

WHITEPAPER REV 0.1

FUNCTION X EGF PROPOSAL VERSION



<< LET'S #BUIDL A NEW WORLD >>

<< TOGETHER >>



DAOVERSE

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THE COMPANY

INTRODUCTION TO COMPANY

WE WANT TO RUN ALL BUSINESSES UNDER A COMPANY NAMED DAOVERSE GAMES, WHICH WILL BE FOUNDED ONCE THE PROPOSAL IS SUCCESSFULLY FUNDED. SINCE THE TWO FOUNDERS ARE BASED IN GERMANY AND DUBAI, THE COMPANY IS TO BE FOUNDED IN ONE OF THOSE TWO COUNTRIES. THE COMPLEX AND NOT VERY CRYPTO FRIENDLY SYSTEM IN GERMANY DENIES A FOUNDING IN GERMANY. THIS IN MIND WE WILL CREATE A DUBAI FREEZONE COMPANY ONCE WE HAVE THE BASE FUNDING FOR THE CREATION OF THE COMPANY.



ALL BUSINESSES WILL BE LEAD FROM GERMANY AND DUBAI BY THE CEO PATRICK SCHNELLE (1337ALCHIMIST, GERMANY) AND THE CDO SHADY METWALY (KUZOIV/PUNDIXSHERIF, DUBAI).

ONCE WE ARE FULLY LAUNCHED AND CREATED OUR OWN BLOCKCHAIN DVG, WE START THE TRANSFORMATION TO A DAO COMPANY STRUCTURE. THE DVG WILL BE USED FOR EVERY ECONOMIC FEATURE OF THE DAOVERSE AND WILL BE USED AS BASE FOR DAO GOVERNANCE VOTING PROCEDURES PER STAKING IN A VOTING CONTRACT, BUSINESS RISK AND INCOME WILL BE DIVIDED TO THE OWNERS OF THE STAKED TOKENS THIS WAY . THE ULTIMATE GOAL IS TO FULLY DECENTRALIZE THIS COMPANY AND MAKE US FOUNDERS REDUNDANT.

WHAT ARE DAOs?

DAOs ARE AN EFFECTIVE AND SAFE WAY TO WORK WITH LIKE-MINDED FOLKS AROUND THE GLOBE. THINK OF THEM LIKE AN INTERNET-NATIVE BUSINESS THAT'S COLLECTIVELY OWNED AND MANAGED BY ITS MEMBERS. THEY HAVE BUILT-IN TREASURIES THAT NO ONE HAS THE AUTHORITY TO ACCESS WITHOUT THE APPROVAL OF THE GROUP. DECISIONS ARE GOVERNED BY PROPOSALS AND VOTING TO ENSURE EVERYONE IN THE ORGANIZATION HAS A VOICE. THERE'S NO CEO WHO CAN AUTHORIZE SPENDING BASED ON THEIR OWN WHIMS AND NO CHANCE OF A DODGY CFO MANIPULATING THE BOOKS. EVERYTHING IS OUT IN THE OPEN AND THE RULES AROUND SPENDING ARE BAKED INTO THE DAO VIA ITS CODE.



WHY DO WE NEED DAOs?

STARTING AN ORGANIZATION WITH SOMEONE THAT INVOLVES FUNDING AND MONEY REQUIRES A LOT OF TRUST IN THE PEOPLE YOU'RE WORKING WITH. BUT IT'S HARD TO TRUST SOMEONE YOU'VE ONLY EVER INTERACTED WITH ON THE INTERNET. WITH DAOs YOU DON'T NEED TO TRUST ANYONE ELSE IN THE GROUP, JUST THE DAO'S CODE, WHICH IS 100% TRANSPARENT AND VERIFIABLE BY ANYONE.

THIS OPENS UP SO MANY NEW OPPORTUNITIES FOR GLOBAL COLLABORATION AND COORDINATION.

A COMPARISON

DAO	A TRADITIONAL ORGANIZATION
USUALLY FLAT, AND FULLY DEMOCRATIZED.	USUALLY HIERARCHICAL.
VOTING REQUIRED BY MEMBERS FOR ANY CHANGES TO BE IMPLEMENTED.	DEPENDING ON STRUCTURE, CHANGES CAN BE DEMANDED FROM A SOLE PARTY, OR VOTING MAY BE OFFERED.
VOTES TALLIED, AND OUTCOME IMPLEMENTED AUTOMATICALLY WITHOUT TRUSTED INTERMEDIARY.	IF VOTING ALLOWED, VOTES ARE TALLIED INTERNALLY, AND OUTCOME OF VOTING MUST BE HANDLED MANUALLY.
SERVICES OFFERED ARE HANDLED AUTOMATICALLY IN A DECENTRALIZED MANNER (FOR EXAMPLE DISTRIBUTION OF PHILANTHROPIC FUNDS).	REQUIRES HUMAN HANDLING, OR CENTRALLY CONTROLLED AUTOMATION, PRONE TO MANIPULATION.
ALL ACTIVITY IS TRANSPARENT AND FULLY PUBLIC.	ACTIVITY IS TYPICALLY PRIVATE, AND LIMITED TO THE PUBLIC.

(REF. 1)

BUSINESS DESCRIPTION

DAOVERSE GAMES UNDERSTANDS ITSELF AS SOCIAL DRIVEN GAME AND BLOCKCHAIN DEVELOPMENT COMPANY. WE WILL CREATE THE DAOVERSE INITIAL GAMING WORLD AND NFTS.

WE WILL ORGANIZE THE MARKETING TO MAKE THE NFT SALES A SUCCESS AND BUILD A COMMUNITY AS WELL AS PROVIDING THE TECHNICAL SOLUTIONS THAT THE DAOVERSE WILL NEED AFTER LAUNCHING.



OUR CREED

THE IDEA BEHIND THE DAOVERSE IS QUITE SIMPLE, BUT THE GOAL IS SO INCREDIBLE BIG AND THE EXECUTION MIGHT BE ONE OF THE MOST COMPLEX THAT WAS TRIED SO FAR.

WE WANT TO MAKE THE WORLD A BETTER PLACE AND TRY TO GIVE EVERY PERSON, REGARDLESS OF GENDER, ETHNICITY, WEALTH AND HERITAGE THE SAME CHANCES OF SOCIAL ACCEPTANCE, PROSPERITY AND EQUALITY.

TO FIND A HOME IF THEY HAVE NONE, TO FIND SHELTER IF NEEDED, TO BRING JOY IN THEIR LIVES, TO MAKE FRIENDS AND CREATE A FAMILY, TO GROW THEMSELVES INTO HELPING OTHERS.

BUSINESS MODEL

THE BUSINESS MODEL IS SPLIT INTO THREE SECTIONS.

SECTION I - CREATE AND SELL NFTS

THE FIRST SECTION OF THE BUSINESS MODEL CREATES THE BASE VALUE STREAM. GAME-READY 3D-MODELS ARE CREATED IN BLENDER™ AND ARE PLACED AS NFTS ON-CHAIN. THOSE CAN BE BOUGHT AND MINTED BY ON-CHAIN CONTRACT AND ON TO BE CONNECTED SECONDARY MARKETPLACES (E.G. OPENSEA.ID OR RARIBLE.COM). THERE WILL BE DIFFERENT KINDS OF NFTS (E.G. CHARACTERS, REAL ESTATE AND ITEMS) THAT CAN BE USED IN VARIOUS USES CASES OF THE DAOVERSE.

SECTION II - CREATION OF THE BLOCKCHAIN COIN

THE SECOND SECTION DESCRIBES THE VALUE PROVIDED BY THE RELEASE AND TRADING OF THE BLOCKCHAIN COIN DVG. THE ICO WILL PROVIDE AN INITIAL FINANCING, WHILE THE AVAILABILITY FOR TRADING AT DEXs AND CEXs WILL PROVIDE AN INFLOW OF FUNDS.

SECTION III - TRADING OF NFTS AND PREMIUMS

AFTER THE NFTS ARE IN CIRCULATION THERE ARE USER DESIRES TO BUY, SELL OR TRADE THEM ON SECONDARY MARKETS (E.G. OPENSEA.ID OR RARIBLE.COM). EVERY NFT TRANSACTION WILL PROVIDE THE DAO WITH A PREMIUM AND GENERATE INCOME FOR THE SHAREHOLDERS.

THE DAOVERSE TOKENOMICS WILL PROVIDE THE USERS WITH A PLAY TO EARN (GAME) AND EARN BY SUPPORT (SUPPORTING DEVELOPMENT, CREATING CONTENT) MECHANISM, WHILE THE USAGE OF THE DAOVERSE (E.G. A GAME) WILL CONSUME SOME DVG WHICH WILL BE REDISTRIBUTED TO THE SHAREHOLDERS. ACTIVE GAMERS AND CONTENT CREATORS WILL ALWAYS EARN MORE THAN PAY FOR THE SERVICES.

BUSINESS GROWTH OPPORTUNITIES

THE TARGET MARKET IS YOUNG, HEAVILY GROWING AND HAS ALMOST INFINITE GROWTH POTENTIAL. THERE ARE A VERY LIMITED NUMBER OF COMPANIES TARGETING THE MARKET RIGHT NOW AND THE BUSINESS GROWTH OPPORTUNITY IS ON HIGHEST LEVEL RIGHT NOW.

THE PIONEER NFT PROJECTS SHOWED THAT THERE THE DEMAND IS THERE AND IS AIMING TO REACH ANOTHER LEVEL.

THE FOUNDERS

CEO: 1337ALCHIMIST

I AM PATRICK SCHNELLE. 37 YEARS OLD AND LIVING IN HAMBURG, GERMANY. I STUDIED CHEMISTRY AT THE UNIVERSITY OF BIELEFELD, GERMANY. AFTER MY DECISION TO STOP PURSUING THE PHD I CONTINUED WITH STUDYING QUALITY AND PROJECT MANAGEMENT. ONCE I ACHIEVED MY DEGREES I WAS QUALITY ENGINEERING FOR 6 YEARS IN ONE OF THE BIGGEST HEALTH COMPANY OF THE WORLD

JOHNSON&JOHNSON. SINCE ONLY ONE JOB WAS BORING I STUDIED MARKETS, INSURANCE AND INVESTMENT AND GOT MY OFFICIAL AUTHORIZATION AS FULL-FLEDGED INSURANCE AND INVESTMENT BROKER WHILE WORKING AT J&J. I ACHIEVED THE DEGREE IN 2015 AND AM WORKING AS SELF-EMPLOYED INVESTMENT BROKER EVER SINCE.

IN 2015 3 ENGINEERING/IT COLLEAGUES AND I FOUNDED THE COMPANY INNO SPARK GMBH WHICH AIMED TO CREATE A BRIDGE BETWEEN STARTUPS AND VENTURE CAPITAL BY CREATING A STARTUP NETWORK AND RELAY IT TO VENTURE CAPITAL FUNDS AND INVESTORS INCLUDING MANAGEMENT OF ALL TRANSACTION FLOWS. WE HAD THE PROBLEM THAT WE RELIED TOO MUCH ON OUR CTO WHICH WAS PROVIDING THE SERVER INFRASTRUCTURE AND LATER BECAME A TOXIC MEMBER OF OUR FOUNDERS TABLE RESULTING IN THE LOSS OF OUR FIRST SAFE BIG BUSINESS CASE AND THE DISBANDING OF THE COMPANY.

THIS YEAR I HAD THE IDEA OF THE DAOVERSE AND I QUIT MY FULL TIME ENGINEERING JOB TO FULFILL THE REQUIREMENTS OF A CEO AND BUY ME A DOG (MYCROFT, SUPER SWEET BEAGLE PUPPY) OF MY FX REWARDS. NOW I WORK ON THE DAOVERSE AND AS SELF-EMPLOYED INVESTMENT BROKER.

I AM A 1ST DAY INVESTOR OF FUNCTIONX (SHARK SIZE) AND WAS STARTING WITH PUNDIX SOME MONTHS BEFORE THAT.

CURRENTLY I DO ALL THE CEO AND CONCEPT WORK. STARTING FROM BUILDING THE COMPANY, TRADEMARKING THE PRODUCTS, MANAGING THE MEDIA ACCOUNTS, DIRECTING THE DEVELOPMENT OF THE STORY AND DO THE NETWORKING.

SINCE I HAVE QUITE SOME YEARS OF EXPERIENCE IN SINGING, RECORDING AND VOICE ACTING I ALSO SPEAK THE NARRATOR AND PRODUCE THE VIDEOS AND TRAILERS THAT YOU CAN FIND ON TWITTER AND YOUTUBE.

IF YOU DIDN'T SEE THEM YET. YOU WILL ALSO FIND THEM AT THE END OF THIS WHITEPAPER IN THE LINK SECTION.

DED: PUNDIX SHERIF / KUZDIV

I AM SHADY METWALY. I STUDIED INTERIOR DESIGN AT AU IN UNITED ARAB EMIRATES JUST BECAUSE I LOVED ARTWORK AND THOUGHT IT WILL BE COOLER THAN STUDYING GRAPHICS AND DID XD.

SO I WORKED IN SEVERAL COMPANIES ABOUT 6 IN PAST 5 YEARS GAINING EXPERIENCES AND GETTING MORE NETWORKS. SO IN THESE YEARS I WERE JUMPING FROM SOFTWARE TO ANOTHER SO I HAD CHANCE TO MASTER

LARGE LIST OF SOFTWARE (FEELING LUCKY). SO WHILE ROAMING AROUND I THOUGHT TO DIG IN FOR ARTWORK AS I REALLY LIKE ANIME (JAPANESE ANIME).

SO WITH TIME ONGOING I STARTED CREATING 3D CHARACTERS AND GAME MAPS. IT ACTUALLY TURNED FROM SIDE HOBBY TO MAJOR HOBBY AS I ENJOY EVERY BIT AND PART OF TIME AM WORKING ON IT AND CRYPTO MARKET HAD HELPED ME A LOT WITH IT AS AM WORKING NOW AS FREELANCE INTERIOR DESIGNER AND LIVING ON PASSIVE INCOME.

WITH ALL THAT SAID WHEN I EARNED BLINDBOX GUARDIANSHIP (THANKS TO FX COMMUNITY)
I WERE SO HAPPY AND WENT EVEN MORE HAPPY WHEN DAOVERSE INVENTED.

SO I HAD BEEN WORKING ON ALL DESIGNS AND ARTWORK FOR CHARACTERS AND MAP DESIGNS AND
WILL CONTINUE WORKING ON IT FURTHER ON LINE AS THIS TO ME IS MORE OF ENJOYING MY TIME
THAN BEING A JOB OR ROLE.

JUST SMALL THING AM A CAT PERSON WHO LOVES CAT AS HELL SO DON'T BE SURPRISED TO SEE A
CAT OR TWO IN THE GAME, HEHE MAYBE KITTY WORLD WHO KNOWS xD, PEACE!

MOVE FAST AND BREAK THINGS

MOVING INTO A NEW CREATED MARKET IS LIKE JUMPING INTO AN OCEAN WITHOUT
KNOWING HOW WELL YOU CAN SWIM.

WE BELIEVE THAT WE CAN NOT ONLY SWIM BUT ALSO CAN OUTSWIM MOST OF THE
CURRENT COMPETITION BY CREATING THE HIGHEST QUALITY WORK OF THE CURRENT
MARKET AND BREAK THE CURRENT STANDARDS.

THE UPCOMING MONTHS AND YEARS ARE CRUCIAL FOR THE SUCCESS AND POSITIONING
OF THE BUSINESS.

<<LET'S MOVE FAST AND BREAK THINGS>>

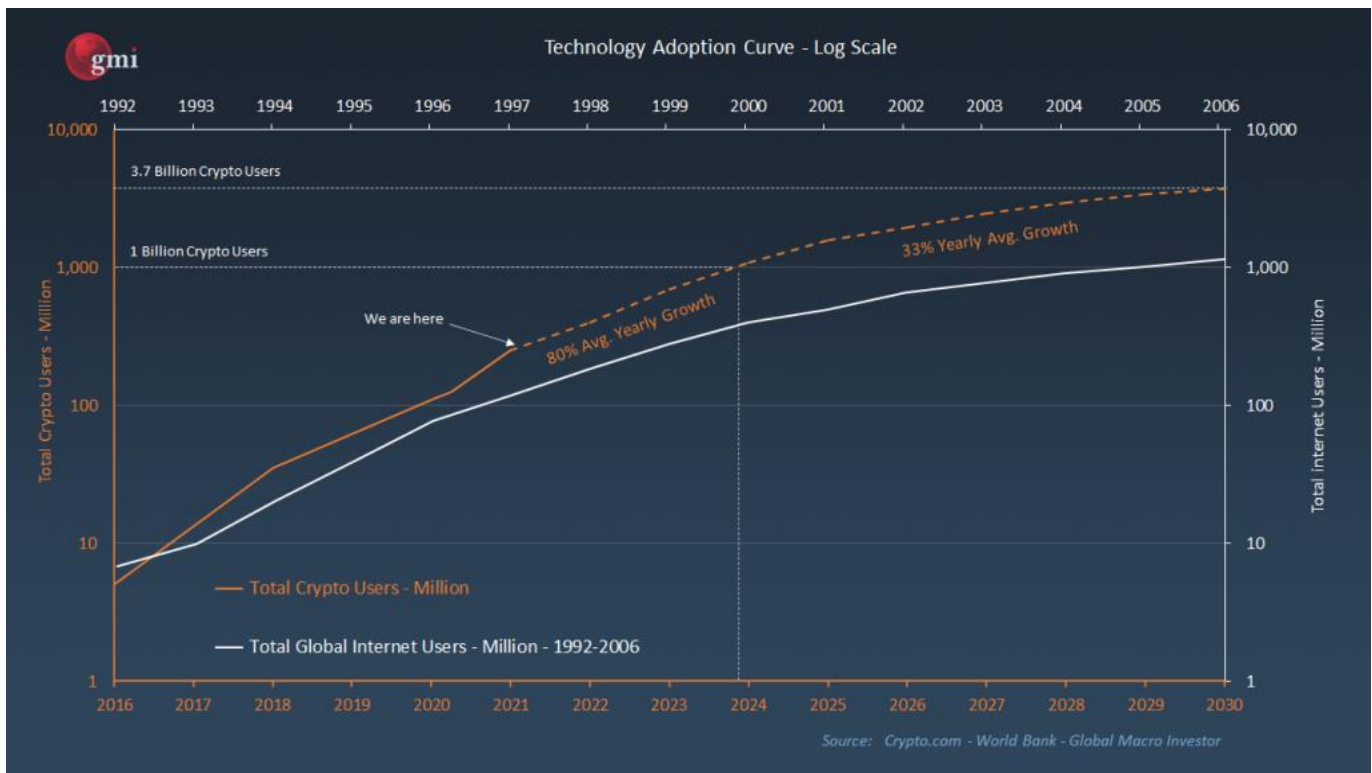
INDUSTRY AND MARKET ANALYSIS

INDUSTRY STRUCTURE

CRYPTOCURRENCIES ARE AN ELECTRONIC MEDIUM OF EXCHANGE THAT CAN BE TRADED BY DIFFERENT TRADING GROUPS VIA DIGITAL CURRENCY EXCHANGES. A GROWING LIST OF ALTCOINS HAS SEEN A PROLIFERATION OF CRYPTOCURRENCY EXCHANGES EMERGE OVER THE LAST DECADE AS REGULATIONS IN MANY COUNTRIES AROUND THE WORLD STRUGGLE TO COMPREHEND WITH APPROPRIATE INVESTOR PROTECTION RULES. ALTHOUGH THERE IS NO CENTRAL AUTHORITY TO REGISTER THESE EXCHANGES, IT IS ESTIMATED THAT THERE ARE CURRENTLY UP TO FIVE HUNDRED EXCHANGES IN CIRCULATION, CHARACTERIZED BY VARYING PLATFORMS, GEOGRAPHICAL REACH, AND COMPLIANCE WITH REGULATORY FRAMEWORKS. CRYPTOCURRENCY MARKETS SHARE MANY SIMILAR CHARACTERISTICS WITH BOTH FOREIGN EXCHANGE AND EQUITY MARKETS SUCH AS LIMIT ORDERBOOKS AND MATCHING ALGORITHMS, AND EXCHANGES THAT CAN BE BOTH CENTRALIZED OR DECENTRALIZED. AS THESE MARKETS ARE STILL IN THEIR INFANCY, WHAT SHAPE OR FORM THEY WILL TAKE IN FUTURE WILL DEPEND ON A COMBINATION OF ACCEPTANCE FROM CONSUMERS, THE INVESTMENT COMMUNITY, AS WELL AS WORLDWIDE REGULATORS. (REF.2)

MARKET TRENDS

THE SHORT-TERM MARKET TREND WAS HYPED IN THE LAST MONTHS WENT INTO A RETRACEMENT AND IS CURRENTLY STABILIZING. IN MIDTERM WE HAVE TO CALCULATE WITH A BEAR MARKET, SINCE THE YOUNG MARKET SEEM TO FOLLOW A 4 YEAR CYCLE DEPENDING HEAVILY ON BTC HALVING CYCLES. THE LONG TERM PROJECTION IS VERY POSITIVE AND IS STILL IN THE EARLY ADOPTERS PHASE BRINGING A MASSIVE POTENTIAL TO THE TABLE.



(REF.3)

NFT ART MARKET ANALYSIS AND INSIGHTS:

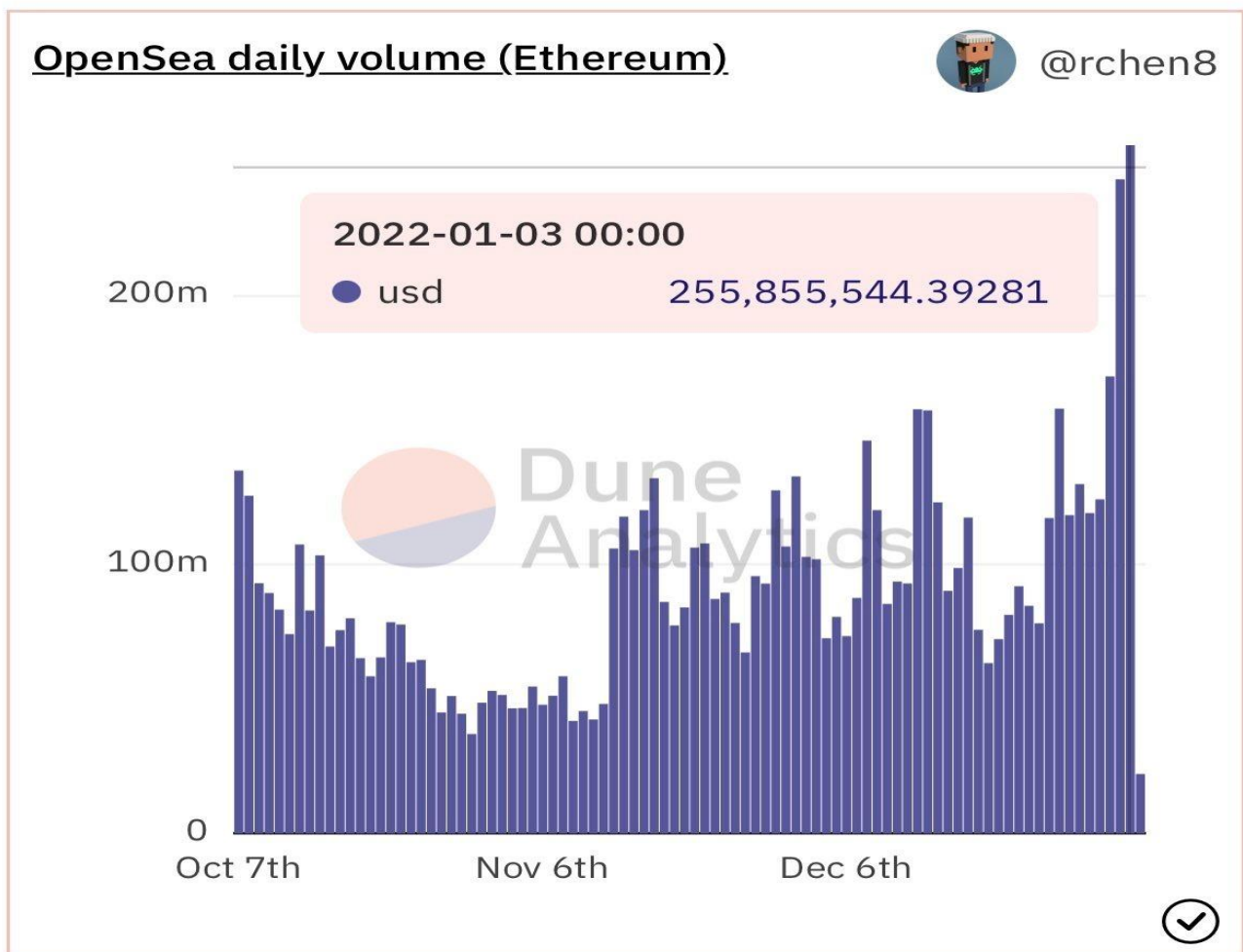
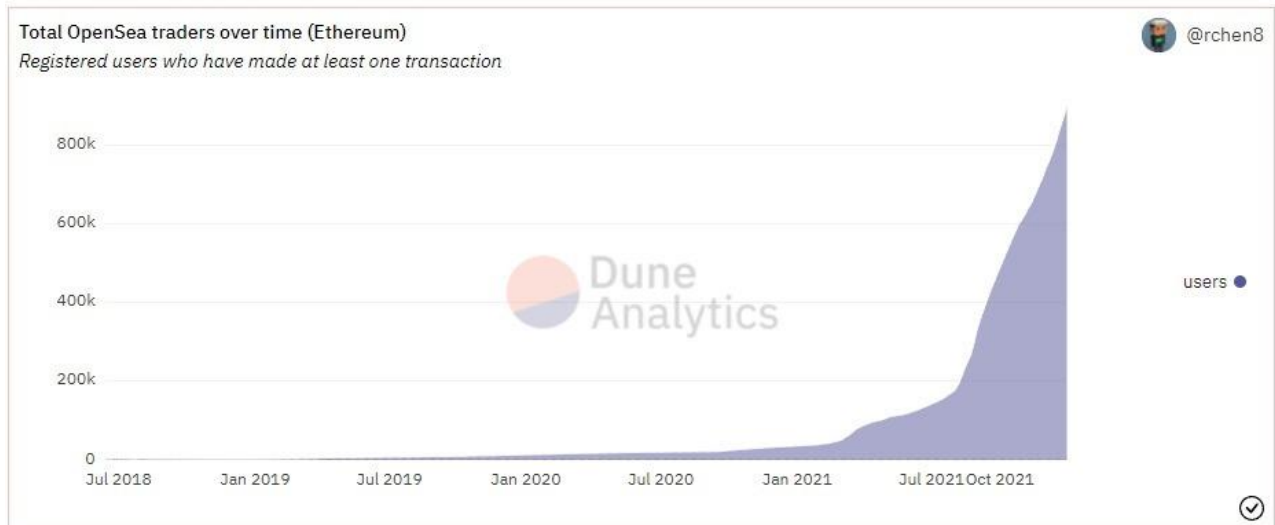
THE GLOBAL NFT ART MARKET IS ANTICIPATED TO RISE AT A CONSIDERABLE RATE DURING THE FORECAST PERIOD, BETWEEN 2021 AND 2026. IN 2020, THE MARKET IS GROWING AT A STEADY RATE AND WITH THE RISING ADOPTION OF STRATEGIES BY KEY PLAYERS, THE MARKET IS EXPECTED TO RISE OVER THE PROJECTED HORIZON.

ACCORDING TO THE LATEST STUDY, THE 2021 GROWTH OF NFT ART WILL HAVE SIGNIFICANT CHANGE FROM PREVIOUS YEAR. BY THE MOST CONSERVATIVE ESTIMATES OF GLOBAL NFT ART MARKET SIZE (MOST LIKELY OUTCOME) WILL BE A YEAR-OVER-YEAR REVENUE GROWTH RATE OF % IN 2021, FROM USD MILLION IN 2020. OVER THE NEXT FIVE YEARS THE NFT ART MARKET WILL REGISTER A % CAGR IN TERMS OF REVENUE, THE GLOBAL MARKET SIZE WILL REACH USD MILLION BY 2026.

THIS REPORT PRESENTS A COMPREHENSIVE OVERVIEW, MARKET SHARES, AND GROWTH OPPORTUNITIES OF NFT ART MARKET BY PRODUCT TYPE, APPLICATION, KEY PLAYERS AND KEY REGIONS AND COUNTRIES.

REPORT ELABORATES THE MARKET SIZE, MARKET CHARACTERISTICS, AND MARKET GROWTH OF THE NFT ART INDUSTRY, AND BREAKS DOWN ACCORDING TO THE TYPE, APPLICATION, AND CONSUMPTION AREA OF NFT ART. THE REPORT ALSO INTRODUCES PLAYERS IN THE INDUSTRY FROM THE PERSPECTIVE OF THE INDUSTRY CHAIN AND MARKETING CHAIN AND DESCRIBES THE LEADING COMPANIES. (REF.4)

NFT ART MARKET STATISTICS



(REF.5)

COMPETITIVE ANALYSIS

I ASKED MYSELF IF I WANTED TO WRITE A COMPETITIVE ANALYSIS AND I DECIDED ONLY TO NAME IT COMPETITIVE THAT EVERYBODY KNOW WHAT WE ARE SPEAKING OF.

I DON'T THINK THERE ARE COMPETITORS AT THIS EARLY STAGE OF THE MARKET. IF YOU LOOKED INTO THE COMMUNITIES IT IS FULL OF COLLABORATIONS AND NO ONE IS COMPETING IN THAT TERMS. THE MARKET RIGHT NOW IS TOO BIG FOR THE CURRENT PROJECTS, THE MARKET IS IN AN ACTUAL NEED OF BIG PROJECTS THAT CAN STILL THE HUNGER FOR THOSE PROJECTS.

IF YOU WANT TO NOTE SOME PROJECTS THAT ARE GOING INTO THE AAA WORLD BUT ARE NOT IN THE SAME WORLD BUILDING AS US ARE

- STORMRITE
- AURORY
- ILLUVIUM
- SPIDER TANKS

THEN THERE IS STAR ATLAS WHICH HAS THE MOST COMMON BASE AND THE KIND OF QUALITY WE WANT TO COMPARE WITH. BUT THEY HAVE A DIFFERENT TARGET CUSTOMER GROUP, SO THEY ARE NOT REALLY A COMPETITOR AS WELL. BUT THEY HAVE COLLECTED ABOUT 20M IN THEIR 1ST SALE WHICH CAN BE USED AS TARGET FOR OUR MAIN SALE.

GAO Phase 1			
Asset	Unit Price	Amount Sold	
Opal Jet	20.00	129,592	\$2,591,840.00
Pearce X5	135.00	34,120	\$4,606,200.00
VZUS Opod	1,500.00	1,900	\$2,850,000.00
Calico Kompakt Hero	3,500.00	1,233	\$4,315,500.00
Ogrika Thripid	9,000.00	729	\$6,561,000.00
		Total	\$20,924,540.00

Estimated Primary Sales in their GAO, September 7th (Round 1)

(REF.6)

AT LAST I WANT TO MENTION LEPASA. THOSE GUYS ARE BUILDING GAME-READY NFTS LIKE US. BUT THEY DIDN'T SAY ANYTHING ABOUT BUILDING A WORLD YET, JUST NFTS AND A CRYPTO COIN COMING THERE. THE QUALITY OF THE NFTS IS NOT QUITE AS HIGH AS OURS, BUT I WOULD SAY ITS IN THE SAME CATEGORY. THEY DID A COLLABORATION WITH COINMARKETCAP AND ARE FROM 0 TO ALMOST 100K TWITTER FOLLOWERS AND 2.2 MILLION CMC WATCHLISTS IN ABOUT 3 MONTHS. THIS IS WHAT WE CAN LOOK OUT FOR.

WE AIM TO HAVE THE BETTER QUALITY OR AT LEAST THE BETTER USE CASES IF WE HAVE THE SAME QUALITY. THIS IS THE WORLD WE ARE PUSHING IN.

INNOVATE

WE BELIEVE TO BE ON THE HIGHEST INNOVATIVE LEVEL, REGARDING THE USE CASES, THE INTER-BLOCKCHAIN-CONNECTIVITY VIA THE FXCORE AND THE CONNECTION TO REAL LIFE APPLICATIONS LIKE THE XPOS.

#BUIDL QUALITY

WE AIM TO BRING THE HIGHEST QUALITY OF NFTS AND SERVICES TO THE MARKET. THAT'S WHY WE BUILD ULTRA-DETAILED 3D-MODELS AS CHARACTERS INSTEAD OF THE "EASY MONEY GRAB" VERSIONS OF RANDOMIZED 2D JPGS THAT DOMINATE THE NFT MARKET RIGHT NOW.

PUSH ADOPTION

MAKE EVERY ASPECT OF THE DAOVERSE ADOPTABLE BY ANYONE. IF MY MOTHER WANTS TO GO INTO THE DAOVERSE IT SHOULD BE AS EASY AS USING AN APP ON HER PHONE. IN ADDITION THE DAOVERSE SHALL BE BROUGHT TO THE MOBILE WORLD USING THE AWARD WINNING OS OF FUNCTIONX.

STAY FOCUSED

#BUIDL NO MATTER WHAT. IF THE MARKET GOES INTO A BEAR MARKET PHASE, IT SHALL NOT AFFECT THE DEVELOPMENT OF THE DAOVERSE. WE COME HERE TO STAY AND CREATE THE BIGGEST AND MOST USED BLOCKCHAIN BASED METAVERSE OF THE MARKET.

PRODUCT AND MARKETING PLAN

PRODUCT AND DISTRIBUTION STRATEGY

OUR FIRST MAIN PRODUCT, THE DAOVERSE CHARACTER NFTS, WILL BE MINTABLE THROUGH A CONTRACT CONNECTED HOMEPAGE DAPP VIA METAMASK OR FXWALLET. PLAN IS TO INTEGRATE PAYMENT THROUGH EVERY FX-BRIDGE CONNECTED CHAIN AND MAKE THOSE CONNECTED COINS AVAILABLE FOR PAYMENT IF THIS IS MADE POSSIBLE IN THE FX WALLET. A FURTHER DISTRIBUTION CAN BE PLANNED FOR OPEN SECONDARY MARKETS LIKE OPENSEA OR RARIBLE. THE UPCOMING NFT MARKETPLACE OF FOXGAMING THAT WILL BE WORKING ON FXCORE IS PLANNED TO BE A COOPERATION AS WELL.

PRIOR TO THE OFFICIAL MAIN LAUNCH OF THE DAOVERSE CHARACTER NFTS WE HAVE A COOPERATION WITH BLINDBOXPROJECT. THE MINTED BLINDBOX NFTS WILL ACT AS A VOUCHER AT OUR LAUNCH AND CAN BE USED AS PRESALE NFT. EVERY BLINDBOX NFT HOLDER WILL GET THE ACCORDING DAOVERSE NFT AS AIRDROP AT THE DAOVERSE MAIN LAUNCH.

OUR NEXT MAIN PRODUCTS WILL BE NFTS THAT CAN BE USED IN THE WORLD. AS LAND OWNERSHIP RIGHTS, REAL ESTATE AND ITEM NFTS WILL BRING THE POSSIBILITY OF CREATING A REAL HOME IN THE DAOVERSE. THOSE WILL BE CREATED AND SOLD OVER THE DAOVERSE/FXCORE INTERNAL NFT MARKETPLACE AND PAYMENT SHALL BE AVAILABLE FOR FX, PUNDIX, PURSE AND OUR SYSTEM COIN DVG.



ALL NFT PRODUCTS WILL BE RELEASED, EXTENDED, MINTED OR REPRINTED IN EDITIONS COMPARABLE TO CARD GAME EXTENSIONS LIKE IN "MAGIC: THE GATHERING™" OR SIMILAR GAMES.

THE LAST MAIN PRODUCT IS THIS SYSTEM COIN DVG, THERE WILL BE A DISCUSSION IF THIS COIN WILL BE A UTILITY TOKEN ON FXCORE OR A FXCORE MULTICHAIN, MAYBE IT WILL START AS TOKEN AND AT A LATER STAGE WILL BE TRANSFORMED INTO A BLOCKCHAIN COIN ONCE THE DEMAND IS MET (LIKE EXTERNAL DEVELOPERS WANT TO BUILD THEIR UTILITY TOKENS FOR THEIR SERVICES ON TOP OF THE DAOVERSE CHAIN)

OUR MAIN SECONDARY PRODUCT IS THE DAOVERSE "FRANCHISE MAIN WORLD". THIS WORLD IS A UNREAL ENGINE 5 BASED RPG AND 2ND LIFE LIKE WORLD WHICH WE PLAN TO DISTRIBUTE VIA FREE DOWNLOAD.

PLEASE LOOK INTO DAOVERSE FRANCHISE ABSTRACT FOR A DETAILED DESCRIPTION. THERE ARE MANY USE CASES AND A FULL "PLAY TO EARN" AND "SERVICE TO EARN" ECONOMY BESIDE OUR "SIMPLE" GAME PLANS.

ANOTHER SECONDARY PRODUCT WILL BE A MARKETPLACE WHERE EXTERNAL DEVELOPERS AND SERVICE PROVIDERS CAN OFFER DAPPS, MINIGAMES AND SERVICES OR CONNECT THEM TO OUR METAVERSE FOR A PREMIUM USING OUR BLOCKCHAIN.

TO MAKE THE BRIDGE FROM THE BLOCKCHAIN METAVERSE TO THE REAL WORLD WE PLAN TO HAVE A DVG INTEGRATION IN THE XPOS SYSTEMS OF PUNDIXLABS SO THAT EVERYBODY WHO EARNED THEIR DVG IN THE METAVERSE CAN ACTUALLY BUY THEIR BREAD FOR IT IN REAL LIFE.

ANOTHER REAL LIFE CONNECTION IS THE POSSIBILITY TO ORDER THEIR CHARACTERS, REAL ESTATE, ITEM NFTS IN A SHOP. THESE ASSETS WILL BE AVAILABLE IN THE REAL WORLD AS 3D-PRINTED HIGH QUALITY ITEMS. EVERYBODY WHO "NEEDS" OR JUST WANT THIS CAN PLACE THEIR BELOVED CHARACTER OR SELF-BUILD METAVERSE HOUSE IN THE SHOWCASE AT HOME OR PRINT THEM SMALL TO USE THEM IN A TABLE TOP GAME LIKE WARHAMMER™ FOR EXAMPLE. MAYBE A CREATIVE COMMUNITY MEMBER WILL DEVELOP A TABLETOP ADAPTION AT A LATER STAGE FOR THE DAOVERSE AND WILL BE REWARDED IN DVB.

PRICING STRATEGY

THE PRICING IS A RESULT OF THE MARKET RESEARCH AND THE MINTING PRICES ARE PLACED ON THE LOWER END OF THE PRICE REGION OF SOLD OUT PROJECTS OF THE LAST MONTHS SINCE WE WANT TO BE AFFORDABLE FOR EVERYONE AND BUILD A HEALTHY GLOBAL COMMUNITY. WE WOULD HAVE THE QUALITY TO RAISE THE PRICE, BUT OUR SOCIAL ORIENTATION REQUIRES A FAIR AND LOWER PRICE. IT'S THE COMMUNITY AND ACTIVITY THAT COUNTS, NOT THE RELEASE PRICES.

PRODUCT PRICES

PRODUCTS	COUNT	CHAIN	PRICE
BLINDBOX NFT	7,777 (CLOSED AT 47)	ETH	ETH (100\$ - 200\$)
BLINDBOX NFT #2	7,777	POLYGON	MATIC (100\$ - 200\$)
DAOVERSE CHARACTER NFT	TBD	FXCORE	FX (100\$ - 200\$)
DAOVERSE LAND OWNERSHIP NFT	TBD	FXCORE	FX (0.1\$-1\$ PER M ²)
DAOVERSE REAL ESTATE NFT	TBD	FXCORE	FX (1\$ - 1,337\$)
DAOVERSE ITEM NFT	TBD	FXCORE	FX (1\$ - 1,337\$)
DAOVERSE GOLD (DVB)	7,916,874,529	FXCORE	\$ 0.01 FX PRESALE
DAOVERSE GOLD (DVB)	7,916,874,529	FXCORE	\$ 0.02 MAIN SALE

THE COUNT OF THE DAOVERSE COINS IS THE NUMBER OF THE WORLD POPULATION AT THE MINUTE OF THE CREATION OF THIS WHITEPAPER TO REFLECT THE VISION TO REACH EVERY HUMAN BEING EQUALLY (REF. 7).

THERE ARE DIFFERENT CONCEPTS OF THE EXACT TOKENOMICS TO DISCUSS WITH THE DAO INCLUDING ALL STAKE- AND SHAREHOLDERS AND THE FX TEAM. SINCE WE ARE REALLY EARLY IN THE PRE-LAUNCH PHASE IT WON'T BE USEFUL TO RELEASE A FIXED STATEMENT ABOUT THE TOKENOMICS.

ADVERTISING AND PROMOTION OPTIONS

- DEEP WORK WITH TWITTER, YOUTUBE AND TIKTOK INFLUENCER (STARTING FROM 300\$ UP TO 100.000\$)
- GETTING AN BRAND AMBASSADOR INFLUENCER ON BOARD (OFFERING MINT %)
- PROFESSIONAL DISCORD BUILDING AND COMMUNITY MANAGEMENT THROUGH A TEAM
- WORKING AROUND A WHITELIST FOR EARLY MINTING ETC.
- % RETURNING TO HOLDERS VIA RE-DISTRIBUTION, FLOOR BUYBACK, HOLDER ONLY GIVEAWAYS, HOLDER AIRDROPS ETC.
- COLLABORATIONS WITH MULTIPLE SUCCESSFUL NFT PROJECTS
- MASS SHILLING ON NFT TARGET GROUPS AND NFT WHALE CHATS (DISCORD, TWITTER, TG) (STARTING FROM 500\$ UP TO 10.000\$)
- LISTINGS ON HIGH QUALITY NFT CALENDAR AND DROP PAGES (FROM 300\$ TO 10.000\$)
- WORKING TOGETHER WITH SEVERAL NFT COMMUNITIES LIKE FMC OR NFT-CULTURE (FROM 1000\$ ~ AVERAGE COST)
- PRESS ARTICLE RELEASES ON MULTIPLE CRYPTO AND NFT PAGES
- DAILY SOCIAL MEDIA CONTENT
- COMMUNICATION ABOUT P2E OPTIONS OF THE GAME (PEOPLE LOVE P2E)
- COMMUNICATION ABOUT THE COIN
- PROFESSIONAL REDDIT MARKETING
- INSTAGRAM AND FACEBOOK AD CAMPAIGNS (FROM 500\$ TO 50.000\$)
- TIMES SQUARE BILLBOARD EVENT (10.000\$ ~)
- FREE NFT AIRDROP FOR HOLDERS
- COMMUNICATION ABOUT THE DAO AND REGULARLY VOTINGS
- NFT IS A TICKET TO AN EXCLUSIVE PART OF THE HOMEPAGE AND DISCORD, WHERE PEOPLE CAN GET INSIDER INFOS, HINTS, BEHIND THE SCENES FOOTAGE AND ACCESS TO REAL LIFE EVENTS!
- EXCLUSIVE MERCH FOR HOLDERS ONLY (12.000\$ ~)
- WEEKLY AND BI-WEEKLY COMMUNITY CONTESTS (INVITE CONTEST, MEME CONTEST, FAN-ART CONTEST ETC.)
- WEEKLY AND BI-WEEKLY GIVEAWAYS
- STRONG COMMUNITY BUILDING THROUGH STRONG PARTICIPATION IN DECISION-MAKING AND FUTURE PLANS
- CHAT ENGAGERS AND COMMUNITY MOTIVATORS (500\$ BI-WEEKLY ~)

MARKETING PLAN

THE KEY TO A SUCCESSFUL NFT PROJECT LIES NOT ONLY IN THE QUALITY OF THE ARTWORK AND THE USE CASES, IT DEPENDS A LOT ABOUT ITS COMMUNITY!

THE SUPREME DISCIPLINE LIES IN A PROFESSIONALLY DESIGNED SOCIAL MEDIA PRESENCE, A TARGETED USP-ORIENTED COMMUNICATION TO THE OUTSIDE AND THE MOST IN BUILDING A VERY STRONG DISCORD COMMUNITY.

OUR GOAL FOR THE MARKETING & COMMUNITY TEAM IS TO UNDERSTAND AND ADDRESS THE EMOTIONAL INTELLIGENCE OF POTENTIAL INVESTORS.

BUILDING EARLY RELATIONS WITH SEVERAL HIGH QUALITY NFT PROJECTS, GOOD INFLUENCERS AND A TRANSPARENT COMMUNICATION ABOUT OUR PROJECT, WILL GIVE US THE KICK-START WE NEED TO REACH THE INTEREST OF OUR FUTURE DAOVERSE FELLOWSHIP.

REGULAR GIVEAWAYS, CONTESTS AND VOTINGS WILL KEEP THE COMMUNITY ACTIVE AND GIVE THEM EARLY REWARDS, AS WELL AS A POSSIBLE CHANCE TO GET AN EARLY MINTING "WHITELIST" SPOT. MARKETING EVENTS LIKE PROMOTED ADS, YOUTUBE & TIKTOK VIDEOS, A BILLBOARD ON THE TIME SQUARE AND WORKING TOGETHER WITH SEVERAL NFT COMMUNITIES WILL PROVIDE US THE CHANCE TO REACH THE RIGHT TARGET GROUPS. THE MARKETING TEAM WILL BE SPLIT IN TWO DIFFERENT PARTS - 1. SOCIAL MEDIA PRESENCE AND 2. COMMUNITY BUILDING, BOTH ARE UNAVOIDABLE AND NECESSARY.

THE NFT PROVIDING AN "TICKET" TO EXCLUSIVE EVENTS, INFORMATIONS AND DROPS, WILL GIVE THE COMMUNITY A REASON TO HOLD OR EVEN STAKE THEIR NFTs, TO PROFIT ON A LONG RUN AND PUSH THE PROJECT EVEN FURTHER.



PRODUCTION AND MANAGEMENT

EQUIPMENT AND PRODUCTION

FOR THE NFT AND CONTENT PRODUCTION WE HAVE ALREADY LICENSED DIVERSE TOOLS AND BOUGHT THE TECHNICAL EQUIPMENT OUT OF OUR OWN POCKETS TO CREATE EVERY NFT ON HIGHEST POSSIBLE QUALITY AND LICENSED THEM FOR COMPANY USE. NFTS ARE CREATED IN BLENDER™ AND



TO REACH THE HIGHEST POSSIBLE GRADE OF DETAIL THE WORLD WILL BE BUILT IN UNREAL ENGINE 5™.

SINCE THE TEAM WILL WORK REMOTE FROM ALL AROUND AND ARE SOLELY FOCUSED ON DIGITAL PRODUCTS NO SPECIAL EQUIPMENT OTHER THAN COMPUTER AND HOME-OFFICES ARE NEEDED.

THE SERVER STRUCTURE WILL BE HOSTED SERVICES AT THE START AND UPGRADED WITH THE INCREMENTAL DEVELOPMENT.

(REF.8)

ORGANIZATIONAL STRUCTURE AND PROCEDURES

THE ORGANIZATION IS CURRENTLY LED BY THE 2 FOUNDERS AS CEO AND DEO, 2 PEOPLE ARE WRITING THE STORY, WRITTEN CONTENT AND ARE CURRENTLY LED BY THE CEO. A MARKETING OFFICER WILL JOIN THE RANKS AFTER FUNDING AND WILL LEAD THE MARKETING AND SOCIAL MEDIA STRATEGY AND EXECUTION ONLY REPORTING TO THE CEO. IN THE PRE-DAO PHASE THE CEO IS RESPONSIBLE FOR ALL FINANCIAL PLANNING AND RELEASE OF FUNDS. AFTER THE DAO IS FUNCTIONAL THE POWER WILL BE DECENTRALIZED.

HUMAN RESOURCES

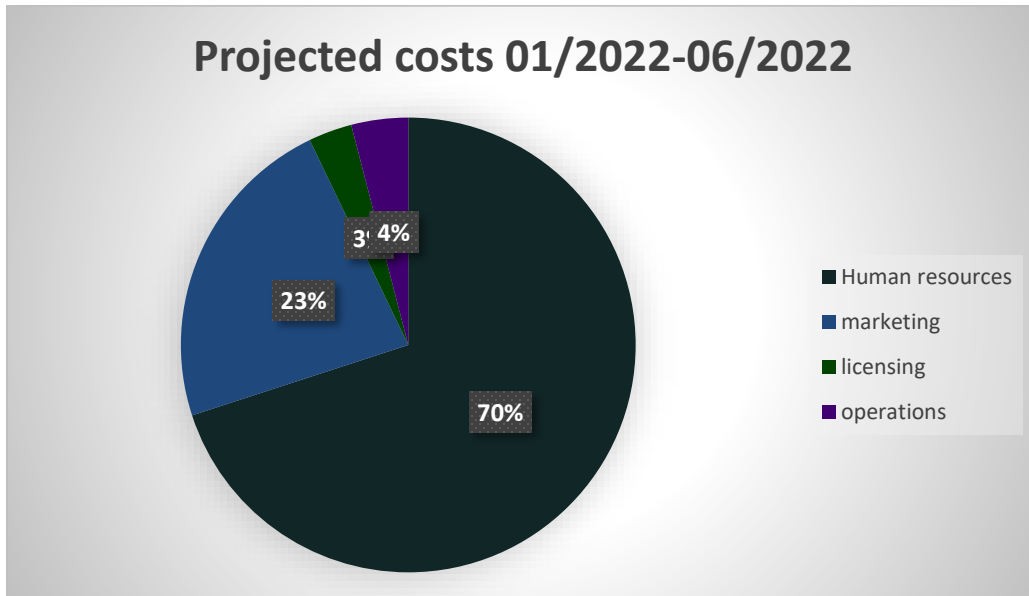
RIGHT NOW THE TEAM CONSISTS OF 5 PEOPLE AS SOON AS WE ARE FUNDED BY THE EGF, AND SHALL BE RAISED TO AT LEAST 10 PEOPLE AFTER FUNDING. THE FOCUS WILL BE THE UPGRADE OF THE SOCIAL MEDIA TEAM TO BUILD THE COMMUNITY PRIOR TO THE LAUNCHES OF THE NFTS AND THE BLOCKCHAIN AND THE NFT AND GAME DEVELOPMENT TO GET INTO PROFIT AND SELL OUT THE FIRST NFT SERIES AS SOON AS POSSIBLE. WE PLAN TO HIRE AT LEAST TWO 3D-DESIGNERS, TWO PROGRAMMERS AND ONE LEAD GAME DESIGNER.

STILL A CTO HAS TO BE FOUND TO LEAD THE PROGRAMMING SECTION OF THE DAOVERSE AND BLOCKCHAIN DEVELOPMENT. WE WILL SPEAK TO THE FUNCTIONX TEAM IF MAYBE ONE TEAM MEMBER WANTS AND CAN JOIN OUR RANKS TO INTENSIFY OUR BOND TO THE BLOCKCHAIN TEAM. WE WANT TO #BUILD THIS. TOGETHER.

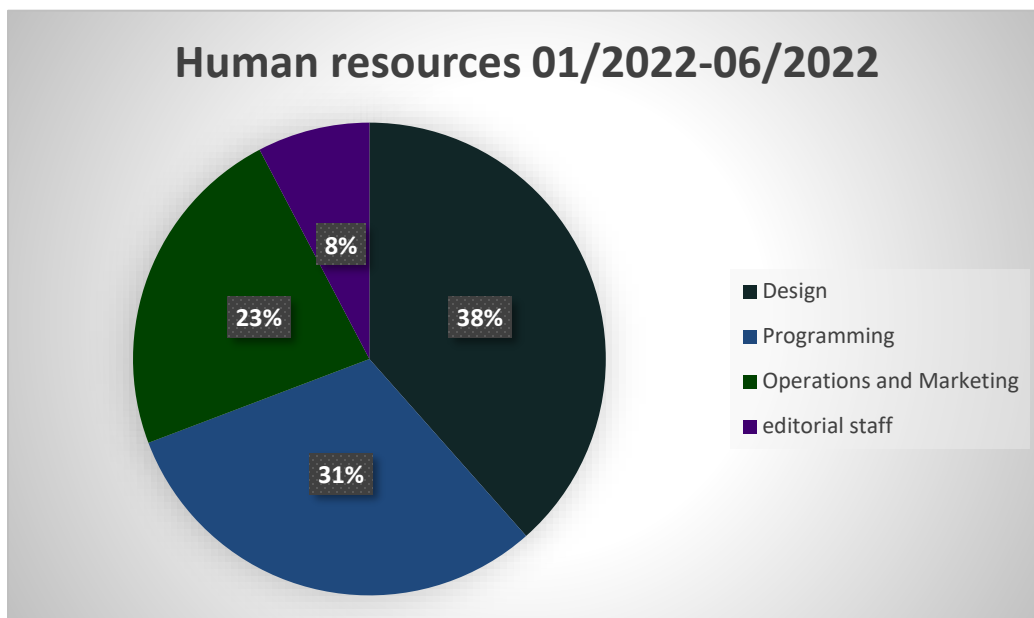
FINANCIAL PLAN

FINANCIAL PROJECTIONS AND EBF FUNDING PROPOSAL

THE MOST INFLUENTIAL PART IN THIS ARE THE COSTS OF HUMAN RESOURCES AND THE MARKETING/COMMUNITY BUILDING.



WITH AN QUARTERLY COST PROJECTION OF AROUND 260,000 USD FOR SALARIES OF A FULL TEAM AND 85,000 FOR MARKETING PRIOR TO THE MAIN NFT RELEASE IN JULY OVER 90% OF THE PROJECTED COSTS ARE IN THESE TWO CATEGORIES.



TO ENSURE THE SALARIES FOR THE WHOLE TEAM OF ONE YEAR WE NEED TO HAVE AN ESTIMATE 1,040,000 USD IN TREASURY, SINCE WE CAN SAY THAT WE WONT HAVE A FULL TEAM RIGHT FROM THE BEGINNING AS IT WILL TAKE TIME TO FIND THE RIGHT PERSONS FOR LONG TERM, WE WOULD HAVE TO HIRE EXTERNAL DEVELOPMENT POWER TO GET TO THE TIME OF NFT MAIN SALE AS SOON AS POSSIBLE. IN THE ESTIMATED CASE WE CAN LAUNCH WITH AN ACTIVE COMMUNITY IN JULY 2022 AND SELL OUT THE 7777 BLINDBOX NFTS BY THEN. THE ADDITIONAL INCOME OF APPROX. 1M USD OUT OF THE BLINDBOX SALES WILL GIVE ENOUGH FINANCIAL ROOM TO ENSURE THE SALARIES FOR THE SECOND HALF OF THE YEAR.

IN BEST CASE WE HAVE A HIGH DEMAND AND WE WILL NEED TO KICK OFF THE 1ST REGULAR EDITION RIGHT AWAY WHICH WILL LEAD TO ANOTHER 500K-1M IN INFLOWS.

THEREFORE WE WANT TO PROPOSE FOR A STARTING PAYMENT IN 02/2022 OF A 6 MONTH PERIOD TO SAFELY PAY THE SALARIES FOR 6 MONTHS AND REACH THE NFT SALE POINT IN EARLY Q3 2022, TO BE EXACT WE REQUEST THE PAYMENT OF

	PAYMENT 01	PAYMENT 02	PAYMENT 03	PAYMENT 04	PAYMENT 05
SALARIES	520,000	-	-	-	-
MARKETING	50,000	40,000	40,000	40,000	40,000
OPERATIONS	30,000	10,000	10,000	10,000	10,000
LICENSING, ETC.	23,000	-	-	-	-
TOTAL	623,000	50,000	50,000	50,000	50,000

THE PAYMENT 01, 623,000 DIRECTLY AT THE END OF THE PROPOSAL VOTING, IS MAINLY NEEDED TO BUILD THE COMPANY AND CONTRACT THE DEVELOPERS, THE MARKETING PLAN WILL START WILL FINDING COLLABORATIONS / INFLUENCER / AMBASSADORS AND BUILDING THE COMMUNITY. FOLLOWING PAYMENTS ARE BOUND TO THE PROGRESS OF THE DAOVERSE AND MAINLY NEEDED FOR MARKETING AND OPERATIONS.

WE PROPOSE THAT EVERY 60 FINISHED NFTS WILL BE A GOOD TIMING TO SET UP THE NEXT PAYMENT FOR NEXT PHASE MARKETING THAT WE CAN KICKOFF A SELLOUT IN JULY AND FROM THAT POINT ON ARE IN OUR OWN FULL MONETARIZATION PLAN AND DON'T NEED ANY MORE FUNDING.

THE NEXT STEP IN MONETARIZATION WILL BE THE CREATION OF THE DVB COIN, WHICH WILL BE LAUNCHED AT AROUND 10-12 MONTHS FROM THE START IN FEBRUARY. OTHER PROJECTS SHOW THAT SUCH A LAUNCH WITH AN ACTIVE COMMUNITY CAN EASILY GENERATE INFLOWS OF 5-20 MILLION USD. THE EXACT TOKENOMICS AND LAUNCH PLAN ARE TO BE DISCUSSED WITH THE DAOVERSE, FX TEAMS AND THE SHAREHOLDERS.

AROUND 25K WILL BE IN A LIQUID WALLET FOR ALL EXPENSES LIKE LICENSES, MARKETING OR EMPLOYEE WAGES.

200K WILL GO INTO THE SOON TO BE FOUNDED DAOVERSE FX VALIDATOR WHERE THE GENERATED INCOME WILL COVER THE DAILY COSTS OR WILL BE COMPOUNDED INTO THE VALIDATOR.

EVERY FX COIN THAT IS NOT NEEDED IN THAT TIME WILL FLOW IN TO A 2ND LIQUIDITY WALLET WHERE WE WILL ACT AS MARKET MAKER, E.G. ON THE VERY POPULAR KUCOIN EXCHANGE WHICH REALLY HAS LIQUIDITY PROBLEMS TO HELP THE GROWTH OF FX TRADING VOLUME. THIS WALLET CAN ALSO BE USED TO PROVIDE LIQUIDITY FOR OTHER EXCHANGES (DEX, CEX) AND FOR MERCHANTS ONCE THE ECONOMIC SYSTEM IS IN PLACE.

IF ANY EXPENSE IS NEEDED IT WILL FIRST BE DRAWN OUT OF THE

- 1ST LIQUIDITY WALLET (25K WALLET)
- THE VALIDATOR PROFITS (FLOWING INTO 1ST LIQUIDITY WALLET OR BACK INTO THE VALIDATOR IF 1ST LIQUIDITY WALLET EXCEEDS 25K)
- 2ND LIQUIDITY WALLET (MARKET MAKER)
- (ONLY AS LAST RESORT) VALIDATOR

DAOVERSE FRANCHISE MAIN WORLD

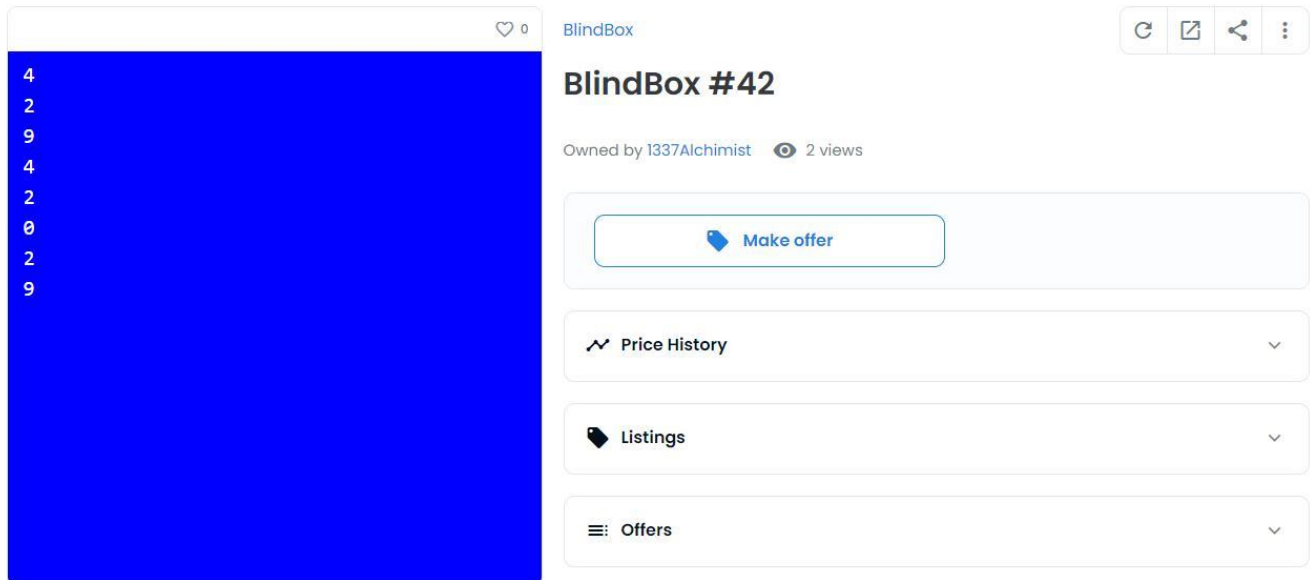
THE PROFILE CREATION

THE PROFILE CAN BE CREATED ON THE HOMEPAGE AND WILL HAVE FOUR LEVELS OF ACTIVATION.

1. CREATE A PSEUDONYM PROFILE WITH FXCORE ADDRESS AND CHOSEN UNIQUE PROFILE NAME.
 - A. GENERAL SERVICES AS FORUM AND MARKETPLACES CAN BE USED WITH THIS LEVEL
 - B. ACCESS TO DEX, SERVICES AND GAMES WILL BE PROHIBITED.
2. REGISTER A CHARACTER NFT WITH THIS PROFILE - NFT GOES IN STAKE MODE (2DAYS COOLDOWN PERIOD TO AVOID LOGIN / TRADE DOUBLE USES)
 - A. GAMES AND NON-CRITICAL-FINANCIAL SERVICES WILL BE AVAILABLE IN ADDITION TO LEVEL 1 PROFILE
 - B. CRITICAL FINANCIAL SERVICES WILL BE PROHIBITED.
3. TAKE THE [HTTPS://16PERSONALITIES.COM](https://16personalities.com) TEST (WE ARE OFFICIALLY ALLOWED TO USE THE RESULT IN OUR METAVERSE BY THE CREATORS NERIS ANALYTICS LIMITED) AND PUT THE RESULT INTO THE PROFILE
 - A. INDIVIDUALIZED CONTENT WILL OCCUR IN THE GAMES AND SPECIAL SOCIAL ROOMS WILL BE OPENED FOR EACH PERSONALITY TYPE (FOR EXAMPLE I PERSONALLY AM ENFP-A, CAMPAIGNER, DIPLOMAT, [HTTPS://WWW.16PERSONALITIES.COM/ENFP-PERSONALITY](https://www.16personalities.com/enfp-personality)), THIS WILL CREATE A TOTAL UNIQUE SOCIAL AND GAMING EXPERIENCE
 - B. DEX AND CRITICAL FINANCIAL SERVICES WILL STILL BE PROHIBITED.
4. MAKE A FULL KYC PROCESS
 - A. ALL CRITICAL FINANCIAL SERVICES WILL BE AVAILABLE

THE CHARACTER CREATION

FIRST OF ALL YOU MINT A RANDOM ROW OF 8 NUMBERS LIKE THE BLINDBOXPROJECT NFT GIVES US THIS



NOW WE HAVE ROLLED THE FOLLOWING STATS FROM TOP TO BOTTOM

STR 4

DEX 2

WIS 9

INT 4

CHA 2

ENERGY 0

HEALTH 2

LUCK 9

MAIN STATS ARE STR DEX WIS INT AND CHA

SECONDARY ENERGY AND HEALTH

+ LUCK ROLL AS PREFIX STAT

WITH THESE STATS WE NOW GO INTO A DECISION TREE THAT LOOKS LIKE THIS FOR THE EXAMPLE
BLINDBOX 42



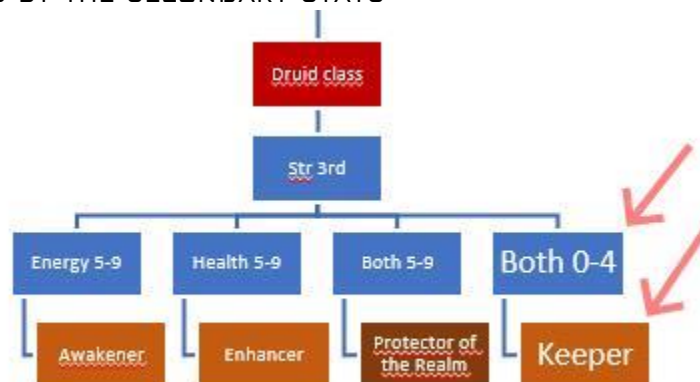
AND FIND THE SUBCLASS THAT MATCHES THESE NUMBERS, IF A NUMBER IS TIED FOR THE DECISION A DICE WILL BE ROLLED TO GET A CLEAR DECISION. FOR THESE DECISIONS WE WILL CREATE AND UPLOAD ROLLTHE DICE-EVENTS AS VIDEO CONTENT TO OUR YOUTUBE CHANNEL. EVERY SINGLE BLINDBOX NFT AND OWNER IS SOMETHING SPECIAL TO US SO YOU WILL ALL GET YOUR ROLLS CASTED BY HAND ON VIDEO. STAY TUNED FOR LIVE EVENTS AND VIDEO RELEASES... THERE ARE ONLY 7777 BLINDBOX NFTS IN THE PRE-MINT SALE THAT COULD ACT AS VOUCHER FOR THE NFT AND GAMES.

BACK TO OUR ROLL:

WE HAVE A CLEAR LEADING WIS ROLL AND A TIED 2ND ROLL WITH STR AND INT. SO WE LOOK INTO OUR TREE AND SEE THAT IT WILL BECOME EITHER A DRUID OR A MONK

LET'S SAY THE DECISION OF THE DICE ROLL IN THE ROLLTHE DICE-EVENTS TURNS OUT TO BE A DRUID, THEN WE LOOK INTO THE NEXT STATS TO DETERMINE A SUBCLASS

STR IS THE 3RD MAIN STAT SO WE GO INTO THE STR CATEGORY OF DRUID AND LOOK WHICH SUBCLASS IS GIVEN TO US BY THE SECONDARY STATS



WE HAVE BOTH ENERGY AND HEALTH AT 0-4 LEVEL, SO THE DECISION GOES TO KEEPER SUBCLASS

LAST THING IS THE PREFIX = RARITY MULTIPLICATOR

Luck 0-3	Luck 4-6	Luck 7-8	Luck 9
Standard 40%	Rare 30%	Epic 20%	Legendary 10%

WE HAVE ROLLED A 9 AT LUCK, SO WE WILL GET THE PREFIX LEGENDARY
SO THIS BLINDBOX #42 IS MINTING A "LEGENDARY KEEPER"

YOU MAY HAVE NOTICED THE SUBCLASS "PROTECTOR OF THE REALM" HAS ANOTHER COLOR IN THE TREE. THIS SUBCLASS IS A PREMIUM SUBCLASS, WHILE KEEPER, ENHANCER AND AWAKENER ARE THE STANDARD SUBCLASSES OF THE STR CATEGORY OF THE DRUID CLASS.

THESE PREMIUM SUBCLASSES COME WITH SOMETHING SPECIAL AND ARE THE RAREST OF THE SUBCLASSES. A PERFECT MINT WOULD BE A "LEGENDARY PREMIUM SUBCLASS".

IT'S HARD, BUT NOT IMPOSSIBLE TO GET ONE. TO FIND OUT THE CHANCES LOOK INTO THE TABLE BELOW.

THERE ARE 20 CLASSES, EACH HAVE 3 CATEGORIES WHICH HAVE 3 STANDARD AND 1 PREMIUM SUBCLASS. THERE ARE 240 SUBCLASSES IN TOTAL.

Chances	Factor	chance	Average numbers if all 7777 are minted
get a random subclass	1,00	100,000%	7777,000
get a random premium	4,00	25,000%	1944,250
get a random legendary subclass	10,00	10,000%	777,700
get a random legendary premium	40,00	2,500%	194,425
get a specific Class	20,00	5,000%	388,850
get a specific subclass	240,00	0,417%	32,404
get a specific legendary subclass	2400,00	0,042%	3,240

IF YOU DON'T GET THE CLASS YOU MIGHT WANTED, IT'S NO PROBLEM. ONCE WE ARE FURTHER IN DEVELOPMENT WE WILL LAUNCH AN OWN MARKETPLACE WITH SUPER LOW FEES, THAT THERE CAN BE AN ACTIVE TRADING COMMUNITY LIKE ITS DONE IN MAGIC THE GATHERING FOR EXAMPLE.

AS ALL NFTS ARE MINTED IT'S NOT THE END, THERE WILL BE AN ACTIVE DEVELOPMENT LIKE YOU ALL KNOW IT FROM MTG OR HEARTHSTONE WITH NEW EDITIONS AND NEW DIMENSIONS, WORLDS AND SPECIAL EVENTS. BUT YOU CAN BE SURE THAT AN ALPHA EDITION MINT WOULD HAVE MORE COLLECTORS WORTH THAN OTHERS.

THE "MAIN FRANCHISE WORLD"

AFTER THE PROFILE CREATION AND STAKING OF A CHARACTER NFT THE USER CAN LOG INTO OUR MAIN FRANCHISE WORLD, THE GAME WILL CHECK WHICH NFT IS STAKED AND UNLOCKS THE CHARACTER FOR USAGE.

THE STARTING WORLD IS A RPG BASED WORLD WITH A FANTASY/STEAMPUNK TOUCH IN "UNREAL ENGINE 5™". FOR STORY DETAILS READ THE ABSTRACT "BASE STORYLINE".

IN THIS WORLD THE MAIN CITY "TEEL" WILL BE THE NEW HOME FOR THE "STRANDED" CHARACTERS. THERE WILL BE A FULL FLEDGED BOOKABLE STORYLINE WHICH IS ALREADY IN

DEVELOPMENT BY 2 PROFESSIONAL WRITERS. FOR MORE DETAIL HAVE A LOOK INTO THE FOLLOWING ABSTRACTS "THE WORLD STORY" AND "THE FIRST INGAME QUESTLINE".

THE CITY OF TEEL WILL BE THE BASE OF THE STORYLINE AND COMMUNITY. TEEL WILL BE A FULL FLEDGED CITY WHERE THE USERS CAN DO MANY THINGS. FIRST OF ALL THERE WILL BE A RPG STORYLINE ABOUT THE ORIGIN OF THE "OUTWORLDERS" THEIR NEW HOME TEEL AND THE DEVELOPMENT AND EXPLORATION OF THIS REGION TO FIND A NEW HOME.

THE SECOND PART OF THE GAME WILL BE AN ARENA PVP SYSTEM WHICH WE PLAN TO MAKE ESPORT FRIENDLY AND COMPETITIVE. BOTH PARTS HAVE PLAY TO EARN BENEFITS.

THE CITY OF TEEL OFFERS VARIOUS SERVICES IN THE PUBLIC BUILDINGS, LIKE DIRECT ACCESS TO THE FX-DEX AND NFT MARKETPLACE, PLACES TO MEET IN SOCIAL ACTIVITIES LIKE CONFERENCE AND VIDEO ROOMS OR CONCERT HALLS. IF THE DEMAND IS MET IT SHOULD BE POSSIBLE TO HAVE ONLINE MUSIC CONCERTS OR OTHER SHOWS IN THESE BUILDINGS TOO. THESE BUILDINGS CONSUME DVB DEPENDING ON THE USE.

THE CONFERENCE ROOMS CAN BE USED FOR NETWORKING AND FINDING NEW FRIENDS OR TO TALK TO PEOPLE WITH THE SAME PERSONALITIES, SINCE NO ONE IS ALONE ON THIS WORLD, YOU MAYBE JUST DIDN'T FOUND SOMEONE LIKE YOU BEFORE. THE PERSONALITY TEST BASED SOCIAL MEDIA CHANNEL WILL ENCOURAGE THIS SOCIAL EXPERIENCE LIKE NO ONE DID BEFORE.

AN ARCADE LIKE BUILDING CAN WORK AS AN "INGAME" DAPP STORE TO BRING EXTERNAL DEVELOPERS INTO THE SYSTEM THAT OFFER THEIR SERVICES AND GAMES. THIS ALSO WOULD BRIDGE THE METAVERSE TO THE MOBILE WORLD THAT IS IN DEVELOPMENT UNDER THE BOB PHONE ANDROID DUAL-OS.

AN ACADEMY COULD BE BUILT TO OFFER SPECIAL CLASSES. ONE ENGLISH USER CAN ACCREDIT AT THE DAO FOR A TEACHER ROLE FOR EXAMPLE AND OFFER ENGLISH CLASSES FOR NON-ENGLISH SPEAKING PEOPLE TO EARN SOME DVB. THIS WOULD BE TRUE FOR MANY CLASSES TO BRING KNOWLEDGE INTO THE WORLD TO PEOPLE THAT MAY NOT HAVE ACCESS TO SCHOOL BUT HAVE A SMART PHONE. THIS COULD BE PAID BY FOR EXAMPLE ALTRUISTIC DONATIONS.

THEREFORE WE WILL ENCOURAGE THE ORGANIZATION OF WELFARE PROJECTS IN OR FOR THE REAL WORLD.

THE CITY STARTS SMALL BUT WILL GROW WITH EVERY USER AND EVERY PARTICIPATION IN THE GAME OR DEVELOPMENT SERVICE FROM THE USERS.

THE CITY WILL HAVE SETTLEMENTS WHERE THE USERS CAN BUY THEIR OWN LAND AND BUILD INDIVIDUALIZED HOUSES ON THEIR GROUND. THEREFORE WE WILL LAUNCH THE REAL ESTATE AND ITEM NFTS TO CREATE A HOMELY PLACE IN THE DAOVERSE.

THE CITY WILL DEVELOP ONE STEP AT A TIME AND NEW DISTRICTS WILL BE UNLOCKED WITH THE PROGRESS OF THE GAMES AND NEW EDITIONS.

LET'S #BUIDL THIS WORLD. TOGETHER.

THE WORLD STORY (STORY-SPOILER)

PLEASE FOLLOW THE STORY AS IT EVOLVES DAILY ON THE WIKI.

[HTTPS://WWW.WORL DANVIL.COM/W/TEEL-SHIKAKA/A/TEEL-ARTICLE](https://www.worldanvil.com/w/teel-shikaka/a/teel-article)

TEEL (ALSO THE PENINSULA OF TEEL, PERAH IN JURU LANGUAGE) IS A SPARSELY POPULATED PENINSULA IN THE NORTH WESTERN REGION OF THE INFINITE SANDS . THE PENINSULA COVERS SEVERAL CLIMATE ZONES, THOUGH MOST OF THE CONTINENT IS A DESERTED AREA DUE TO THE SEASONAL WAVE AND THE FOLLOWING HOT SPELL. ITS CAPITAL, THE FREE CITY OF TEEL, IS LOCATED IN THE COASTAL AREA IN THE NORTH EAST.

TEEL HAS FOREVER BEEN THE HOME OF THE UNDYING JURU PEOPLE WHO LIVE IN HARMONY WITH THE LOCAL FLORA AND FAUNA. SINCE THE ARRIVAL OF THE FIRST FEW HUNDRED SETTLERS IN THE LAST CENTURY, MODERNISM AND URBANIZATION CHANGED THE WAY OF LIVING IN THE COUNTRY.

1. ETYMOLOGY:

THE WORD TEEL ORIGINALLY MEANT HOME OR HOUSE IN THE JURU CULTURE. A MISUNDERSTANDING AT THE FIRST ENCOUNTER BETWEEN JURU AND SETTLERS FROM HARKOM LEAD TO THE RENAMING OF THE COUNTRY. THE JURU READAPTED THE LOVELY MISINTERPRETATION AS A SIGN OF RESPECT AND FRIENDSHIP.

THE OLD JURU NAME FOR THE PENINSULA IS PERAH, A NAME THAT ONLY VERY TRADITIONAL JURU PEOPLE USE TO DISTANCE THEMSELVES FROM THE MODERN TEEL.

2. GEOGRAPHY AND BIOMES:

THE PENINSULA OF TEEL IS SHAPED BY THE COMING AND GOING OF THE SEASONAL WAVE IN THE AGO SEA . THE WAVE FREQUENTLY FLOODS THE EASTERN COAST AND THE INFINITE SANDS , WHICH EXTEND FROM THE EAST TO THE SOUTH EAST OF THE COUNTRY. IN THE NORTH, THE WAVE IS DETAINED FROM FLOODING THE LAND BY THE GREAT IMPATIENT PEAKS MOUNTAIN RANGE. IT IS UNKNOWN WHAT LIES ON THE CONTINENT BEYOND THE INFINITE SANDS OR HOW WIDE THE AREA ACTUALLY IS. CURRENT PLANS FOR SUN TWO INCORPORATE THE EXPLORATION OF THE REST OF THE CONTINENT IN THE SOUTH EAST. THE SOUTHERN BORDER OF THE LAND IS SHAPED BY VOLCANIC CLIFFSIDES (THE BLACK TEETH OF GENDAL) AND THE CURRENTLY ACTIVE CAULDRON VOLCANO. IT IS UNKNOWN IF SOME NATIVE JURU PEOPLE STILL HAVE SETTLEMENTS IN THE AREA.

THERE IS ONLY ONE KNOWN INHABITED ISLAND ABOUT 5 KILOMETERS WEST FROM THE COAST (THE OCHINTIS DYNASTY). THE ISLAND IS ONLY PARTLY FLOODED BY THE SEASONAL WAVE, WHICH THE INHABITANTS OF OCHINTIS ADAPTED TO WITH VILLAGES ON STAGS AND RAFTS.

SEVERAL CLIMATE ZONES AND HABITATS GIVE PLACE FOR A DISTINCTIVE FLORA AND FAUNA IN TEEL. THE JURU PEOPLE FROM THE DIFFERENT AREAS ADAPTED TO THE ENVIRONMENT AND ESTABLISHED A DIVERSE CULTURE, WITH TRADITIONS VARYING FROM VILLAGE TO VILLAGE.

THE FIRST INGAME QUESTLINE (STORY-SPOILER)

INTRO

„EQUIPPED WITH SKILLS TO MASTER A MULTITUDE OF CHALLENGERS, YOU ARE IN TOUCH WITH THE ATHEM - WHETHER YOU LABEL IT THAT WAY OR EVEN CARE ABOUT ITS EXISTENCE. LONG HAS THIS CONNECTION ALLOWED YOU TO EXCEL IN THE WORLD YOU CALL HOME. NOW IT BECKONS YOU ELSEWHERE.

AS YOU START TO DISSOLVE, THOUGHTS OF EVERYTHING YOU ARE SUDDENLY FORCED TO ABANDON RUSH THROUGH YOUR MIND. IN VAIN, YOUR BODY TRIES TO FIGHT WHAT CANNOT BE STOPPED: AFTER A BRIEF MOMENT OF NOTHINGNESS, YOU RE-EMERGE; UNSCATHED, YET WITHOUT THE SLIGHTEST SENSE OF DIRECTION. ALTHOUGH YOU ARE SLOWLY ADJUSTING TO YOUR NEW

SURROUNDINGS, YOU FAIL TO FULLY COMPREHEND WHAT HAS HAPPENED TO YOU. WHERE YOU ARE, WHY YOU CAME HERE AND WHAT YOU CAN ACHIEVE AS A STRANGER IN A STRANGE LAND IS FOR YOURSELF TO FIND OUT...."

NARRATIVE

- A SHORT PRELUDE FOR PLAYER CHARACTERS TO ESTABLISH THAT THEY ALL COME FROM DIFFERENT WORLDS
- SETS UP THAT ONLY CHARACTERS CONNECTED TO ATHEM (= WARRIORS OF SOME KIND) ARE TRANSPORTED TO TEEL
- EVERY PLAYER CHARACTER WAS TORN OUT OF THEIR RESPECTIVE NATIVE WORLD RATHER ABRUPTLY

PROLOGUE

WELCOME TO TEEL

EXPLORER ROUTE

01 THIS CHARMING MAN

SCENARIO

BY A HILLSIDE DESOLATE, IN VICINITY OF THE FOREBODING 'CAULDRON', A PLAYER CHARACTER SETS FOOT ONTO THE PENINSULA OF TEEL FOR THE FIRST TIME AFTER ARRIVING THROUGH A MYSTERIOUS RIFT. THEY ARE GREETED BY A CHARISMATIC SALESMAN NAMED NATS, WHO SET UP SHOP WITH THE HELP OF TWO YOUNG MEN, SUNO AND DUBO, NOT THAT LONG AGO. NATS DOES HIS BEST TO KEEP UP A CHEERFUL FASSADE, BUT BUSINESS IS FAR FROM BOOMIN'.

COMPARED TO OTHERS, THIS RIFT SEEMS TO BE ACTIVATED RATHER SELDOMLY, WHILE THE AREA ITSELF IS HOT AND HUMID - CIRCUMSTANCES REGULARLY BEMOANED BY NATS' JUVENILE HELPERS. THE HARSH TERRAIN NEAR THE FOOT OF THE 'CAULDRON' IS PARTICULARLY THANKLESS WHEN IT COMES TO LOGISTICS. THIS IS WHY NATS IS UNABLE TO OFFER HUGE OR HEAVY WARES (LIKE MOST WEAPONS), SPECIALIZING IN SMALL ITEMS OUT OF NECESSITY INSTEAD. WORST OF ALL, HE FAILED TO CONSIDER THAT HIS INTENDED TARGET AUDIENCE - NEW CHARACTERS FROM OTHER WORLDS - ARRIVES COMPLETELY DESTITUTE.

WITH (ALMOST) UNWAVERING OPTIMISM, NATS NEVERTHELESS PLEADS TO MAKE HIS NEW BUSINESS VENTURE WORK... AS FAILURE WOULD MEAN HIS HUMBLER RETURN INTO THE MONOTONE GRIND OF TEEL'S STEADILY GROWING BEAUCROCRACY.

NARRATIVE

- NATS WELCOMES THE PLAYER CHARACTER AND EXPLAINS WHAT JUST HAPPENED TO THEM IN A REASSURING SPEECH: RIFTS AND HOW THEY SEEM TO FUNCTION IS ESTABLISHED RATHER VAGUELY „IT'S GRUESOME THAT SOMEONE SO FASCINATING SHOULD CARE, BUT....": QUITE EXCITED AND MAYBE A TAD IN AWE, NATS EXPLAINS THE IMPORTANCE AND USAGE OF ATHEM TO THE PLAYER CHARACTER
- NATS INFORMS THE PLAYER CHARACTER OF THE GRAVE DISADVANTAGES THEY WILL FACE IN TEEL SHOULD THEY NOT POSSESS A CHARMSTONE, AS IT IS NEEDED FOR ATHEM INTAKE
- A FEW CHARMSTONES ARE AMONG NATS' WARES, BUT THEY EXCEED THE FRESHLY ARRIVED PLAYER CHARACTERS' POSSIBILITIES (FINANCIALLY)

- NATS INVITES PLAYER CHARACTERS TO CHECK OUT HIS OUTPOST NONETHELESS, AS HE WOULD APPRECIATE AN HONEST OPINION. TALKING TO NATS AGAIN COMPLETES THIS QUEST

GAMEPLAY

- DIALOGUE SYSTEM IS INTRODUCED
- ASKING AND ANSWERING QUESTIONS, CHANGING CONVERSATION PARTNERS, THE OPTION TO CHOOSE SIDES AND EXPRESS OPINIONS REGARDING A CERTAIN TOPIC (EG. JUDGING THE WORK ETHIC OF NATS' HELPLINGS OR THE PROSPECTS OF HIS BUSINESS IN GENERAL)
- FIRST GIVEN QUEST (+ INTRODUCTION OF QUEST LOG)
- FREE ROAM IN A SMALL AREA (NATS' TRADING OUTPOST)
- POSSIBLY THE INTRODUCTION OF A MINIGAME AND / OR COLLECTIBLES (EG. PARTS OF NEWSPAPERS TO DEEPEN LORE OR INFORM PLAYERS OF FUTURE POIs)

ROADMAP

(WITH PROJECTED TIMINGS IF THE PROPOSAL IS PAID IN FULL AT END OF JANUARY, TIMINGS MAY DELAY IF PAID IN TRANCHES OR LESSER AMOUNTS)

PHASE I

- START MINTING PROCESS WITH BLINDBOXPROJECT NFTs - DONE
- CREATE CHARACTER CLASSES AND SUBCLASSES LISTS - DONE
- CREATE THE #ROLLTHEDICE DECISION TREE - DONE
- CREATE THE BEHIND THE SCENES VIDEOS - JANUARY
- CREATE THE FIRST 3D MODEL OF EACH CLASS - DONE
- CREATE THE LORE AND WORLD MAP - FEBRUARY 2022
- LAUNCH HOMEPAGE - DONE
- CREATE ALL 3D MODELS FOR THE ALPHA EDITION - JUNE 2022
- CREATE THE #ROLLTHEDICE AND CLASS REVEAL EVENTS AND VIDEOS - 4 VIDEOS PER MONTH
- CREATE THE NFTs ON THE BLOCKCHAIN - JULY 2022
- CREATE A LOW FEE MARKETPLACE FOR DYNAMIC TRADING POSSIBILITIES- COLLABORATION IN PROGRESS (WILL BE READY WITH LAUNCH OF FULL FIRST NFT SERIES)
- AIRDROP THE DAOVERSE NFTs TO THE BLINDBOX NFT HOLDERS - JULY 2022
- INCREASE MARKETING EFFORT - FEBRUARY 2022
- ENLARGE SOCIAL MEDIA TEAM - FEBRUARY 2022

PHASE II

(NO START BEFORE NFTs ARE MINTED OR GETTING FUNDED BY EGF)

- FOUND "DAOVERSE GAMES" AS OFFICIAL COMPANY - Q1 2022
- WORLDWIDE TRADEMARK "DAOVERSE" - Q1 2022
- INCREASE DEVELOPERS TEAM IF NECESSARY - Q1 2022
- DEVELOPMENT OF THE FIRST GAME - START IN Q1, 6 MONTHS FOR FIRST INCREMENT
- DEVELOPMENT OF DAOVERSE BLOCKCHAIN - 6 MONTHS? MAYBE FASTER, DEPENDING ON FX DEVELOPMENT

- DEVELOPMENT OF DAOVERSE GOVERNANCE PROCESS - 1 MONTHS AFTER BLOCKCHAIN LAUNCH
- RELEASE OF DAOVERSE BLOCKCHAIN COIN - WITH BLOCKCHAIN LAUNCH
- CONNECTION OF DAOVERSE BLOCKCHAIN COIN TO THE MARKETS - 1-3 DEX AND CEX FOR LAUNCH Q3 2022
- LIST DAOVERSE COIN ON XPOS RETAIL POINT OF SALE SYSTEMS - TBD
- LIST DAOVERSE COIN ON DEXES AND CEXES - Q3 2022
- RELEASE DAO VOTING PLATFORM - TBD
- FINALIZE THE FIRST GAME WITH THE COMMUNITY ON THE DAO PLATFORM - DECEMBER
- RELEASE OF 2ND OR 3RD EDITIONS IF THE DEMAND IS HIGH - TBD AFTER NFT LAUNCH IN JULY
- RELEASE OF THE FIRST GAME - TBD

PHASE III (START: WORKING DAO, BLOCKCHAIN AND 1ST GAME)

- DAO PROPOSALS FOR EXTENSION OF THE DAOVERSE (E.G. INTEGRATION OF SOCIAL MEDIA PLATFORM ETC.) - TBD

LINKS & VIDEOS

HOMEPAGE AND SOCIAL MEDIA

[HTTPS://DAOVERSE.GAMES](https://daoverse.games)

[HTTPS://TWITTER.COM/DAOVERSE_GAMES](https://twitter.com/daoverse_games)

[HTTPS://FACEBOOK.COM/DAOVERSE](https://facebook.com/daoverse)

[HTTPS://TIKTOK.COM/@DAOVERSE](https://tiktok.com/@daoverse)

[HTTPS://WWW.YOUTUBE.COM/CHANNEL/UC2RjiuK6uQJDFVLM09NZtBw](https://www.youtube.com/channel/UC2RjiuK6uQJDFVLM09NZtBw)

DISCORD: [HTTPS://T.CO/KH3QK5TQL5](https://t.co/KH3QK5TQL5)

CLASS TRAILERS

[HTTPS://YOUTU.BE/MDEC0uNZWw0](https://youtu.be/mDEC0uNZWw0)

[HTTPS://YOUTU.BE/EOY2-4N4_wg](https://youtu.be/EOY2-4N4_wg)

STORY AND FOOTAGE

[HTTPS://WWW.WORL DANVIL.COM/W/TEEL-SHIKAKA/A/TEEL-ARTICLE](https://www.worldanvil.com/w/teel-shikaka/a/teel-article)

[HTTPS://YOUTU.BE/F9DMTbSTY9Q](https://youtu.be/F9DMTbSTY9Q)

[HTTPS://YOUTU.BE/AJUXCZVV_4](https://youtu.be/AJUXCZVV_4)

REFERENCES

1. [HTTPS://ETHEREUM.ORG/EN/DAO/](https://ethereum.org/en/dao/)
2. CRYPTOCURRENCY AND BLOCKCHAIN TECHNOLOGY, *JIRI SVEC, SEAN FOLEY AND ANGELO ASPRIS*, DE GRUYTER, 2020
3. [HTTPS://CRYPTO.COM/](https://crypto.com/)
4. [HTTPS://WWW.MARKETWATCH.COM/PRESS-RELEASE/NFT-ART-MARKET-2021-INDUSTRY-SIZE-SHARE-AND-GROWTH-TO-BOLSTER-AT-IMPRESSIVE-CAGR-THROUGH-2026-WITH-LEADING-REGIONS-AND-COUNTRIES-DATA-2021-11-18](https://www.marketwatch.com/press-release/nft-art-market-2021-industry-size-share-and-growth-to-bolster-at-impressive-cagr-through-2026-with-leading-regions-and-countries-data-2021-11-18)
5. [HTTPS://DUNE.XYZ/RCHEN8/OPENSEA](https://dune.xyz/rchen8/opensea)
6. [HTTPS://NAAVIK.CO/THEMETAS/STARATLAS-UA](https://naavik.co/themetas/staratlas-ua)
7. [HTTPS://WWW.WORLDOMETERS.INFO/WORLD-POPULATION/](https://www.worldometers.info/world-population/)
8. [HTTPS://WWW.UNREALENGINE.COM/EN-US/UNREAL-ENGINE-5](https://www.unrealengine.com/en-US/unreal-engine-5)

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