



TMETA

Whitepaper

TMETA

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01 Background

The Metaverse is an immersive virtual world in which people can do whatever they want, just like in the real world, but far away from it. It's the hottest concept on the Internet now. Zuckerberg changed the name of his Facebook to Meta, the prefix of Metaverse, indicating that Metaverse is Facebook's next move. MyTona, one of the biggest IT firms in Russia and the Commonwealth of Independent States (CIS), is about to be renamed Mytonaverse as the first Russian firm to enter the Metaverse.

TAC has been committed to the blockchain industry in order to expand and define a new ecological field T ecology, to enter a new scenario and the construction of future human civilization under the improvement of ENS, NFT and WEB3.0 on the basis of wallet users. T Ecology creates TMETA as the gateway to the layout of the Metaverse and as a strong consensus set for the blockchain game scenario.

Capital was eagerly invested in the Metaverse in 2021, just as it was invested in the mobile Internet in 2001, for the purpose of take advantaging of the next technological revolution that could change the way people spend. A number of companies, such as Animoca Brands, continue to invest in blockchain games with a focus on game platforms and game developers, and even capital management firms are investing directly in virtual assets such as NFT and games.

By 2030, the Metaverse will have been mainly penetrated into areas that can improve the efficiency of production and life. The gradual formation of closed-loop virtual consumption system, virtual service forms formed by the organic integration of online and offline channels, and a more mature digital asset financial ecosystem will constitute important components of the Metaverse. The Metaverse fulfills the psychological needs of many people, especially those that cannot be fulfilled in the real world.

02 Enlightenment of the Metaverse

The original concept of the Metaverse came from the term “Metaverse: in Stephenson’ s science fiction novel *Avalanche* written in 1992. *Avalanche* describes the Metaverse as a computer-generated virtual space where users can have a first-person experience similar to the real world by wearing special “eyepieces” with three-dimensional effects and stereo sound.

The hero set foot into the Metaverse and described as follows: the only difference between this street and the real world is that it doesn't really exist. It’ s just a computer graphics protocol...None of these things are really given a physical form. To be more specific, they are software, made available to the public via a global fiber-optic network. In the Metaverse, people can consume nothing in the real world, cater to the low carbon concept. The Metaverse will promote the new era of consumerism, and find the next “baton” for capital.

03 GameFI Market Conditions

3.1 About GameFi

GameFi is a combination of decentralized finance (DeFi) and game, which is run by the model of play to earn instead of play to win. Undoubtedly, GameFi and NFTs will continue to sweep across the cryptocurrency world.

NFTs have come a long way from their humble beginnings before they entered the spotlight with the launch of the world's first 'digital art market' Crypto Punksde. At the time, they received little attention outside of the NFT blockchain enthusiast community. One of the main reasons for the growth of NFTs is the industry's ability to transform value for creators. Blockchains' natural token and financial attributes can well transform artistic value.

A blockchain is a system that stores blocks of data that are linked together sequentially based on cryptography. Each unit of data on the blockchain is unique and immutable, because changes in one block affect the entire chain. The difference between blockchain games and traditional games is that each digital asset in blockchain games is unique. Each of these digital assets is a NFT, which is a unique unit of data stored on the blockchain. This part makes it a blockchain game. One aspect of blockchain games is "play to earn," where players can transfer their unique NFT(s) or cryptocurrency from value-based progress within the game and convert it into real money. There is also "Play to trad" in blockchain games, where players earn tokens and then trade or sell them to become real.

GameFi is a combination of decentralized finance (DeFi) and game, which is run by the model of play to earn instead of play to win. What really distinguishes these two models of play is the concept of financial incentives, distributed through progress in the game. The "play to earn" model of the block makes it an attractive source of revenue and investment. The model allows players to earn money by playing the game for rewards and trading digital assets for cryptocurrency which they can then trade for fiat currency and spend in the real world. This introduces a new monetization model, one that could disrupt traditional games.

3.2 About Blockchain

Blockchain technology, primarily used to power cryptocurrencies, has been developed into a revolutionary technology applicable to a variety of industries. Blockchain offers at least four features for every industry—decentralization, tamperproofing, transparency, and strong security. These features could also change the game industry. Like cryptocurrencies, blockchain is one of the great creations of this century. The rise of cryptocurrencies doesn't just lie in making progress. It enhances the cryptocurrency community's technical architecture by pointing the way to numerous blockchain technology developments and providing a wide range of options. As DeFi develops, the blockchain space is witnessing unprecedented innovation.

3.3 GameFi Development Conditions

Thanks to the continued strength of Web3 and the Metaverse concept, GameFi is still at the barbaric growth stage. Due to the investment attraction of GameFi, the DeFi and NFT segments have shown a slowed growth. The capital of speculators and individual investors are moving to the blockchain games. According to CoinMarketCap, the market value of the Metaverse tokens has exceeded USD 50 billion as of today.

Why are the blockchain games so appealing? The blockchain games have transformed from the earliest form of simple pixel image interaction interfaces to the current forms of exquisitely made web pages, music and animations. Some blockchain games require users to download an app. What remains unchanged is the token economy system based on blockchain. It can be described with a more familiar term, play to earn, economy-focused monetization through cryptocurrencies.

In traditional games, players pay for items to gain services and experience. In blockchain games, players spend money to buy NFT items which bring revenue and are tradeable. Players have 100% control of the NFT items bought. Therefore, speculators and individual investors have kept swarming into this segment. Supported by the Metaverse concept inviting unlimited imagination, GameFi has gained increasing popularity. In this economic system, games are just a carrier, or a plus. The richer and novel the gameplay, the easier it is to attract new players. The key lies in the construction of the economic system. Hence, it's also very important for blockchain games to conduct community operations and sustain growth.

In this regard, the emergence of new forms of organization, such as game guilds and DAOs, has helped growth with the development of the blockchain game ecosystem. Some blockchain games even released the DAO organizational structure at the beginning of the launch, and contributed to the growth of the games by promoting the DAOs in the form of token rewards.

04 About DAO

DAO, short for Decentralized Autonomous Organization, is an organizational form of block technology based digital world, and a distributed organization without a single leader, which can exist theoretically as long as there is an Internet connection. Its organizational rules are implemented by distributed programs, which align the interests of participants and achieve organizational goals together.

DAOs are characterized by such features as information transparency, token incentives, open source code, community autonomy, and ownership of the organization by participants. The biggest difference between a DAO and a company is that a DAO is not organized by law and contract. Users in different jurisdictions and even artificial intelligence can form a DAO. In a DAO of the Metaverse, players put forward the basic values of the game and determine the future development path of the gameplay. These Metaverse games under this governance framework will better protect the rights and interests of players.

05 What is TMETA?

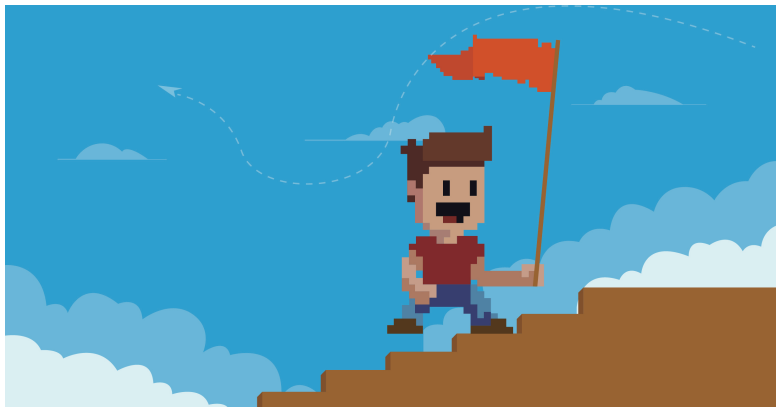
TMETA is the Metaverse ecosystem of a DAO. The ecosystem builds territory and players donate tokens to obtain blind boxes, draw their characters and choose to reproduce in the territory from the gathering era in Level 1 civilization to the cosmic divine era in Level 7 civilization;

The gold diggers decide to migrate from the real world to TMETA via blockchain technology to fight for a special mineral in the barren land of the virtual world, the TMT. With the TMT, the gold diggers can gain access to the most important energy supplies in TMETA, build a new world and accumulate faith to upgrade civilization and bring the light of life to the entire universe; the gold diggers need to overcome the horrible wildness in addition to collecting TMT. They can receive high rewards by competitions of constructing biological scenarios. They fear miracles and faith.

The gold diggers need to work together and build a tribe, constantly mine the TMT for gear improvement, trade with other territories to gain credit value. They are expected to further accumulate the TMT to build new scenarios and develop technology, upgrade the civilization, reinforce the territory and thus overcome all difficulties.

06 TMETA Platform

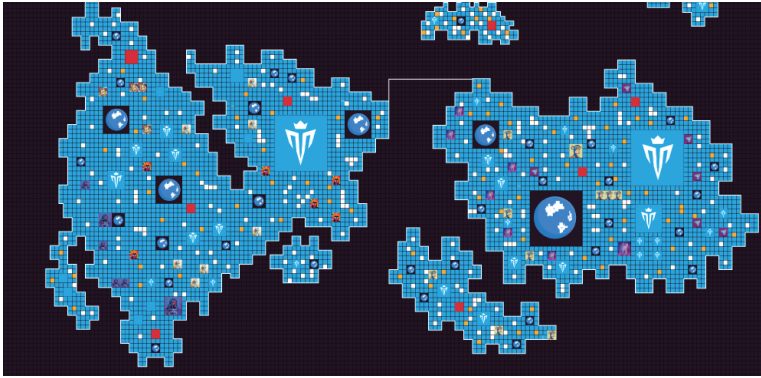
6.1 Mission



The mission of the TMETA team is to build a system in which the creators can create, play, share and trade without centralized governance and enjoy secure copyright ownership, while allowing the TMETA token TMT to reserve more DeFi. The TMETA team believes these innovations are important. That's because the voxel-based creative game market currently has 500 million creators and 160 million monthly active users, and if these innovations are left unaddressed, the creative game market may face four key issues that could hinder its future growth:

- The concentration of user-generated contents in mainstream games like Minecraft and Roblox limits creators' rights and ownership;
- The centralized control over player-created virtual items limits the fair value players can place on the items they create, and restricts what they can or cannot sell and their receipt of a significant portion of the sales revenue;
- Given the nature of stereo-pixel art, it is difficult to prove creative ownership of a work when the contents have been copied, modified, and constructed;
- The current game market is based on fiat currency, which does not support truly small transactions and is vulnerable to credit card frauds, leading to an unbalanced game economy.

6.2 Territory and Map



The TMETA territory is a blockchain-supported digital token (ERC-20 standard of BSC) represented as a physical parcel of the TMETA Metaverse. The TMETA territory allow players to own a portion of the Metaverse and thus collocate contents (assets and games). The TMETA Metaverse is a map based on 166,464 territories (408*408). Territory is the physical space in the Metaverse that players use to create games and profit from. Territory is used to publish your game or rented to game creators. Each territory has a set of pre-built terrains which can be altered and modified by the users who own it (or by other players they invite).

In the future, players will be able to put their territories together to form estates, which will be potentially owned by multiple players to form regions.

Permanent maps determine the players' specific territory coordinates. In most blockchain games, player domain names are sold like real estate, and the location of the domain name is crucial, as it will determine who and what is next to you. Similarly, there are a limited number of territories in the TMETA, and their locations are initially determined on the map and cannot be moved from one coordinate on the world map to another.

This structure has the following advantages:

- Players can unite their territories by proxies to create a larger play space with or near their friends;
- Friends can work together to create experiences, and share the rewards (whether financial, purely social or artistic) by creating experiences together in the joint territory.

Players can also gain financial incentives through a joint territory. For example, several players can work together to create a “theme park” experience. Each member focuses on a key attraction, or members can focus on different neighborhoods and work together to create an “urban” experience. In each case, team efforts create a stronger incentive for players to visit and enjoy their creations through collaboration—and more visits result in more revenue.

That’s right. A player can maintain the income of all territories with only one territory. A larger, more diverse mix of territories could raise financial incentives and share the charges. For instance, a super pass allows the players to access to all of the game experiences, and the revenue from the super pass can be shared among all the owners of such territory. There are restrictions on how territories are linked together to prevent groups from having too much control and power over solo players.

6.3 TMETA Token

TMETA tokens are an integral part of the TMETA platform. We are working hard to build key mechanics that are tied to the TMETA platform and its value. TMETA tokens are an ERC-20 practical token built on Binance smart chain blockchain.

6.4 TMETA Token Distribution

TMETA tokens are distributed as follows:

Total Issue: 1,000,000,000,000 (1 Trillion)		Percent age	Notes
Project Operation	200000000000	2%	Operations management
Technical Team	600000000000	6%	0.1% is released every 15 days after release and 100% in 30 months
Presales (1500BNB)	1500000000000	15%	1BNB=100 Million TMETA
Addition LP (900BNB)	900000000000	9%	Liquidity
Pledged Mining	680000000000	68%	DEFI

Pledged Mining: Pledge quantity = TAC quantity (60% of pledge quantity * TMT price / TAC price) + TMT quantity (40% of pledge quantity)

*annual rate 100%, TMT produced every day

6.5 Revenue

Creating a decentralized blockchain-based game platform offers multiple benefits compared to non-blockchain systems, as shown in the figure below:



Real digital ownership

Even if the game is shut down or abandoned, the players remain the true and permanent owners of their digital items. With blockchain, each game item can be tagged, allowing players to decide how they trade, sell or give away their items.



Trading

The blockchain-based gaming platform can provide users with ultimate control over their digital assets. They can buy and sell items at their will without fear that they will be extorted, or that the platform will shut down and drain the value of the items in the game.



Security and Immutability

Through blockchain technology, digital game items can be easily tagged and traded in the primary and secondary markets of stock exchanges. Through traditional technology, some rare and in-demand items are usually subject to frauds and thefts. These risks are minimized in blockchain because it is a distributed ledger.



Cross-application Interoperability

Blockchain gives games the ability to leverage the shared assets. Items, characters, and other game elements can be used in other games. These games are no longer confined to a narrow digital ecosystem. Cross-application interoperability make them more useful.

07 Economic Model

We can be excited to build new business models in this player-driven economy, both in terms of revenue model and symbolic model.

TMETA will provide real-time liquidity to players and investors. The value of TMETA tokens is calculated based on how many players can build, play, trade and win in our Metaverse. Our goal is to replicate the real-world economy, allowing players to buy, rent, vote, bet, and so on.

7.1 Economic Model Introduction

The TMETA issues TMT, and the future of TMT output and circulation is in the hands of territory owners, players and ecological contributors; and through the territory transaction, the role exchange between territory owners, players and ecological co-builders is formed, and the ideal game world of handing over the future to players is finally reached. The whole game will form ecological control and token orderly deflation through NFT, TMT liquidity mining and other mechanisms.

7.2 Tokenomics



TMETA is a tool tag used as a basis for transactions and interactions throughout the TMETA ecosystem, and an ERC-20 practical token built on Binance smart chain blockchain. It will be used by players, creators and publishers across the entire ecosystem, enabling creators and players to exchange assets and games, and building a user-based reward platform. Meanwhile, an ecosystem is developed, in which creators and players can share a variety of truly unique gaming experiences.

08 Market Overview

The current game market provides favorable conditions and a unique opportunity for the TMETA platform to be developed on PC/Mac and mobile platforms. The opportunity to transfer power and profiting potential to players adds significant value to their gaming experience in the growing user-created content game market.

- The global gaming market is expected to reach USD171.96 billion by 2025;
- Smartphones, one of the target platforms for TMETA, are expected to gain growth momentum in the mobile sector in the coming years, with a CAGR of 7.3% due to their increasing global penetration.
- The online segment is expected to grow substantially in the next eight years, at a CAGR of 8.6% from 2020 to 2025. This can be attributed to growing broadband penetration rate and growing online gambling, gambling and social network gaming community.
- The Asian Pacific market is expected to develop further and reach us USD 86.84 billion by 2025. Emerging countries such as China, India and South Korea offer lucrative growth opportunities for market expansion, which is partially attributable to rising smartphone and Internet penetration rate in these countries.

8.1 Creator Market

The main challenge faced by voxel art creators in the current game environment is that they have limited or no legitimate rights to the intellectual property they create. This can result in the artists or creators gaining little or no financial benefits after spending a lot of time creating their game world, thus frustrating the artists or creators.

Another problem faced by creators is establishing creative ownership of their works, especially when other players copy, modify, or build upon their original works physically. Without a system to identify and track the ownership of works, it's almost impossible to tell whether it is original or plagiarized.

Finally, the shared reliance on fiat currency and credit card transactions means that there has always been the threat of credit card frauds. Currently, 7.5% of illegal transactions in games are due to credit card frauds, which can disrupt the whole game economy.

The TMETA platform gives creators real ownership of everything they create by registering all assets they create as non-functional assets. The creators hold full copyright and ownership of all the works created by themselves, and can sell and trade the works to obtain all the benefits of the works. Transactions through blockchain in Binance effectively avoid the problem of credit card frauds. In addition to addressing these issues, the TMETA platform aims to bring more value to what creators create. For the first time ever, the creators will be able to see how their creations come to life when their uploaded assets being used on a piece of territory. This is part of a great experience that allows the creators to truly feel the magic of it.

8.2 Player Market

For players who primarily intend to play the game and buy the items, rather than create and sell them, issues of ownership or compensation are less important. However, another issue that directly concerns these players is that they spend money on items in the game, but they can't get it back.

For example, if they stop playing the game, all the items they bought immediately become worthless. If the game is shut down for certain reasons, such as a decline in popularity that leads to a decrease in revenue, all purchases made in the game will vanish, which is especially true in free-to-play games. Item purchasing is like a one-way street. Players pay for items in the game, but if they no longer use an item, they can't recover their money paid, or legally sell it to other players. Therefore, players can't be compensated if the game is taken off the market. The TMETA platform is built to allow the players to hold ownership of all of their items in the game, so that they can transfer or sell their purchases to others when they stop playing the game, and even if the game is taken off the market. As the TMETA platform embraces across-application interoperability, blockchain provides games with the ability to leverage shared assets. Items, characters, and other game elements can also be used in other games. These games are no longer confined to a narrow digital ecosystem.

8.3 Market Solution

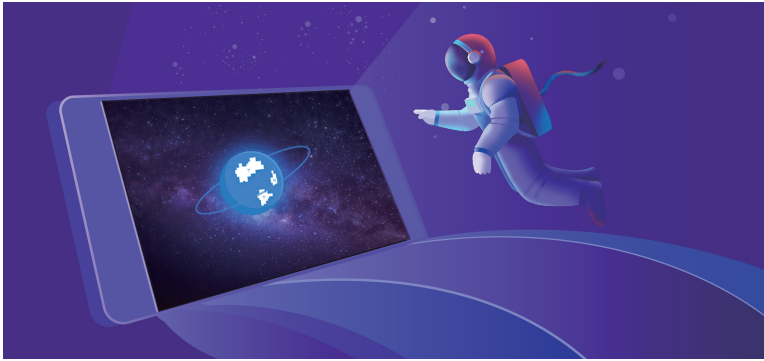
The first stage of this process is the creation of a decentralized game community, with some elements centrally managed by TMETA and others decentralized among the creators and players themselves. We are also trying to build mechanisms that allow both players and creators to have full ownership of their items in the game, and that make their purchases work elsewhere to prevent empty-handedness.

09 Technology

Blockchain technology is used to record ownership of tokens and allow owners to transfer/sell/use tokens without restrictions. IPFS is used to store actual digital assets, ensuring that the assets cannot be changed without the owner's permission. Three different blockchain protocols will be integrated into the TMETA ecosystem:

- ERC-20 for TMETA;
- ERC-1155 and ERC-721 for digital asset storage and trading.

9.1 Various Types of Fungible Tokens



In TMETA, we have spent a lot of time figuring out how to maintain the security and integrity of blockchain assets while still delivery the speed and flexibility expected by players and creators. As with many aspects of game design, you can't get everything you want easily, so you need to balance elements to realize the best solution.

The ERC-1155 standard, which we created with other game companies in the blockchain segment, aims to support governance of millions of tokens. Most importantly, our asset contracts are ERC-721-compliant and multiple unique projects can be created through a single smart contract while the ERC-721 interface is maintained, allowing it to be interoperable with other markets and games.

In TMETA, users can create assets to take full control of their assets, as well as purchase, sell and trade these assets using our TMETA tokens in the TMETA Market.

9.1.1 Interoperability

Since we use the Binance smart chain as the basis for our ERC-1155/ERC721 implementation, any platform/wallet that supports ERC-1155/ ERC-721 will be able to examine and use our assets. This means that independent developers can rely on a lot of assets that our players will create.

9.1.2 Meta-trading

The purpose of TMETA is to introduce non-cryptocurrency users to the blockchain world. To achieve this, we believe that the system should be as transparent to the users as possible, so that the non-cryptocurrency users have a better, more popular and clearer understanding of the blockchain world, and become more curious about and long for the blockchain world.

Meta-trading allows users with TMETA to interact with our platform, without owning or knowing what Binance smart chain is, and trade on the TMETA platform without the use of any tokens. This feature greatly facilitates the use and understanding of the TMETA platform by new cryptocurrency users.

9.2 Wallet

We minimize back-end security risks by reducing the liability of popular wallet systems that are used only for recommendations and whitelists. Other wallets are hot wallets that update the platform with new contracts and parameters. These can later become part of the governance mechanism.

For the cold wallets, we use two-thirds of the multi-signed wallets, and all of these multi-signed wallets are three-hardware wallets. These wallets have the potential to upgrade our TMETA tokens, as well as the ability to expand functionality through super operators. In terms of payment, if the user wishes to pay by the following means:

- Based on the ERC-20 tokens and processed through the smart chain contract, the users will directly receive TMETA in the wallet;
- Bitcoin and credit card payments will be processed by third-party service provider solutions, and TMETA will be issued upon the latter's confirmation.

9.3 Security

The TMETA market relies on the security of Binance smart chain to realize its operation of smart contracts. The only wallet that affects our smart contract logic is our wallet.

In our wallet app, we employ a third-party platform API or a local wallet database that caches smart contract events to track ownership from the main chain RPC interface. Temporary assets can also be stored locally. In this regard, therefore, its responsibilities are minimal.

Conclusion

The TMETA decentralized platform allows both players and creators to join our game Metaverse (territory) and participate in governance and economics (TMETA) by playing, creating and gaining revenue. TMETA aims to bring blockchain into mainstream games, appeal to cryptocurrency and non-cryptocurrency game fans alike by offering advantages such as real ownership, digital scarcity, monetization power, and interoperability, and give them a chance to appreciate the charm of Metaverse.