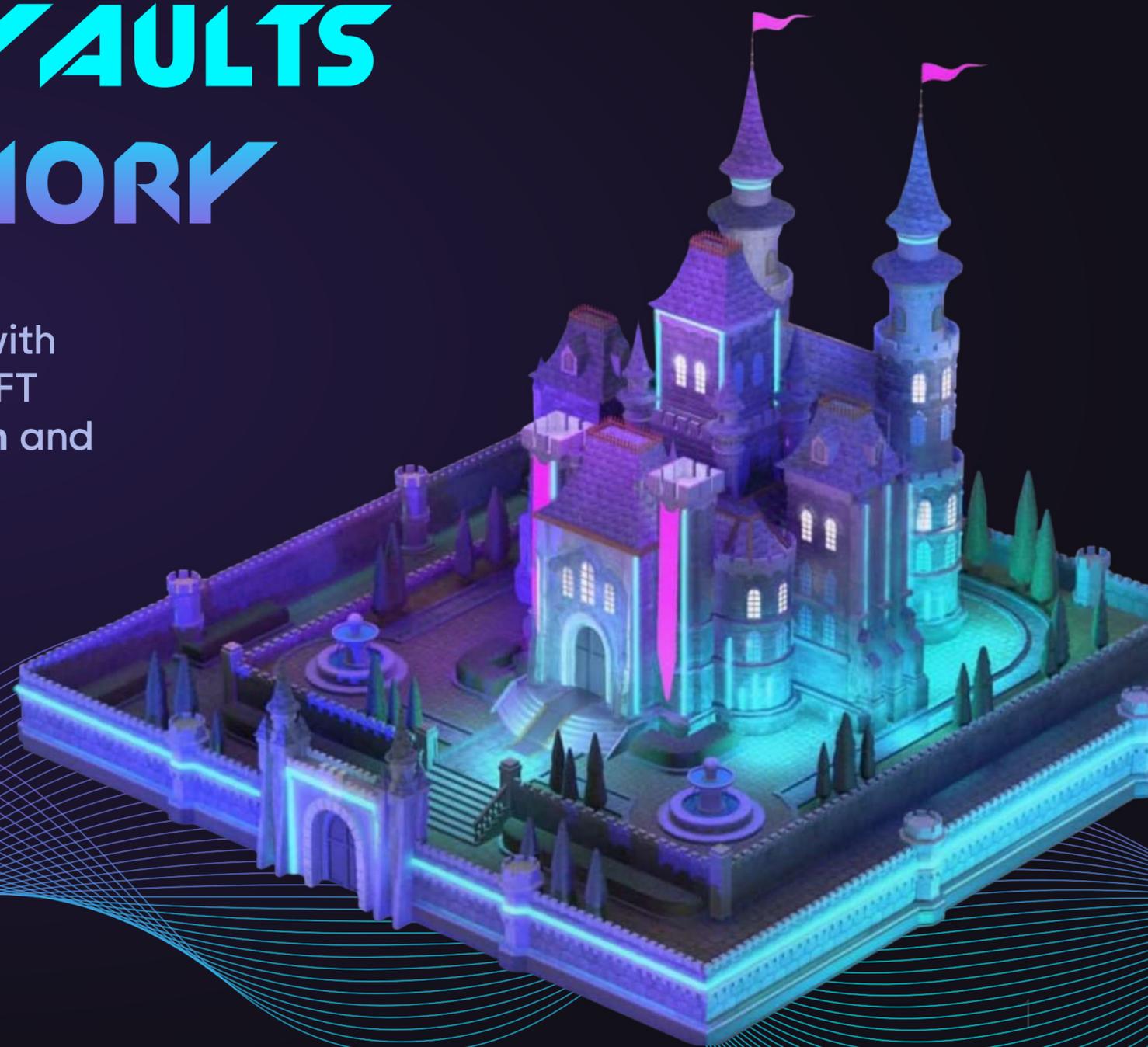


DECENTRALIZED VAULTS FOR HUMAN MEMORY

Harnessing the power of DAO to create a metaverse with arguably the most significant real-world use case in NFT gaming up to date. Featuring unique **Memorize-2-Earn** and **Learn-2-Earn** systems.

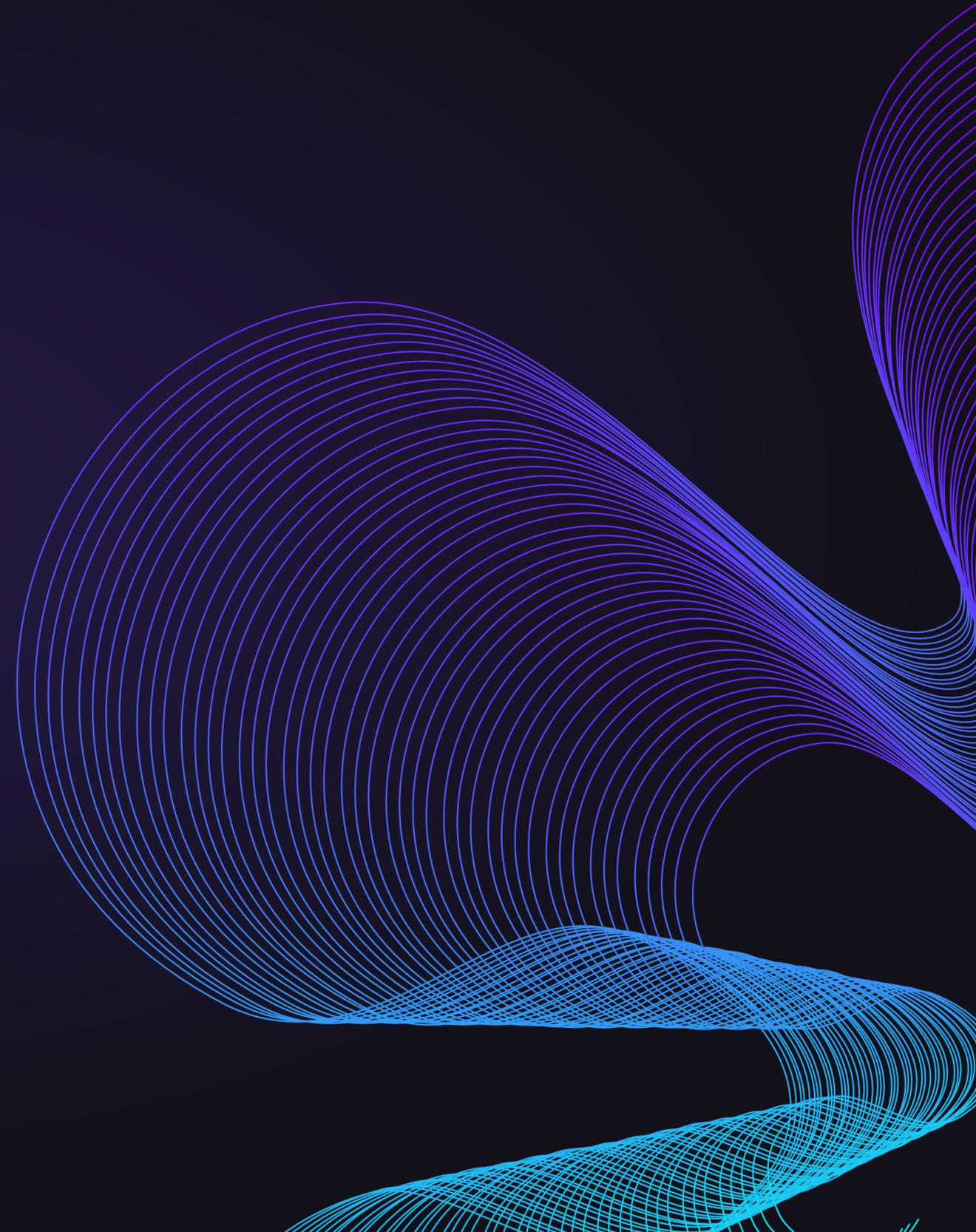


ENTER THE MOST USEFUL REALMS OF METAVERSE

Users assemble NFT-based Memory Palaces, creating truly secure storage space for important information.

Memoverse is created to enable people to easily memorize any type of information, starting with the private keys for numerous crypto wallets.

Memoverse is a WEB 3.0 of human memory to fulfill the rapidly growing demand for virtual Memory Palaces that serve as mind storage space for millions of users.



MARKET SIZE

\$500B+

Around 20% of all crypto appears to be stranded in wallets due to lost and forgotten seed phrases. Well, they are sometimes called “mnemonic phrases” for a reason. We all tend to think “this will never happen to me” until it does.

This can easily be avoided with a single 30 minute session in a decentralized memory palace.

300M+

Youtube views on niche memory improvement videos and millions of book copies sold on mnemonic techniques.

2M+

Closely related Google search requests per month. And that's just in USA, English language.

\$300B+

Substantial online education market size which is rapidly expanding.

ECOSYSTEM FEATURES

Users earn while having fun playing, trading and building virtual Memory Palaces.



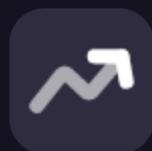
Gaming/Mining NFTs

Each NFT represents a specific 3D asset inside of Memoverse for in-game use. Users assemble their unique virtual environments according to specific Memory Palace principles.



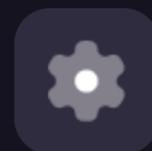
Native marketplace

Auction and trade NFTs or sell assets of your own design on our native marketplace that supports advanced gaming NFT standards.



Earn mining rewards

Earn \$MEMO tokens by assembling and owning your decentralized Memory Palaces. BEP-20 token rewards are accumulated inside of EIP-721 to ensure the steady increase of value for both: our gaming/mining NFTs and the \$MEMO token.



Unique game mechanics

Unique Memorize-2-Earn system + Assembly of standalone Land, Palace, Room, and Loci NFTs of various sizes and rarities into one NFT using the EIP-998 standard. Memoverse will feature a variety of skill-based, logic-based and memory-based game modes.

PALACE BUILDER PREVIEW



FOUNDER'S COLLECTION

The first limited Genesis series collection consisting of 4 categories of mining NFTs: Land, Palaces, Rooms, and Loci of various themes and sizes. These gaming NFTs will be used as building blocks to assemble Virtual Memory Palaces that earn daily yield by mining the \$MEMO token within the **Founder's Dimension** (which is more immersive and generates very high mining rewards in comparison to the Free-To-Play "Common Lands Dimension").

Each Palace size, Room size and Loci will first be minted as a mystery loot box, each having the same probability of unlocking an in-game NFT of any given theme rarity. The five levels of rarity are: common 68%, uncommon 20%, rare 8%, epic 3% and legendary 1%. There will also be a pre-mint whitelist guarantee for the owners of Founder's Access Cards and for staking and locking the \$MEMO tokens after the TGE.



BUILD-TO-EARN

Virtual Mining Farms

Each Loci NFT starts earning and accumulating daily yield once it is placed inside an suitable spot.

Virtual Mind Palaces of any size turn into **mining farms** once users start to assemble them.

\$MEMO tokens

Active in-game object NFTs mine \$MEMO tokens each day. The amount is calculated taking into account: rarity of activated Loci, Rooms, and Palaces; theme uniformity; the total number of activated Loci inside of virtual Palace.

NFT assembling

To maximize mining rewards, users can assemble full sets of Virtual Memory Palaces out of **Land NFTs, Palace NFTs, Room NFTs, and** out of unique in-game objects called **Loci NFTs**.

Tokens accumulation inside of NFTs

\$MEMO tokens will keep accumulating inside of Loci NFTs. The balance can only be withdrawn in full by burning (i.e. destroying) this NFT. Since holders will be able to sell such token generating NFTs (with a current balance in them) for a higher value on a marketplace - it will be hard to find a holder who would actually burn them. **Such unique mechanics ensure the steady increase of value for both: our gaming/ mining NFTs and the \$MEMO token.**

MEMORIZE-TO-EARN

Users will be able to earn tokens for memorizing important information. To increase and maintain retention in using our platform, we are implementing the unique **“Memorize-2-Earn”** system.

Regular **guild, playoff** and **1v1** online tournaments:

(1/3) Participants contribute to the tournament pool in \$MEMO. Then participants obtain access to randomly selected Memory Palaces from all of the listed in the memoverse ecosystem. Participants are given time to observe and memorize the interior (loci in each room) of the Memory Palace.

(2/3) At the start of the competition, all Loci are gone from their initial spots, and participants compete in the recreation of the memorized Memory Palace by placing the Loci on their spots. The one who is the fastest to recreate the randomly selected Memory Palace correctly - wins to advance further or to receive the precious prize pool.

(3/3) Memoverse gets a small portion from each pool as a platform fee. The owners of listed Virtual Memory Palaces used in puzzle-based and memory-based games also receive token rewards per each game played within their virtual environment. **Memoverse will feature a variety of skill-based, logic-based and memory-based game modes.**

PLAY-TO-EARN

Open world game

Within the open world Play-To-Earn mode users will be able attack virtual lands and palaces of other players. Attackers will attempt to steal the “trophy” NFT from the main hall that was placed by the palace’s owner in order to mine the token’s within that NFT at 10x the regular speed. Attackers will have one attempt per palace every 8 hours and a very limited number of lives in their attempt to steal the trophy NFT by beating the recreation high score of the creator/defender of this palace and by successfully evading numerous traps along the journey. Defenders will be able to re-arrange objects within their palaces every 8 hours and reset the traps within it in order to collect all of the lost hearts of attackers and make it harder for them to get to the finish line or even worse, beat the highscore and steal that precious trophy NFT!

Attacker and Defender roles

Any given player is free to explore the various dimensions of Memoverse and attack any completed environment/palace and also build their own one(s) and later get that additional Defender role.



MARKETPLACE FOR GAMING NFTS



We are building the first marketplace which will support EIP-998 (de)composable NFTs. Allowing users to trade their complex NFTs - any combination of several NFTs of EIP-721, ERC20, ERC165 combined in one pack as a single NFT and visa-versa. In addition to BSC, we are also utilizing Chromia's blockchain and their Originals NFT standard.



Further down the road we are planning to make our cross-chain marketplace platform available for all other NFT gaming projects to use. It may become the first marketplace for complex & composable in-game NFTs supporting the upgraded EIP-998 standard.



ROADMAP

Below are just some of the milestones in our initial go-to-market plan. More goals will be created and reached along the way.



CORE CONTRIBUTORS

Memoverse has got over 16 rockstar-level developers & prolific creators working on it.



George Markosian

Unity Tech Lead & Software Architect. 15+ years in game and software development. George was the first employee at Plarium - a successful 2000+ people AAA mobile game studio. Now runs his own studio. Loves snowboarding.



Alex Ruzh

Serial entrepreneur & startup founder. 15+ years of practical business experience. Author of a technology patent on transferring virtual memory palaces into a player's mind. Into tea culture, meditation, and tai chi.



Dana Zhe

Product owner and product designer. Two products released from scratch. Manages own design studio. 20+ countries solo-travelled. Chemistry degree. Karate black belt.



CORE CONTRIBUTORS



Nick Mudge

Veteran-level smart contract developer, security auditor and standards creator. Kind & open-minded advisor, investor and early blockchain enthusiast. Author of EIP-2535 Diamonds, co-creator of EIP-998 standard, Aavegotchi and QuickSwap.

[in](#)



Alex Man

Prolific early blockchain figure shaping the space. Partner at JUN Capital, serial entrepreneur, advisor to a row of disruptive projects including SwissBorg, BullPerks, Solanium, SingularityDAO, Ultra, Cirus, BridgeMutual, Drops, Epik, Unizen.

[in](#)



Dan

Software and security engineer with 10+ years of experience in i-centric endpoint protection and tactical security. Holds expertise in the fields of data anonymization, encryption and smart contracts based dead man's switch design.

[in](#)

TOKENOMICS

Token name **MEMO**

Token type **BEP-20 BSC**

Total supply **2,000,000,000**

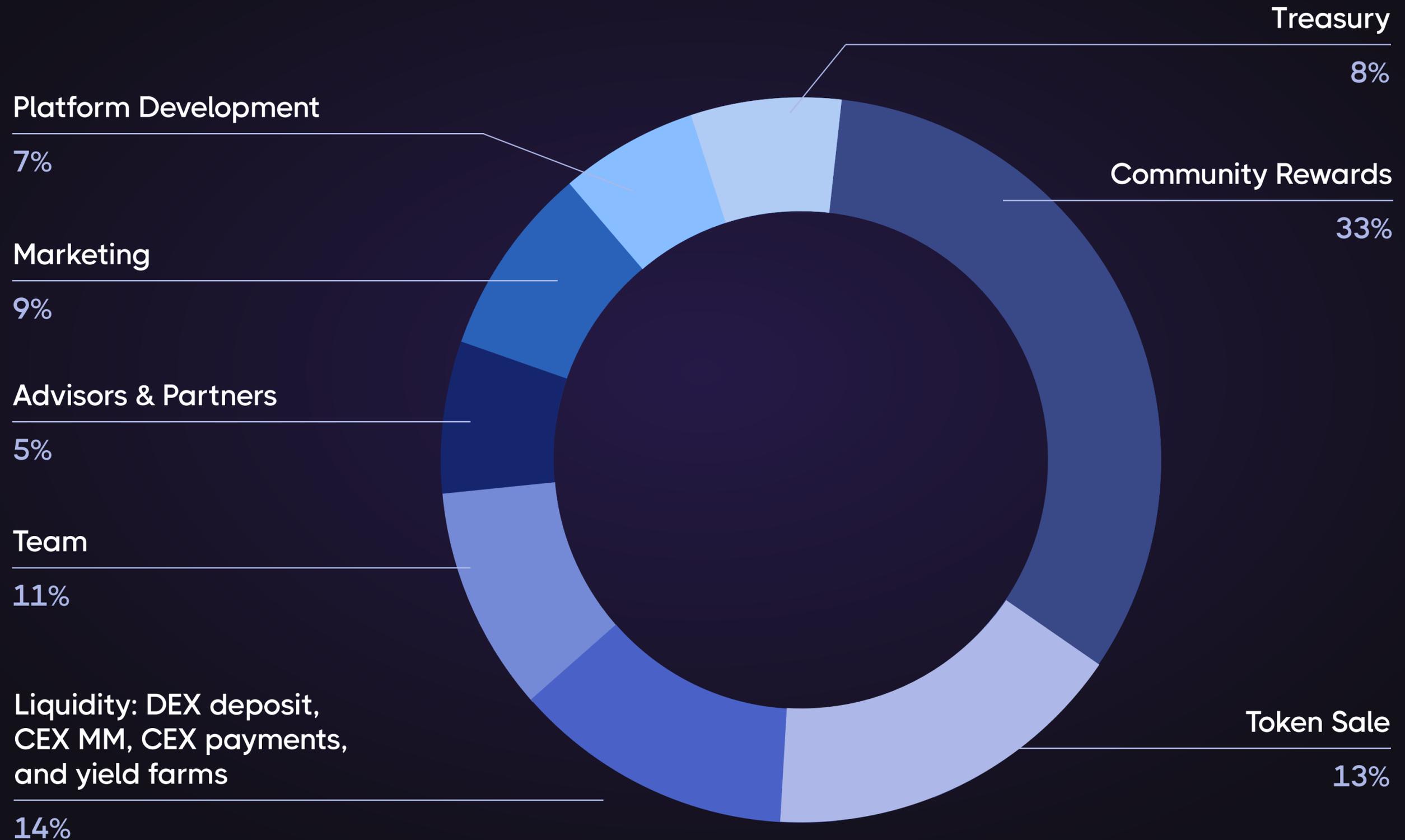
Market Cap at TGE without liquidity **\$402,000**

Initial supply **82,800,000 / 4.14%**

Market Cap at TGE including liquidity **\$1,242,000**

TOKEN SALE	Allocation %	Supply tokens	Price \$	Amount \$	Initial Unlock %	Terms
Seed	3%	60,000,000	0.011	660,000	8%	8% on TGE; 3 months cliff; then 4.5% monthly linear vesting
Private	9%	180,000,000	0.014	2,520,000	10%	10% on TGE; 3 months cliff; then 4.6% monthly linear vesting
Public	1%	20,000,000	0.015	300,000	20%	20% on TGE; then 20% quarterly linear vesting
Total		260,000,000		\$3,480,000	26,800,000	

MEMO DISTRIBUTION



TOKEN ALLOCATION

Token Distribution	Allocation %	Supply, tokens	Terms
Token Sale	13%	260,000,000	
Community Rewards	33%	660,000,000	3 months cliff; then 1% monthly linear vesting
Liquidity: DEX deposit, CEX MM, CEX payments, and yield farms	14%	280,000,000	20% on TGE; 6 months cliff; then 3% monthly linear vesting
Team	11%	220,000,000	1 year cliff; then 15% quarterly linear vesting
Advisors and Partners	5%	100,000,000	6 months cliff; then 12% quarterly linear vesting
Marketing	9%	180,000,000	1 year cliff; then 4% monthly linear vesting
Platform Development & Security	7%	140,000,000	1 year cliff; then 4% monthly linear vesting
Treasury	8%	160,000,000	1 year cliff; then 20% quarterly linear vesting
Total	100%	2,000,000,000	