



MetaVoizz

A Middleware between Blockchain and Games for Streamers

The Integrated Technology Service for Metaverse and Web 3.0 Games

White Paper



Rooted in the blockchain industry, MetaVoizz provides Web 3.0 users with a game platform for live-streaming interactions. We offer new opportunities and challenges for Web 3.0 game developers, KOL, NFT collectors, as well as game players.

MetaVoizz also presents an inclusive and receptive publishing platform for Metaverse productions with additional technical support for all aspects of Metaverse distributions.

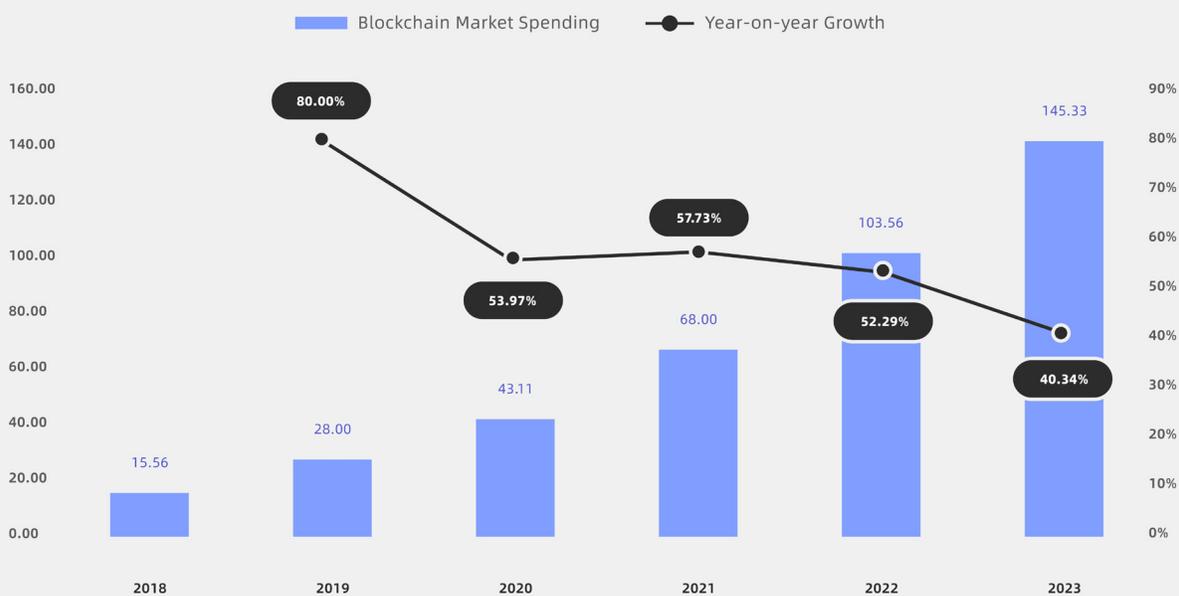


MISSION

1 The Current State of the Blockchain Market

MARKET

The Global Blockchain Technology Market Size 2018-2023 (Unit: billion dollar, %)



Source: IDC

The year 2021 was an exciting year for the blockchain industry. For example, the BTC Futures ETF in the United States has been approved for listing, opening up investment channels in the mainstream market. El Salvador had also become the first country in the world to list bitcoin as a legal currency. Elon Musk wagered in and passionately hyped Dogecoin. What's more remarkable was that on August 5, 2021, Ethereum officially announced an upgraded hard fork. Among the contents of this upgrade, the proposal EIP-1559 received widespread attention from the blockchain industry. In addition to Ethereum, other developments with high potential include Solana, Cardano, Polkadot, Terra, Etc.



2 The Explosion of Metaverse

MARKET

With the rise of metaverses, Facebook changed its name to Meta. And numerous NFTs were auctioned for sky-high prices. The awareness of governments to metaverses continues to heat up from a national perspective. Government-led projects were started in South Korea, Singapore, and the United States. We could divide the metaverse industry chain into a storage layer, a computing layer, an identity and social layer, a collaboration layer, and an application layer. The most prevalent vision on the application layer is metaverses.



3

Metaverse Game Development

MARKET



One of the application scenarios of a metaverse is gaming. For example, CryptoKitties, a crypto game based on Ethereum, gained worldwide popularity. It triggered a large number of blockchain games rushing into the metaverse industry. However, due to problems such as limited variations and poor user experience, most blockchain games have gradually lost their audience. When the crypto game Axie Infinity appeared claiming the concept of Play-To-Earn, it attracted massive global attention with its daily yield of 9.72 million US dollars. But Play-To-Earn was a pre-existing concept introduced previously in traditional games. One example would be when players finish fighting monsters and ascend to the next level, free skin fragments become available to collect. The real reason for Axie Infinity's success all comes down to GameFi's unique attributes: the freedom to trade game materials and game tokens.



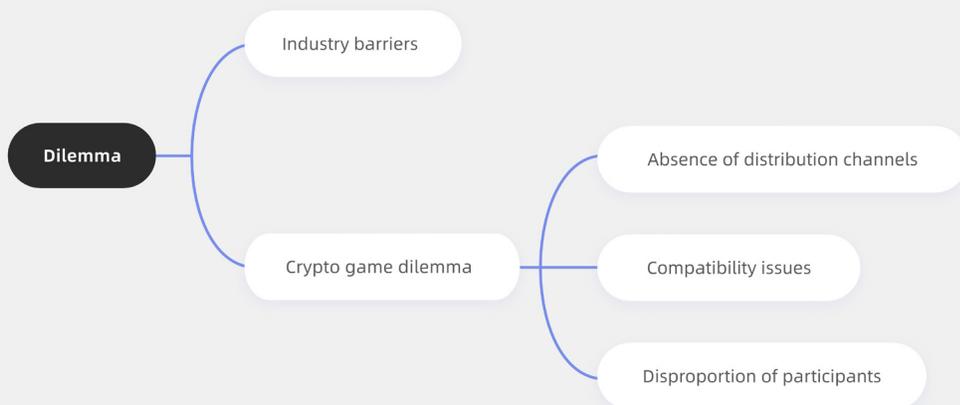
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Industry Barriers

PROBLEM

The Dilemma with Metaverse Gaming



Firstly, barriers are raised high before entering the Web 3.0 game industry, restricting great game developers from expanding further. The traditional game industry has an established industrial chain and an immaculate social division of labor, from game development to marketing distribution to player community establishment. When conventional game developers excel in game investigation and development, they can usually expect to launch a mature product onto the market.

But It becomes different with the emerging field of Web 3.0 games. If a traditional game developer wanted to enter the blockchain field and launch a product, they would need all kinds of geniuses. Such as a blockchain engineer familiar with blockchains, a blockchain product manager constructing a sustainable ecosystem, a professional operator maintaining game communities, and an experienced marketer who is responsible for introducing the game into the blockchain industry. Every step, from design to R&D to operations and marketing, requires extended teamwork. These extra expenses were usually insufferable for most traditional game developers who wanted to have a piece of the pie.



2 PROBLEM

Crypto Game Dilemma

Secondly, most pre-existing Web 3.0 games could use some improvements, with users reflecting on them being dull and straightforward, resulting in a poor game experience. Many other reasons led to the low reputation of Web 3.0 games.

Absence of distribution channels

Due to the absence of distribution channels, it's hard for Web 3.0 games to reach their target players. But when Web 3.0 game developers succeed in operations and marketing, they aren't motivated to improve the game experience.

Compatibility issues

On the other hand, the simulation aspect of traditional games was incompatible with most blockchain games' open ecosystem.

In traditional games, the development mode is a closed system, and players have a complete linear growth path. The game's main attraction disappears once the closed system is opened. The situation was similar when too many players cheated during a single-player game, and it becomes boring quickly.

Let's take the traditional TCG card game as an example. In this kind of game, there are two core experiences:

1. Opening a card box and creating a card set
2. Using the card set to play games

But in most blockchain crypto TCG card games, the two above experiences are utterly ruined. Game investors would spend money buying card boxes to draw cards and establish card sets, and they prefer putting the synthesized card sets on the free market for sale rather than playing them. The player's main task in the game has turned into buying the ready card

sets from the free market. It led to a major dissociation between players and the core game. Players can neither experience the fun of opening boxes nor combining card sets and are deprived of a wholesome adventure.

What happened was similar to the game Diablo. The Diablo III team launched the Auction House. The exciting effort to spend dozens of hours on the levels was destroyed when success can be easily bought for a couple of hundred bucks. Players very quickly lost the motivation to fight when they realized long-term hard work was audaciously replaced by a price tag.

Axie Infinity has problems too, each pet comes with its level, and PVE increases levels. However, the level-related data is stored in a centralized database. The level-related data could not be transferred along when a pet got transferred to another player. For example, a level 10 pet would go back to being level 1 when transferred from player A to player B, but when player A purchases it back, the pet becomes level 10 again. The previous owner's time and resources spent on the pet's development go to waste.

Disproportion of participants

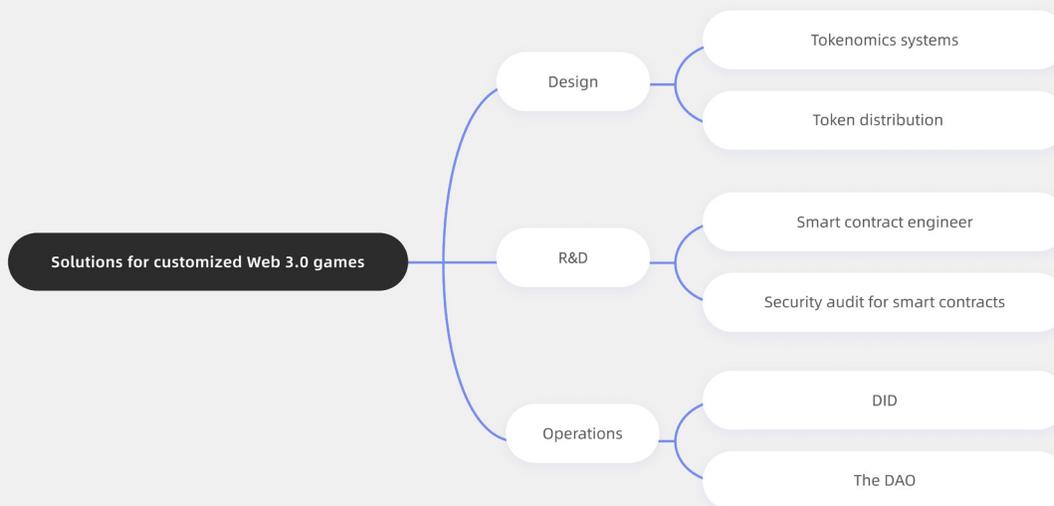
In crypto games, the high percentage of investors has long been a point of criticism. It's hard to deny the enthusiasm for crypto games from the investment market. But what happens when a traditional game ecosystem is full of gold-farming guilds and lacks real ordinary players? What consequences would this situation lead to?

That's right! The token or the currency in the game would be worthless. No matter what system the game uses, it has to follow the fundamental law of supply and demand. There is no exception for crypto games.

1 SOLUTION

Products and Services throughout the Whole Cycle

Products and Services throughout the Whole Cycle



MetoVoizz is a game publishing platform with unique live-streaming interactive attributes. For game developers and publishers, after thoroughly understanding your business, needs, and goals, we help you design a tokenomics system and marketing strategies to excel in the Web 3.0 world. A standard interface is established to access our live-streaming platform, and smart-contract engineers are available to help you code and upload smart contracts, while system engineers deploy the entire game-supporting system. With the click of a mouse, the NFT mall releases your game assets for sale.

We had numerous marketing tools that allowed you to customize advertisements, so your games could easily and quickly target your desired players.

2 SOLUTION

Numerous Component Support



2.1 Embedded Digital Wallet

Game developers could have their own branded wallets to save customers' NFT assets and tokens, with simple, fast, and secure interaction and seamless management for managers.

2.2 Customized Mall

The fully customized shopping mall allowed game developers to sell digital assets with various payment methods, including cryptocurrencies and fiat. Any Web 3.0 user could trade their holdings freely at the mall.

2.3 Live-streaming Components

Developers could merge our live-streaming components into their games so that any virtual character from games could become a real character, interacting with players and enhancing the game's playability and social attributes. At the same time, a character could also be a spokesperson for games to sell digital assets live.

3 **SOLUTION**

Business Ecosystem



At the same time, with the participation of advertisers, game streamers could receive advertising fees from game endorsements and earn tips from fans. Fans would have a chance to get rewards if they help to complete the streamers' assignments.

Other participants could also receive advertising revenue by joining our advertising incentive plan. In addition, we reward community members who contributed to the IT infrastructure, such as the composite hardware, software, network resources, and services required for MetaVoizz.

4



Security of Users' Digital Assets and Information

EVOLUTION



Compared with Web 3.0, there appears to be a series of rules that seem rather oppressive in Web 2.0. Major app stores often charge expensive fees (the highest ratio for steam and apple stores is 30%;) Personal data infringement (such as the cases with Twitter and Facebook;) E-commerce platforms install algorithms that set different prices for different customers, Etc. Many other inestimable values generated by users and customers were severely exploited.

As a Web 3.0 platform, MetaVoizz is fair and open. Users can receive all kinds of rewards. Such as discounts for game listings, and rights to vote and elect for the platform. MetaVoizz has also adopted a series of Web 3.0 technology to protect user's digital assets and privacy, including on-chain data storage, digital signature, distributed system, privacy-preserving computation, and other technologies.

5 SOLUTION

Open IP Market

Copyright issues have always been a huge problem in the digital world, but copyright infringements will not be tolerated at MetaVoizz.

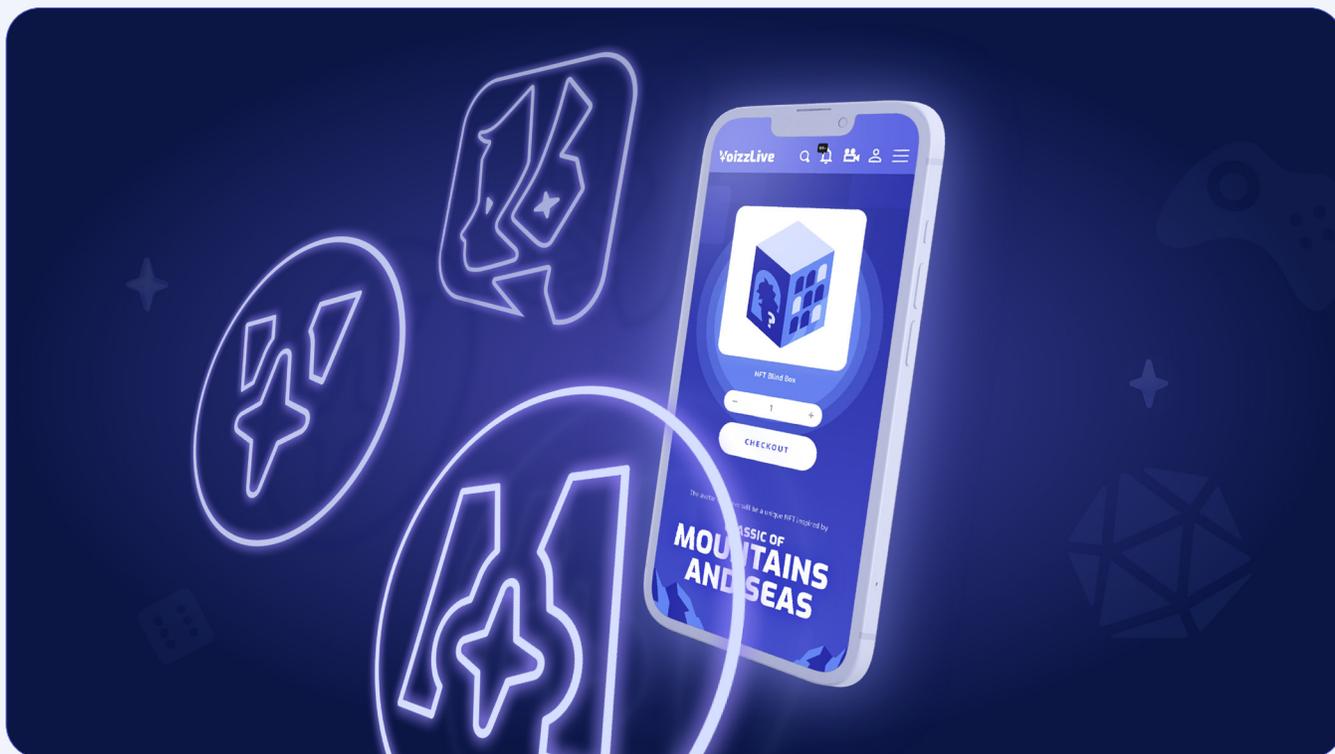
According to the immutability and traceability of blockchain attributes and other authorization technology, we could trace the intellectual property and its copyrights during the entire transaction to protect the owners' stake and benefits. Any originality and creativity of intellectual property and its derivatives are encouraged at MetaVoizz. This way, the game community stays relevant and influential, owing to game developers, players, content creators, and other users' active participation.

1



Embedded Wallet

TECHNOLOGY



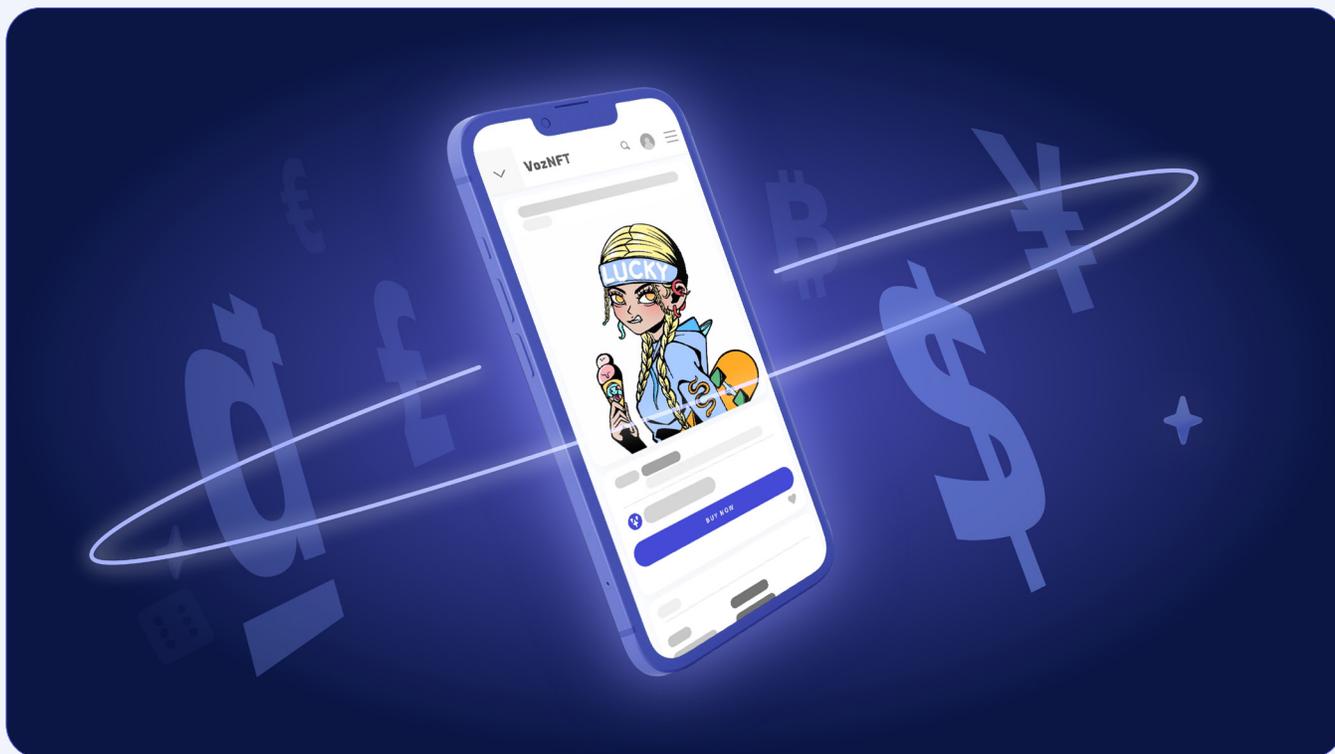
Our embedded wallet provides a one-click, no-code solution, allowing traditional game developers to easily access their own branded warehouses. In addition, users could also link the wallet to their intellectual property store at MetaVoizz. Thus users could manage the store or warehouse in reality, and digital assets in Web 3.0 simultaneously with one digital wallet.



2 Customized Mall & Store



TECHNOLOGY



At MetaVoizz, users can quickly build their NFT stores and create and list their game NFTs or digital assets for sale and circulation. Additionally, the mall and stores support most major payment methods within both the Web 2.0 and Web 3.0 frameworks.

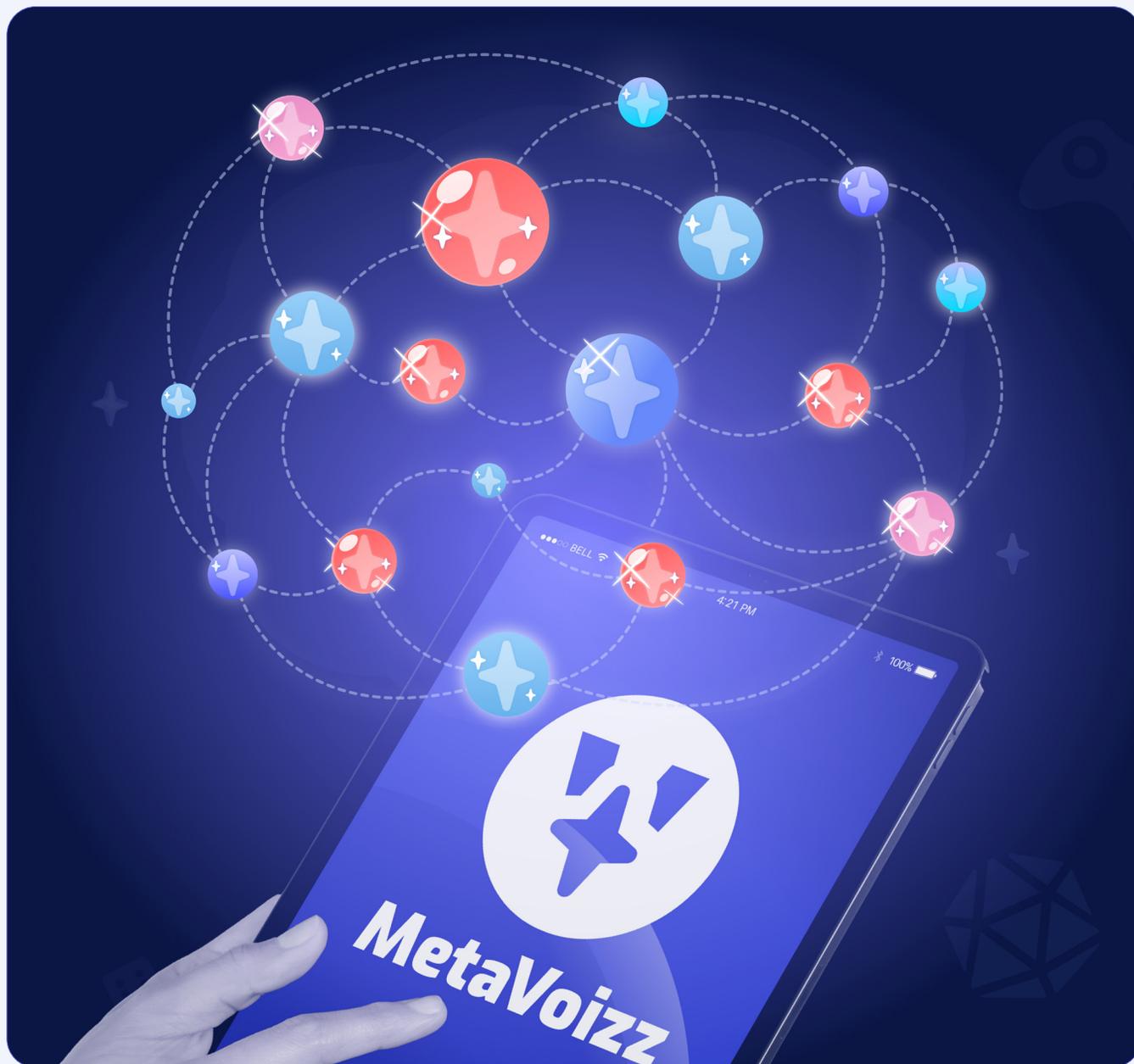


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Metaverse Streaming Components

TECHNOLOGY



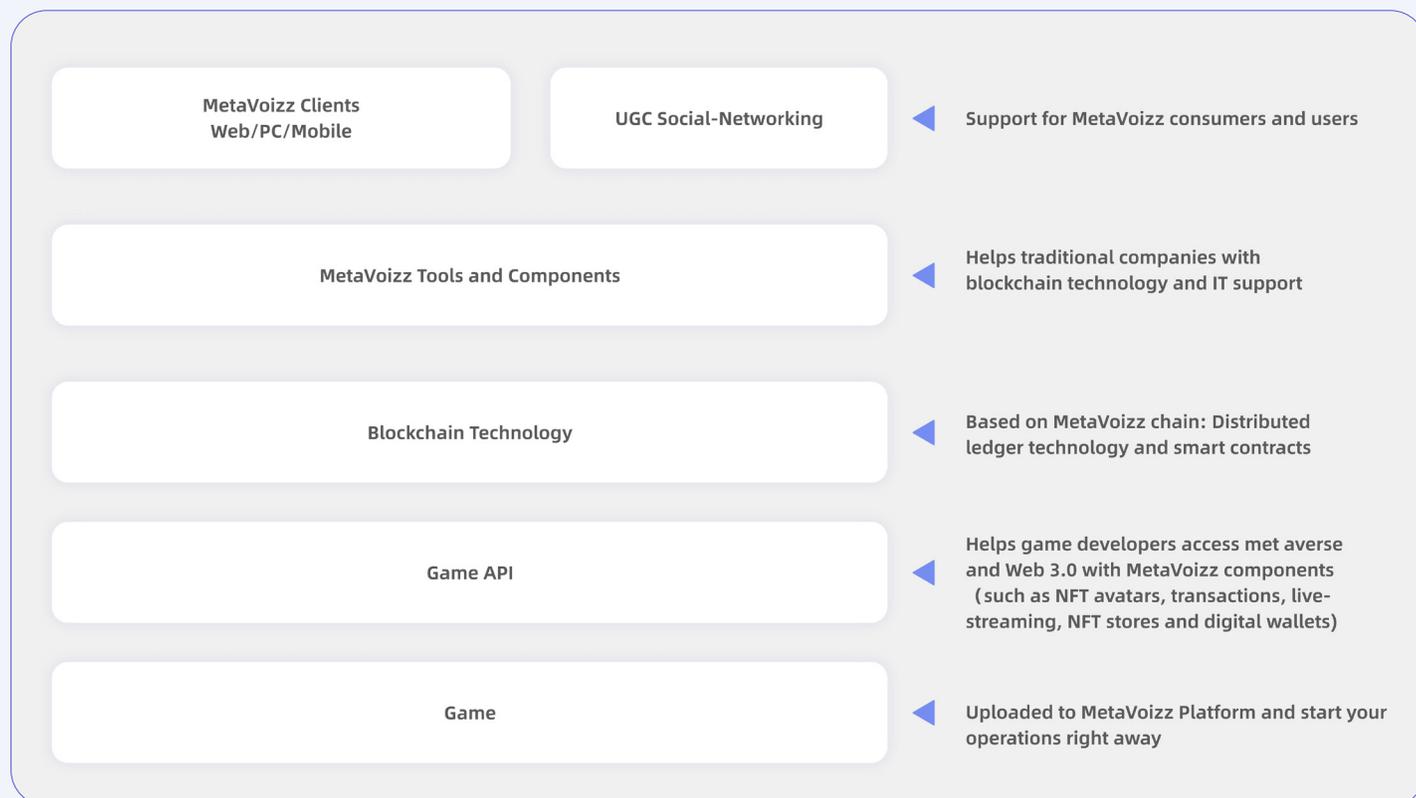
Game developers can use our live-streaming platform, where any virtual character or avatar of the game could turn into a real streamer in reality.

The virtual streamer could interact, chat or play games with other players and fans via our streaming components. Furthermore, the avatar could act as a spokesperson or a promotional staff member for games or digital goods.

4 Blockchain Framework

TECHNOLOGY

All the solutions above and other perks provided by MetaVoizz allow anyone to build and operate their blockchain games, NFT stores, live-streaming channels, etc. You could find any tools you need to start your second life in a metaverse and Web 3.0 era. The architecture is as follows:





5 Advertising Platform



TECHNOLOGY

MetaVoizz has designed a smart contract exclusively for advertisers. Advertisers could list ads on Metavoizz to drive more traffic from specific queries by subscribing to an advertising plan. These advertisers include game developers who want to promote games, fashion brands that want to boost awareness of their physical products, and digital artists who sell virtual artwork. Above all, the revenue from advertising would be distributed as a reward to the contributors of MetaVoizz.

6 MetaVoizz Clients

TECHNOLOGY

MetaVoizz's clients include those from web, pc, and mobile. All interfaces from different portals are made easy and straightforward to navigate. Users could participate in games and interact with game streamers without hassles.

Users who closely follow news about metaverse could subscribe to relevant news from mobile with one click to catch up with the latest zeitgeist.

Users could also earn bonuses with an advertising plan. They could then use the earned rewards to exchange for new game tickets and NFTs.

Through our simple and friendly app, users can share their emotional values and earn real payback for their contributions to the community. This way, the relationship between players, streamers, developers, and advertisers could remain more positive within a healthier ecosystem.

Client Features

- Game interactions
- Digital wallet
- P2P payment
- Popular trends (UGC content)
- Participation in games with streamers

ROADMAP

Q2 2022

- Project Research
- MetaVoizz initial team formed
- Started product design for the streaming platform VoizzLive
- Started product design for CharmWar! the game

Q3 2022

- VoizzLive: finished product design and started R&D
- CharmWar: finished product design and started R&D
- NFT avatars: started creating the M&S series
- Started product design for VozNFT mall

Q4 2022

- MetaVoizz: released white paper V1.0
- MetaVoizz: official website launched and upgraded
- M&S series NFT blindboxes listed
- VoizzLive V1.0 (beta version) streaming channel launched
- CharmWar V1.0 (beta version) launched



Q1 2023

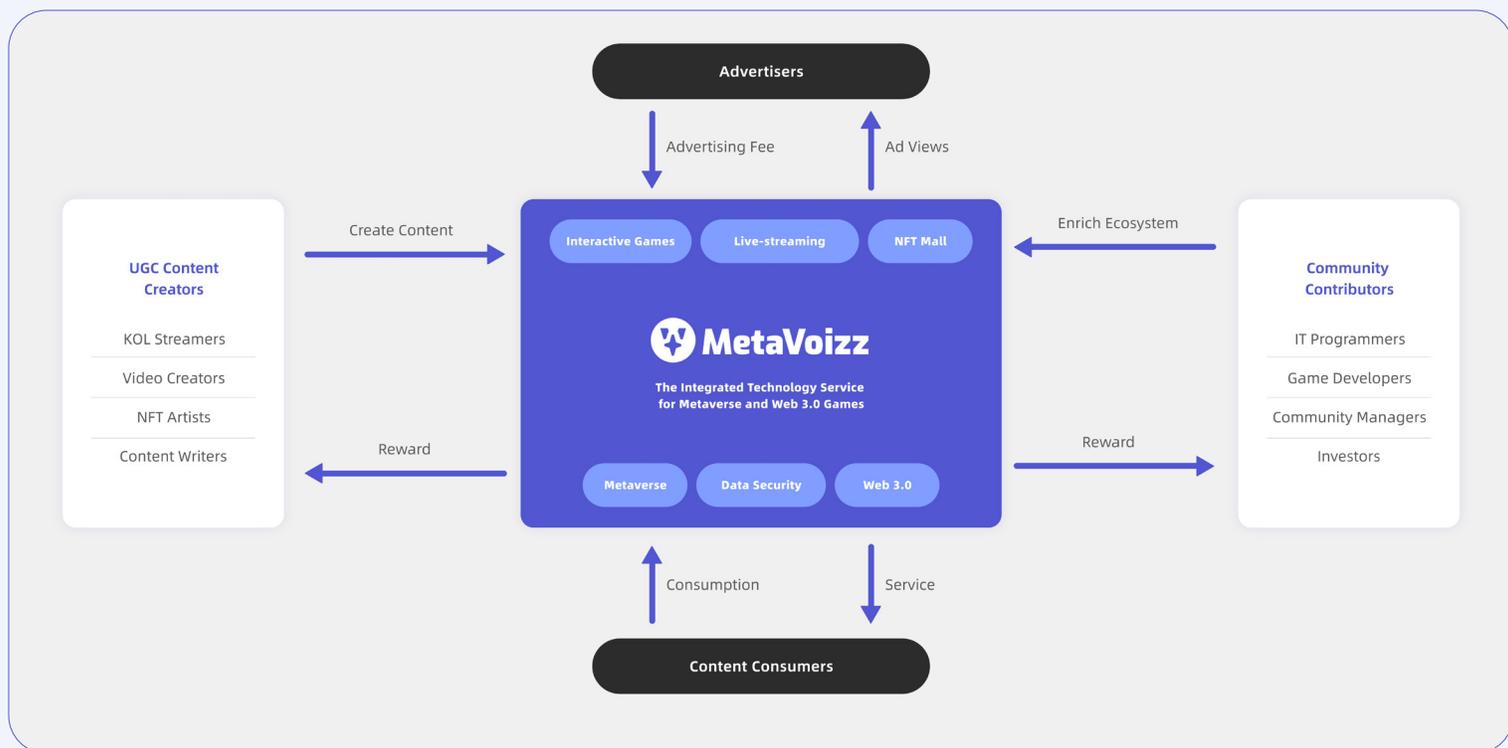
- VoizzLive: upgraded to V2.0, new features added
- NFT avatars: started new series
- VozNFT Mall: officially launched
- VozWallet: officially launched
- MetDAO: finished designing social products, started R&D
- MetaNews: finished designing UGC content, started R&D

Q2 2023

- VozNFT Mall: upgrade to V2.0 (with customized mall components)
- VozWallet: upgrade to V2.0
- MetDAO: officially launched
- MetaVoizz: released OpenAPI to business users
- MetaNews: V1.0 launched



ECOSYSTEM



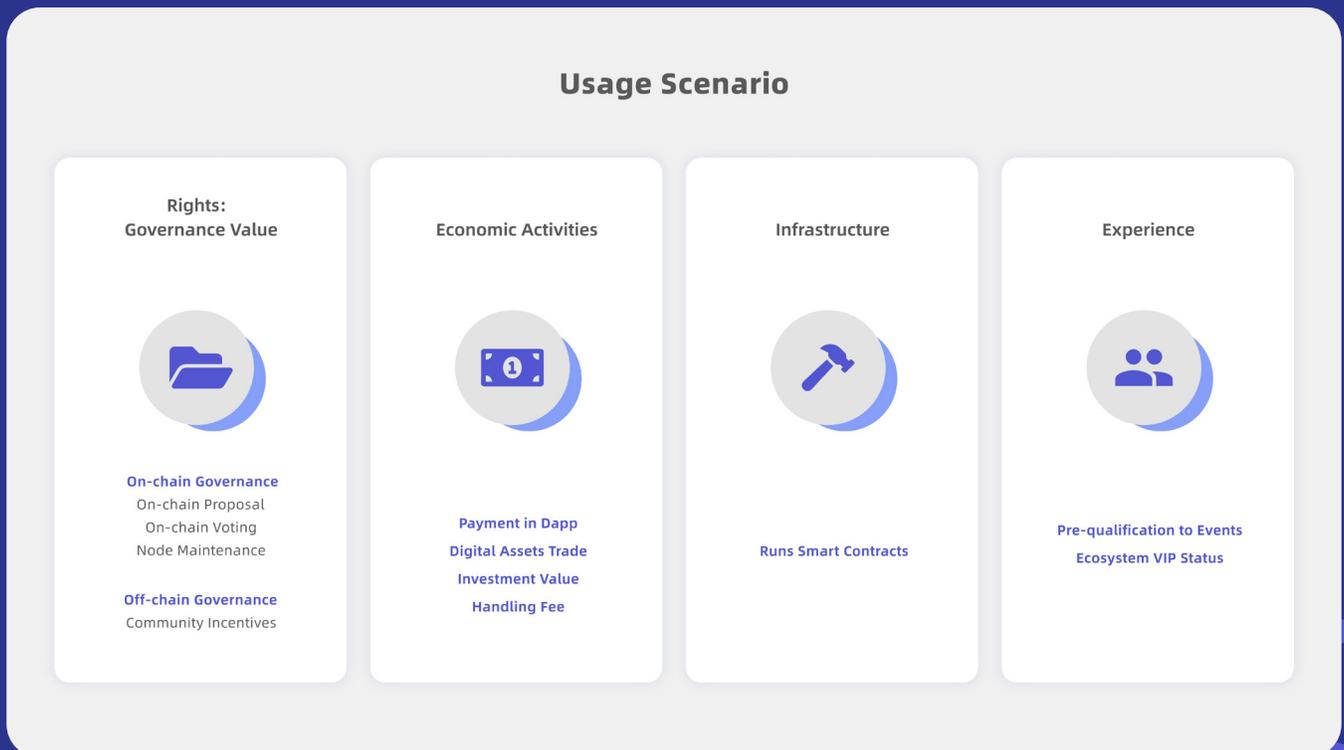
Although MetaVoizz would launch a series of games to enhance the ecosystem, MetaVoizz is not a game system but a platform that provides integrated solutions for interactive metaverse games. It acts as a middleware between games and blockchains. In the MetaVoizz ecosystem, those who contribute to constructing the platform are mainly game developers, IT programmers, and community contributors. As for interactive games in livestream channels, the main participants are KOLs and their fans.



1 Introduction to the MetaVoizz Token Economic Model and Usage Scenarios

Tokenomics

MIT (MetaVoizz Token) is the core asset of the MetaVoizz blockchain network, with a total supply of 2 billion tokens. MIT has essential governance and application value in the MetaVoizz blockchain network. The specific usage scenarios were as follows:



2 Incentive Plan

tokenomics

MetaVoizz plans to supply token MIT to motivate community contributors, including but not limited to code contributors, game developers, community managers, etc.

People receive MIT as a reward if they have contributed to the platform. They could use it for proposals, voting, and maintenance of communities, as well as exchanging admission tickets for offline events.

Furthermore, with the launch of the NFT mall and games, people could use MIT to exchange for NFT avatars and participate in games, and so on.

Opportunities of Earning MIT

1. New player referral
2. List new games
3. Complete community activities or tasks
4. Participate in the Beta version
5. Report bugs
6. Trade NFT and other digital assets
7. Stream games
8. Post reviews and share content on social media
9. Tip streamers
10. Manage communities



3 MIT Distribution Mechanism

Tokenomics

In 2022, MetaVoizz received \$2 million from early investors. The demo of the live-streaming platform, VoizzLive, was expected to be released in December 2022. And the beta version of the first live-interactive game, CharmWar, will launch at the end of 2022. Here is the MIT distribution mechanism:

Total Supply: 2 Billion Tokens

Purpose	Details	Percentage
Early Investors	Early investors invested 2 million dollars	14.87%
Core Team	Rewarded the initial development team	14.29%
Treasury	Protected MIT from speculators and provided funds for platform operations	25.00%
Ecosystem Incentives	Including but not limited to game developers, programmers, donations, and other contributors	35.00%
Sales and Airdrops	For public sales, airdrops, etc	10.84%

DISCLAIMER

MetaVoizz issued this white paper in November 2022. This white paper describes the business plans of MetaVoizz and the distribution mechanism of the token MIT. Some information in this white paper may be incomplete, and it is not the final version. MetaVoizz would make necessary revisions, supplements, and changes to this white paper according to the project's progress.

This white paper is intended to provide basic information about the project and is not an offer of securities or other financial instruments. The MIT token is not registered or approved under any region or financial institution worldwide. The MIT token might be restricted in certain areas or countries. Thus, MIT holders should comprehend and understand the relevant local laws and regulations.

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