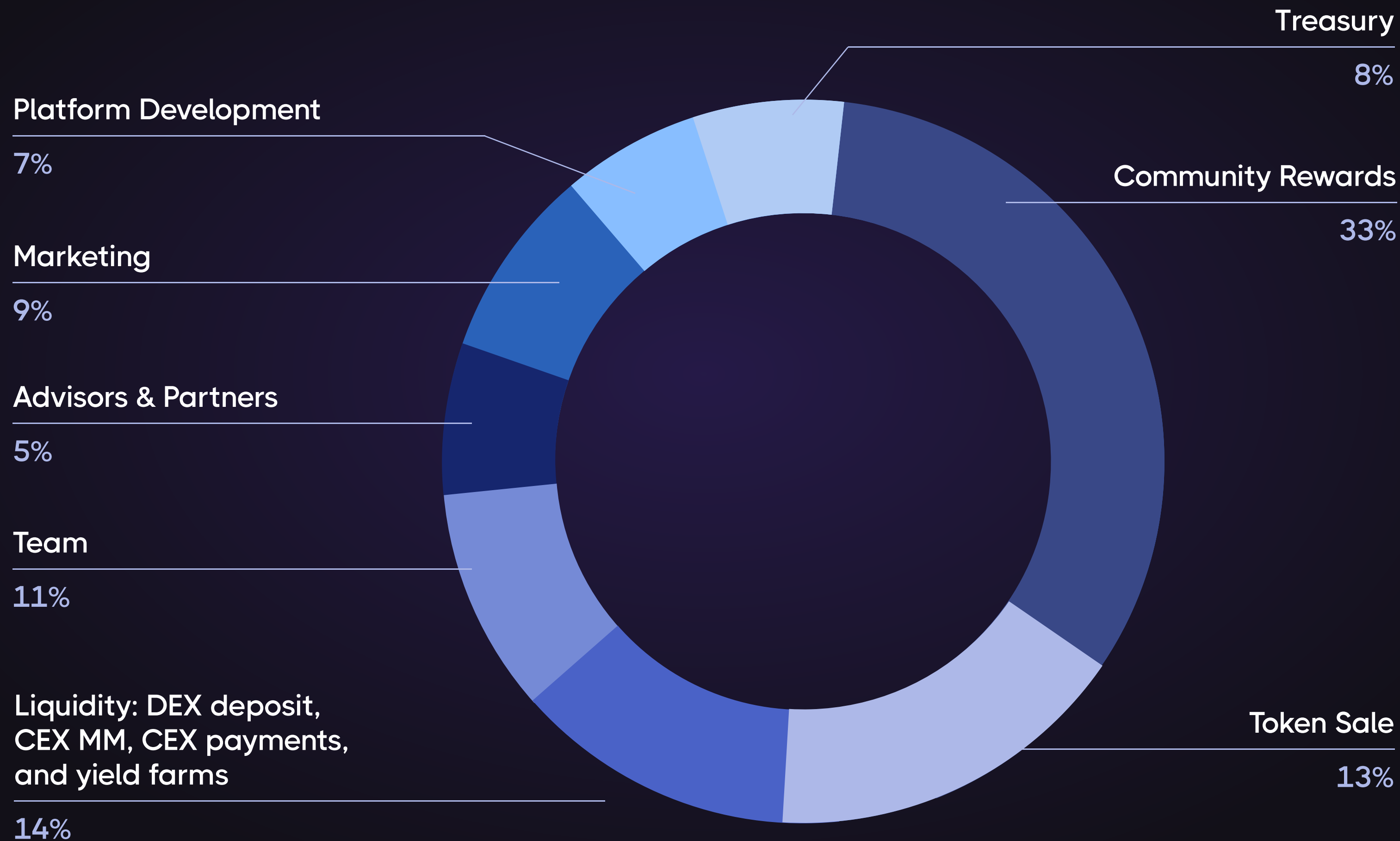
Market Cap at TGE without liquidity **$402,000**

Initial supply **82,800,000 / 4.14%**

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 linear vesting
Private	9%	180,000,000	0.014	2,520,000	10%	10% on TGE; 3 months cliff; then 4.6% monthly linear vesting
Public	1%	20,000,000	0.015	300,000	20%	20% on TGE; then 20% quarterly linear vesting
Total		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%

Token Sale
13%

Liquidity: DEX deposit,
CEX MM, CEX payments,
and yield farms
14%

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	