

Memoverse.io - NFT P2E Platform 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.

Memory Palaces enable people to easily memorize any type of information, including the private keys for numerous crypto wallets.

Memoverse has recently signed an exclusive partnership with memoryOS, expanding the horizons and the utility of our gaming NFTs and the MEMO token by integrating decentralized Memory Palaces with their product. 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 their patented Mind Palace Virtual Implant technology. They have recently obtained the title of the Most Funded App in the history of Kickstarter, featured by TechCrunch and are supported by The Stephen Hawking Foundation. Charles Hoskinson (founder of Cardano and co-creator of Ethereum) is also an early user of memoryOS. Co-founders of memoryOS are also helping the Memoverse team in bringing this project to life.

Memoverse will provide an advanced NFT platform to earn while playing, trading, lending, renting, staking and winning NFT based game assets – separately or as wrapped packs in the form of completed rooms and palaces.

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 earning, all Memovere 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.

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: phones, tablets, web, 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 create 12 themes of "Founder's" limited series Land, Objects, Rooms and Palaces of various sizes and levels of rarity to then shuffle and pre-sell them to our community members as mystery loot boxes;
- Continue developing an internal marketplace & list the collection with all major 3rd party marketplaces;
- IDO of our MEMO token on several launchpads, list it on BSC (Pancakeswap) and CEXs and launch liquidity pools;
- Develop a web-based gaming platform that will allow users to easily compile/build Memory Palaces to generate high APY in our native MEMO token. The major building components 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+ themed **Loci** of various quantities, sizes, types, levels of complexity and rarity;
- Complete integration with memoryOS to be able to use or lend owned 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:

- Yield produced from active play of Memoverse virtual assets;
- APY token rewards generated from farming activities of compiled Memory Palaces;
- 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 compile Memory Palaces for farming by other players;
- Rewards generated from completed achievements;
- Rewards generated from competitions;
- Rewards generated from subscription fees of memoryOS users who have access to Memoverse NFTs;
- Rewards generated from purchases and subscriptions of virtual Memory Palaces via Oculus and SteamVR stores.
- Rewards generated from merchandise sales.

Token Usage

MEMO tokens can be used for the following:

- Use MEMO tokens to pay for exclusive gaming NFTs as well as for numerous in-game actions;
- Stake MEMO for token rewards related to its overall activities;
- Stake MEMO for ability to mint NFTs;
- Stake MEMO for rewards related to specific activities such as giveaways and competitions;
- Stake MEMO for exclusive content;
- Stake MEMO to vote and participate in the DAO;
- Stake MEMO to subscribe to exclusive merchandise;



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 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. Provide MEMO token allocations, and in some cases, rare gaming NFT's to top-tier crypto influencers within our network and beyond;
5. Complete a seed round with few top-tier and funds which can help list our token on popular CEXs;
6. Complete a private round with several reputable and well-connected smart money crypto investors who will bring additional value to the project;
7. Release our Founder's collection with a total of 12,000 gaming NFTs on major marketplaces with Loci, Rooms and Palaces still being locked inside of Mystery Boxes;
8. Create liquidity and yield farming pools and lock a part of the total token supply for future yield distribution;
9. Make prior arrangements with ideally 2-3 CEXs;
10. Partner with 2-3 suitable and popular Launchpads and a solid Marketmaker;
11. Provide Whitelisting spots to holders of the specific amount of our NFTs for them to participate in IDO;
12. Listing on ERC-20 Polygon (Quickswap) and BSC (Pancakeswap) DEXs with the creation of liquidity pools;

13. Listing on CEXs;
14. Sync major news and marketing events with unlocking days;
15. Continue developing and expanding the Metaverse of virtual Memory Palaces;

Roadmap

- November 2021 – launch of website, whitepaper, deck, social accounts, channels, start of waiting list and community building;
- November-December 2021 – close private round, IDO and Listing of MEMO token on DEXs;
- January 2022 – partner with more influencers, release Founder’s NFT collection;
- January 2022 – starting to list on CEXs;
- February 2022 – alpha of Memoverse P2E platform;
- March-April 2022 – beta of Memoverse P2E platform;
- June-July 2022 – main launch of Memoverse P2E platform;

Team

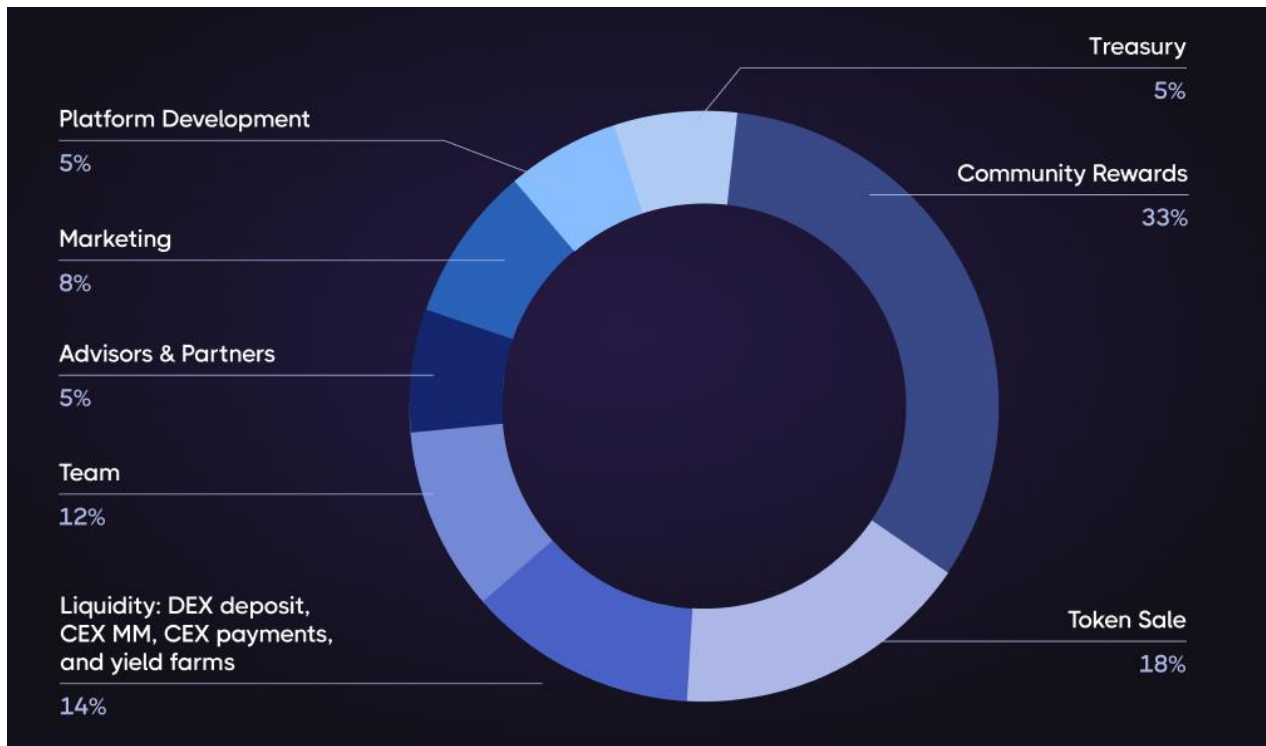
Our team already includes 16 people and consists of veteran-level Unity and JS lead developers with 15+ years of commercial experience each; strong mid & senior Unity and backend developers; smart contract developers; Art Team with vast experience in AAA games; serial entrepreneurs; PR, marketing, and analytics wizards; along with full-time crypto enthusiast, influencers and investors since 2017. Some big-name companies & institutions our team members have worked at include Google, 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	34,600,000 / 1.73%
Market Cap at TGE without liquidity	\$346,000
Market Cap at TGE including liquidity	\$906,000

TOKEN SALE	Allocation %	Supply tokens	Price \$	Amount \$	Initial Unlock %	Terms
Seed	5%	100,000,000	0.007	700,000	8%	8% on TGE; 9.5% on 4th month; then 7.5% monthly
Private	12%	240,000,00	0.008	1,920,000	9%	9% on TGE; 9% on 5th month; then 8.2% monthly
Public	1%	20,000,000	0.01	200,000	25%	25% on TGE; then 25% monthly
Total	18%	360,000,000		\$2,820,000	34,600,000	

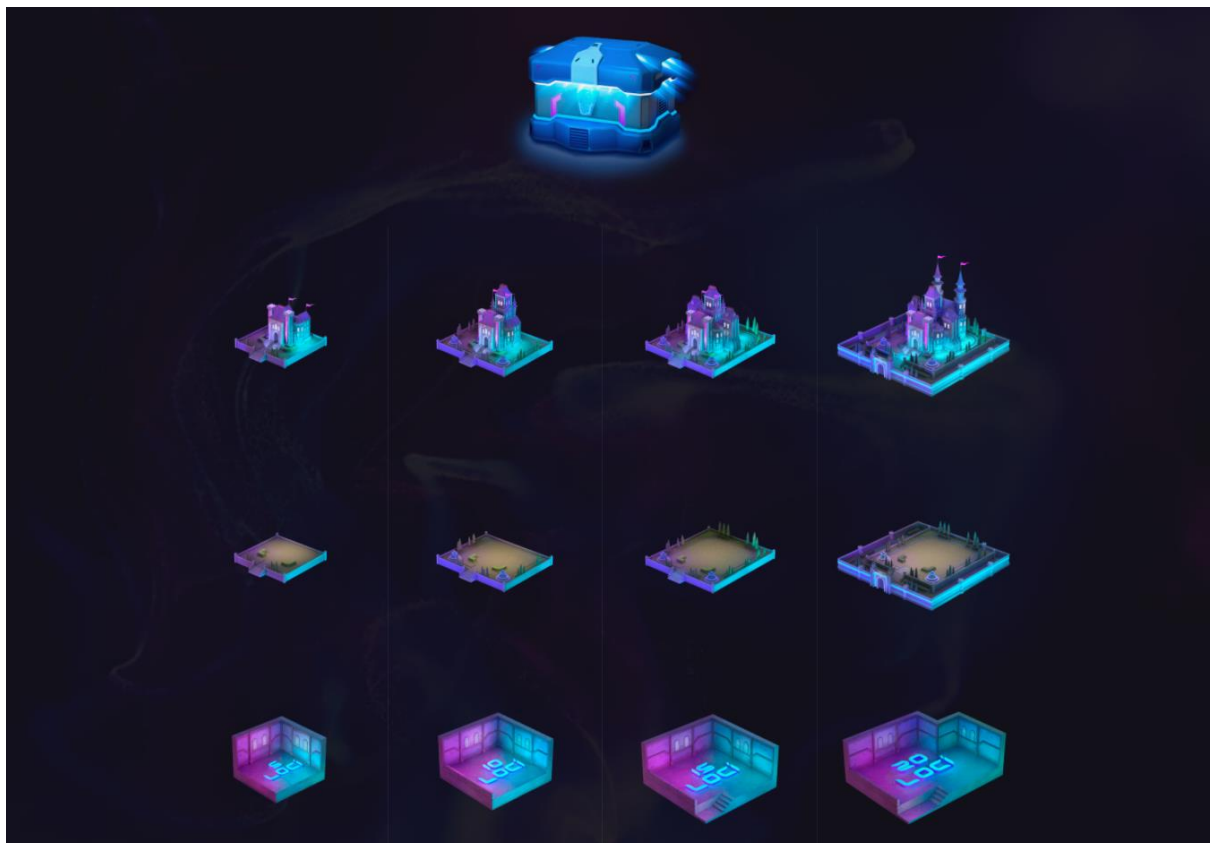


Distribution

Token Distribution	Allocation %	Supply, tokens	Terms
Token Sale	18%	360,000,000	
Community Rewards	33%	660,000,000	1 month cliff; then 2.9% once every month
Liquidity: DEX deposit, CEX MM, CEX payments, and yield farms	14%	280,000,000	25% on TGE; then 5% monthly
Team	12%	240,000,000	1 year cliff; then 20% once every 3 months
Advisors and Partners	5%	100,000,000	6 month cliff; then 15% once every 3 months
Marketing	8%	160,000,000	2 month cliff; then 12.5% once every 2 months
Platform Development & Security	5%	100,000,000	
Treasury	5%	100,000,000	
Total	100%	2,000,000,000	

FOUNDER'S COLLECTION OF GAMING NFTs	12,000	
	QTY	MINT PRICE BNB
FOUNDER'S LAND		
Small Land Plot	320	0.7
Medium Land Plot	220	1
Large Land Plot	160	2
Extra Large Land Plot	100	3.5
FOUNDER'S PALACE Loot box*		
Small Palace (fits 5 rooms)	320	0.7
Medium Palace (fits 8 rooms)	220	1
Large Palace (fits 13 rooms)	160	2
Extra Large Palace (fits 16 rooms)	100	3.5
FOUNDER'S ROOM Loot box*		
Small Room (fits 5 loci)	300	0.55
Medium Room (fits 10 loci)	400	0.84
Large Room (fits 15 loci)	700	1.4
Extra Large Room (fits 20 loci)	200	2.8
FOUNDER'S LOCI Loot box*	8,800	0.5

*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.