



Metalien

Make Web3 more
Accessible
Available
Adoptable

A Community-Driven Web3.0 Bridging Platform

Starting with Gaming

February 8 2023

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Introduction.

Introduction. Background.

The internet evolution from Web1 to Web2 not only allowed users to view information, but also create content of their own in different formats and for a variety of purposes.

However, the process of doing so does not provide nearly as much user freedom as what it appears to be. Users are under strict scrutiny and subtle manipulation by the centralized tech giants in every step, from the political and financial barriers to account creation, the clandestine gathering and capitalization of user data, to content censorship without adequate justification. Across every form of power exploitation created by centralized technology, it is the tech giants who farm massive financial benefits from values generated by users, instead of the user themselves.

Now enters Web3, which utilizes user-centered characteristics of blockchain technology aiming to overturn the new age of digital slavery. Based upon blockchain technology, the Web3 space is growing quickly in both width and depth across every layer.

No matter bull or bear, revolutionary innovations are being developed rapidly while promising start-up projects sprung sporadically across the globe, aiming to solve real problems within their respective industries. For example, Audius is returning real values that are long denied by the music industry to grassroots artists who rightfully deserve them; Sayve revolutionizes the financialization of online language learning; while Lens Protocol empowers users to own their social media data, their freedom of speech and the value created by their own contents. This, of course, is a healthy sign of growth for the industry as a whole in its rudimentary stages.

All Web3 natives must be familiar with their own stories stumbling into the space. From first overhearing blockchain related terms from tech-blogs, celebrity talks, news sites, social media, or some guy showing off their investment returns at a party, to that initial vague understanding and maybe a momentary spark of excitement realizing that this is the future, then to scrambling around the internet salvaging pieces of information that do not seem to connect, and finally, with enough experience, putting together a satisfactory mental model of the space. It is definitely not an easy journey.

While Web3 enthusiasts and the technically-apt are able to follow closely with the fast-growing trends in the crypto space,

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the general public, the main consumers and beneficiaries, are being left behind. Admittedly, the blockchain world has significant barriers to comprehension for the general public, and the knowledge canyon between the two is only getting larger as the industry progresses.

From the concept of blockchain itself, its core mechanisms, its areas of application and distinct advantages over traditional finance and data storage systems, all the way down to its associated products such as NFTs and DAOs, are extremely hard to grasp without an adequate technical background. As a result, even the benefits directly facing the public brought by blockchains, such as the ownership, interoperability and compatibility of digital assets, user privacy, and the openness and security of data, etc, all sound like empty promises at best. To make matters worse, thanks to the infamous financial risks involved within the Web3 space following the crypto winter that started in early 2022, it is now commonplace for the current public to uphold vehement skepticism towards Web3 in its entirety. While acknowledging that this is a responsible decision for the general public, it is clear that the current state is not benefiting anyone.

Fueled by the unbearable burn out from a combination of incomprehensible jargon and frequent scams feasting upon the public's lack of discernibility, backlash against Web3 became rampant throughout industries directly facing the public, be it art, music, film, games or social media, even fronted frequently by some mainstream news organizations (we all know who they are, no need to list any names here). Most industry giants have shown great interest towards incorporating blockchain technology, but its implementation was more or less halted facing such an hostile consumer environment.

Among service providers of the age of internet, across all digital industries, the technologically and financially apt, who are usually long-standing leaders of traditional entertainment industries, are forced to start modest experimental projects away from public's scrutiny in order to protect their consumer base.

While those who could not afford to take the risk could not help but to hurtfully let go of the opportunity. This is a harsh reality many were forced to accept.

The knowledge canyon between the public and blockchain has led them to a fundamental misunderstanding of the ecosystem purely as an **opportunistic asset of investment**. It does not matter what medium is used, news that promote this view tend to have the most eye-catching titles. Worst of all, actual crypto scams and Ponzi projects thrive upon this public mentality, and their methods of marketing directly fuels this fraudulent mirage, forming a **vicious cycle** that effectively overshadows the true motives

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and values of Web3, as well as the crypto space as a whole.

Even prominent figures in the crypto space, such as Luna Terra, 3AC and FTX, are all deeply entrenched in the view that crypto is just a gold mine.

It has long been revealed in a Forbes 2021 interview that SBF, the CEO of FTX, has never been a crypto believer but only an opportunist chanting the slogan of effective altruism. His only short term intention is to hoard as much wealth as he could, evidenced by his alarming levels of indifference towards crypto market health shown in the past. Completely against crypto's principle of decentralization, FTX's centralized ideology fuels its lack of transparency in both finance and corporate governance, and as a result, SBF was able to tap into customer funds and use them directly for their own operations. FTX's eventual downfall in November 2022 still came as a huge surprise when the world realized the appalling extent of its **excessive financialization** of the crypto space just for the short term gains of a few.

The distorted perspective of excessive financialization has led the crypto space through **volatile cycles of reconstruction and devastation** that crypto natives are all too familiar with. In bull markets, over-ambitious risk taking by unscrupulous crypto tycoons stirs up opportunistic sentiment to create huge bubbles across all layers, and when the bubbles burst, people's wealth **evaporates**, public hostility further **accumulates**, while this distorted view of crypto financialization **enhances** itself both internally and outside of the space. **Genuine user needs** are completely forsaken under this problematic attitude towards crypto, in turn stunting the demand for technological innovations geared towards solving real problems. Along with the volatility it created, hyper-financialization is only **attracting opportunists**, while **driving real Web3 users out**.

The stunted growth of the real user base is significantly slowing down the expansion of the blockchain space and Web3. Far too many believers are overwhelmed by distress, claiming that Web3 is pronounced dead, while the still hopeful are forced to adjust their expectations, claiming that Web3 still has decades to go before becoming mainstream. While the possibility of an optimistic resolution may still exist in theory, the situation is largely unnecessary.

Rather than letting crypto scams, rug-pullers and profiteers continue sacrificing crypto space's reputation, as well as the internet's, or possibly even the whole human race's digital future, for their own despicable short term gains, the need to bridge the public and the space of Web3 grows ever more urgent. The crypto industry now is in dire need for **mass acceptance, adoption** and **application** of its core ideals through applications of its utilities to end the noxious spiral of financialization. For example, one major goal of blockchain is to remove the necessity of blind trust, either within interpersonal interactions, or that between the governed and the systems of governance

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they are compulsorily tethered to. The vision may come true only if everyone hops aboard the chain and directly **experiences its utilities**.

Blockchain technology, along with its associated crypto currencies and Web3 ecosystem indeed has the appeal for high return investments, and this characteristic cannot be easily changed in the foreseeable future.

However, as all Web3 believers know, this is not the existential purpose of blockchain, nor its destination. Rather, the core ideal we are all striving for is **democracy**, and blockchain, with its essential characteristics consisting of **transparency** and **immutability**, is a powerful **technological tool** that can help us get there.

The value of a tool can only be demonstrated from its use, and the value can only be actualized when being used. Therefore, in order to revitalize the Web3 ideal and to realign the space back onto its righteous track, expanding a reliable and sustainable user base that focuses around Web3 utilities should be **first priority**.

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Now, the problem is clear.

The crypto space needs to break the vicious financialization cycle generated and reinforced by the opportunistic frame of mind. The crypto space needs to return to, and stick to, its fundamental prepositions of decentralization and preserving user rights.

Metalien provides the solution.

Metalien prioritizes **onboarding sizable amounts of users who understand and believe in the Web3 ideal**, hence fostering the demand for quality Web3 products that align with the Web3 ideal to solve problems across all applicable industries, eventually setting a solid foundation for a sustainable growth of Web3 as a whole.

Metalien aims to provide a **bridging platform** across Web2 and Web3 to provide a **seamless onboarding experience** for all clients, from individual users to service providers across industries. A high quality user experience is Metalien's top priority, and addressing user demand is Metalien's primary concern. In all cases, the delivery of blockchain experiences and interactions will be optimized in the most **user-friendly** format possible, and all presentations, interactions, and utilizations of blockchain aspects will prioritize the delivery of a seamless indoctrination of **Web3's core ideology of user rights and democracy**.

One may assume the act of user onboarding is purely transitory, that it is solely a single-use, one way ticket. However, user onboarding is only a **subset** of functionalities provided by a functional bridge between the traditional world of Web2 and Web3. The view that Web3 will eventually replace Web2 is highly unlikely. Web2, with its centralized industry structure, has its own advantage of efficiency in numerous fields, from network performance, data transfer, to finding resolutions within conflicts. At least in the foreseeable future, Web3 needs to work together with Web2 on the service side for its products to be highly performative. Therefore a parallel existence, or at least a close-integration of Web2 and Web3 ecosystems, is most likely the eventual state of affairs, and a bridge connecting the two parts is surely not just a temporary establishment but one of the most crucial pieces of infrastructure in the next chapter of the digital era.

Introduction. Overview.

For individual users, Metalien offers a wide range of **user-friendly** practical features to provide an **effortless transition** into the Web3 space. Features include Web3 news site, digital asset marketplace, blockchain knowledge educational system, blockchain based communication system and social media platform, DAOs, and more. Absolutely **zero blockchain-related prior knowledge** is required to participate and immersively experience all the unique decentralized Web3 utilities, such as digital asset ownership, security and interoperability, user data privacy, and user governance.

Metalien will timely select industries adequately mature for blockchain incorporation and design a set of tools and services accordingly to help businesses onboard the Web3 space. Through the process of Web3 integration with businesses in various industries, Metalien will incorporate collaborative services accordingly, onboarding their user base to Web3 while connecting Metalien user base to their services. Our intention is not to simply transition users in Web2 sub-industry into their Web3 counterparts, while this may be a necessary transitional step, but our ultimate goal is to lead them into the extensive world of Web3. Given time, this should not be a difficult task, as the Web3 ecosystem develops further, cross-chain and cross-industry asset and identity interoperability should advance to a level where it is optimal for Web3 users to utilize their assets across a variety of sub-industries.

As the Metalien platform incorporates Web3 integrations of more traditional industries, users will be able to easily browse diverse content, including games, music, digital arts, sports, etc, all on a single platform as well as owning and utilizing shared digital assets in forms of NFTs across all of the above sub-platforms. As more features across the entertainment industries are developed, user's decentralized identity will have much more personalizable aspects to showcase their digital identity that can freely roam and explore the upcoming Metalien Metaverse.

For firms in targeted industries interested in incorporating blockchain technology, Metalien offers consultations in areas such as token design and infrastructure logistics, to help determine the most optimal use cases and scenarios for blockchain technology, as well as a set of developmental tools and services, the Metalien SDK and development community, to ensure a frictionless implementation process, all with **user-friendliness** as top priority.

The first industry selected by Metalien is the traditional gaming industry. Even in Web2, the meteoric rise of the gaming industry arrived later than all other digital industries such as tele-communication, social media, audio and video streaming, and monetary transaction systems, because gaming is an aggregation of all the above functions, so it makes perfect sense for high quality games to be built on top of established technological stacks from its components. In Web3, the diverse nature of the gaming industry perseveres as the most complete product in the space that

Introduction. Overview.

harmoniously aggregates all Web3 characteristics, including ownership of digital assets, asset interoperability, decentralized identity, DAO based user-governance, and user generated content. What's more, successful games provide an immersive and entertaining (or excruciatingly addicting) experience that is perfect for serving as an extremely low-barrier medium that lets consumers effortlessly experience Web3 characteristics and functions.

According to Grand View Research, the traditional gaming industry is valued at **220.79 billion USD** in 2022, and is expected to grow to **589.69 billion** in 2030. There are **3 billion** gamers worldwide, which measures to more than **a third** of the human population, while there are only **68 million** crypto users worldwide (FinanceOnline) and **374 million** daily transactions across all blockchains. If all traditional gamers enter the Web3 ecosystem through a bridging platform geared towards blockchain gaming, it would increase the current blockchain user base at least **40 times**. The market for a bridging platform that connects the traditional gaming industry to Web3 is clearly immense.

Anyone acquainted with the current gaming industry must be familiar with the antagonistic sentiments the player base have with the gaming giants' attempts at incorporating blockchain technology, especially NFTs, often associating the move with cash-grab, Ponzi schemes, and abhorrent pay-to-win models. At the moment, this is largely true. Currently, there are no successful game economic models that are experimented to be sustainable, and there are no successful blockchain games that can even remotely compete with the high standard set by popular Web2 games. As stated above, our intention is not just to onboard traditional gamers onto blockchain games, but to **add Web3 services** to the familiar traditional Web2 gaming world to provide a seamless experience of Web3 characteristics and utilities, in order to lead them into the world of Web3. This will not, by any means, take away the familiar pleasure from traditional gaming, but simply add an optional layer of Web3 exposure.

We understand that within the gaming industry, the current problem exists on three fronts, namely, a knowledge-based gap between the public and Web3 consumption, a technical gap between traditional gaming firms and Web3 implementation, as well as a sentimental gap between gamers and blockchain gaming firms. Logically, bridging the public's knowledge gap will create a massive inflow of customers, which will accelerate the implementation of the technical gap of the game creators, while resolving the first two gaps would automatically mend the third. So we will gear functions of our platform in the early stages primarily towards the general gamers, and gaming firms, providing distinctive sets of tools aiming to solve their respective difficulties.

For the consumer side, the only way forward is to inspire and empower through

Introduction. Overview.

education. We will bring to all players a community driven aggregational gaming Web3 platform that brings comprehensive informational and practical tools complementary to the gaming space, while offering a seamless onboarding experience into the Web3 space for Web3 beginners, effortlessly delivering not only the necessary technological knowledge, but also Web3's existential ideology.

For the gaming firms, it is about introducing suitable models of blockchain implementation to existing games. We will provide a marketplace for NFTs to accompany its tokenomics, as well as accompanying technological infrastructure to provide their blockchain incorporation process with security, strategy, and sustainability.

During the first stage of Web3 integration of the traditional gaming industry, Metalien is confident to reach at least 1 million users, while aiming to reach 10 million users by the end of stage one.

In the future, Metalien will continue to extend into other industries, forming the Metalien Metaverse, featuring Web3 integrated aspects of advertisement, sports, arts and music, etc, all while keeping in mind the key intention of expanding Web3 user base. Led by the community, hopefully we shall together create the digital utopia we all deserve.

Introduction. Vision.



A Community-Driven Web3.0
Bridging Platform



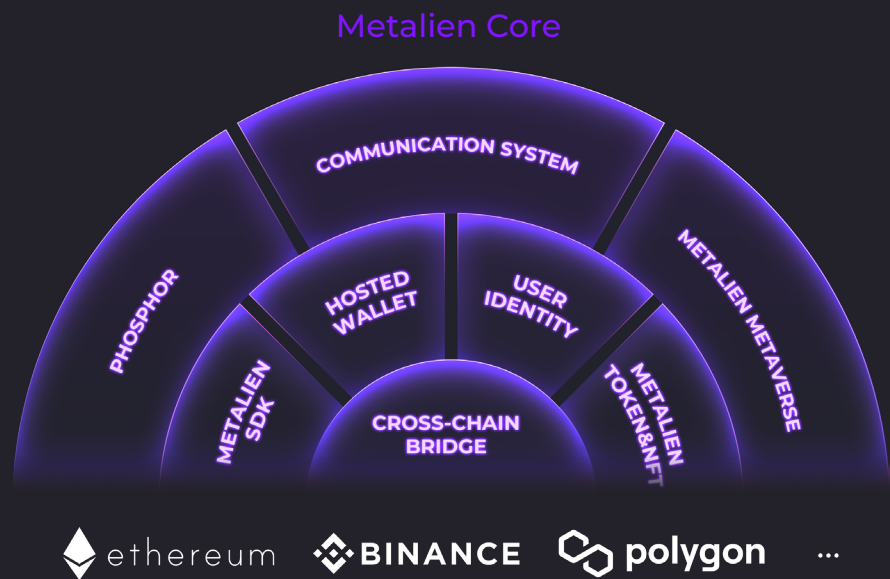
Starting with Gaming

Metalien Core



Metalien Core

1. Fundamental Infrastructure



1.1 Cross-Chain Bridge

Metalien supports applications of most blockchain residencies. The Metalien platform itself initiates on the Binance Chain, and later will enable cross-chain bridges to extend interoperability of Metalien assets to different chains such as Ethereum, Polygon and more.

1.2 Phosphor (Web3 Starter's Guide)

The Web3 Starter's Guide is a built-in educational system, designed by technology education experts, that helps new users onboard the Web3 world.

- The system will help users navigate the platform with comparisons to its Web2 counterparts.
- The guiding system will briefly explain the functionalities core Web3 concepts that are inseparable to Metalien, including but not limited to:
 - i. NFTs, including its concepts of ownership and interoperability
 - ii. Web3 Wallet, and Metalien hosted wallet
 - iii. DAOs, both the Metalien DAO and gaming DAOs, along with their basic voting and governance systems
 - iv. Basic Blockchain MechanismsAll above concepts will be presented with vivid analogies and live examples

Metalien Core

as well as their associated platform functionality in order to generate minimal learning friction. All materials will be delivered in a humorous and entertaining fashion.

The Starters Guide System also provides a Web3/Blockchain/Crypto glossary for users to quickly look up terminologies, as well as in-depth survey of Blockchain's developmental history and associated technologies.

In the near future, a section that offers deep dives into the Defi world and the Metaverse will be released.

1.3

Hosted Wallet

A blockchain wallet is essential for all Web3 experiences. It is practically the gate pass for Web3 as one of the first things users encounter as they enter the ecosystem. But it is also the symbol of digital ownership, security, and user-privacy, hence the ultimate representation of core Web3 values - freedom in the new digital era.

Given the importance of Web3 wallet, Metalien automatically generates a hosted wallet for all registered users as an important feature that reduces the amount of preparational effort for users to participate in Web3 activities, considering the wide variety of blockchains and their respective wallet service offerers. Users do not have to worry about remembering wallet's secret recovery phrases, inserting wallet addresses, or understanding different token types. (Of course users are welcome to investigate further if they wish to do so, and Metalien has its own Web3 education system, Phosphor, to help with the process) Users are able to immersively assimilate core characteristics of a Web3 wallet through direct usage. Practically speaking, the entire process from the user's point of view is experientially equivalent to that of a traditional Web2 account registration process, while all functionalities in cooperation with front-end display will be presented logically and intuitively with adequate guidance, hence creating a seamless transition from the very start.

Users are still free to link their own wallets with Metalien platform if they wish to do so. The addresses will automatically be added to their Metalien account and all digital assets owned by the wallet will be displayed on the platform.

1.4

Decentralized Identity (DID)

The user's Metalien account, along with the hosted wallet or user's linked personal wallets, have access to all contents within the Metalien space, be it applications, forums, DAOs or marketplaces. Since user's data privacy is one of the central driving forces for the establishment of Web3, it is also heavily emphasized by Metalien.

Metalien Core

Metalien's decentralized identity system lets users take complete control over what personal information they wish to share with the platform and all of its associated service providers. This will protect all users from being targeted with personalized advertisements and other clandestine uses of personal data, and instead gives users complete freedom over what information they wish to view.

User's decentralized identity is managed within smart contracts on blockchain, and it is the only identity verification necessary on Metalien platform. In coordination with Metalien NFT, DID has many functionalities, including managing all user assets, receiving airdrops, and directly logging into applications in collaboration with Metalien.

1.5 Communication System

Metalien platform offers its own communication system based upon decentralized identity that lets users connect with one another via a variety of formats, including forums, private and group messaging, voice call, video streaming, and screen sharing.

The communication system aims to provide a decentralized, democratic, and inclusive space for all users to freely express and own their ideas.

2. Metalien Platform Tools

2.1 Metalien SDK

Metalien offers a comprehensive and highly flexible software developer's toolkit, as part of the goal to create a convenient blockchain incorporation process for existing Web2 firms of any scale to either enhance their existing product to Web3 or create an entirely new Web3 counterpart. The SDK will be easy to use and flexible with a variety of popular programming languages and frameworks in the current development scene, including Javascript, Python, etc. The SDK also offers programming services upon a variety of blockchains that Web2 projects intend to transition to at their own choice.

Metalien SDK will be open-source, since we believe that the power of community, especially in the world of software development, is the most promising driving force to a collective prosperity of the Metalien development ecosystem. Developers are free to create and modify tools to their own specific needs, and they can share their own contributions to the Metalien developer community, where the core contributors of popular and useful additions to the Metalien SDK can receive tokens and unique NFTs as rewards.

Below is a initial list of the essential tools provided by the Metalien SDK:

Metalien Core

- Metalien Hosted Wallet Connection
- Token and NFT Airdrop System
- Metalien Identity Connector Interface
- Platform Data API
- Cross-chain token and Metalien NFT staking
- DAO based community management

3. Metalien Token and NFT

3.1 Metalien Token

Metalien Token is the primary token on the Metalien platform. In its essence, Metalien Token is used to promote and sustain content generation along with maintaining economic stability within the Metalien ecosystem, which will be achieved through enabling transactional exchanges, reward incentivization, and community governance. The token utilities will be explained in more details in section 6 regarding specific platform functionalities.

3.2 Metalien NFT

There are different tiers of Metalien NFT that enjoy different levels of unique functionalities and privileges depending on the rarity of the NFT.

General categories of utilities and privileges are as follows:

- In App Uses
 - i. Metalien NFT can be used within apps in direct collaboration with Metalien as assets, e.g. Game equipment, gears or outfits. NFTs of higher tiers will enjoy assets of higher value.
 - ii. Metalien NFT serves as special passes for apps in collaboration with Metalien. NFTs of higher tiers will enjoy greater ranges of privileges.
- Airdrops
 - i. Specific NFT holders may receive airdrops.
- User incentivization
 - i. See 6.3 Metalien Reward System for more details.

Metalien Stage 1: For the Gaming Industry



Metalien Stage 1: For the Gaming Industry

4.1 Aggregator Platform

We offer a modernized aggregational gaming platform that runs on all devices, including iOS, Android, and the web. The platform provides the following functions and tools for gamers.

4.1.1 Browsing:

On the platform, gamers can browse Web2 and Web3 games alike, located in two separate divisions. In either division, players may filter games through diverse tags, including:

For All Games:

- The familiar game-play categories such as action RPG, battle royale, collectible card games, simulations, and competitive MOBAs.
- Entry-requirements such as Free-to-Play, Pay-to-Play, and NFT or token based entry specific to Web3.
- Based on popularity ranking, which is determined by community voting.

And for Web3 only:

- Games interoperable with Metalien NFT, or connected Web3 Gaming Metaverses such as that of Polygon or Gala.
- Blockchains of residence.
- Earnings and Collectible-based, where specific NFTs can be collected or tokens can be earned.

Starting up a game from the platform will automatically login with the user's Metalien account through the platform's hosted wallet.

4.1.2 News:

The platform offers a news section where daily Web3 and blockchain-gaming news written by professional writers in the space will be posted, the news section also has two sections, the gaming industry and the crypto space in-general.

For the gaming industry topics ranges from but not limited to:

- Gaming firm announcements
- Metalien Announcements
- Updates patches for popular games
- Game Economic Reports
- Gaming NFT releases
- New promising games speculations

Metalien Stage 1: For the Gaming Industry

- Miscellaneous fun topics in the space

For the crypto space topics ranges from but not limited to:

- Token prices updates
- New blockchain integrations in Web2
- New technological breakthroughs
- Summaries of tech conferences, talks, and interviews
- New promising projects speculations

All news articles have spaces for user comments and likes, which makes up community-driven news popularity rankings that will show on the main page.

4.1.3

Guides:

Gaming guides will be written by professional game-analysts, game-economists, and top-players. Content is primarily geared towards gamers, but also includes gaming project investors, P2E players, and NFT collectors. Topics ranges from but not limited to:

- Specific in-game micro-mechanics and macro understanding
- User generated content related information
- Token and NFT based, play-to-earn strategies
- Game token investment strategies.

Normal players are also able to write guides and post them to the platform. Guides popularity will also be ranked by activity through interactions with other users such as comments and likes. Player authors of popular guides will be rewarded with Metalien tokens and NFTs.

4.1.4

Paracosmos

(User Dashboard):

Paracosmos is the user's personal dashboard that is highly customizable in terms of stylistic appearance and internal organization of functions. Paracosmos is Metalien's core user interface which serves to offer a direct and comprehensive view of Web3 characteristics, creating an immersive experience of Web3's unique functionalities, mainly ownership of digital assets, asset interoperability, decentralized identity, DAO based user-governance, and user generated content.

Metalien Stage 1: For the Gaming Industry

- Users can freely select any game, news articles, or guides and save them within any built-in or custom categories.
- Paracosmos also displays all NFTs, in-game achievements, Metalien achievements, and all tokens owned by all wallets linked to the user's Metalien account, as well as token and crypto prices the user subscribed to.
- Paracosmos also serves as the portal for users to submit any user created content to the Metalien community such as guides and articles, and users can view replies to their comments, guides and articles.
- Paracosmos is linked to Metalien DAO, users can also vote on referendums and all other decisions being processed in the DAO.
- Paracosmos is also closely linked with Metalien's Web3 Starter's Guide system, in combination with all of the above demonstrated Web3 characteristics.

4.2

Aggregator Platform

Communication System

The aggregator platform contains an extension of the Metalien communication system, features includes:

- Game forums
 - i. where users can comment, discuss and respond to specific games, patches, and events.
- Private messaging
- Group creation, governance, and messaging
 - i. Group chats can become guild oriented in terms of chat management and governance
- Voice call
 - i. Voice calls can include quick pings and alert commands that help gamers perform in various gameplay.
- Video streaming
- Screen sharing



Metalien Metaverse

Metalien Metaverse

5.

Metalien Metaverse

5.1

Account levels and VIP membership

User account will gain level experience from its daily activity, closely linked to the Metalien reward system. Higher levels will unlock personalizable appearances and features in the Metalien communication system. The user may also purchase Metalien VIP membership in the form of an NFT, and will unlock unique VIP appearances and features in the communication system, NFT discounts, Gas fee discounts in the marketplace and Shop, and more.

5.2

Marketplace

The Metalien platform has a built-in marketplace for NFTs and tokens where users can freely browse, rent, purchase and trade NFTs from Metalien and its associated partners using the Metalien token. The marketplace will have a standard set of functionalities similar to Opensea and other familiar platforms, including interfaces that display the trading history of any particular NFT, and whitelists for any series.

5.2.1

Metalien Defi

In the future, users may also purchase and trade coins and tokens from numerous blockchains within the Metalien Marketplace. Users may also lend and borrow digital assets, including NFTs, Metalien tokens, other tokens in collaborations, and native crypto coins, while using Metalien tokens, native crypto currencies or NFTs as collaterals. The Metalien Marketplace is open for all users to sell and purchase any of their tradable digital assets residing on blockchains.

5.3

Metalien Shop

Metalien shop sells all Metalien and third-party collaboration licensed merchandise, purchasable by all users with Metalien Token.

5.4

Entertainment

Metalien platform features numerous entertainment applications in the future that are open to all users, including games listed in aggregator platform; crypto news, sports news and blockchain based lottery and gambling; music platform where users can post their own works or donate tokens to artists they like; live streams of various content types with Metalien token based donation system; and Metalien Show, a place where users can display and show off their

Metalien Metaverse

profile avatar, achievements, and personalized collections digital assets.

5.5 DAO (Metalien Community)

The Metalien User DAO serves as the primary community driven force that helps construct the Metalien Metaverse.

5.5.1 User DAO

Community decision making will be applied on miscellaneous activities such as game rankings, news and guide rankings, up to DAO governance structures, Metalien platform functionalities. More choices will be enabled as the platform develops in scale and core functionalities.

5.5.2 Developer DAO

Developer DAO is based upon the Metalien developer community, primarily focused around the Metalien SDK.



Tokenomcis

Tokenomics

6.

The token has the following utilities:

Tokenomics

6.1

Metalien Token Utilities

- Metalien Marketplace
 - i. Metalien token is the primary crypto-currency for the Metalien Marketplace, see 5.2 Metalien Marketplace for more details.
- Metalien Shop
 - i. Metalien token is the primary crypto-currency for the Metalien Shop, see 5.3 Metalien Shop for more details.
- Platform Governance
 - i. The Metalien DAO will implement weighted voting systems to decide a variety of proposals (See 5.5 Metalien DAO for more details). Each participant's Metalien Token will be used to calculate their voting weight.
- Gas Fee Coverage
 - i. User's Metalien Token will be used to cover gas fees of on-chain transactions.
- User incentivization
 - i. See 6.3 Metalien Reward System for more detail

6.2

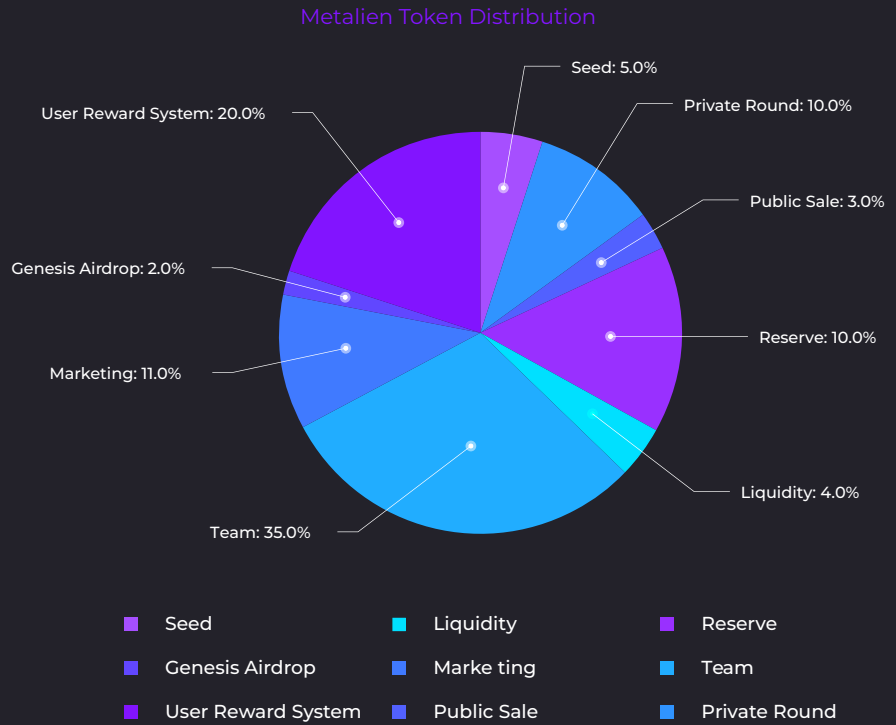
Tokenomics

Before the total Metalien user reaches 10 million, the total supply of Metalien tokens will be capped at 1 billion. After the total user reaches 10 million, the total supply will adaptively increase to further incentivize user activity, with the scale of increase decided by the Metalien DAO by voting.

Distribution:

- 50,000,000 (5%): Seed Round, Linear Vesting
- 100,000,000 (10%): Private Round, Linear Vesting
- 30,000,000 (3%): Public Sale
- 350,000,000 (35%): Team, Linear Vesting
- 40,000,000 (4%): Liquidity-Provider
- 100,000,000 (10%): Reserve
- 110,000,000 (11%): Marketing and Collaborations
 - i. User Incentives reward program will be designed according to the scale and daily user activity of projects in collaboration. At least 50% of tokens will be made into tradable in-game assets awarded to the users base directed to the Metalien platform. If the number of users directed to Metalien by the project in collaboration is large, the project will receive a higher amount of token reward accordingly.
- 20,000,000 (2%): Genesis Airdrop
- 200,000,000(20%): User Incentivization - Metalien Reward System

Tokenomics



6.3 Metalien Reward System

Users can earn Metalien Score through numerous sources, listed below. Outstanding contributors may also receive Metalien NFT as reward.

6.31 Sources of reward (For Aggregator Platform)

- User registration
- User invitations/referrals
- Daily Missions
 - i. Daily Activities Based Missions
 - ii. Receive Likes and Comments of news articles and guides
 - iii. Shares, receive Likes and Comments of in-game activity
 - iv. Gameplay
 - v. Special platform events rewards
- Metalien Achievements
 - i. Completing phosphor achievements
- Posting Guides
 - i. Gaming specific
 - ii. P2E market analysis
- Gaming Tournaments Rewards

Members of the Metalien Developer Community can also earn Metalien Token from the following sources, listed below. Outstanding contributors may also receive Metalien NFT as reward.

Tokenomics

- Publishing SDK educational content in any format, such as video tutorials, written guides, or code examples.
- Participation in developer forums and DAOs, answering questions and mentoring newcomers.
- Contribution to the Metalien SDK
 - i. Proposals of new functionalities
 - ii. Building additional tools
 - iii. Bug fixes

6.32
Points to Token

Reward points can be exchanged into NFT or Token. **Metalien Token Reward Received** by an account is calculated based on **Total Metalien Points of Account**, based on exchange rate, which will be calculated midnight of the last day of every month.

METALIEN POINTS REWARD SYSTEM

Variables:

t: measured in days within 0-5 years Time since Metalien platform launch.
t_{max}= 1825.

S(t): Total User Score at day t (Metalien Points). This value is a measurement of total user number and user activity.

R(t): The exchange rate of Token per user score at day t.

M(t): The amount of reserved Metalien Token yet to be released.

M_{max}= 200, 000, 000, total number of Metalien Token reserved for User

Reward System

P(t): Average Metalien Token Price at day t.

f(t): Total Token reward given out at day t.

Daily Total Token rewarded f(t) at any particular day t is calculated as:

$$(1) \quad f(t) = R(t) \cdot S(t)$$

The exchange rate R(t), the amount of Token per user score is calculated as:

$$(2) \quad R(t) = R_0 \cdot (9.9 \cdot 10^{-1})^t$$

The base exchanged rate, R₀, is calculated as:

$$(3) \quad R_0 = R_0 \cdot (9.9 \cdot 10^{-1})^t$$

or about 456.5 score per token, taking its reciprocal.


where E(S) is the expected value of daily total user score, and is estimated at 50 million.

Metalien Team




Metalien Team

Team consists of members with many years of experience in crypto, gaming, information technology, investment, legal services and software development industries.



Co-Founder: **Lius (Louis)**

Master of civil and commercial law from prestigious university with over 20 years of experience in professional legal services in the fields of capital and finance. Long term Web3 expert, focusing on advanced legal research and in-depth analysis of blockchains and cryptocurrencies since 2017, who now has unique philosophical, economic, and jurisprudential insights into the Web3 space. Experienced investor and successful founder of numerous projects in the gaming industry and cryptocurrency since 2019.



Co-Founder: **Andy**

Computer scientist and blockchain technician; experienced developer and researcher on cosmos and EVM. Blockchain enthusiast, believer of individual sovereignty and a long distance runner.



Co-Founder: **Tony**

UCSB graduate of Mathematics and Philosophy, based in Irvine California, long time enthusiast of technology and all things theoretical, award-winning writer and programmer, and in his spare time, a guitarist and an avid gamer.

Metalien Team



Lead Marketing: **Fish**

Have deep understanding in both web2.0 and web3.0, have rich working experience in prominent firms in tech and gaming industries such as Cheetah mobile, tencent games, and IGG, also have experience in regulated CEX like Bitmart. Strong believer of crypto future.



Marketing: **Stephy**

Years of working experience in community data statistics and overseas market analysis, Specializes in developing corporate partnerships and marketing campaigns to help expand brand awareness to maximize revenue.



Product: **William**

More than 5 years of experience in Web2.0/Web3.0 product design and project management. Product types include crypto wallet, Defi, finance, payment and also SaaS, ERP, e-commerce, etc.

Metalien RoadMap



Metalien RoadMap

2022

Q3

- Project Kickoff (Self-Funded)
- Team Expansion
- Refinement of Litepaper (Version 1)

Q4

- Whitepaper
- Metalien Architecture Design
 - i. Automatically-Hosted-Wallet (AHW)
 - ii. Decentralized Identity System (DID)
- Project Landing Page Launch
- Metalien Community Initiation
 - i. Twitter
 - ii. Discord
 - iii. Telegram
- Token-Based User Activity Reward System Design
- Phase 1 Fundraising - Seeds Round
- In-Depth Marketing Research

2023

Q1

- Metalien App UX/UI System Design
- Metalien App V1.0 Development
- Games Browsing Menu
- News Feed (Blockchain Gaming, NFT, Web3.0 and Crypto Space)
- AHW System Launch
- "Phosphor" - Web3 Starters Guide Launch

Q2

- Metalien App V1.0 Closed Beta on Testnet
- Phase 2 Fundraising - Private Round
- Metalien NFT Series 1 Mint
- TGE - Token Launch
- Token-Based Game Ranking Voting System Design
- In-App Personal Gaming Dashboard

Metalien RoadMap

2024

Q3

- Metalien App V1.0 Public Release on Mainnet
- Metalien Gaming
- DAO governance system design

Q4

- Metalien App V2.0 Release
- Metalien App Multilingual Support Release
- Token Public Sale
- Digital Asset MarketPlace Release
- Metalien Shop Release
- Player Metalien Achievement Point System Release
- Personal Tracking of Game Achievements
- Official Ranking
- Multi Chain Support Upgrade

Q1-Q2

- Metalien App Internal Communication System Release
- Metalien Defi
- Metalien SDK release

Q3-Q4

- Competitive Events Launch
- Monthly Metalien Tournaments with Token Rewards
- Player Organized Tournaments

2025+

In the future, Metalien will extend into other industries and integrate Web3 platforms such as music, sports, arts, etc, composing and enriching the upcoming Metalien Metaverse.

Future Developments:

- Streaming Platform
- Metalien Shows
- Sports Interface
- Music Interface

THANKS