

**Keep Calm** and dwell  
the **Metaverse**  
Experience in  
a **different aspect**



# *META* COLONIES

Decentralized – Play2Earn – Metaverse

**Space Adventure**

# What is REALITY?

“**Reality no longer** has the time to take on the appearance of reality” We live in a world where reality has now been driven from reality.

But now, you can experience brand new Galaxy through out to final space. Beyond reality, a new mind software which you can enjoy by life-like Virtual Galaxy experience. MetaColonies Land’s main goal is to provide its investors the pleasure of a Crisp - Ease - Limitless metaverse experience and a play2earn gaming platform.



# MetaColonies Land



As a Result: MetaColonies Land is a Metaverse MMO strategy game where two types of players, Space Cowboys and Space Pirates, work together to achieve higher tier yields, rewards, ships, buildings and construct and discover higher tier and rarer artifacts.



# CHAPTER 1

## METaverse EXPERIENCE

# METAVERSE



Metaverse is an important topic that lies behind a vision that spans not only many companies, yet the whole industry. It can be thought of as the successor to the mobile internet.

MetaColonies Land helps its investors to create their Ideal Planet at the borders of their Mind. They will be the creator of their own Planet as well as its life forms, society and the terrain.

MetaColonies Land hold the initiatives and complies with the standards and ethic principles of Metaverse meta-ethical framework which based on the moral theory of Alan Gewirth, necessary for determining what, if any, ought to be the ethics that guide the conduct of people participating in virtual worlds in their roles as designers, administrators and players or avatars.

**As virtual worlds** and the World Wide Web generally, are global in scope, reach and use, Gewirth's theory, which offers a supreme principle of morality, the Principle of Generic Consistency (PGC) that establishes universal rights for all persons always and everywhere, is particularly suitable for this task. The paper will show that persons both in the real world and in virtual worlds have rights to freedom and wellbeing. Strictly with regard to agency those rights are merely prima facie but with regard to personhood framed around the notion of self-respect those rights are absolute.

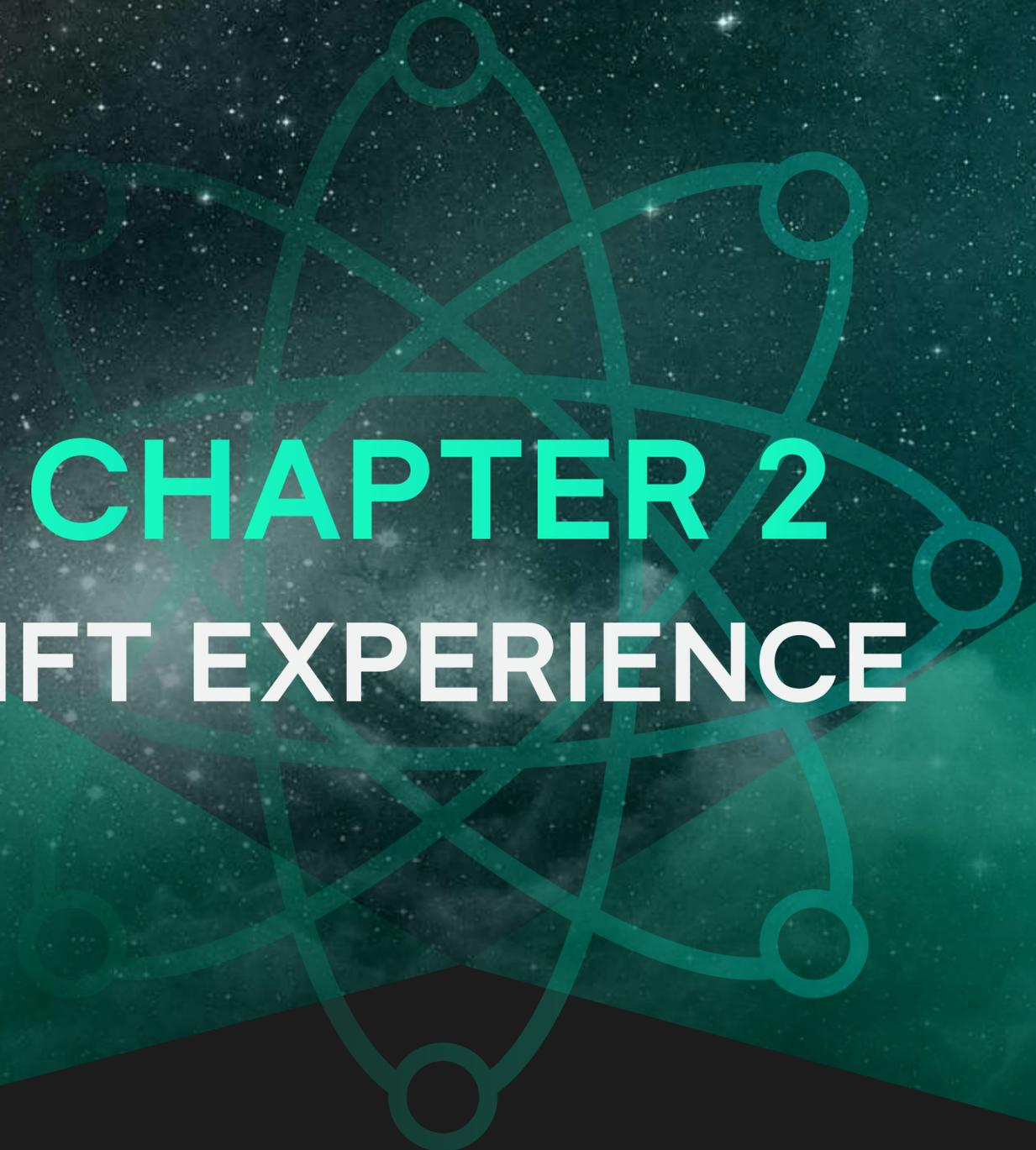
It's not only ethical point though have moral standards as avatars (Space Cowboys) can be viewed as virtual representations or modes of presentations of real people (at least with regard to some virtual worlds in which the virtual agency of the avatar can be considered an extension of the agency of the person instantiating the avatar in the real world) and thus can and must be perceived as virtual purposive agents, then they have moral rights and obligations similar to those of their real counterparts.





Rules of virtual worlds as instantiated by the designers' code and the administrators' end-user license agreement (EULA), must always be consistent with and comply with the requirements of universal morality as established based on the PGC.

MetaColonies Land with its moral and ethics standards, always put their investors



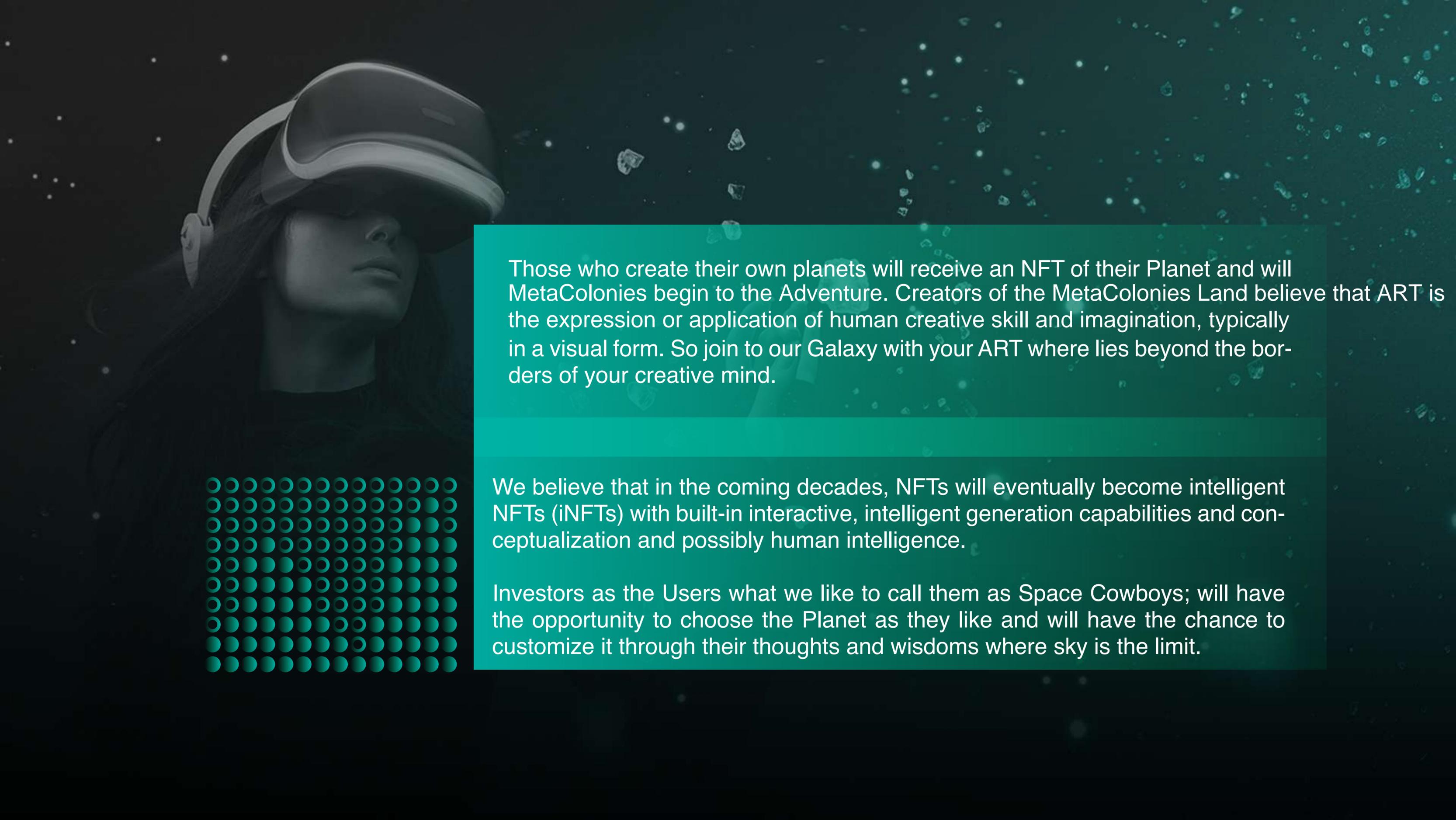
**CHAPTER 2**  
**NFT EXPERIENCE**

The background of the slide is a dark, teal-tinted aerial photograph of a city at night, with lights from buildings and streets visible. A semi-transparent teal horizontal band is overlaid across the middle of the image. Overlaid on this band and extending across the entire slide is a faint, white network diagram consisting of interconnected nodes and lines, resembling a blockchain or digital network structure. The text is white and positioned within the teal band.

The Internet is a monumental, government-funded invention where it is not possible to transfer values digitally via a native P2P value transfer protocol. Information could be transmitted cheaply, but not of underlying value. As a result, there was tremendous value for centralized gateway keepers, who, due to their massive distribution networks and gated privileges, could throttle bandwidth and affect the flow of information at will. For the past years, our creative class has been sacrificed on the altar of efficiency and greatness. Media consumption has increased, but creators who refuse to bow to built-in commands have been told to "learn to code."

And they did exactly that. The NFT revolution is in its infancy today and represents a global liberation and a bold change in the balance of the creative working class. However, if we neglect a critical and important aspect of NFT, we risk committing an exponentially greater sin of neglect: programmability with a special emphasis on programmable intelligence (AI).

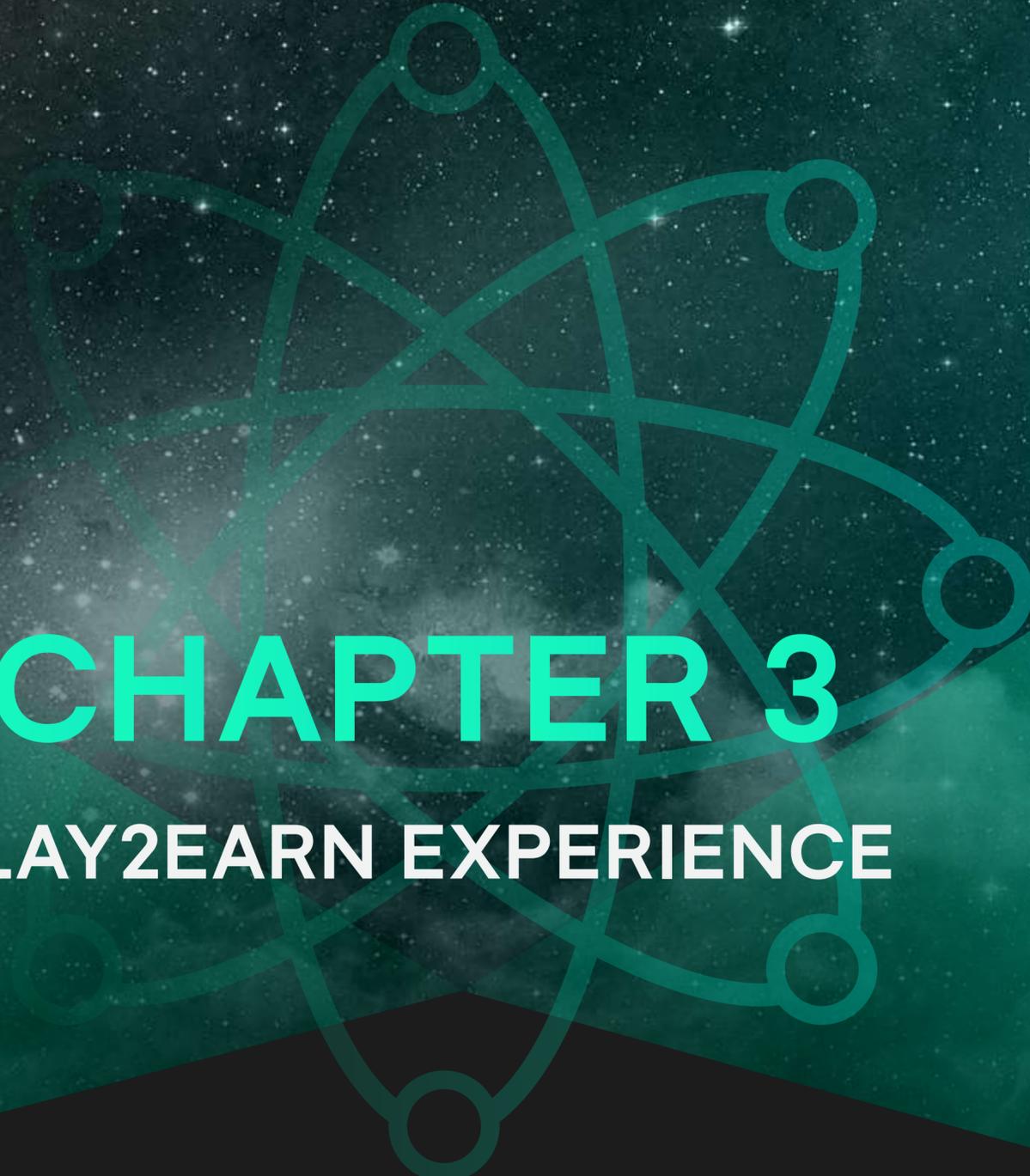




Those who create their own planets will receive an NFT of their Planet and will MetaColonies begin to the Adventure. Creators of the MetaColonies Land believe that ART is the expression or application of human creative skill and imagination, typically in a visual form. So join to our Galaxy with your ART where lies beyond the borders of your creative mind.

We believe that in the coming decades, NFTs will eventually become intelligent NFTs (iNFTs) with built-in interactive, intelligent generation capabilities and conceptualization and possibly human intelligence.

Investors as the Users what we like to call them as Space Cowboys; will have the opportunity to choose the Planet as they like and will have the chance to customize it through their thoughts and wisdoms where sky is the limit.



# CHAPTER 3

PLAY2EARN EXPERIENCE

Creators of COLONIES Token believes the Joy of playing is priceless and has to be built within a decentralized structure for the purpose of being Free of charge.

For this purpose MetaColonies Land offers a blockchain-based next-generation gaming platform and gaming exchange. Creators of MetaColonies Land goal is to create a decentralized sharing economy that brings together the actors from the online gaming ecosystem.

The gaming ecosystem is a dynamic structure consisting of gamers, game developers, game publishers, game distributors, streaming services, software manufacturers, hardware manufacturers, dueling arenas, and esports organizations. Many components of this structure form the parts of the MetaColonies Land ecosystem. MetaColonies Land has set out with the mission and vision of bringing blockchain technology to the gaming ecosystem.

We present you the concept of gaming in which a MetaColonies provides its players (Space Cowboys and Pairots) with a chance to earn any form of in-game assets that can be transferred to the real world as a valuable resource.

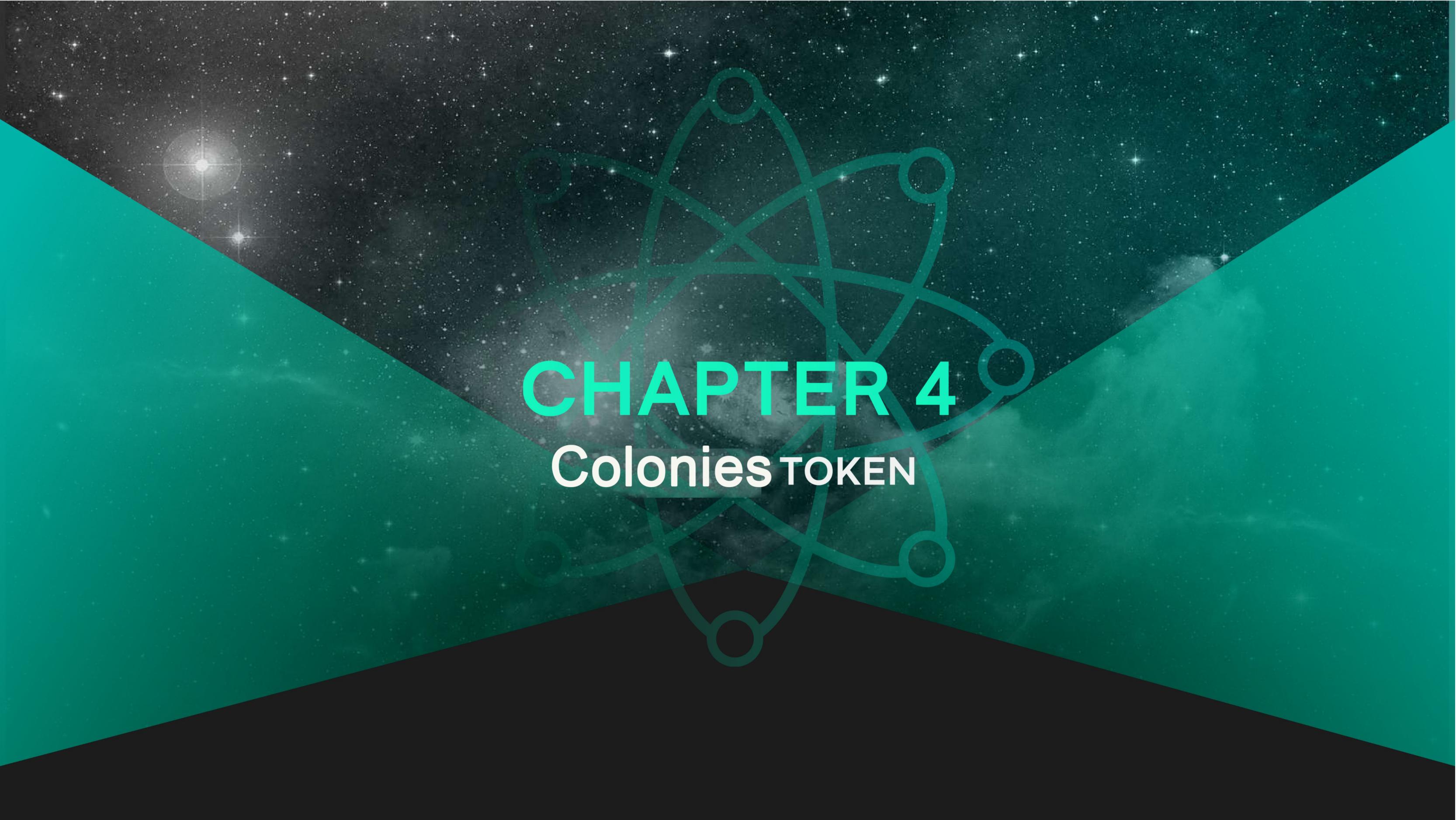


Every player can start playing MetaColonies without any form of payment. These players will be the Space Pirates. Space pirates can do exploration, combat, scavenging, mining, expeditions, trade and ship customization. Pirates can also form Guilds, similar to Federations of Space Cowboys. Yet they cannot build ships or constructions. They cannot form federations, cannot gain spoils.

Space Cowboys, or players who have bought planets, will have access to more features such as terraforming, constructing planetary and interplanetary manufacturing lines, forging ships, forming fleets, building megaprojects and forming Federations.

In the play2earn model, players earn tokens through Harvesting and PvP's against other players, or by selling them on the Galaxy marketplace. These tokens can then be sold for fiat money — real cash. But to get onboard, users have to buy NFT and be a Planet Owner or they rather choose to be Pirate in the debris zone and choose alliances with the Planets against others.

Space Cowboys who are the investors who holds an NFT of their planet, will be the planet holder in the metaverse where also Space Pirates exists in the Debris Zone of the MetaColonies.



# CHAPTER 4

Colonies TOKEN

We define Colonies Token as resource of MetaColonies Universe.

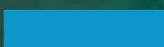
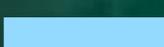
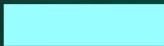
MetaColonies Land introduces an approach where users (gamers, game developers, investors, suppliers, advertisers, and sponsors) on the platform can benefit from a sharing economy built on blockchain technology. Thanks to the transactions created with smart contracts, the revenue of the gaming industry can be shared by the stakeholders of the ecosystem in a safe, transparent, and automated way.

All users of the platform carry out their transactions using the Colonies token. Thus, Colonies Token creates an earning opportunity with the created economy for the ones investing in it. The tokens for the games and gamers are created on the Binance Network and traded on the Metagalaxy Game Exchange

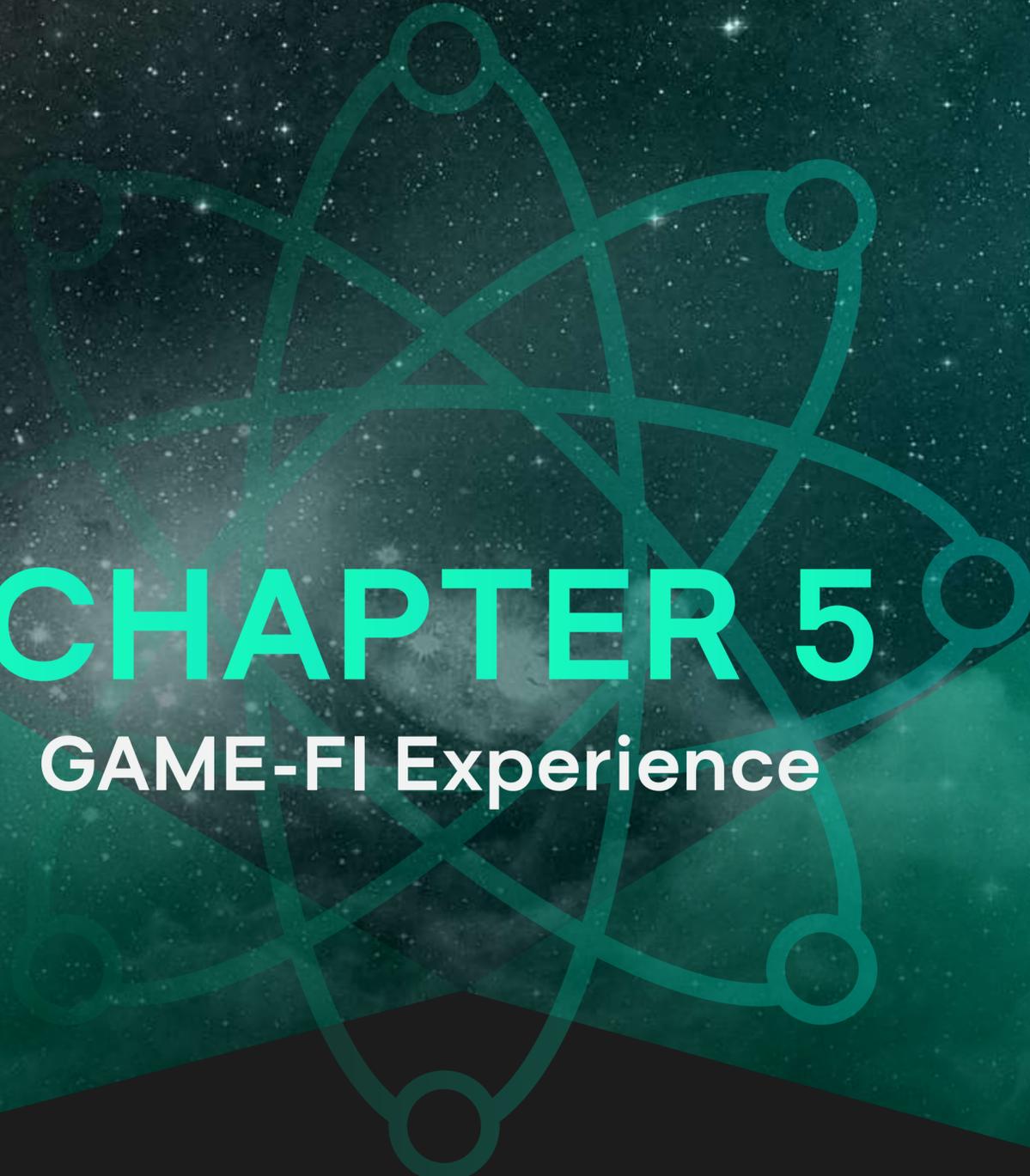
As Colonies token will be used for in-game transactions such as Leveling up, Constructing, Alliances and PvP; investors make instant gains from platform revenues by gamer tokens. The platform revenues consist of ads, sponsorship activities, transaction fees, tournament entry fees, and content sharing fees. Traders can trade on the Meta-Colonies Land Game Exchange using the Colonies token or by trading other tokens that are listed on the exchange with each other. Investors who provide liquidity in the liquidity pools receive a share of the trading fee proceeds.

Colonies Token Pool Tokenomics is Fixed by the Economic Facts of in-game transactions and estimation of token demand in Main Sale which will be concluded on June '21

### TOTAL SUPPLY 10.000.000

|   |                  |     |                         |
|---|------------------|-----|-------------------------|
|    | <b>seed</b>      | 10% | 1.000.000 linear unlock |
|   | <b>team</b>      | 5%  | 500.000 linear unlock   |
|  | <b>marketing</b> | 5%  | 500.000 unlocked        |
|  | <b>rewards</b>   | 10% | 1.000.000 linear unlock |
|  | <b>burn</b>      | 20% | 2.000.000 burn          |
|  | <b>airdrop</b>   | 10% | 1.000.000 1 month lock  |
|  | <b>presale</b>   | 20% | 2.000.000 locked        |





# CHAPTER 5

GAME-FI Experience

MetaColonies Land is a browser-based, real-time 4X (Explore, Expand, Exploit, Exterminate) strategy MMO. Players are divided into two categories; Cowboys and Space Pirates. Cowboys own planets and can terraform, manufacture high value goods, construct ships, hire Space Pirates, and claim rewards. Space Pirates are freelancers who can establish their own clans and guilds and act as the armies and expedition crews of individual space cowboys, Planetary Alliances or giant player founded factions.

Space Cowboys decide the greater events in the Galaxy and shape its history. Space Pirates are the contractors hired by Space Cowboys as muscle, workforce and pathfinders.

**Space Pirates control a single ship. They are the freelancer and work for the highest bidder. There are**

- Quests to complete,
- Resources to be gathered,
- Fights to be fought (for instance, they could be given a quest to repair a solar array)
- Hunt malfunctioning mining bots,
- Explore the galaxy in search of one-of-a-kind bounty
- Take missions from space cowboys.

**As a Space Cowboy, users are an appointed owner of a planet (those which will be customised by users and collected it as NFT's) which they can:**

- Collect materials,
- Convert materials into ships or planetary upgrades.
- Use those ships and upgrades to get higher tier materials to craft better ships.
- Spend their coins to stay ahead of the curve. Improve resource gathering and refining.
- Create supply lines.
- Research technologies and discover ruins.
- Form alliances to partake projects that are bigger than life. Race to be the strongest, most developed planet in the universe.

Building up production lines with other users are a must for high tier buildings, armies and fleets. The higher the level of equipment you wish to produce, the more cooperation it requires. A high level ship might require different types of resources, all found on different planet types, as well as ancient relics found only by exploration. All planets have their own special and exclusive resources. Spice might be only possible to obtain in desert worlds and crystals might only grow on stars orbiting nebulas.

## Example Production Pipelines



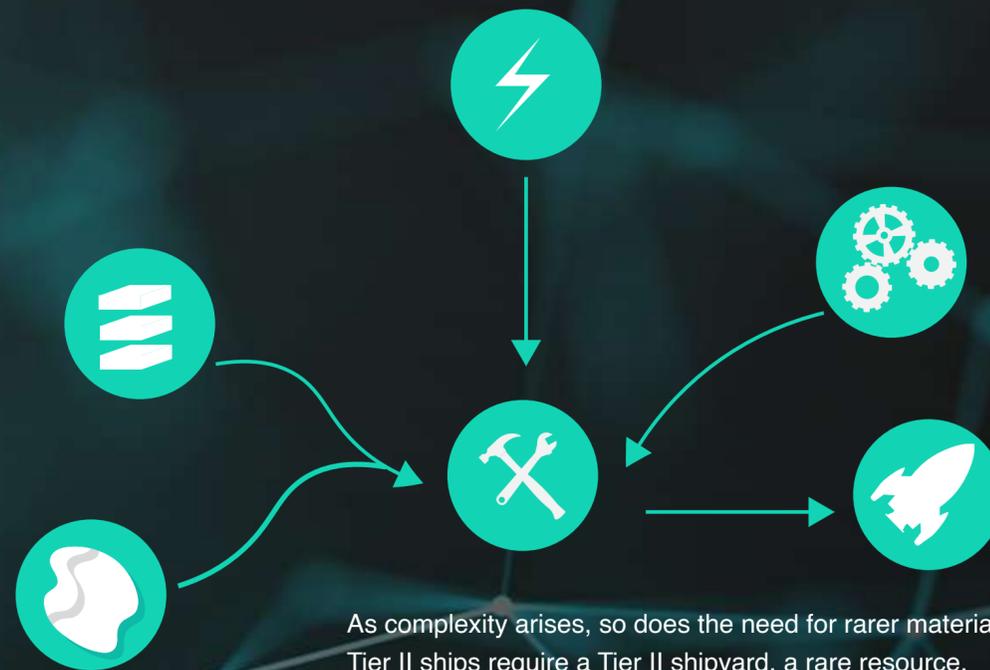


Shipyards consume energy and turn Alloys into Ships

Simplest Ships only require Alloys and a first tier Shipyard



Higher Tier Ships are eligible for leaderboard positions. Their performance is randomized. Each time a ship is constructed, a new NFT is minted. When a new ship takes it's place on the leaderboards, an announcement will be made to the whole game declaring "The Fastest ship has [Ship Name] has been constructed by [Player Name]"



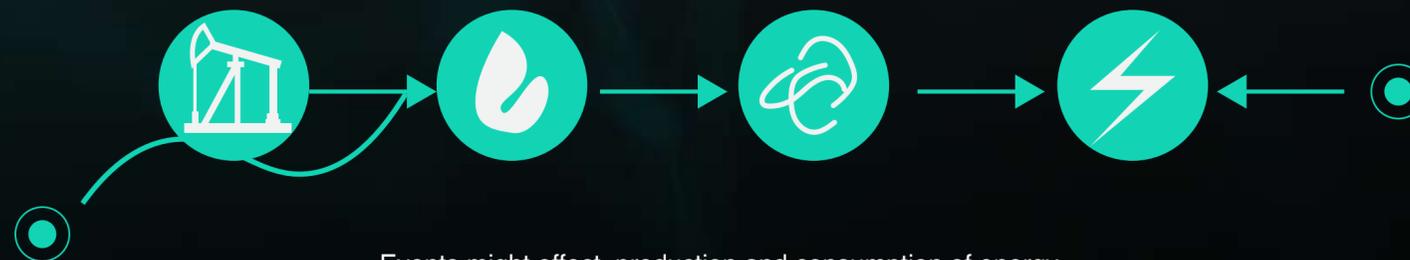
As complexity arises, so does the need for rarer materials. Tier II ships require a Tier II shipyard, a rare resource, more energy to construct and new technologies.

Different energy production buildings provide different outcomes on each planet and solar system



Fuel can be burned to create large amounts of energy

Energy can be bought from other players through the market



Events might effect production and consumption of energy I.E: Radiation storms, Ion waves, Dust clouds, etc.

## **Atmosphere Filtering**

Our fiefdom has Spice in it's atmosphere . We have no means of mining airborne particles. Yet by improving ancient carbon-capture techniques, we can filter them out of the air. Allows Spice to be mined

## **Celestial Aerosols**

By incorporating the newly found Spice into our engine designs, we could create a revolutionary new fuel that travels at much higher sub-light speeds, at an increased maintenance cost. Unlocks "Aerosol Engine"

## **Xeno-biology**

Our crafted ecosystems are interloping chains of lesser and greater systems. We must understand what we have conjured if we are to truly command what we made. Cost to build new buildings is reduced by 5%

## KEY FEATURES

Apart from Meta features, MetaColonies has the following USPS;

- 1 **Sci-Fi world** with user driven narrative. User founded groups, forged alliances, waged wars, discovered instances will shape the course of each galaxy
- 2 In Depth terraforming, manufacturing, exploration, combat and federation systems, such as building federation highways, peacekeeping forces, wormholes or shaping .
- 3 Rooted and crucial community building. To build the bigger and the better, users will have to work together. To build the strongest ship, to build the biggest fleet, to create the best planet, users must work together.
- 4 Deep customization and planet management. Planets, ships, fleets, communities and much more can be shaped by the user for their liking. Planets can be made into alloy foundries that reach to the skies or military bases full of fortresses. Ships can be made to carry tons of minerals or they might be the fastest corvette in the galaxy.
- 5 Rewarding exploration. Ancient technologies, alien species, new planets, forgotten battle sites all provide new resources. Every discovered artifact is one of a kind.
- 6 Competitions and Leaderboards. From the strongest user to the fastest ship, to the most alloy producing planet to the strongest faction, all competition is shown for the whole game to see. Every ship built, every planet controlled, every relic found is unique and on display.



# CHAPTER 6

## SPACE MAP

The spacemap focuses on the development of the technology, operations infrastructure, new partnerships, and marketing initiatives. It is the Road Map of MetaColonies Land:

### **PHASE 1 - Token Re-Launch, Development**

- Token Launch, Development
- BSC Launch
- Design, Graphics
- Private Sale
- Presale
- DEX Listing
- 2000 Holders
- CoinGecko Listing
- CoinMarketCap Listing
- Audit
- Airdrop
- Big Marketing Campaigns

### **PHASE 2 - BSCScan Info Updated**

- BSCScan Info Updated
- More Marketing Campaigns
- Influencer
- Various Adds
- MetaColonies LAND Browser Game
- Social Media Presence
- 5000 Holders

### **PHASE 3 - Cool Merchandise**

- Cool Merchandise
- Solid Partnerships
- CEX Listing
- MetaColonies LAND Mini Game
- 15000 Holders

### **PHASE 4 - Big Marketing Plans**

- Big Marketing Plans
- Major Partnerships
- Real World Events
- 30000 Holders

### **PHASE 5 - Mini Game (Metaverse)**

- MetaColonies LAND Game
- MetaColonies Swap
- MetaColonies NFT Marketplace