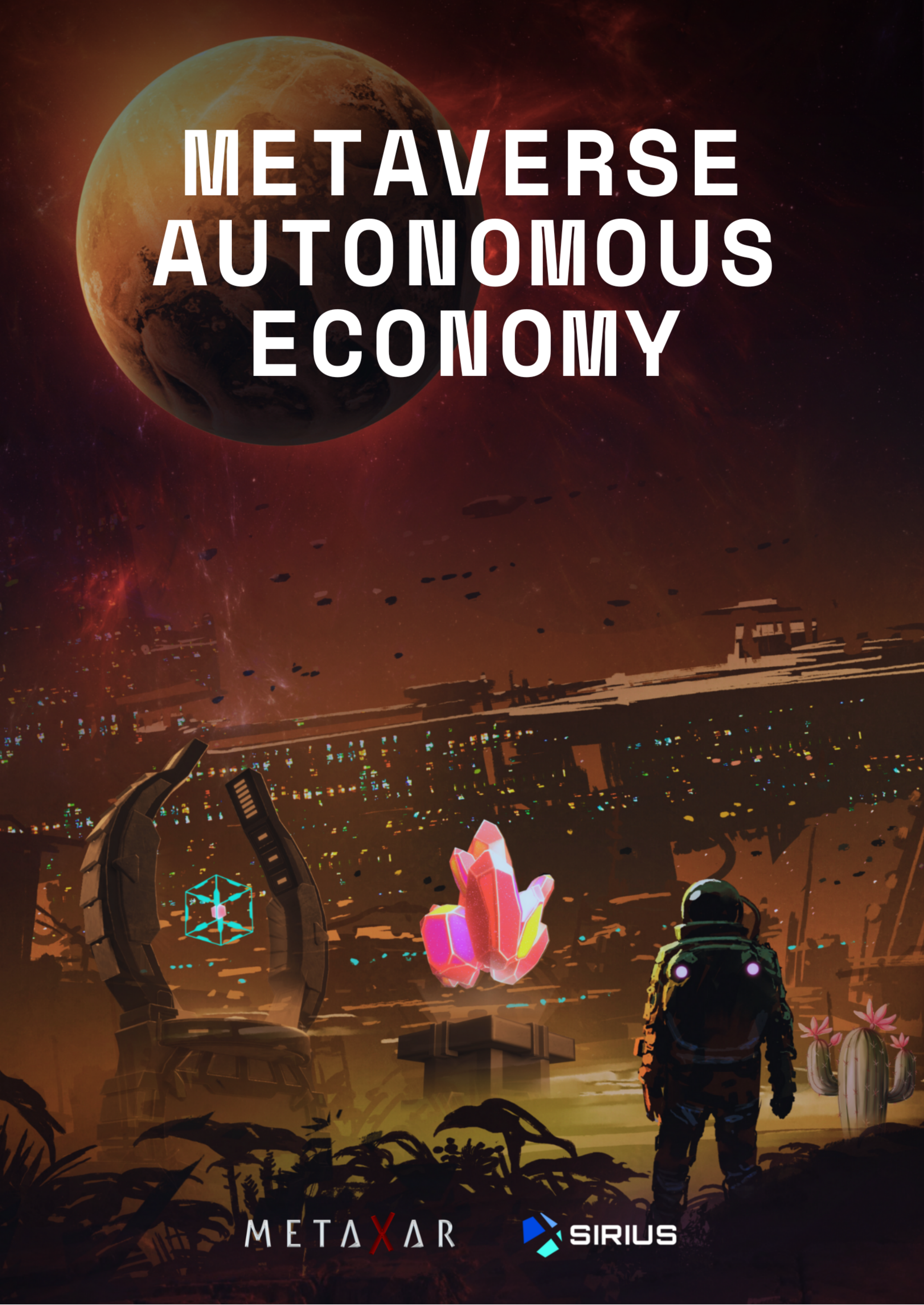
METAVERSE AUTONOMOUS ECONOMY



METAXAR SIRIUS

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1. The Metaverse Autonomous Economy

For millennia, human beings have had one basic need to survive – food. Through the ages, like all living things, we have evolved to be what we are today. In the course of doing so, we graduated from food gathering to food cultivation and animal rearing, barter trading for exchange of basic necessities to a sophisticated economy that we are witnessing today.

We call this the real economy. However, at closer inspection of the “real economy,” we see a largely “unreal economy." Money is printed freely and accepted as a norm. Money itself has no intrinsic value and its value is merely perceived. Sophisticated financial instruments are often created from perceived values. Even gold and other “precious metals” have been made a standard, and perceived as real. After all, like all forms of metal, they exist in our environment. We, the human race, have given it value by making it a medium of exchange that can be used to buy real things like food, services, and other items of material use or need.

Through the ages, we have evolved into a society where nearly everyone specializes in something and works for a living, thereby making it possible to put food on the table so that we can continue to exist and procreate.

The landscape appears to be changing, and the advent of technological developments has tilted the balance. The old adage of “jobs that existed 50 years ago are no more available today” continues to be a cliché of the present as it was in the past, albeit now, technology will put people out of work. Unemployment will continue to rise.

We have entered the 21 st century, where there is a need to feed close to 8 billion people. Where the masses find it so hard to earn a living, there surely must be another way of building a new economy. The Internet has closed the gap and made the world a smaller place. At the same time, the Internet will be a major enabler of this new economy.

The current world economy is heading for a reset of sorts. There are more people than required to be “productive.” At the same time, automation, Artificial Intelligence, and other technological developments are mechanizing services, manufacturing, and production with minimal human intervention. What is left is a vast resource of excess workforce that has no place in the economy to earn a living. Time and again, history has shown that this will lead to warring states unless there is a solution to this impending problem.

Play-to-earn (P2E), proof-of-play (PoP), and learn-to-earn (L2E) may well be new acronyms that could put the world economy into another dimension. Doing something on the Internet and earning from work done there is in its infancy when compared to the global economy’s historical timeline. But this will take-off and undergo a thunderstorm of change.

New companies could exist where employees work remotely to generate income for these companies and therefore allow employees to earn enough to become independent.

They will earn enough to buy their own technology (liken this to picks and shovels of the gold miners of old) and join the independent gig economy.

It is hard to imagine how this can be done. But cryptocurrency has shown us the way to a very probable Metaverse Autonomous Economy (MAE). Like fiat money that lives on perceived value for the longest time, crypto coins are doing the same for the soon-to-be MAE. It will help shape how the gig economy will transact.

Individuals could sit all day working and immersing themselves in the metaverse. They could be playing a game to earn, and they could be working in groups to earn. How is this possible? If we look at artists "wasting" their time drawing and selling their art pieces, this could be seen as counterproductive. Being unproductive is relative. This seems unimaginable for the person who has been seemingly working all his life. But the reality is that younger people will look at it as another way to put their energy to work, earn, and feed themselves.

The metaverse shall be here to stay, and MAE shall be a consequence. It shall go through multiple iterations and will shape the future of an economy that will be powered by computers with a purpose to earn for its owners.

2. MetaXar to Redefine Metaverse

MetaXar has conceptualized how this MAE could be shaped. The first step that comes to mind is that MAE will be born out of creativity.

Accordingly, we expect the MAE to be highly elastic and extensible without needing to be governed or regulated, and should remain autonomous. It should be egalitarian and gives anyone an equal opportunity to make it to the pinnacle. Whether for the business owner or participants, there should be no barrier to entry.

To kickstart the MAE, we shall begin with the gamification of activities where gamers and game developers come together to provide an aggregation of games and activities in a metaverse setting - the marketplace. Game developers design and develop games where gamers can play-to-earn, show proof of play, and gain crypto wealth in several ways based on their repeated performances and strength in the games played.

As the ecosystem grows, the MAE becomes more complex, giving rise to a broad spectrum of earning capabilities.

3. Introducing MetaXar

The MAE journey shall begin with the rollout of MetaXar - a universe of the metaverse. MetX shall be the currency in MetaXar and shall co-exist with the Sirius project ecosystem.

There will initially be a platform and marketplace where game developers can publish their games. Every game in there shall be part of MetaXar. This marketplace, the MetX Games platform browser app, will be an academy where gamers learn, earn, and master each game before entering the MetaXar metaverse dojo to play and earn more. The MetaXar metaverse will therefore be the setting for the MAE.

This MetaXar will consist of multiple games with a whole range of different genres, and the end goal is to get to the top of it by participating in every game in Xarnadu[1] (see section 5, Phase One: First Planet). A gamer has to be good at/accrue high scores (whatever form this may be in relation to in-game assets) in all of the games in order to be at the top of the ladder and cannot just be the top gamer in one game.

[1] 1 Xarnadu will be the first area (a.k.a. country) to exist on the planet and forms the nucleus of the genesis where the MAE shall be spawned in the beginning. You can read more about the founding of Xarnadu here.

4. MetX Games: Gateway to MetaXar

Before participating in MetaXar, a user must first register either as a gamer on MetX Games (https://games.metaxar.io/signup) or as a game developer on MetX Developer (https://gamedevs.metaxar.io/signup), where a user becomes known as a Gamezin.

Upon registration, a game developer can access the Game Developer Manual. This manual will describe the steps needed to release a testnet game that has in-game assets of no value in order for the game developer to receive feedback from game testers and the steps for publishing a mainnet game that has in-game assets of real value.

New Gamezins will also learn the central transactional role that Sirius's native token, XPX, plays in MetX Games as it is needed for blockchain game creation when using the Sirius Wallet and how to obtain both testnet and mainnet XPX.

The game developer on MetX Games can learn how to blockchain a non-blockchained game or make blockchain additions to an already blockchained game seamlessly by using the Sirius Wallet. The native stabletoken, XAR, which is pegged to the Euro via a USD stablecoin at about 1.2, brings the advantage to the game developer by receiving his proceeds from the platform at a stable value.

To create a Sirius Wallet, a Gamezin will create a SiriusID that can be in the name of a game developer's company or a person, if it is an individual Gamezin. The great aspect about SiriusID is that it becomes the passport or a Sirius universal digital ID for the wallet account owner and other future Sirius ecosystem applications.

Once the Sirius Wallet is loaded up on the Sirius blockchain, a game developer's game title is registered in the form of a Namespace, which is done by spending XPX. A game developer has the flexibility of creating many Namespaces and his creativity can flourish with this feature because he can link his many future game titles to his future list of in-game assets.

A game developer can also create in the Sirius Wallet three other types of assets: (1) in-game tokens, which are the currencies of a game; (2) limited edition tokens (LETs), which can represent a certain number of special items available in the game, for example, only eight magical swords; and (3) non-fungible tokens (NFTs) each of which are unique in the game. The game developer can link these assets to the appropriate Namespace (game title). Fees in XPX will be required to create each asset type.

Game developers can form creative partnerships by directly integrating their assets with each other's games or by using a token swap feature. In addition, a game developer can airdrop his assets into another game developer's game. Airdropping can be linked to specific achievements, such as completing an overarching quest offered in MetaXar, or it can be a game developer's strategy to lure gamers to play their games.

The MetaXar token, MetX, shall be freshly minted and airdropped to XPX and XAR holders at a certain block height which will be announced. In order to be eligible for this airdrop, XPX and XAR holders must stake a claim for it. No MetX will be airdropped to those who missed or want to make a claim later. About 9.2 million MetX will be minted in this airdrop.

After the airdrop of MetX, and upon game developers publishing mainnet games on MetX Games, this MetX will be used on the MetX Games platform for both gamers and game developers. MetX gives the Gamezin an option of using a utility token that is dynamic in value instead of the more stable token, XAR. It may depend on the Gamezin's present situation. These two options can play an important role once inside MetaXar.

Once a Gamezin has collected enough in-game assets either with XPX/XAR, or with MetX, or by playing the published games and gained sufficient experience going through the blockchain flow of the MetX Games platform, the Gamezin can then enter MetaXar with a better understanding of how to leverage blockchain economics.

A Gamezin can also learn to onramp onto and offramp from Xarnadu in MetaXar. The Gamezin onramps into Xarnadu with XAR through the Onramper widget. For offramping and swapping, they will learn how to utilize PancakeSwap and the Sirius DEX to exchange their assets.

There will be a minimum requirement put in place whereby the Gamezin has to collect a certain amount of in-game assets through gameplay and use XAR before being able to enter into MetaXar. In addition, a Gamezin needs to have at least played all the games available in the MetX Games marketplace.

MetX and XAR will be used interchangeably depending on how the game is designed with the rules associated with each game and in-game assets. The intent is to leave this open for creativity and allow game developers to design their games in the most optimal manner.

5. Phase One: First Planet

The story begins with a ship called the Xarnadu. She is the first ship to travel through one of the reactivated Gateways inside the mysterious Nexus to another dimension called MetaXar. Eventually, Xarnadu's crew establish the country, Xarnadu, on the planet Voxelverna, thus setting the scene for Phase One of MetaXar. The Gamezin, in turn, leaves the Xarnadu ship, which has become the seat of government of Xarnadu, and enters as a gamer or a game developer who can have a game province of his own or a game in a province.

The rollout of MetaXar shall have different phases associated with territories scaling upwards, and Phase One MetaXar shall start with activities happening in a country, i.e., Xarnadu in Voxelverna. As a country, Xarnadu shall have its own "government'. This Xarnadu government shall be the first entity to set up the playing rules and rewards. Xarnadu, therefore, will lead the charge to set the theme of this metaverse.

The breakdown of territory divisions on Voxelverna (and for all future planets) from largest to smallest is as follows: country, province, and towns. In MetaXar, territories can be destroyed and built again. This is because MetaXar is the central controlling force of this metaverse and, therefore, Xarnadu — given that it can give rise to the creation of projects.

The provinces of Xarnadu will have their own laws. However, they will need to adhere to the federal laws of Xarnadu on matters such as maintaining MetX as the main currency, XAR as the international reserve (bridging between real-world currencies and the metaverse), and XPX as the supreme currency of MetaXar.

All game developers must adopt the use of one or any combination of MetX, XAR, or XPX as a precondition of rolling out their games in MetaXar, in addition to their own in-game assets. The number and quantity of in-game assets shall be a function of how much the province's economy is in relation to how much MetX, XPX, or XAR a province owns. The richer a province is, the more in-game assets can be issued.

Upon the creation of MetX, for Phase One, the distribution of MetX will not involve gamers and game developers. When the games are launched, gamers and game developers will be able to use MetX. MetX will then find value, whose sellers may not be gamers themselves but whose buyers come from the game realm.

To enter and play within MetaXar's universe, the user is expected to own XPX, XAR, and MetX. Xarnadu shall use XPX/XAR/MetX to propel its own mini-economies run by in-game assets. Thus these three assets are the means of entry into MetaXar.

The objective is to have 30 to 50 games published by game developers working together in Xarnadu. Gamers can earn a variety of in-game assets from these games. The idea is not to make everyone pay outright but to create a hive of activities with easy onboarding. Only when one gets interested and wants more will one acquire certain assets to play.

These in-game assets and MetX can naturally gain in value with strong traction. Game developers will get to understand the setup and work on their own game plans.

Each of these games can also be published as a standalone game. Gamers will be able to play the game first before entering the MetaXar dojo. They will earn in-game assets from each of the games. When they go into the metaverse, they may use their earned in-game assets collected in the standalone MetX Games marketplace platform to push ahead (maybe on the condition that they do one or a few more steps).

These games published on the MetX Games marketplace platform will have in-game assets which will continue to exist in MetaXar. One development objective is to minimize changes on the part of the game developers to make the transition from the MetX Games platform to MetaXar.

The MetX Games marketplace is essentially a compilation of all of the games in MetaXar. A user would have gone through all the games by the time a user enters MetaXar to play each individual game in Xarnadu.

Tokenomics

Users will use XPX/XAR/MetX to buy in-game assets and get their way out into the next realm. MetX will be a metaverse token of reward for all in-game assets, where these in-game asset prices will be determined by the market, for example, an in-game token, 10 Dragoncoins may have an exchange value of 1 MetX.

XAR represents a pegged value to the stablecoins and shall be a bridge between the ecosystem of Sirius and the rest of the crypto space.

XPX/XAR/MetX will serve as a crypto for levies and rewards for both gamers and game developers.

The MAE shall have its own exchange using the Sirius DEX eventually, so that gamers and game developers can exit.

With MetX being the metaverse currency, gamers and game developers shall be rewarded MetX based on how the metaverse sees each game's importance in the MAE. An example will be, if game developers complete and roll out a game, they get y MetX, and they can use some of this y MetX to turn in or exchange for in-game assets that they have given out. Additionally, game developers can reward gamers with some of the y MetX they get to promote their games further.

All in-game assets can be exchanged for MetX based on market demand and supply and with any pair combination, including with XAR. Additionally, XAR can be acquired using fiat. A gamer can also stake XPX for MetX.

XPX/XAR/MetX will be made available for exchange in PancakeSwap and the Sirius DEX. Eventually, the Sirius DEX will be built into the MetX Games marketplace.

As the MAE economy expands, the velocity of in-game credits and MetX should increase in tandem, resulting in a vibrant tokenomy.

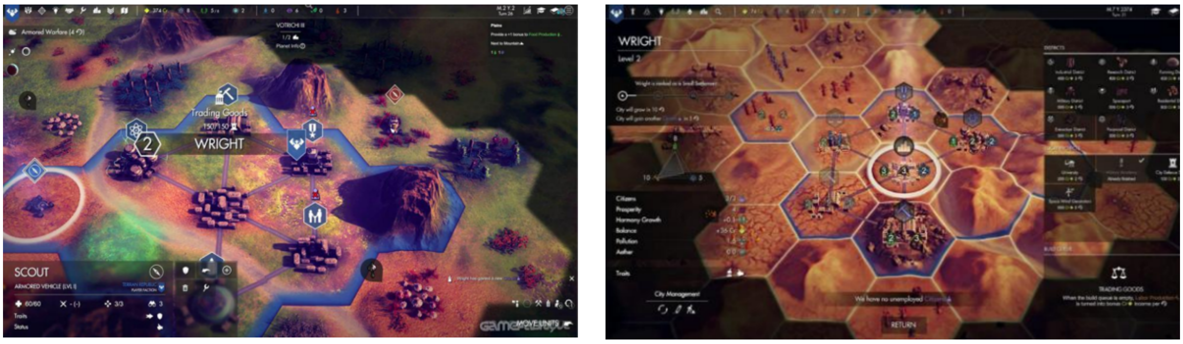
One positive aspect is, game developers will not be charged for anything as the system will generate enough revenue for everyone.

MetX Games is taking this sharing and commonwealth approach to onboard anyone with minimal cost and effort. At most, there shall be levies, transaction fees, and system charges (such as transaction fees payable in XPX). Game developers can address payment of transaction fees and levies in their designs and users who will have to acquire XPX in order for them to play in MetaXar.

Phase One Gameplay

At thirty thousand feet, Xarnadu is seen as a hexagonal grid on the surface of a vast Super-earth class planet called Voxelverna. There will be a terrain grid-system engine in the same vein as the science fiction grand strategy game called Pax Nova. This country grid system will have the divisibility functionality of creating multiple provinces within Xarnadu and allow game developers to populate these provinces with their games.

Pax Nova Screenshots:



When a player places his cursor over a country or province, the territory boundaries should then become highlighted. Upon clicking on a province within Xarnadu, this action opens the game for play.

Located in the center of the Xarnadu country grid is the Xarnaduan ship which has other structural add-ons. The Xarnaduan ship will be the heart of a thriving metropolis. When the gamer clicks on the Xarnaduan ship, he will exit MetaXar and return to the MetX Games platform. When the user places his cursor on the ship, the Xarnadu Leaderboard will appear.

This Leaderboard will show statistics such as who are the top and overall gamers, who have the best median average score of in-game assets, and who have completed the most quests.

If a province game developer owner is not progressing well with his province, he can propose to work with the game developer owner of another province on a partnership of a certain nature which can bring benefits to both of them.

At a later stage in Phase One, Xarnadu will open up more provinces, and each province is made up of a game or many games. The Xarnadu government will open the provinces for “free” for each game(s).

Towards the end of Phase One, the Xarnadu government may auction off the last provinces thus setting the stage for Phase Two.

6. Phase Two: Land Distribution

In Phase Two, the Voxelverna planet will open up more countries to the community. Each country will have a limit of 30 to 50 provinces.

Auctioning for countries will only occur in Phase Two, where game developers can create their "virtual estates" and invite users to utilize and earn from the services provided in these virtual estates.

A game developer could be an indie game developer or a group of indies, or a game developer company. These game developers will auction for these countries. The way it works is that they will require backing from holders of MetX. To win the right to develop their game footprint in the form of a country, game developers will need to convince their backers. The winning bid will be the game developer with the highest number of backers in total MetX.

These backers will use their MetX to stake as a show of support for their respective game developers. MetX staked will be depository in nature and will be fully refunded to backers after a set period. However, to secure a bid, game developers must show that they will reward their backers such that it is worthwhile for them to back these game developers.

In MetaXar, there are no MetX losses for these backers if they end up supporting the wrong game developer. The only loss incurred would be the promises of returns which these developers may finally end up not being able to fulfill. As opposed to venture capital in the real economy, where there are actual losses if venture capitalists invest in the wrong business, this is not the case here.

There is self-check and balance in supporting a game developer. If a game developer promises the sky on the return, it may be too risky for backers to back them. At the other extreme, if the return is minimal, the game developer may not be supported by any backer. However, if the game developer is rich with MetX, it may give out minimal returns to backers, confident that it can back itself, which will then benefit the game developer primarily.

At the start of the auction, all participating game developers should have written up their comprehensive proposals for backers to review and evaluate the viability of their projects.

With this method of auction, there is essentially no cost involved in giving out these countries to game developers giving rise to a new frontier and new concept of an economy. Game developers are not bonded to portals such as Steam, Google Play, or the App Store, where they have to give out a substantial portion of their revenue. Game developers come in with no strings attached. They build and they create their own economies. These economies are driven by in-game assets gamers acquire along the way. It is up to the creativity of these game developers to make the best out of their games to generate an excellent economy in their own realm.

In summary, the model for earning a territory on Voxelverna should be a community-voted (by staking MetX) project. Game developers just need to spend time selling and convincing people about their ideas and how these backers will gain from them eventually

Once a game developer receives approval from supporting MetX stakeholders, the country is theirs to work on their project. No assets are transacted until a later stage, where they start to create an economy through gamers.

LETs can be used for a limited amount of certain unique/special items in MetaXar. In a high fantasy game province, for example, there could be seven magical bracelets by which, when all are found, can grant the owner a significant power-up, tilting the game to his favor. Likewise, for NFTs where game developers can create NFTs based on their discretion and creativity.

If the game developer already owns a province or country, but wants to sell it, he can hold an auction. If another game developer with lesser means would like to bid for this province, he can pitch his game plan to MetX stakers. Upon convincing stakers to back his project and now plush with staked MetX, the game developer transfers his proof of ownership of the province title in the form of a NFT to the new game developer owner.

It is expected that there shall be a new commercial arrangement between the old and the new game developer. There shall be certain rules as well that the Federal Government shall impose so that gamers will not be disrupted in their quest to gain more in-game assets or status towards being a champion.

The takeaway for the winning game developer in MetaXar should be, "I just got myself a new country (or province) and I am going to set policies and a proper framework to govern it, at the same time, create a great economy where it will benefit all parties including backers of this project."

Rewards given back to stakers could include other valued cryptocurrencies like BTC/XAR/ETH/BNB. It is up to the creativity of game developers to entice these stakers/investors to support them in the auction. The winning bid game developer will then start to develop the game in a country.

Leasing/Renting

Game developers collect rental and game fees from gamers. Also, they can subdivide and sell their "properties" to gamers as NFTs, who in turn can trade these NFTs.

In MetaXar, the word "game" is synonymous with "virtual estate." Game developers are virtual estate developers and gamers are virtual estate buyers, or renters, or users of these virtual estate properties. Extending from that, these virtual estates can be turned into a virtual business of a metaverse kind, creating different segments of an economy. Creativity is vital, and the blockchain is the financial infrastructure.

Selling of Services, Power-ups, and Quest Prizes

MetaXar will have a selling of powers (services) feature. For example, teleport power. If the user wants to teleport, he will need to buy it and top-up often to get the teleporting apparatus charged. Staying with this example, the game developer owner of a country can also organize pop-up tournaments in his country full of multi-genre games whereby the prize is winning this teleporting power. Otherwise, the user will never get to another planet in time for a “race to a new outer space frontier.”

With games sprawling all over provinces in a country, each cohort has the right to fight for the country's championship and win rewards. In MetaXar, there will occasionally be a "war of the worlds" scenario with these game developers coming together. These could be a major dojo where there can be a lot at stake. Throughout MetaXar, there may be various quests that pop up whereby whole countries can be mobilized or groups of game developers and their gamers as teams, to win a certain prize.

Other metaverse games have themes circling on buying land only without sweeteners. Some have one general theme and are standalone metaverse games with no entry point offered to a different metaverse game. MetaXar is really "metaversing" with a potpourri of games put together in one giant playdome, in turn giving game developers the ability to freely define and design their own NFTs or LETs. Some games may not need any of these but purely just in-game assets while others do.

What also can be offered is a semi-virtual experience — we can invite people/services with real-world presence. For example, there can be a concert in a virtual entertainment center. To watch it, a user will need to buy a ticket to enter. So we can have a real world happening in MetaXar, like an education program for kids, a live telecast of a soccer match, or watching a movie.

There may be different transport payment levels: the ultimate luxury would be owning a spaceship. It would be like owning a super yacht in real life. And a transport spaceship would be like owning a ferry. There can be super yachts with teleport launchpads.

In the future marketplace, we could have an ad-hoc competition where the country which has the collective in-game assets of the highest value, receives a purse prize of XAR or MetX.

Outside Ecosystem Swap

On the MetX Games platform, game developers can accept any in-game assets outside of the MetX Games ecosystem as a means to play their games in a seamless manner. To use an example to illustrate this, if there is a game that is very well received in some other chain, the MAE allows for the creation of a swap over and attract users over to play our games seamlessly using those in-game assets they already owned in those chains. A game developer can develop a game that uses a certain in-game token in another chain or territory and announces to these gamers that this new game that they have created accepts in-game assets from those existing games that they are playing. In fact the game developer can go to all game platforms and say the same to these gamers to attract them.

All of these in-game assets are Sirius Digital Assets (SDAs) on the Sirius public platform. MetX Games will have an "exchange rate" for each of these. This will be primarily a game developer "on his own initiative" flow with MetX Games providing for him the swapping and any descriptive features on his game's home on MetX Games (the Game Page). This can greatly help in increasing an indie game developers' gamerbase and be a big selling point. MetX Games will be providing the swap bridge for this and upon the Gamezin becoming a Xarnuduan upon entering MetaXar with these swapped in-game assets, this feature will make for a rich metaverse user experience

7. Benefits for XPX Holders

What is in it for XPX holders? For Phase One, the user needs XPX or XAR to get MetX as MetX can only be acquired through this avenue. The Sirius platform powers both the MetX Games platform, and MetaXar itself. This is why XPX is the supreme currency of MetaXar.

Later, MetX can only be obtained from staking XPX, or specific and occasional rewards, or from exchanges. MetX is therefore a very slow inflationary asset. The initial circulation of MetX is expected to be around nine million units.

The more MetX a person has, the more influential and powerful the user is.

8. The Next Steps

Sirius powering MetaXar brings forth many advantages in the form of providing the service layers needed for a fully functioning and integrated metaverse. The Sirius decentralized service layers are:

- Sirius Chain.
- Sirius Storage.
- Sirius Stream.
- Supercontract.
- Content Review.
- SiriusID for digital identity.

In regard to the above, MetaXar is well positioned in the metaverse game sector when it comes to its support infrastructure. We are ready to go into the "civilized" age. The difference is, we have built the hardest part and now the easier part is for game developers to build their games using Sirius technology.

The following is planned for MetaXar development, in no particular order:

- Assembling a team of developers to develop Phase One of MetaXar.
- Release a teaser prelude blog.
- Release of announcement.
- Develop an auction platform in the MetX Games marketplace.
- Develop an airdrop solution for MetaXar.
- Staking XPX for MetX.
- Prepare XAR/MetX exchange in PancakeSwap.
- Swapper for XAR and MetaXar