



# WELCOME TO THE METAWEB COIN



*“Metaweb team is building a unique virtual world. You can build, own, and monetize their experiences using ‘Metaweb Coin’ the main utility token of the platform.”*



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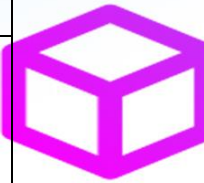
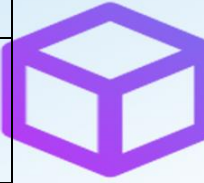
RISK DISCLOSURE





## List of data sources

Largest stock exchange operators	Statista	<a href="https://www.statista.com/statistics/270126/largest-stock-exchange-operators-by-market-capitalization-of-listed-companies/">https://www.statista.com/statistics/270126/largest-stock-exchange-operators-by-market-capitalization-of-listed-companies/</a>
Number of cryptocurrencies	Statista	<a href="https://www.statista.com/statistics/863917/number-crypto-coins-tokens/#:~:text=How%20many%20cryptocurrencies%20are%20there,might%20not%20be%20that%20significant.">https://www.statista.com/statistics/863917/number-crypto-coins-tokens/#:~:text=How%20many%20cryptocurrencies%20are%20there,might%20not%20be%20that%20significant.</a>
Security of crypto exchanges	Encrypbit	<a href="https://icobench.com/ico/encrybit">https://icobench.com/ico/encrybit</a>
Crypto crime	CNBC	<a href="https://www.cnbc.com/2022/01/06/crypto-scammers-took-a-record-14-billion-in-2021-chainalysis.html">https://www.cnbc.com/2022/01/06/crypto-scammers-took-a-record-14-billion-in-2021-chainalysis.html</a>
GDP transactions and distributed ledger technology Security and trust in crypto	World Economic Forum	<a href="https://www3.weforum.org/docs/WEF_GAC15_Technological_Tipping_Points_report_2015.pdf">https://www3.weforum.org/docs/WEF_GAC15_Technological_Tipping_Points_report_2015.pdf</a> <a href="https://www.weforum.org/agenda/2019/08/blockchain-security-trust/">https://www.weforum.org/agenda/2019/08/blockchain-security-trust/</a>
Cryptocurrencies	Investopedia	<a href="https://www.investopedia.com/binance-vs-coinbase-5120852">https://www.investopedia.com/binance-vs-coinbase-5120852</a>
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Global tokenization market	Businesswire	<a href="https://www.businesswire.com/news/home/20220202005457/en/Global-Tokenization-Market-Outlook-2022-2026-Includes-Profiles-of-Key-Players-Fiserv-Visa-MastercardMicro-Focus-American-Express-and-More---ResearchAndMarkets.co">https://www.businesswire.com/news/home/20220202005457/en/Global-Tokenization-Market-Outlook-2022-2026-Includes-Profiles-of-Key-Players-Fiserv-Visa-MastercardMicro-Focus-American-Express-and-More---ResearchAndMarkets.co</a>





## DISCLAIMER



## INTRODUCTION

Decentralized protocols, such as blockchain, the technology behind Metaweb coin transactions, will be employed in the web 3.0 revolution. It aims to overcome some of the primary drawbacks and flaws of the present internet era by tackling the crucial concerns of data ownership and control. The idea behind Web 3.0 is to bring the internet into the future. It develops users' abilities to manage and claim ownership of their works, online material, digital assets, and online personas. What we are now seeing is called Web 2.0. Businesses concentrate on the development and delivery of their goods and services.

Despite the fact that it will take a decade or so for some of these technologies to mature according to some experts, it is of the utmost importance to start developing advanced pedagogical strategies now. This is because these technologies will shortly reach mature status and the children who will use these devices are already born. They are in need of a well-structured education program that will safely and inspiringly take them there.

Metaweb clearly sees that this future is coming and is committed to creating a Metaverse dedicated to immersive learning. It is the purpose of this Metaverse to especially attract and promote to the future Generations (Gen Z) experiencing the full potential of these interesting virtual worlds where learning is the natural outcome of enjoying the Metaverse.







## WHAT IS DEFI?

Decentralized finance (DeFi) is an emerging financial technology based on secure distributed ledgers similar to those used by cryptocurrencies. The system removes the control banks and institutions have on money, financial products, and financial services. Some of the key attractions of DeFi for many consumers are:

- It eliminates the fees that banks and other financial companies charge for using their services.
- Individuals hold their money in a secure digital wallet instead of keeping it in a bank.
- Anyone with an internet connection can use it without needing approval.
- One can transfer funds in seconds and minutes

### How does DeFi Work?

Decentralized finance uses the blockchain technology that cryptocurrencies use. A blockchain is a distributed and secured database or ledger. Applications called dApps are used to handle transactions and run the blockchain. In the blockchain, transactions are recorded in blocks and then verified by other users. If these verifiers agree on a transaction, the block is closed and encrypted; another block is created that has information about the previous block within it. The blocks are "chained" together through the information in each preceding block, giving it the name blockchain. Information in previous blocks cannot be changed without affecting the following blocks, so there is no way to alter a blockchain. This concept, along with other security protocols, provides the secure nature of a blockchain.





## WHAT IS THE METaverse?



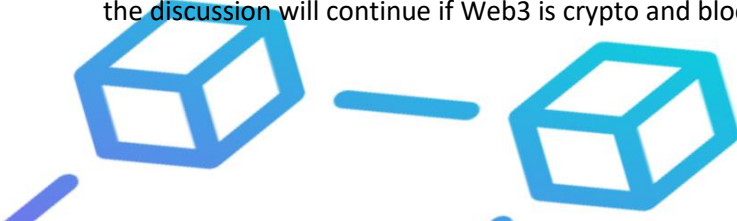
The metaverse is a massively scalable, persistent network of interconnected virtual worlds focused on real time interaction where people can work, socially interact, transact, play and even create. It uses advanced virtualization and technologies (AR, VR, Haptic Sensors, etc.) to fully immerse the user into the virtual world. This means that the user can interact live with a world that is always there, and he can always access whenever he wants.

Many advocates believe that the perfect futuristic version of “The Metaverse” there would be one single platform where you have your persona, your identity and platform services connected under which many worlds get created where you can gain access. Like a world with many sub-worlds which you can join, leave or even create. Important factors are still that there is a definition for a digital identity, digital ownership, digital currencies and the universal transferability of digital assets – Thus enabling a fully functioning economy in a virtual world.

This way the metaverse could replace several aspects of how tourism works, what it means to go on a concert, how to discover art exhibitions but especially also how people learn, study, interact and even meet friends.

## EVOLUTION FROM WEB 1, WEB2, WEB3 TO THE METaverse

While there is no clear consent about the definitions of Web3 and the difference of the Metaverse, there is a lot of discussion. A lot of crypto enthusiasts like to believe that crypto is the next stage of the internet, while others argue that after the social interaction based Web2 we will see the jump into the immersive Internet called “Metaverse”. Till now it’s not clear where to set the cut and where to differentiate, but the [discussion](#) will continue if Web3 is crypto and blockchain or immersive internet with virtual worlds.





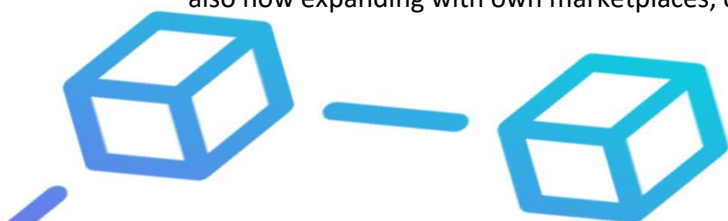


## METAVEVERSE EXAMPLES



There is no example of a big metaverse at the moment. Different companies, especially game studios, are claiming that they created a metaverse.

- **Meta Horizon Worlds** – Facebook launched a virtual meeting room environment which can be accessed via the company owned Oculus VR headsets and the Horizon Worlds. It allows interacting with peers in virtual meeting rooms with your own avatar but in future it should be also the basis for more offerings coming from Oculus and Meta.
- **Microsoft Mesh Platform** – Microsoft is also pushing into the mixed and extended reality space (XR). Therefore, they are trying to launch mixed-reality elements into Teams in 2022. This should allow avatars and holograms to be at events, meetings and even use it in future for retail experiences and gaming.
- **Roblox** – Roblox started as a gaming world where you can create your own games as a user and give others access to them. After the IPO, they are more pushing towards creating their own metaverse. Teaming up with brands like Vans and Gucci, they offer now also exclusive assents to buy for your virtual self.
- **Minecraft** – Over 140 million users are regularly playing the Lego like game world Minecraft. The company was bought from Microsoft where players create their character, a creation of unlimited virtual worlds on their own incl. digital assets and more.
- **Second Life** – Already founded in 2003 it was one of the first virtual realities where the player could create an own identity in a virtual world. After many years of development, Second Life is also now expanding with own marketplaces, digital assets and more.





# 6 FOUNDATIONS OF THE METAVERSE

Before we go deeper into the technological details, let's examine what kind of different elements and foundations need to be in place to enable a metaverse. Creating a virtual world where you can control every aspect and also feel like you are directly in this world has many challenges.

## HARDWARE & INFRASTRUCTURE

Due to the massive amounts of data, 3D processing and also live interaction, there is a huge need for the right IT infrastructure. This includes network technologies from 5G and future 6G networks, cloud computing and super specialized virtualization hardware with GPU, TPU and CPU development for the server-side hardware requirements.

The second part is the consumer side, where special hardware is needed for the immersive experience. Virtual and augmented reality smart glasses, haptic feedback devices (gloves, suites, etc.) and even mobile phones with better processing powers are needed.

## TOOLS & STANDARDS

To make the metaverse really interactive, there need to be common standards and tool sets in place. This includes computer languages, easy to use design tools, commonly used 3D engines, VR/AR/XR standards, asset marketplace standards, transfer protocols, security standards but also more technological standards like geospatial mapping.

## PAYMENT & TRANSACTIONS

An important aspect of every metaverse is a functioning ecosystem. In order to make this work, a universal mode of transaction and payment need to be found. This has challenges on several levels as every ecosystem might have their own modes of payment, transaction and makes it then difficult to connect different worlds together.

## REGULATORY FRAMEWORKS AND RULES

Like in real world, we require regulatory frameworks and social rules in place. Managing and enforcing these rules in a virtual world could be one of the biggest challenges to solve. In order to make users feel safe, we need to think about global rules and even laws that govern the virtual world.

## IDENTITY MANAGEMENT & AVATARS

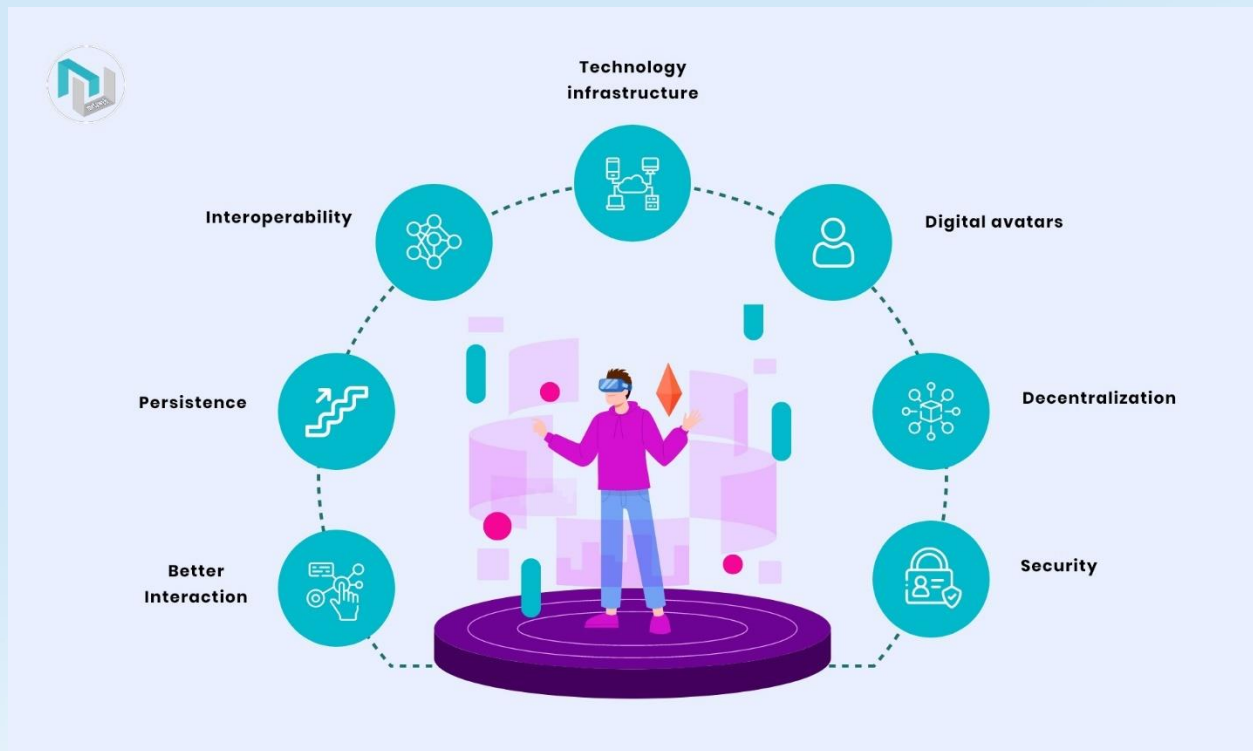
A virtual world with a virtual identity might sound good, but to make sure that it's also safe and not a "outlaw" world, also the verification of the real identity is a must. For this to happen in many worlds, there would need to be a common protocol and something like a meta-identity that can be linked to the own avatars and therefore be able to use avatars and identities in many virtual worlds.







## VIRTUAL ECOSYSTEM



In order to make different use cases work, there also needs to be a functioning digital economic ecosystem. From Ad networks, to stores, virtual jobs and payment for games, Social Interactions, eSports and even online shopping. Creating this economic universe is very important to give more users and companies an incentive to participate, create and share.

## USE CASES OF THE METAVERSE

We have seen before, that most platforms that are created and called “metaverse” are at the moment focused on virtual events, virtual meetings and especially gaming. But there are many use cases for virtual worlds and it can be more than just a hype.

## SOCIAL INTERACTION PLATFORM

Like Second Life, it is possible to interact together and create the social interactions through immersion. Users can see others via virtual rooms and worlds, interact with each other, and also have social gatherings. This approach takes social media to the next level as it gets from asynchronous information sharing to a combination of asynchronous and synchronous (live) interaction.





## IMMERSIVE VIDEO GAMES



A big use case is of course also the creation of immersive video games. Just think about “Sims” with you as a real character in it. You can play in virtual works, create your own journey, play through your personal quests and much more. The VR technology incl. haptic feedback will allow for even deeper experiences where you can feel the environment and more.

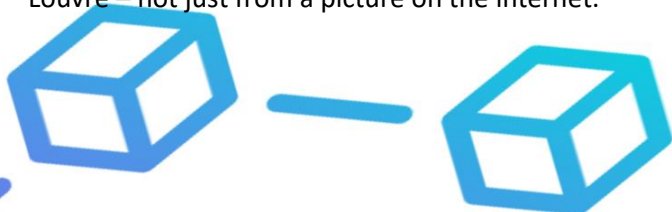
## DIGITAL MARKETPLACES & DIGITAL BUSINESS MODELS

As mentioned before, it is important to have a functioning marketplace and an economic ecosystem. This would also allow creating fully digital marketplaces and purely digital transactions in the metaverse. Auctions could be experienced from anywhere in the world, everyone would have access to all art he wants and much more. Just think about the possibility if you would be able to walk into Amazon’s web shop and experience the Products there as if they were in front of you.

This would allow also for disruptive new digital business models that would envision a fully digital world and monetization of these digital worlds.

## ART AND CULTURE VENUES

Corona brought us a lot of virtual events and brought a lot of the art world online. But what about having virtual concerts, where you cannot just look at a video stream but be there, interact with people and also meet people online while you are looking at art or listening to music? Creating digital equivalents of events, museums or art exhibitions online might give many more people around the world the possibility to consume art and culture in a completely new way. Seeing the Mona Lisa in the surrounding of a digital Louvre – not just from a picture on the internet.





## DIGITAL ART CREATIONS

Roblox and Minecraft are great examples of how users can use a virtual universe to build the own world. Giving the user the freedom to shape, form and create worlds as he likes may give many more people freedom of creation. NFTs might play a bigger role in an environment like this as well as people want to own also digitally created art.

## AUGMENTED AND VIRTUAL WORKSPACES

Instead of seeing people on a screen with some video blocks, it could be possible to be in the same virtual room, brainstorm, write on a whiteboard and even change the room according to your needs. Augmented Workspaces would combine these features, allowing people to virtually participate in a physical meeting. This would mean that you have holograms in the room, you would experience the people and the avatars at the same time and be able to interact as if you were there.

## VIRTUAL TRAVEL AND TOURISM

What about traveling the world without ever leaving the living room? In times when traveling is restricted and climate change as a pressing problem, it might be an interesting option to create virtual worlds. Imagine game-like environments where people are experiencing the Swiss alps, climbing the Himalayas or walking on your own through the Istanbul market. In virtual worlds it would be even possible to visit other planets, virtual worlds like Lord of the Rings or many other places we can maybe not imagine today.

## EDUCATION & SCHOOLS

What about a virtual school class? Interactive walls, educational games, virtual experiences and much more? Especially for education and schools, an interactive world can be a big asset. When we teach about our solar system, it would be literally possible to be out in space, zoom to planets, and get data about them by just virtually clicking on them. The more fun it is to interact with your learning environment, the easier it is for children to learn. The metaverse could be also a game changer for rural areas or remote places, as long as they have internet, they could be getting the same elite education as others.

## CONCLUSION ON THE METAVERSE

The metaverse is a logical next step from the internet. From the early days when you could only read existing information to the age of social media and creators' economy to the immersion of the virtual world into our own world. The direction of the internet and information age is clear, we will see virtual worlds popping up and users diving into these worlds.

We as a society still have many concerns to solve as social interaction, digital economy and also the illusion of the perfect virtual worlds will have a lot of implications on our physical daily life.

The development of metaverses is still in its infancy but with accelerating developments, billions being invested into this space and a huge push due to COVID it will be soon a bigger part in our life. Even Bill







Gates estimates that in just a couple of years, most of the work and meetings will be done in the metaverse instead of physical meeting rooms and business trips.

We will see what kind of metaverse will take the masses and position itself to create the much-needed network effect. The market is all about “the winner takes it all” and the metaverse might be the biggest example of a digital ecosystem.

## INTRODUCTION TO WEB3



Centralization has helped onboard billions of people to the World Wide Web and created the stable, robust infrastructure on which it lives. At the same time, a handful of centralized entities have a stronghold on large swathes of the World Wide Web, unilaterally deciding what should and should not be allowed.

Web3 is the answer to this dilemma. Instead of a Web monopolized by large technology companies, Web3 embraces decentralization and is being built, operated, and owned by its users. Web3 puts power in the hands of individuals rather than corporations. Before we talk about Web3, let's explore how we got here.

## THE EARLY WEB

Most people think of the Web as a continuous pillar of modern life—it was invented and has just existed since. However, the Web most of us know today is quite different from originally imagined. To understand this better, it's helpful to break the Web's short history into loose periods—Web 1.0 and Web 2.0.





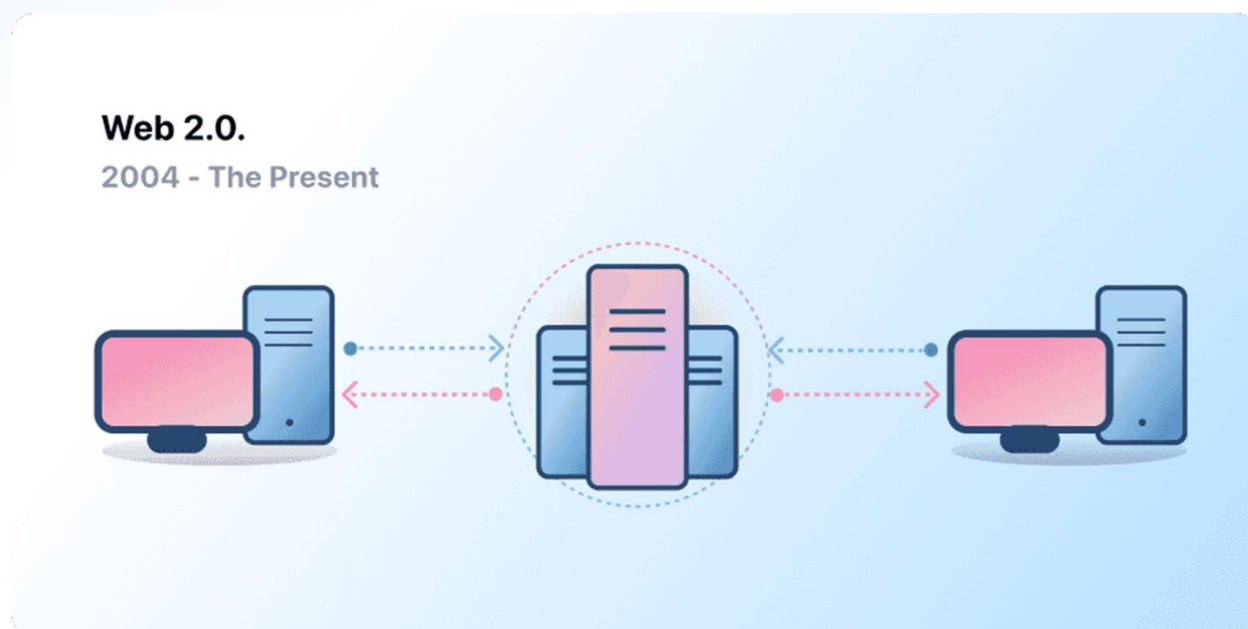
## Web 1.0: Read-Only (1990-2004)



In 1989, at CERN, Geneva, Tim Berners-Lee was busy developing the protocols that would become the World Wide Web. His idea? To create open, decentralized protocols that allowed information-sharing from anywhere on Earth.

The first inception of Berners-Lee's creation, now known as 'Web 1.0', occurred roughly between 1990 to 2004. Web 1.0 was mainly static websites owned by companies, and there was close to zero interaction between users - individuals seldom produced content - leading to it being known as the read-only web.

## Web 2.0: Read-Write (2004-now)





The Web 2.0 period began in 2004 with the emergence of social media platforms. Instead of a read-only, the web evolved to be read-write. Instead of companies providing content to users, they also began to provide platforms to share user-generated content and engage in user-to-user interactions. As more people came online, a handful of top companies began to control a disproportionate amount of the traffic and value generated on the web. Web 2.0 also birthed the advertising-driven revenue model. While users could create content, they didn't own it or benefit from its monetization.

Web 3.0: Read-Write-Own



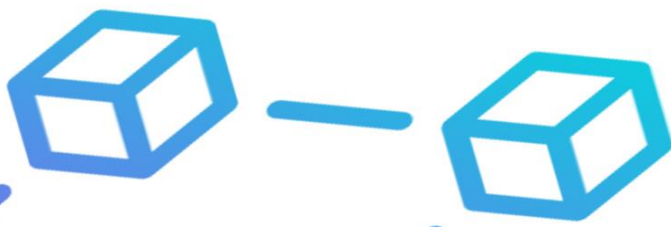
The premise of 'Web 3.0' was coined by Ethereum co-founder Gavin Wood shortly after Ethereum launched in 2014. Gavin put into words a solution for a problem that many early crypto adopters felt: the Web required too much trust. That is, most of the Web that people know and use today relies on trusting a handful of private companies to act in the public's best interests.

## WHAT IS WEB3?

Web3 has become a catch-all term for the vision of a new, better internet. At its core, Web3 uses blockchains, cryptocurrencies, and NFTs to give power back to the users in the form of ownership. A 2020 post on Twitter said it best: Web1 was read-only, Web2 is read-write, Web3 will be read-write-own.

Core ideas of Web3

Although it's challenging to provide a rigid definition of what Web3 is, a few core principles guide its creation.







## WEB3 IS DECENTRALIZED:

instead of large swathes of the internet controlled and owned by centralized entities, ownership gets distributed amongst its builders and users.

## WHY IS WEB3 IMPORTANT?

Although Web3's killer features aren't isolated and don't fit into neat categories, for simplicity we've tried to separate them to make them easier to understand.

## OWNERSHIP

Web3 gives you ownership of your digital assets in an unprecedented way. For example, say you're playing a web2 game. If you purchase an in-game item, it is tied directly to your account. If the game creators delete your account, you will lose these items. Or, if you stop playing the game, you lose the value you invested into your in-game items.

Web3 allows for direct ownership through non-fungible tokens (NFTs). No one, not even the game's creators, has the power to take away your ownership. And, if you stop playing, you can sell or trade your in-game items on open markets and recoup their value.

On Web3, your data lives on the blockchain. When you decide to leave a platform, you can take your reputation with you, plugging it into another interface that more clearly aligns with your values.

Web 2.0 requires content creators to trust platforms not to change the rules, but censorship resistance is a native feature of a Web3 platform.

## DECENTRALIZED AUTONOMOUS ORGANIZATIONS (DAOS)

As well as owning your data in Web3, you can own the platform as a collective, using tokens that act like shares in a company. DAOs let you coordinate decentralized ownership of a platform and make decisions about its future.

DAOs are defined technically as agreed-upon smart contracts that automate decentralized decision-making over a pool of resources (tokens). Users with tokens vote on how resources get spent, and the code automatically performs the voting outcome.

However, people define many Web3 communities as DAOs. These communities all have different levels of decentralization and automation by code. Currently, we are exploring what DAOs are and how they might evolve in the future.





## VISION



Metaweb aims to foster financial freedom through access to easy and secure blockchain technology. In time, Metaweb aims to offer the most popular, secure portal for digital investments and become a leading digital exchange. Metaweb aims wonderful “Education System”

## MISSION

Metaweb aims to be a leader in the delivery of secure blockchain-based services. Metaweb aims to offer the highest quality of innovative, leading-edge solutions built on secure infrastructure and developed by leading industry practitioners and partners.

## VALUE PROPOSITION

Metaweb will provide a proprietary blockchain solution, coupled with hardware and software offerings, that will foster greater confidence and trust in the use of cryptocurrencies and tokenization. It will do so by aiming to resolve the technological and security challenges that exist today, making it easier and more secure to utilize digital payment solutions. Core to the proposition is the concept of a decentralized financial ecosystem (or De-Fi for short). De-Fi is described in more detail in the second (tokenization) whitepaper. However, in essence, De-Fi aims to provide a fully decentralized financial ecosystem, thereby offering additional options to the need for typical intermediaries such as banks, insurers and national regulators, who add operational inefficiencies, costs and potential delays to financial transactions. The Metaweb proposition is based on the De-Fi model. A key component of the solution is a hardware device, called the Metaweb Hub, which will manage fiat and digital assets. The Hub is a robust, secure and unique device for exchanging digital assets





## THE MARKET



Global financial markets have evolved over several decades. Traditional fiat currencies, distributed through notes and coins, were disrupted by the introduction of credit cards in the 1950s. Over time, industry innovation and technological advances have driven the near universal adoption of credit cards, once considered the preserve of the financial elite. With the advent of the internet and digital technologies, new forms of digital payment systems have developed and are becoming increasingly ubiquitous. Today, digital payment solutions (such as Apple Pay, Samsung Pay, UPI etc.) are a key service of almost every financial institution. Cryptocurrencies continue this trend of financial services innovation. Use of blockchain technology and cryptocurrencies is more prevalent in financial services. The most famous cryptocurrency, Bitcoin, demonstrated the clear market potential cryptocurrencies could offer. Introduced in 2009, Bitcoin had practically no value. Four years later, the currency was trading at over USD 1,000 per Bitcoin, reaching over USD 60,000 at its peak, with constant price fluctuations. This exponential increase in market value resulted in large interest from investors, media and speculators. Cryptocurrencies have increasingly become a more credible investment. By 2022, there are over 10,000 cryptocurrencies available. The number of crypto exchanges has also grown rapidly, reaching approximately 500 (according to Investopedia). The exact number cannot be precisely determined due to the different regulatory measures in the respective countries. In other words: in many countries such exchanges do not have to be registered via a central authority in order to trade. If you look at the daily trading volume of the leading crypto exchanges, sums of several billion US dollar equivalent have been reached. One thing is certain, cryptocurrencies (like Bitcoin) have become a desirable and potentially lucrative asset class. Notwithstanding the effects of the Covid-19 pandemic, further appreciation in Bitcoin price could occur. There are three principal reasons for this:







- 1) demand from speculators and investors given the desirability of the asset class and the potential for large profits,
- 2) the ease of which digital currencies can be transacted and
- 3) additional options for users who require high levels of financial flexibility in terms of payments. Another aspect to consider is that both individuals and institutions are exhibiting loss of trust in the current banking system (as it excludes large segments of the global population) and are instead looking to utilize more inclusive banking systems.



## PROBLEM AND SOLUTION

Daily trading volumes of many digital exchanges around the world have accelerated, driven by the rapid introduction of digital markets over the past decade. According to Statista, the three largest stock exchanges in 2021, namely Nasdaq, NYSE and CBOE Global Markets, collectively account for almost six trillion dollars of trade (based on electronic order book trading volumes). These enormous sums of money imply high amounts of commissions and/or gas fees that are taken from traders. This is a problem for small capital investors as fees erode potential profits. Over time, a significant weakness has emerged: the exchanges themselves. In terms of process, they are mostly structured similar to traditional financial institutions. Payments based on Blockchain solutions have lower total fees as a proportion of overall transaction value in comparison to traditional trading exchanges. Furthermore, solutions such as Metaweb's proprietary blockchain solution, provides greater levels of hacking resistance than competing solutions in the marketplace.



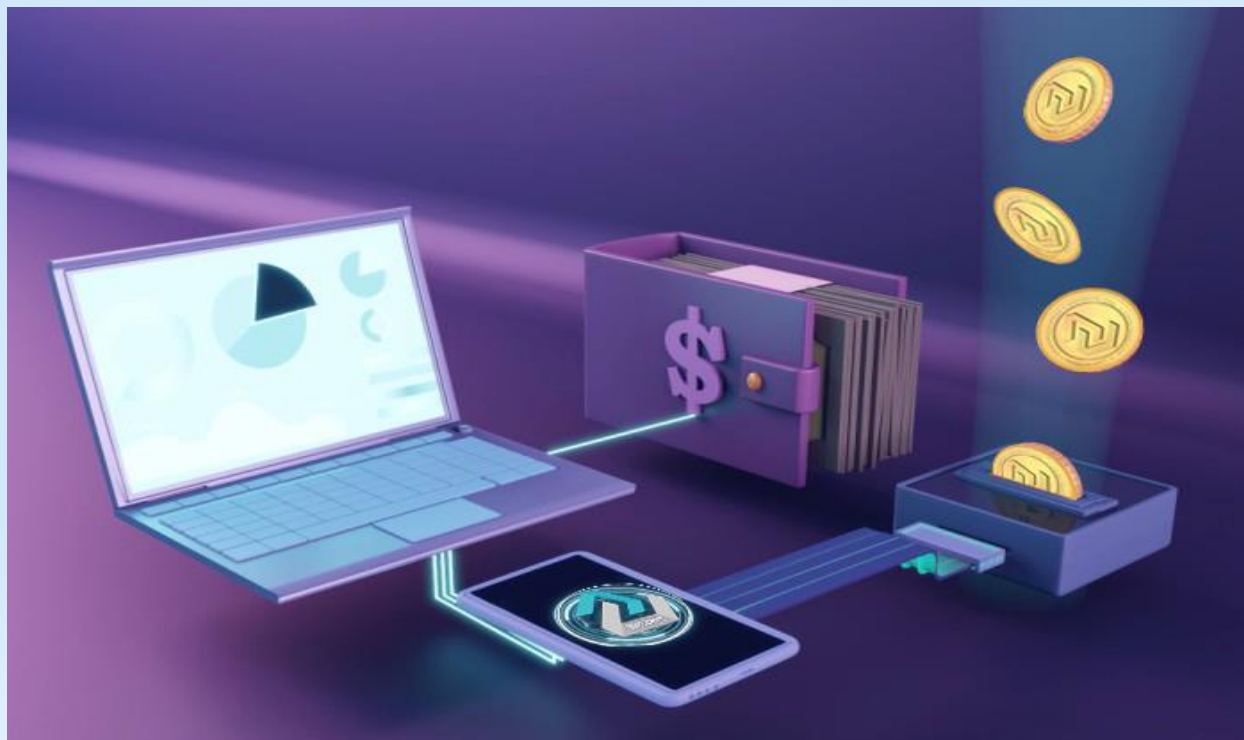
According to a study by Encrybit from 2018, around 40% of the traders surveyed believe that the security standards of crypto exchanges are the biggest problem. Around 30% of respondents believe excessive trading and withdrawal fees are the biggest problem. The security aspect of cryptocurrencies is a complex problem to solve. In the last decade, security issues have increasingly become the main trust barrier between digital assets and the population. How can this trust barrier be broken, and how can trading with digital assets be made more secure?

The team behind Metaweb Technologies has dedicated itself to these questions and has managed to create a new security standard for the world of digital assets. The answer: build a value proposition around a decentralized ecosystem utilizing.





## REWARDS



Use of the Metaweb for minting will allow owners to generate rewards with the Metaweb Coin, who will receive profits proportional to the percentage value of how many coins they own.

## MANAGE AND SECURE YOUR DIGITAL ASSETS

Metaweb will be a personal digital asset management device. This would allow users to store their digital assets on one (or more) Hubs and access at anytime from anywhere through mobile applications. The assets remain on the Hub unless being transferred to and from locations or are being transacted. Hence, the storage of the assets will remain in a safe location.

## TRADE DIGITAL ASSETS

Users can manage digital assets (Coins, Tokens, NFT 's, etc.) on their own secure Metaweb Hub. If the Hub is lost or damaged, all assets can be restored quickly and without loss using the "Seed "to recover the private key, a secure and trusted method of recovery. Over time, Metaweb's objective is for all assets to be recorded in the blockchain whereby they can be traded either through Metaweb or other devices.





## SECURITY



The main goal at Metaweb Technologies is to maximize the security of digital assets by using the Metaweb Coin. It is also our view that improved security will contribute towards increased adoption to cryptocurrencies. Metaweb's priority is to maximize product and services security. One way of doing so is by introducing a proprietary approach that is referred to as "shield technology". Shield technology was developed by Metaweb and works by blocking communications until a user is able to confirm their identity with a digital signature. This unique technology grants safe access to users and does not require a third-party service for multi-factor authentication. Furthermore, it potentially reduces the time towards usage of third-party applications in order to validate secure access to a crypto wallet or platform. The aim to do this automatically as a one-step process. Metaweb is also a next-generation hardware wallet that is available at any time and from anywhere via the Metaweb mobile application. Over time, Metaweb will continue to add security functions and enhancements. In further emphasizing the importance of security, an article by CNBC in January 2022 states criminal stole USD14billion in cryptocurrency in 2021. This is one of the main reasons why investors are reluctant to invest in cryptocurrencies, for fear of theft and cyber-attacks. Metaweb Technologies wants to resolve this trust barrier with high security and a decentralized system. Metaweb Coin and the Metaweb Exchange will provide unprecedented security standards for digital assets.







# METAWEB EXCHANGE



The Metaweb Coin is the interface for the decentralized future Metaweb Exchange, with its focus on data protection, security and a user-friendly design. With the Metaweb Exchange, users will easily and securely trade digital assets worldwide. A full overview of the Metaweb Exchange will be presented in a separate whitepaper. The Metaweb Exchange will provide the following benefits:

- Best exchange rates
- Free transfers
- Optional IBAN connection
- Fiat-payments through regulated partners
- Very low fees – much cheaper than common exchanges
- Additional fee advantages (25%) by using the Metaweb Coin (own coin)
- All popular standard digital trading currency pairs
- 100% profit sharing for Metaweb Coin holders through a so called „Coin-burning“ process based on the profits of the Metaweb Exchange
- Objective: to be positioned among the top 10 exchanges in the world from the 3rd year prospectively
- Asset exchanges of all kinds, from coins and tokens to countless other digital assets



## METAWEB WALLET



Metaweb mobile application (“Metaweb Wallet”) will enable customers to have secure and carefree access to their crypto assets at any time:

- Real-time crypto transactions
- Crypto payments for online and shop payments (at point-of-sale “POS”)
- A user’s own secure wallet on the smartphone
- Seamless connectivity. Easy and intuitive to use
- IBAN interface

The mobile application will contain the standard security features such as passwords through keyboard to face/touch ID, and shall be updated on a regular basis. All features will be implemented soon and are not active now.





## GAMING PLATFORM



Metaweb team's mission is to build a system where creators will be able to craft, play, share, and trade without central control, enjoying secure copyright ownership with the ability to earn META. The genre of creator games with voxel graphics is dominated by two key industry players, Minecraft and Roblox. Minecraft, the leader in the category, saw player numbers grow over 30% year on year for the last five years, while Roblox placed sixth in the list of top grossing iPhone mobile gaming apps in the United States as of January 2018, ranked by daily revenue. Roblox is estimated to take in over USD 750,000 per day in revenue. Some creators have reportedly earned over USD 30,000,000 in 2017 from the 70% revenue share they receive from sales inside their own creations. Both games are now available on a variety of platforms including PC, mobile and console. A few numbers show the scope of the market in tangible terms:

### Minecraft

- Over 100,000,000 MAU in 2019, up 74,000,000 from 2017
- Over 144,000,000 copies sold worldwide;
- In 2014, Microsoft purchased the Minecraft franchise for USD 2.5 billion; and
- The purchase price equates to roughly USD 17 per copy sold when averaged across all units.

### Roblox

- Had 100,000,000 MAU in 2020
- Raised USD 150,000,000 series G on a USD 5 billion valuation in February 2020;
- 11,000,000 game titles were published in the Roblox world in 2017:
- Over 1,500 titles have each generated over 1,000,000 user visits from other players; and







- Meep City, which was published in Roblox in February 2016, was the first Roblox game to surpass 1 billion player visits.

## The Sandbox Evolution

- Had 1,200,000 MAUs in 2018; and
- Over 70,000,000 creations made inside the game by its users.

## Crypto Kitties

- Over USD 12,000,000 raised from asset sales<sup>11</sup>
- More than 1,000,000 kitties created<sup>12</sup>;
- Has approximately 500 Daily Active Users; and
- Various special themed kitties from partnerships, including the NBA<sup>13</sup>

## GAMING

Gaming challenges users to reach a desirable outcome in a ludic way. Users are attracted to feel rewarded and entertained in the meanwhile they play alone or collectively collaborate with each other. This type of entertainment is so engaging that some people become addicted to it or maybe enter gambling. This is why it is paramount to have games also particularly designed with scientifically reviewed pedagogical strategies for all ages in the betterment of society. Metaweb actively seeks partnerships in this regard as a means to reach harmonic impact in depth and extension.





# TOKENIZATION

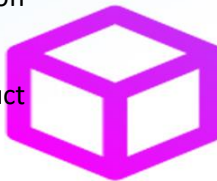
**Metaweb Coin is the utility token for the entire Metaweb Finance ecosystem**, traded and farmed on decentralized - Centralized exchanges across the **Binance Smart Chain, Polygon, Solana &Ethereum\***. Metaweb is decentralized and owned by its own dynamic community. We welcome and embrace diverse perspectives to build Metaweb into the best crypto community. To achieve this goal for every transaction in Metaweb network, a 3% fee is distributed to existing holders. That means one can earn more Metaweb Coin just by holding it in its wallet.



In each trade, the transaction is charged a fee, which is split in 2 ways:

3% Buy fee = redistributed to all existing holders

2. 5% Sell Fee of the Metaweb tokens are paired automatically with BNB and added as a liquidity pair on Pancake Swap.



Metaweb Token is fully upgradable ERC-20 Token. In future we can add more functions and more product in our portfolio with just a smart contract update.

## Tokenomics

Name: Metaweb Coin

Contract Address: 0x3AAB906b26363431E7b2f966e38eeE1b53e3dF2c

Network: BEP20

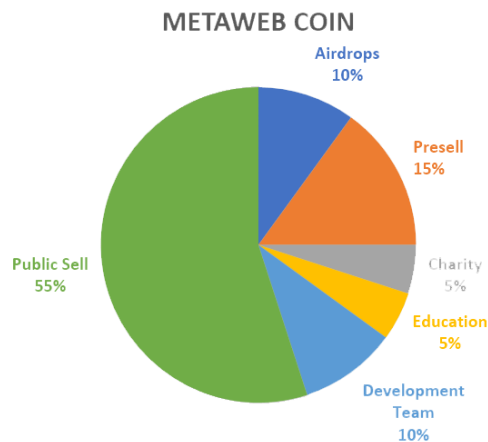
Symbol: META

Decimals: 18

Total Supply: 300,000,000,000 META

Current and planned META token allocation:

<b>Airdrops</b>	– 10% = 30 000 000 000
<b>Presell</b>	– 15% = 45 000 000 000
<b>Charity</b>	– 05 % = 15 000 000 000
<b>Education</b>	– 05% = 15 000 000 000
<b>Development Team</b>	– 10% = 30 000 000 000
<b>Public Sell</b>	– 55% = 165,000,000,000





# ROADMAP

A more detailed roadmap can be found below:

Q4/2020 Idea and Concept creation.

Q1-Q3/2021 Market analysis and research.

Q4/2022 Concept, Plan & Team assemble.

Q4/2022 Building a functional Platform.

Q1/2023 Building the website and the Metaweb Coin.

Q2/2023 Airdrop Metaweb Coin.

Q2/2023 ICO Metaweb Coin.

Q2-03/2023 Create our community.

Q4/2023 Launch of the Metaweb Swap.

Q4/2023 Start building the Metaweb wallet.

Q4/2023 Listing Metaweb Coin on at least one major decentralized Exchange.

Q2-Q3/2024 Start building the Metaweb Exchange.

Q1/2024 Metaweb wallet.

Q2/2024 Metaweb Smart Chain.

Q3-Q4 2024 Announcements of first Tokenization & NFT projects.

Q4/2024 Launch of the METAWEB Exchange.

Q1/2025 Metaweb Coin Listing on a centralized Exchange.









## Metaweb Team



# Autonomous Teams



When passion and experience are combined, great things can be created. Metaweb Technologies has brought experts from a wide variety of specialized fields have come together to revolutionize the world of blockchain technology. The passion and enthusiasm of the company founders inspire the members of this highly motivated team to work with strong commitment towards the common goal: to bring people closer and utilize technology for private and business applications.

The team has a well proven track record and collective experience of more than 30 years in payment solutions, software engineering and blockchain technology.





## Legal Notices



This whitepaper is made available to provide business information and it does not constitute a contract or an offer of sale between the reader and Metaweb. The information found in this document is subject to change. This means key aspects of the project may change or be abandoned at any time. This includes, for example, token economics and dates for any planned security coin offering.

The information contained in this whitepaper is not written or intended as financial, tax or legal advice. You are encouraged to seek financial, tax and legal advice from your professional advisors. Metaweb provides no guarantee as to the completeness, reliability, relevance, or accuracy of information found in this whitepaper. Metaweb makes no representations or warranties of any kind, express or implied, and is not responsible for and disclaims all liability for any loss, liability, damage (whether direct, indirect or consequential), personal injury or expense of any nature whatsoever which may be suffered by you or any third party, as a result of or which may be attributable, directly or indirectly, to your access and use of any information contained in this whitepaper.

Any plans, forecasts or projections mentioned in this whitepaper may not be accomplished in whole or part due to multiple and compounding factors, including but not limited to defects or limitations in technology, legal or regulatory exposure, sector volatility, corporate actions, and/or market inconstancy. All information contained in this document is intended to be indicative only and is not a statement of Metaweb's intentions. Metaweb reserves the right to revise this whitepaper at any time and for any reason.







## RISK DISCLOSURE

The following is a non-exhaustive disclosure of principal risk factors which are considered to be material by the Company in connection with the admission of the token to trading and/or use of the Metaweb Token. Participants should consider these risk factors alongside all other information provided in the Whitepaper and are advised to consult with their professional advisers (including their financial, accounting, legal, tax, technical, or other advisers and experts) before deciding to obtain Metaweb Tokens.

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Risk of losing access to Metaweb Tokens due to loss of private key/s, custodial error or participation error: A wallet is necessary to acquire, hold and dispose of Metaweb Tokens. The participant hereby understands that he/she is responsible for setting up the Wallet with a third-party provider to hold Metaweb Tokens, and he/she is responsible for implementing reasonable measures for securing the wallet.

Accordingly, loss of requisite private key/s associated with the wallet holding Metaweb Tokens will result in loss of such Metaweb Tokens and any other cryptocurrencies and/or tokens. Moreover, any third party that gains access to such private key/s, including by gaining access to login credentials of the wallet that the participant uses, may be able to misappropriate the participant's Metaweb Token. Any errors or malfunctions caused by or otherwise related to the wallet that the participant chooses to receive and hold Metaweb Tokens, including the participant's own failure to properly maintain or use such wallet or caused as a result of the choice of third-party provider for the wallet, may also result in the loss of Metaweb Tokens.

Risk of losing access to Metaweb Tokens due to loss of private key/s, custodial error or participation error:

A wallet is necessary to acquire, hold and dispose of Metaweb Tokens. The participant hereby understands that he/she is responsible for setting up the Wallet with a third-party provider to hold Metaweb Tokens, and he/she is responsible for implementing reasonable measures for securing the wallet.

### RISE OF NETWORK ATTACKS OR MINING ATTACKS:

Accordingly, loss of requisite private key/s associated with the wallet holding Metaweb Tokens will result in loss of such Metaweb Tokens and any other cryptocurrencies and/or tokens. Moreover, any third party that gains access to such private key/s, including by gaining access to login credentials of the wallet that the participant uses, may be able to misappropriate the participant's Metaweb Token. Any errors or malfunctions caused by or otherwise related to the wallet that the participant chooses to receive and hold Metaweb Tokens, including the participant's own failure to properly maintain or use such wallet or caused





as a result of the choice of third party provider for the wallet, may also result in the loss of Metaweb Tokens.

As with other decentralized cryptographic tokens based on the BEP-20 token standard, Metaweb Tokens are susceptible to attacks by miners in the course of validating transaction on the BSC Blockchain, including but not limited to double-spend attacks, majority mining power attacks, and selfish-mining attacks. Any successful attacks present a risk to Metaweb Tokens, including, but not limited to, accurate execution and recording of transactions involving Metaweb Tokens.

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Hackers or other groups or organizations may attempt to interfere with Metaweb Tokens in several ways, including, but not limited to, denial-of-service attacks, Sybil attacks, spoofing, smurfing, malware attacks, consensus-based attacks, and any such similar events which could have an impact on Metaweb Tokens and the services the Company may offer from time to time.

### **RISK OF HACKING AND SECURITY WEAKNESS:**

Risk of a security weakness in the smart contract, the website and Metaweb Tokens source code or any associates software and/or infrastructure:

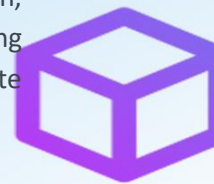
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There is a risk that the smart contract, the website and Metaweb Tokens may unintentionally include weakness or bugs in the source code interfering with the use or cause loss of Metaweb Tokens. Updates and alterations could lead to unexpected or unintended outcomes that have adverse effects on Metaweb Tokens.

**Risk of a security weakness in the smart contract, the website and Metaweb Tokens source code or any associates software and/or infrastructure:**

Risk of no listing or low/no liquidity

There is a risk that the smart contract, the website and Metaweb Tokens may unintentionally include weakness or bugs in the source code interfering with the use or cause loss of Metaweb Tokens. Updates and alterations could lead to unexpected or unintended outcomes that have adverse effects on Metaweb Tokens.





Exchanges may be subject to poorly understood regulatory oversight and the Company does not give any warranties regarding any exchange service providers. Users including the participant if applicable, might be exposed to fraud and failure affecting those exchanges. There is no assurance that an active secondary market for Metaweb tokens will develop or continue to develop.

## **RISK OF NO LISTING OR LOW/NO LIQUIDITY**

### **Risk of eventual unfavorable fluctuation of Metaweb's Token value.**

Exchanges may be subject to poorly understood regulatory oversight and the Company does not give any warranties regarding any exchange service providers. Users including the participant if applicable, might be exposed to fraud and failure affecting those exchanges. There is no assurance that an active secondary market for Metaweb tokens will develop or continue to develop.

The Company does not have specific interests in the market value of Metaweb Tokens. Therefore, the Company considers that it shall not be affected by unfavorable fluctuation of Metaweb Tokens' value. On the other hand, token holders are subject to such risk of eventual unfavorable fluctuation of Metaweb Tokens value as the price of Metaweb Tokens may vary over time due to a number of factors affecting the value of token holders' portfolios. Additionally, there are several potential events that could affect the risk of unfavorable fluctuation in the value of BNB or Metaweb Tokens including security incidents or market irregularities at one or more of the significant cryptocurrency exchanges.

Risk of eventual unfavorable fluctuation of Metaweb's Token value

Risk of malfunction of the BSC network or any other blockchain and competing platforms

The Company does not have specific interests in the market value of Metaweb Tokens. Therefore, the Company considers that it shall not be affected by unfavorable fluctuation of Metaweb Tokens' value. On the other hand, token holders are subject to such risk of eventual unfavourable fluctuation of Metaweb Tokens value as the price of Metaweb Tokens may vary over time due to a number of factors affecting the value of token holders' portfolios. Additionally, there are several potential events that could affect the risk of unfavourable fluctuation in the value of BNB or Metaweb Tokens including security incidents or market irregularities at one or more of the significant cryptocurrency exchanges.

Metaweb Tokens could be interacting with malfunctions unfavorably, including but not limited to one that results in the loss of Metaweb Tokens or prevents the use on any given platform.

Risk of malfunction of the BSC network or any other blockchain and competing platforms

Risk of uninsured losses

Metaweb Tokens could be interacting with malfunctions unfavourably, including but not limited to one that results in the loss of Metaweb Tokens or prevents the use on any given platform.

Unlike bank accounts or accounts with financial institutions, Metaweb Tokens are uninsured unless the participant specifically obtains private insurance to insure them. in the event of loss of Metaweb Tokens





there is no public insurer (eg Investor Compensation Scheme or private insurance arranged by the Company to offer recourse to the participant).

## RISK OF UNINSURED LOSSES

The risk associated with uncertain regulations and enforcement actions

Unlike bank accounts or accounts with financial institutions, Metaweb Tokens are uninsured unless the participant specifically obtains private insurance to insure them. In the event of loss of Metaweb Tokens there is no public insurer (eg Investor Compensation Scheme or private insurance arranged by the Company to offer recourse to the participant).

The regulatory status of DLT Assets and their offering may be unclear or unsettled in many jurisdictions. It is difficult to predict how or whether regulatory authorities may apply existing regulation concerning technology and its applications including the Metaweb Tokens.

The risk associated with uncertain regulations and enforcement actions

Internet transmission risks

The regulatory status of DLT Assets and their offering may be unclear or unsettled in many jurisdictions. It is difficult to predict how or whether regulatory authorities may apply existing regulation concerning technology and its applications including the Metaweb Tokens.

There are risks associated with using Metaweb Tokens, including, but not limited to, the failure of hardware, software, and Internet connections, or the use of Metaweb Tokens relies. Such failures may result in disruptions in communication, errors, distortions or delays when using Metaweb Tokens and the Website.

## INTERNET TRANSMISSION RISKS

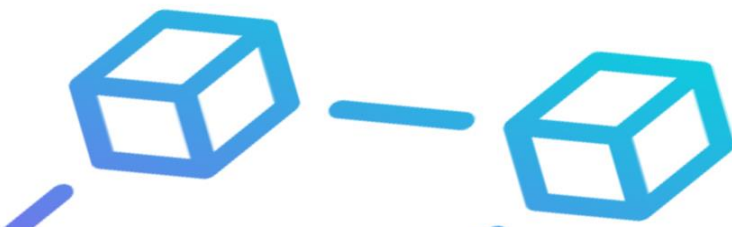
Risks arising from lack of governance rights

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Since Metaweb Tokens do not represent or confer any ownership right or stake, share or security or equivalent rights, intellectual property rights or any other form of participation relating to the Company, all decisions involving the Company will be made by the Company at its sole discretion, including, but not limited to, decisions to transfer more Metaweb Tokens for use, and to sell or liquidate the Company. These decisions could adversely affect the utility of the Metaweb Tokens the participant holds.

Risks arising from lack of governance rights

Other inherent risks







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The participant understands and accepts the inherent risks associated with Metaweb Tokens, to the extent not covered elsewhere in the terms, including, but not limited to, risks associated with (a) money laundering; (b) fraud; (c) exploitation for illegal purposes; and (d) any other unanticipated risks.

## OTHER INHERENT RISKS

If any of the risks mentioned in the terms are unacceptable or the participant is not in a position to understand them, the participant should not acquire, hold, or use Metaweb Tokens.

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CERTAIN INFORMATION CONTAINED IN THIS WHITEPAPER CONSTITUTES 'FORWARD-LOOKING STATEMENTS'. DUE TO VARIOUS RISKS AND UNCERTAINTIES, INCLUDING THOSE DESCRIBED UNDER THE SECTION I ON RISKS, ACTUAL EVENTS OR RESULTS OR THE ACTUAL PERFORMANCE OF THE COMPANY MAY DIFFER MATERIALLY FROM THOSE REFLECTED OR CONTEMPLATED IN SUCH FORWARD-LOOKING STATEMENTS.

## RISKS ASSESSMENT

The forward-looking statements in the Whitepaper include, among others, statements about:

If any of the risks mentioned in the terms are unacceptable, the participant is not in a position to understand them, the participant should not acquire, hold, or use Metaweb Tokens.

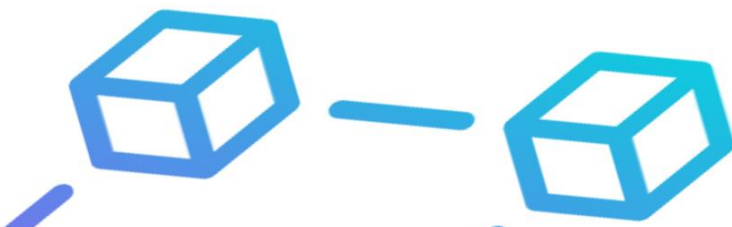
- Issuer's ability to develop technological components as described in this Whitepaper; and

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- Issuer's ability to generate, offer or maintain the value of Metaweb Tokens

The forward-looking statements in the Whitepaper include, among others, statements about:

- Issuer's ability to develop technological components as described in this Whitepaper; and
- Issuer's ability to generate, offer or maintain the value of Metaweb Tokens





## THIRD PARTY AND PERSONAL RISKS

A reminder: DeFi is risky. Crypto is risky. You can lose what you purchase! Forces outside the control of Metaweb Finance contribute additional risk, as they do to all DeFi and crypto ecosystems. Some examples include, but are not limited to:

- Network attacks: A bad actor can flood the network with empty high-gwei transactions, making it near-impossible to transact on the network for a period of time, due to congestion.
- Systemic Collapse: The Polygon network itself experiencing systemic issues.
- User Abandonment for Less Complicated Solutions: The Metaweb Finance Protocol is a complex Semi centralized system. As a result of its complexity, there is a risk that inexperienced cryptocurrency users will abandon the Protocol in favor of systems that may be easier to use and understand.
- Transactions you submit are subject to the availability of blocks on the blockchain and can be delayed or outright fail. There are no warranties or guarantees when initiating a transaction via Metaweb Finance services/site/applications. Once transaction details have been submitted to a blockchain, we cannot assist you to cancel or otherwise modify your transaction.
- If you experience any problem with any cryptocurrency purchased from or sold to a third party, or if you lend or borrow tokens through Metaweb Finance services/site/applications, you bear the entire risk.
- You are solely responsible for securing your private key(s). No one from the Metaweb Finance team will ever have access to your key(s). If you lose your key(s), you won't be able to use your funds. The Metaweb Protocol team will NEVER ask for your key(s) or seed phrase.





Metaweb Technologies family extends it's thanks and sincere gratitude to our respectable associate for their substantial contribution of this white paper. Our experience was sincerely delightful.

