



Metablogs

WELCOME TO YOUR WORLD

Network. Learn. Play.

ABSTRACT

A one-of-a-kind Metaverse where users can network, learn and play. Metabloqs is a virtual world powered by XinFin blockchain that fits in with users' diverse needs whether you want to pick a skillset, engage into networking, or enjoy some time playing. Creating a unique ecosystem in the process, Metabloqs rolls out a world where users can create, own, and monetize their experiences using our token "BLOQS", the native utility token. Citizens of Metabloqs are provided with a unique passport to enter the metaverse and can purchase land and rare goods as NFTs and create their dream projects. The digital assets are stored in a XinFin smart contract and can be transferred.

As people spend more and more time in the digital space for leisure, commerce, and work, Metabloqs aims to create a unique Metaverse platform that promotes authentic connections for seamless and trustworthy exchanges. Its advanced algorithms help connect people with similar interests, along with a mechanism that rewards authentic connections in tokens.

Metabloqs stands out for infotainment and creates value like no other platform.



METACITY PARIS

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I. INTRODUCTION

Metabloqs is a virtual world that democratizes the way we network, collaborate, learn and play. In a world where more and more people are moving towards digital spaces to find their solution for leisure, commerce, and even work, our team is building a virtual world to enable a metaverse economy of trust through our trust token economy. As many advantages as the current platforms on blockchain have and offer, there is still a big gap in the trust factor as most platforms promote anonymity and there is almost no interaction and communication between users at all. This kind of environment offers limited sharing, collaboration and networking or business features, but there is a lack of trust in other users of these platforms, which makes people and businesses hesitant to fully engage in networking, social commerce and find trusted experts and friends. Metabloqs works to narrow this gap by incentivizing trusted connections through its advanced algorithms to foster authentic and real connections.

Metabloqs' vision is to create a real-world experience with metacities based on real cities in the world (first phase Paris), providing a true immersive experience. The first 5'000 registered Metabloqs citizens receive a unique passport that allows them to claim 1 NFT Land, and 1 rare good (e.g. car, house, forest) to build their dream projects. MetaBlogs Token (BLOQS) holders can also participate in individual projects of the platform through a Decentralized Autonomous Organization (DAO) and have a say in certain decisions of the Metabloqs ecosystem, such as which project to develop or which metacity to build next, etc. One can create digital assets (Non-Fungible Tokens, aka NFTs) and upload them to the marketplace or create content and benefit from the ecosystem.



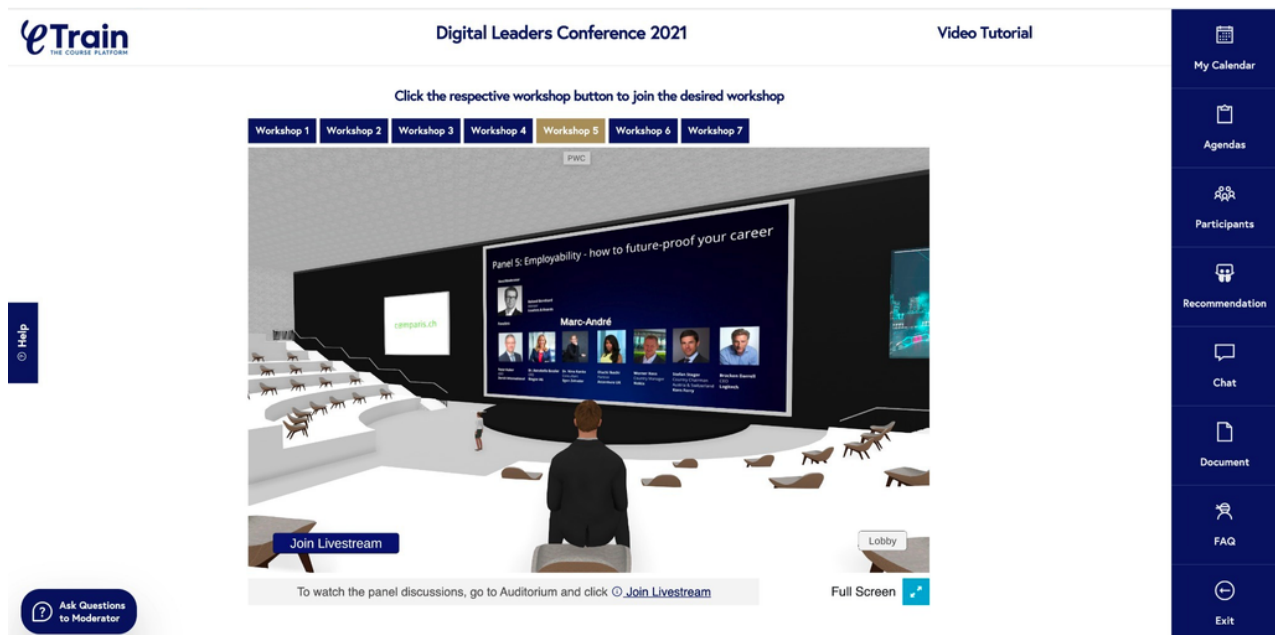
Decentralized Economy of Trust:

- **Trust to token**
- **Stars to token**
- **Learn to earn**
- **Activity to earn**

1.1 HISTORY OF METABLOQS

Metabloqs's foundational concept developed from an events solution company eTrain. eTrain was established as a proof of concept for understanding the consumer response to 3D immersive events, social networking and education. Founded in the year 2019, eTrain has a history of 2 years working with the MVP of a 3D immersive world where engaging events and courses were held throughout these 2 years with renowned partners such as Big4, Sygnum, Investiere, Credit Suisse, Copper, Cardano, University of Sauder, HWZ, Ted Rogers School of Management, Southern University Australia and so on.

The team built a mini web based 3D world where providers could setup 3D virtual/hybrid events as well as courses. Users could easily enter the environment, choose avatars and attend the event/courses. The team also built an advanced algorithm for social networking that allows users to connect with people of similar interests in the 3D world which was highly appreciated by the users which was lacking in other event and virtual platform.



Metabloqs was founded in December 2021 by the same team with the vision of integrating the web 3.0 immersive features with the benefits of decentralization on blockchain. The next version that is to be released in May 2022 will be our first meta city Paris, where we introduce the main essence of our upcoming projects and possibilities where citizens can claim and buy land and combine it with other rare assets to create their projects. Users will be able to interact with each other in the 3d world and build and share their contents, projects and businesses. Some upcoming projects are crypto museum, football stadium, content makers alley, event spaces and startup hub.

2. MARKETS

2.1 Metaverse

Bloomberg Intelligence expects the market opportunity for the metaverse to reach \$800 billion by 2024 from \$500 billion in 2020, based on its analysis and Newzoo, IDC, PWC, Statista and Two Circles data. Metabloqs intends to cut a slice of the market with a one-of-a-kind ecosystem.

2.2 Virtual meeting/events

The global virtual events market size was valued at USD 94.04 billion in 2020 with a compound annual growth rate (CAGR) of 23.7% from 2021 to 2028. The Asia Pacific represents the fastest-growing region with a CAGR of over 26.0% from 2021 to 2028. At Metabloqs, we have already developed a MVP to host virtual events with partners such as Credit Suisse, Big4 and the Swiss Association of MBAs of leading universities in 40 nations with more than 3'500 members.

2.3 Gaming market

There were 2.7 billion video game players worldwide in 2020. The figure will rise to 3.07 billion in 2023 based on a 5.6% year-on-year growth forecast. The global games market had \$159.3 billion in revenues for 2020, almost half of which came from the Asia Pacific market. Metabloqs develops and enables play to earn games so that the community can also participate in the value generated.

2.4 NFT market

Global non-fungible token market is expected to reach a CAGR of 39.6% between 2020-2030 and revenue is projected to increase from USD 340 million to USD 3,57,316.3 million during the same period. NFTs lie at the core of Metabloqs ecosystem.

2.5 Global online education market

In 2019, the size of the global online e-learning market was approximately 101 billion U.S. dollars. With the expected CAGR (Compound Annual Growth Rate) from 2019-2025 being 9.23%. The total market size in 2025 is expected to reach US\$ 319 billion.

3. TARGET USERS

Metabloqs aims to be the trusted metaverse to network, learn, act, trade and earn enabled by its trust economy. With no other metaverse combining such functionality, Metabloqs presents an unparalleled proposition for a string of users.

3.1 Students

Metabloqs has already signed MoU with 8 universities in Switzerland, Germany and Canada with an estimated 25,000 students. Especially Asian, LatAm and African students have been deprived of top-notch education for well-known reasons. They can not avail of education in an engaging manner. This is even special for underdeveloped countries where female students have no formal access to higher and specialized education. Metabloqs boosts female inclusion, diversity and equality through education.

3.2 Corporate employees

Business enterprises can arrange for professional education and training of their workforce via tailor-made courses e.g. Certificate of Advanced Studies (CAS). Lifelong learning is key for being successful in business.

3.3 Online networkers

Metabloqs rolls out their unique networking algorithm which matches users with similar interest and skills. This algorithm suggests networking with a person – find friends and experts in our trusted metaverse – networking opportunities to students and corporate professionals and rewarding the trusted network with tokens.

3.4 Event organizers

As a one-of-a-kind metaverse, Metabloqs allows you to organize (fully online or hybrid) 3D conferences, workshops, or company representations with immersive experience. Network with peers to create a robust base for a long-term professional journey. You can organize startup pitches, fairs & exhibitions, live shows, and auctions of NFTs.

3.5 Activists

Our new blockchain-based activity-to-earn projects (event and learning participation, running, football, etc.) where users can earn a living as the BLOQS for spending time and being active and contribute to the network. Proof of engagement and activity!

3.6 NFT holders and content creators

Crypto museum aka gallery on the marketplace provides NFT holders an opportunity to showcase assets with educational and collectible values. NFTs of artists, musicians, influencers and students can be also added on users profiles, providing them a platform to promote, buy and sell these assets with crypto tokens, which they can transfer to exchanges and cash out (FIAT).

3.7 Meta-city developers

Meta-cities like Paris and London are set to develop on Metabloqs. If you are keen on buying, selling, and renting digital assets like land, buildings, and cars, the metaverse brings along an opportunity for real-estate investment and building. Metabloqs team will develop a very user friendly dashboards for builders who can easily and quickly build properties to support the ecosystem and economy.

3.8 Social commerce

Inspired by forums, Quora and Reddit, Metabloqs provides you an opportunity to turn social trust into tokens. Participants receive token incentive to provide and receive rating (Stars into Token). The system also turns Likes into tokens. This system boosts social engagement and recognition, an important factor for building communities. This enables a trusted environment for social commerce where big as well as small businesses can engage with the Metabloqs citizens and guests to sell their products and services.

4. TOKENOMICS

In the section below, we describe the two kinds of token in our platform and how they can be utilized. On Metabloqs, there are two kind of Tokens:

1. Fungible native Tokens: BLOQS
2. Non-Fungible Tokens (NFTs): eg. LAND, AVATAR, etc.

4.1 BLOQS

The native token BLOQS is a hybrid token: payment and utility token (XRC20 standard similar to ERC-20 on Ethereum) running on the XinFin blockchain. The usage of the BLOQS token is as follows:

- Access: BLOQS is used for accessing the Metabloqs ecosystem.
- Payment and Trade: You need BLOQS to buy equipment, acquire assets, lands or customize your avatar, and purchase NFTs such as avatars, features, land, goods, and services in metaverse. The token may be used later outside the platform.
- Create: digital assets such as virtual buildings, avatars, etc..
- Governance (e.g. voting, curation): Holders of the BLOQS can participate in Governance decisions of the platform, using a DAO structure. You can vote on certain community polls such as which city to build first and prioritizing features on the platform's roadmap. BLOQS owners can vote themselves or delegate voting rights to others.
- ACTIVITY TO EARN (eg. Event and Learning Participation, Football): You earn BLOQS for participation and your activity.
- Reward: The ecosystem uses BLOQS for incentivizing participants, and boosting community engagement and interactions. TURN TRUST INTO TOKEN
 - Turn Stars into Token: Token incentive to provide and receive ratings
 - Turn Likes into Token: social media likes turned into Token.

4.2 TRUST ECONOMY OF METABLOQS

PRINCIPAL ONE	
STARS INTO TOKEN	<p>Our unique incentivization system encourages interaction (e.g. events, games) and networking between users and helpful advice and support can be rewarded accordingly and the community can rate and classify the user per se based on their experience and reward the advice and support in a specific case with stars. These star ratings are accumulated (for both parties) and then converted into tokens with a point system that encourages users to share their own profile and reward other users for trustworthy connections and advices.</p>
PRINCIPAL TWO	
LIKES INTO TOKEN	<p>Metabloq's citizens can buy land and create their own offices and exhibition spaces, and invite other visitors to "like" their projects and social media posts (even outside the platform such as via Instagram or LinkedIn). Visitors are then redirected to the Metaverse, where Likes can then be turned into token, with a two-way point system that encourages interactions and participation from owners and visitors, and promotes the influencer and follower economy.</p>
PRINCIPAL THREE	
LEARN TO EARN	<p>Metabloqs creates a unique platform to democratize education through fun games and learning environment where users can not only learn in an engaging and fun way, but also have opportunities to earn while learning through mechanisms of gamification of learning as well as rewarding the learning achievements through points and further into tokens.</p>
PRINCIPAL FOUR	
ACTIVITY TO EARN	<p>Activities in the metaverse are key because of the network effect, the more users and the more active the users are, the more worth has the platform/metaverse. Therefore Metabloqs will Reward ACTIVITIES of users in the metaverse. When you spend time for a certain activity such as workout or learning, the time of the activity is calculated and then accumulated and you can exchange it into tokens.</p>

4.2 Meta-Football

Football with avatars is just the beginning of several workshop activities such as running, cycling or dancing. Users can use a basic avatar or a premium avatar which is looking for example like a historical figures (e.g. Gandhi or Shakespeare) and provides with additional skills (such as speed for example) and with additional access rights such as VIP tickets to concerts or conferences.

There are 2 kind of workout sessions:

- **Friendly Workout Sessions (FWS):** it is for training purposes – only the time is taken into consideration and the activity).
- **Career Workout Session (CVS)**
 - Country League: the workout sesason will last 25days
 - Knock-out: It is a knock-out format, which means a loss throws you out

As a user of our football activity, you can Earn Tokens and have control over the digital assets in the following ways:

- Own a team of a football nation or a club with a fantasy name
- Winning sessions against others in career mode (CVS) or against AI in friendly mode (FWS).
- Finishing the season in the top position in CVS.
- Borrowing players to other teams for a limited period of time (Scholarship)
- Marketplace

Digital Assets in the football game can be sold on our marketplace (and later on other NFT marketplaces). As owner, you will be able to:

- Place a digital asset (e.g. avatar) for sale
- Buy an asset that is placed for sale
- The asset will be transferred to the wallet of the user who pays the highest price.
- Put a player as a transferable player and/or make a transfer offer:
- The player will be transferred to the club of the user who pays the transfer price.
- Accept or reject offers made on my assets.

4.2 Non-Fungible Tokens

XRC-721 are Non-Fungible Tokens (similar to ERC-721 on Ethereum) running on the XinFin blockchain, such as Land or Avatars.

Holders of the LAND NFTs can participate in Governance decisions of the platform, using a DAO structure. You can vote on certain community polls such as which city to build first and prioritizing features on the platform's roadmap. BLOQS owners can vote themselves or delegate voting rights to others.

4.2.1 LAND

BLOQS Token is burned to claim unique Land (Land NFTs). Land parcels are distinguishable from each other, potentially trading at different prices on a secondary market due to difference in adjacencies and traffic.

Land in Metabloqs is measured in square (sq) meters and our first meta city Paris has a maximum amount of land of 38'400'000 sq meters.

- 26'400'000 sq meter private land
- 12'000'000 sq meter public land (including roads)

Users can buy lands and combine multiple lands. Buy & Sell Land NFTs on our Metabloqs Marketplace or on external marketplaces. Every land can be modified by the user who owns it by adding 3D items on it (houses, buildings, gardens, cafes, etc.).

4.2.2 Avatars and other NFTs

Our metaverse is filled with avatars and other unique digital assets such as cars, pets, etc. Users can breed, collect, raise, and build metacities and network and socialize with others. Metabloqs has a activity-owned economy where users can truly own, buy, sell, and trade resources they earn in workout sessions. You can customize your avatar and select outfits and hairstyles. Users might breed avatars to produce new ones and collect and speculate on rare avatars and other unique digital assets (NFTs).

5. METABLOQS ECONOMY

With the release of our first meta city Paris in June/July 2022, our first 5'000 citizens are provided with a special passport with a unique identity and with 1 NFT LAND and one rare asset (e.g. house, car, forest). There is only a right of claim to the surrender. The transfer of the NFT LAND and the rare asset is not possible until the Token is issued. This claim is not transferable to third parties. The first 5'000 Metabloqs citizens can then:

- Claim their first lands in meta city Paris after 3 months when we launch our claim land campaign.
- Claim the first rare assets that will be only available for the first 5'000 users that would then raise the value of their lands and the lands can be sold later on our NFT marketplace.
- Gain governance right and vote for Metabloqs proposals in the future such as which meta city will be build next, etc.
- Special invitees to your network on further airdrops with a unique chance to earn XDC – the XinFin token.

With our platform ready for land sale after our BLOQS token is released, these land owners will be able to claim their land and start building their projects with a combination of some rare and common assets. In order to jump start the economy, citizens who build projects will be further rewarded with tokens. They can either build projects or trade them (sell or rent) their space to other businesses who would like to trade their products and services. Other land parcels will also be available for sale in auctions for public.

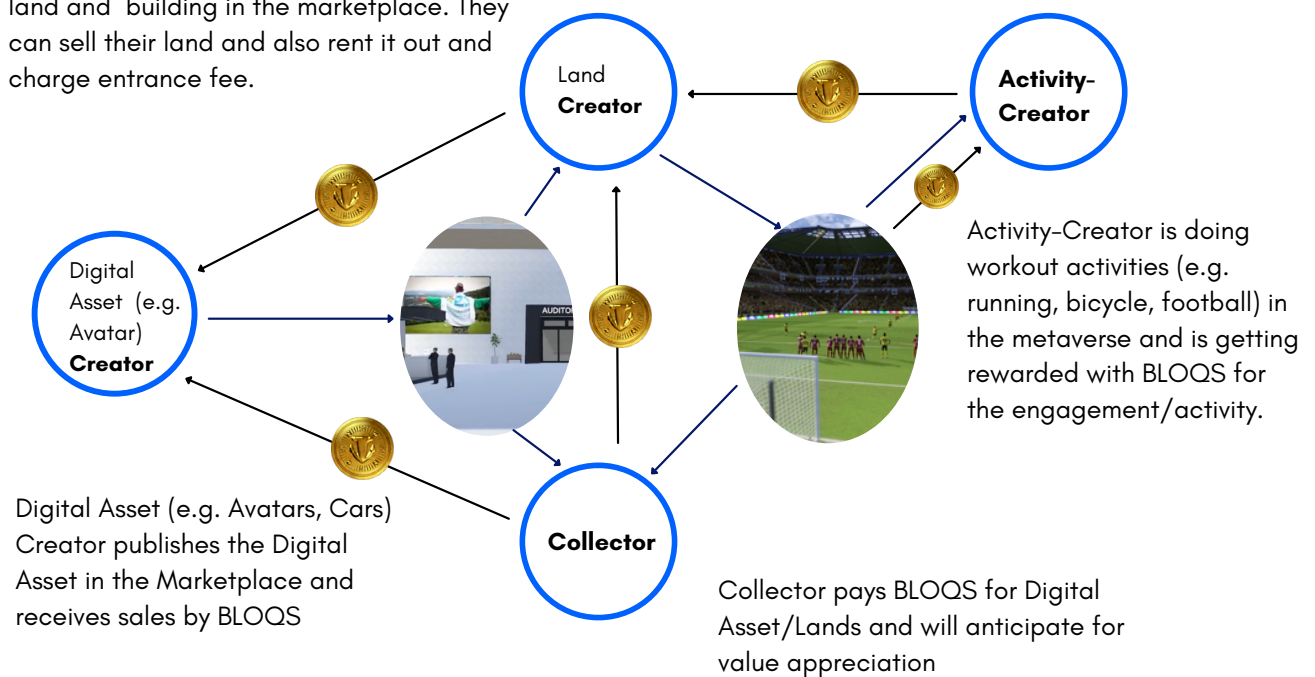
Users can collaborate in the economy by introducing various projects such as Museums, events, games, digital asset creations and display galleries to name a few. New users will be allowed some allowances such as BLOQS tokens, allowing them to participate in the economy and projects that are created on the platform. Users can buy land and create their own offices and exhibition spaces, and invite other visitors to "like" their projects and social media posts (even outside the platform such as via Instagram or LinkedIn). These incentives will help bootstrap the utility value of the network until it independently attracts users and developers.

Metablogs has recognized the following main Stakeholders

- Land Creators
- Digital Asset and Avatar Creators
- Collectors
- Activity Creator

The main stakeholders interact as follows (see graph below):

Land creator can published their created land and building in the marketplace. They can sell their land and also rent it out and charge entrance fee.



6. METABLOQS REVENUE STREAMS

Metabloqs has the revenue streams where its token (BLOQS) can be utilized. These revenue streams are discussed below:

STREAM ONE	
LAND SALE	<ul style="list-style-type: none">• 50% locked for 12 months then being sold in auction sales and proceeds go to the Company's Treasury.• Sale of development rights to construct meta cities and the platform charges 5% of any revenue they receive (with a smart contract executed).
STREAM TWO	
TRANSACTION FEE	<p>5% of all transaction volume carried out in BLOQS such as:</p> <ul style="list-style-type: none">• Sales & rental transactions (eg. digital assets, virtual cars)• Purchase and sell of avatars• NFT transactions (e.g. avatar transfer)• Purchase of skills (e.g. better shooting power, speed, etc.)
STREAM THREE	
ADVERTISING REVENUE	<ul style="list-style-type: none">• Advertisement & Product Placements in 3D Fee from companies, startups
STREAM FOUR	
METABLOQ'S NFTS	<ul style="list-style-type: none">• Sale of various digital assets such as avatars, buildings, scenes and other rare collectibles produced by Metabloqs• Special projects such as Museums, Events Spaces that are on sale

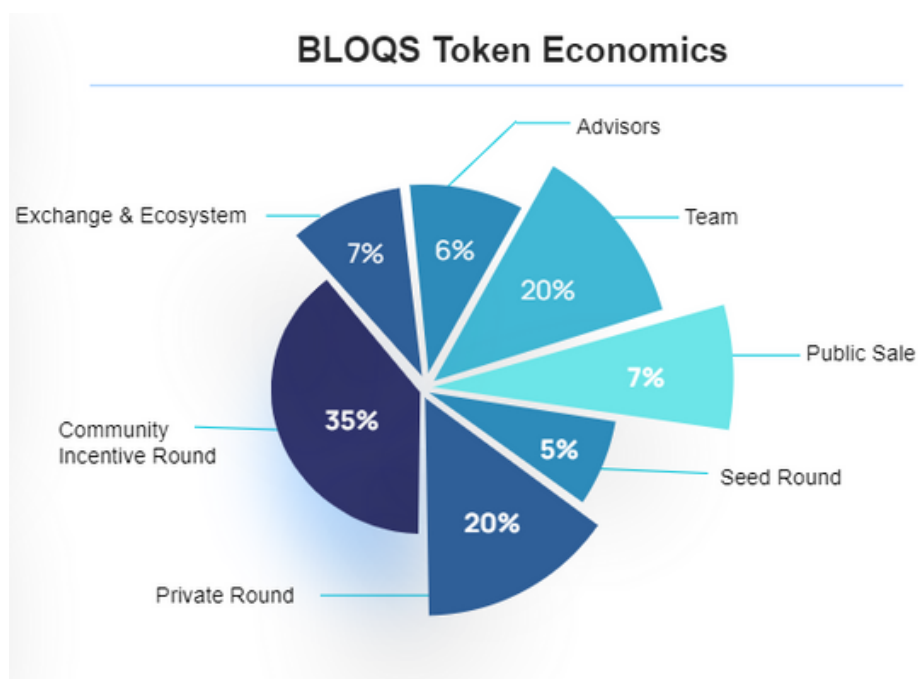
7. TOKEN DISTRIBUTION

We will dedicate 32% of the total supply or 960 million BLOQS to be sold during the seed, private and public rounds. We are accepting XinFin token (XDC), Bitcoin (BTC), and Ethereum (ETH) as a payment method in exchange for the Metabloqs token (BLOQS). We will be setting the BLOQS price based on the seed round, private round, and public sale, making it 0.018 CHF, 0.020 CHF, and 0.025 CHF, respectively.

Distribution	Token Price	Token Supply	Target Fund Raised
Seed Round	0.018 CHF	150,000,000	2,700,000 CHF
Private Round	0.020 CHF	600,000,000	12,000,000 CHF
Public Sale	0.025 CHF	210,000,000	5,250,000 CHF
Total TGE		960,000,000	19,950,000 CHF

While necessary information will be in our roadmap, we plan to begin the sale period of our BLOQS tokens in Q3 2022, (depending on current blockchain market situations), which will continue until we have sold the total amount of 960 million BLOQS or 30 November 2022. The market conditions will determine the sale period and will be subject to change at our discretion. BLOQS purchase during the sale period is only possible if the purchaser has a wallet because they need a wallet to receive the BLOQS they purchase. During the sale period, a purchaser will initiate purchase after sending an amount of XDC-BTC-ETH to the BLOQS token address. There will be terms and conditions each purchaser must agree with before starting any transaction. We aim to ensure that every purchaser adheres to the anti-money laundering (AML) and the Know Your Customer (KYC) processes during the token distribution.

We would like to lock 35% of the total of 3'000'000'000 BLOQS created in a user incentive pool, which will help incentivize the use of the platform and reward early users for activities and games. The BLOQS sold during the Sale Period will be released as follows, starting on the first day of the BLOQS Token Sale (Vesting Period):



Distribution	Percentage	Vesting Period	Token Supply
Community Incentive Pool	35%	60 months	1,050,000,000
Private Round	20%	3 months cliff 27 months vesting	600,000,000
Seed Round	5%	3 months cliff 27 months vesting	150,000,000
Public Sale	7%	3 tranches of 33.33%	210,000,000
Team	20%	24 months cliff 6 months vesting	600,000,000
Advisors	6%	24 months cliff	180,000,000
Exchange and Ecosystem	7%		210,000,000
Total Supply	100%		3,000,000,000

8. TECHNOLOGY & ARCHITECTURE

Metablogs is a Web 3.0 platform for developing metaverse in EVM compatible blockchain.

A “loose” definition of “Metaverse”

“The Metaverse is a massively scaled and interoperable network of real-time rendered 3D virtual worlds which can be experienced synchronously and persistently by an effectively unlimited number of users with an individual sense of presence, and with continuity of data, such as identity, history, entitlements, objects, communications, and payments.”

“The Metaverse, like the internet, mobile internet, and process of electrification, is a network of interconnected experiences and applications, devices and products, tools and infrastructure. This is why we don’t even say that horizontally and vertically integrated giants such as Facebook, Google or Apple are an internet. Instead, they are destinations and ecosystems on or in the internet, or which provide access to and services for the internet. And of course, nearly all of the internet would exist without them.”

(see <https://www.matthewball.vc/the-metaverse-primer>)

8.1 Metablogs Overview

8.1.1 Ecosystem

Now, considering the above, Metablog ecosystem has primarily two components –

- Space
- Entities within the space

In terms of technology components both are represented through the use of NFTs (ERC721) or semi-fungible tokens (ERC1155). In this Whitepaper we will consider the term NFT for both. An NFT is a token which is ‘unique’ in terms of properties and has all the functionalities of a standard blockchain token i.e. ownable, transferable.

The way an NFT differs is having an associated metadata which is stored offchain in a human+machine readable form (json,yaml), which defines the properties and attributes of the token. It can be as simple as an “image” of a digital artist’s work to a 3d model with attributes required for realization in AR/VR world.

Space

Space in Metabloqs is a piece of land. In Metabloqs, land is a non-fungible, transferable asset (NFT) owned by the developer of a property in Metabloqs. This is a special type of NFT as there is additional positional data (x, y co-ordinates of the land) needs to exist on-chain. As the NFT ids are generated by using the land co-ordinates, it is ensured for the reason that each land is unique and singly-owned.

Land is defined in units of parcels, typically a square plot of fixed dimension. Adjacent parcels of land can be acquired by an owner to form 'estates'. A 'parcel' or an 'estate' defines the boundaries within which a "metaverse" can be constructed i.e. objects and entities (other NFTs) can be placed to create an AR/VR ecosystem.

Entities

Entities in metaverse are objects. They can be geometrical objects with features like textures, and objects created using NFTs like avatars, props. For realization purpose NFT metadata is stored in json format. A sample is shown below.

```
{
  "description": "Friendly OpenSea Creature that enjoys long swims in the ocean.",
  "external_url": "https://openseacreatures.io/3",
  "image": "https://storage.googleapis.com/opensea-prod.appspot.com/puffs/3.png",
  "name": "Dave Starbelly",
  "attributes": [ ... ],
}

Attributes
"attributes": [
  {
    "trait_type": "Base",
    "value": "Starfish"
  },
  {
    "trait_type": "Eyes",
    "value": "Big"
  },
  {
    "trait_type": "Mouth",
    "value": "Surprised"
  },
  {
    "trait_type": "Level",
    "value": 5
  }.....
]
```

As is evident from the above the NFT metadata contains tags defining the entity such as its description, the location URI of the actual data store and the name of an image file which represents the entity. Further there are attributes of the image described by different traits e.g. the base object and its variation like 'eyes', 'mouth' etc.

Realization – Metabloqs Application

Metabloqs metaverse is a real-time interactive application where in-end users engage. This is instantiation of metaverse and can be termed as a 'scene'.

During the development and deployment phase in Metabloqs, a "scene" is created by assembly of various components in the land, and defines run-time behaviors of all entities in the metaverse. The scene is stored in the application as a metaverse "manifest" and in a json format. A very simple example of manifest –

```
"scene": {
  "parcels": [
    "54,-14"
  ],
  "base": "54,-14"
}
"display": {
  "title": "My Cool Scene",
  "description": "You won't believe how cool this scene is",
  "navmapThumbnail": "images/scene-thumbnail.png",
  "favicon": "favicon_asset"
}
//where players spawn in a game..
"spawnPoints": [
  {
    "name": "spawn1",
    "default": true,
    "position": {
      "x": 5,
      "y": 1,
      "z": 4
    }
  }
].....
```

In the above example, the 'scene' is defined within a boundary of a land parcel which is the base with a display title and descriptions with an associated image. 'spawnpoints' define wherein entities (e.g. users in a AR application) may appear in real-time.

8.2 Metabloqs Architecture

Metabloq platform consists of three distinct layers –

- A Blockchain layer
- A Content Management layer
- Real-time application layer

Blockchain layer

Metabloqs implements a smart contract for management of land parcels as NFT assets, for tracking ownership. Each land parcel is unique as each land NFT id is generated using the x, y co-ordinate of an NXN square meter area. Multiple adjacent parcels can be acquired to create an estate. Land parcels can be bought using Metabloqs's BLOQS token.

Content Management layer

Content Management layer is used for procuring and distribution of Metabloqs components. This is developed based on IPFS distributed storage system and also interaction with NFT marketplace smart contracts. During the development and deployment process, all entities and their behavior is stored in various files.

They include:

- A “manifest” of the metaverse.
- Various AR/VR files containing images, videos, audio clips.
- Scripts controlling run-time behavior of components such as position, movement.

Real-time application layer

The real time application layer communicates with the content management layer in fetching the contents and enabling user interactions using P2P messaging.

8.3 Metabloq Development Tools

As a platform Metabloqs provides a set of tools for application development. The tools include:



1. Smart Contracts for procuring land using Metabloqs's BLOQS token.
2. A NFT marketplace for Metabloqs contents.
3. A visual editor for developing WYSIWYG environment to create scenes.
4. An SDK for scripting scenes in Typescript, which help extend functionalities of the visual editor.
5. Infrastructure for deployment of metaverse.

9. XINFIN BLOCKCHAIN

XinFin is a sustainable global open source hybrid blockchain protocol with independent community contributors. XinFin looks to bridge the gap wherein the investors can bid for different infrastructure projects and finance them in a smoother way, thus eliminating all possible bottlenecks.

The Delegated Proof of Stake (also known as XDPoS) is a consensus algorithm used to sustain digital democracy throughout the XinFin (XDC) Hybrid Blockchain Network . XDPoS Consensus is solving 4 problems of Public Blockchain Network:

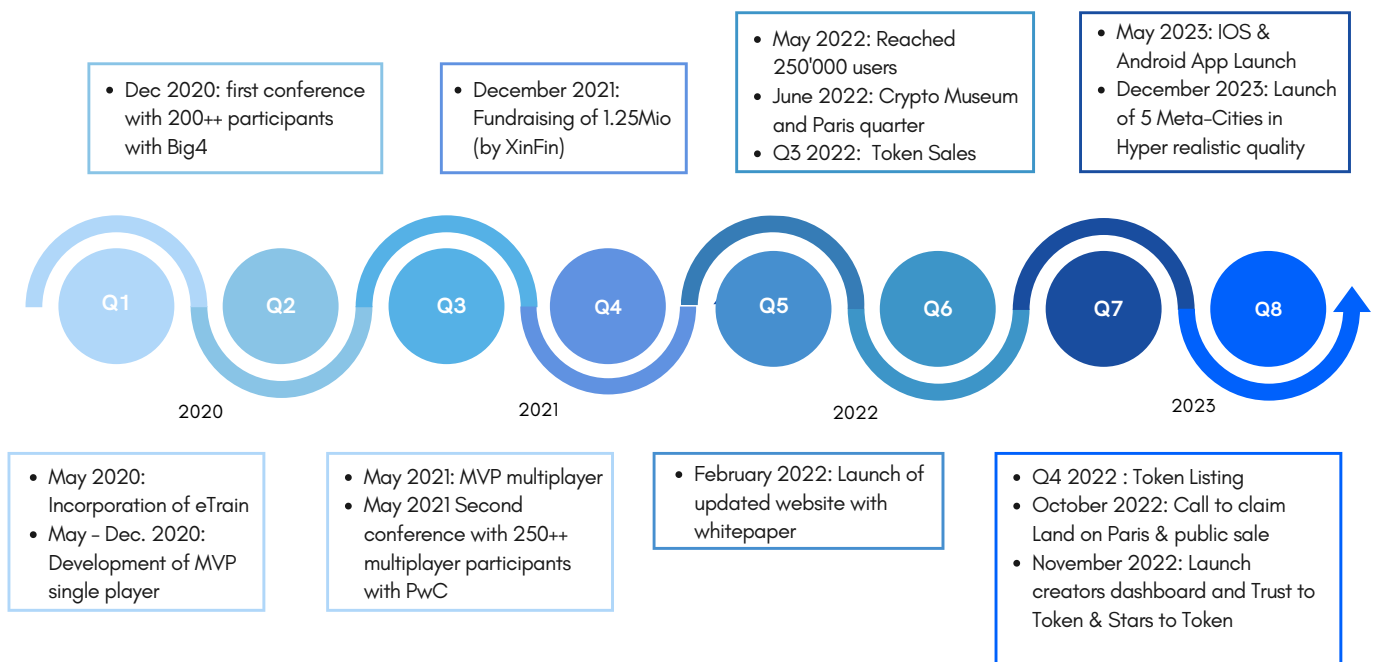
- 1.XDPoS Consensus reduces energy consumption by 1/10 compared to bitcoin or Ethereum based PoW mining energy requirements.
- 2.Self KYC based node solving problem of anonymous network members issue.
- 3.Solving scalability problem of low numbers of transaction by higher transaction per second.
- 4.Near to zero transaction (Gas) fees to the customer creates feasibility to run micro transaction.

	1ST GENERATION	2ND GENERATION	3RD GENERATION
COMPARISON CRITERIA	 Bitcoin BTC	 Ethereum ETH	 XinFin XDC
TRANSACTIONS PER SECOND	3-6 TPS	12-16 TPS	2000+ TPS
AVERAGE FEE	\$15 USD	\$10 USD	\$0.00001 USD
TRANSACTION CONFIRMATION	10-60 MINUTES	10-20 SECONDS	2 SECONDS (w/finality)
SMART CONTRACT SUPPORT	NO	YES	YES
ENERGY CONSUMPTION	71.12 TWh	20.61 TWh	0.0000074 TWh

10. ROADMAP AND BUDGET ALLOCATION

Metabloqs was able to raise funds of 1.25 Mio for the project in December 2021. Metabloqs is focusing on developing meta-cities, and launching crypto museums, football games, and other features. The main goal of the crypto museum is to showcase blockchain projects and crypto assets with more than just commercial interests, but also educational and collectible values. We are looking to expand the team and establish strategic partnerships before launching an international marketing campaign and growing the community. We will be launching five meta cities in Q2 2023 and essential features of the Metabloqs projects need further development (e.g. further games, app version, game creator and land creator tool and increase the quality: hyper realistic meatverse). XinFin blockchain needs to implement the functionalities of the project. The processes can take up to 2 years.

Please find below the **Roadmap of Metabloqs**:



Budget allocation

Distribution	%	BLOQS
Core Team	16.1%	154,808,952
BD incl. T&E	10.4%	99,412,170
Other	1.2%	11,159,045,
Admin	8.3%	79,985,127
Research & Development / Platform	12.3%	118,140,657
Marketing	27.8%	267,257,374
Legal	3.4%	32,956,625
Contingency	3.8%	36,905,846
Market Making	16.6%	159,374,205
Total	100%	960,000,000

II. RISKS RELATED TO THE TOKEN AND THE PROJECT

Important Note: As noted elsewhere in the BLOQS Terms, the BLOQS are not being structured or sold as securities or any other form of investment product. Accordingly, none of the information presented in this Whitepaper is intended to form the basis for any investment decision, and no specific recommendations are intended.

MetaBloqs expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from: (i) reliance on any information contained in this Whitepaper, (ii) any error, omission, or inaccuracy in any such information or (iii) any action resulting from such information.

By purchasing, holding and using BLOQS, you expressly acknowledge and assume the full list of risks.

It is the responsibility of any purchaser of BLOQS to inform themselves of, and to observe and comply with, all applicable laws and regulations of any relevant jurisdiction. Prospective purchasers for any BLOQS shall be expected to consider the risk factors identified in this section. If any of the indicated risks were to materialize, then they could have a negative impact on the Issuer's finances and operational performance which can hinder the ability of the Issuer to fulfill its obligations under this Whitepaper.

The challenges and risks are identified by the board of administration of the Issuer as at the date of registration of this Whitepaper. This does not exclude the possibility of there being other risk threats and the purchaser must be aware that the impact on the Issuer may be heightened due to a combination of several risks materializing simultaneously.

One of the main challenges in the project is the rate of adoption of the community of artists and creators to start exchanging assets, which will be a key point behind the demand generation of BLOQS. The project success rate will be dependent upon the priority and preference of consumers and its ability to swiftly anticipate, identify and capitalize upon these priorities and preferences.

The Issuer operates in an emerging and disruptive industry that is under rapid and dynamic development. This includes, but is not limited to, the developments relating to the business itself, the underlying technology, and the regulatory and legal implications thereof. Specifically, in relation to public knowledge and understanding of emerging technologies, such distributed ledger technologies, smart contracts and other innovative technology arrangements, are still limited as at the date of registration of this Whitepaper. The risks arising out of such may not be fully comprehended as of yet and new additional risks may arise in the future.

As the Issuer's undertaking is reliant on the continuous and proper functioning of its technology infrastructure, the Issuer is subject to a variety of risks relating to the proper maintenance thereof. These risks include, but are not limited to, cyber-attacks, data theft or other unauthorised use of data, and other malicious interferences. Certain parts of the infrastructure may be outsourced to third parties. In such cases, the Issuer is reliant upon technology arrangements developed by such third parties for the running of its undertaking, and it is exposed to the risk of failures in such technology arrangements.

The Issuer is subject to various laws, including regulations and rules issued thereunder, and is at risk in relation to changes in the laws and the timing and effects of changes in the respective legislation. This includes changes in the interpretation thereof which cannot be predicted by the Issuer.

The growth of the Issuer and its undertaking is partially attributable to the efforts and abilities of the members of its management team and other key personnel, particularly its board of administration. If one or more of the members of this team were unable or unwilling to continue in their present position, the Issuer might not be able to replace them within a short time, which could in turn have a material adverse effect on the Issuer's business.

12. SUSTAINABLE DEVELOPMENT GOALS

Our metaverse contributes towards the SDGs:

Democratizing the education system and trying to create a virtual space free from violence and from cruel, degrading and inhuman treatment is a fundamental human right.

SDG 1: Poverty reduction:

Financial inclusion and support quality Education – the most powerful tool for combatting poverty, social exclusion and inequalities (Nelson Mandela). Metabloqs is accelerating financial inclusion and thus empowering and transforming the lives of billions.

SDG 4: Quality education:

Increase the supply of qualified teachers, expand globally the number of scholarships available to developing countries.

SDG 5: Gender equality:

- Equal access to all levels of education
- Gender policy and marginalized groups

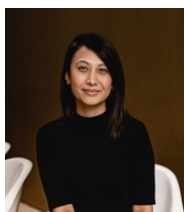
SDG 10: Reduce inequality within and among countries

SDG 13: Combat climate change: CO2 reduction thanks to online learning, interaction and working.



13. ABOUT US

The MetaBloqs Token (BLOQS) sale (in the future, the “Metabloqs TGE”) is organized by Metabloqs and focuses mainly on the Asian and European market (including Switzerland). MetaBloqs Platform AG, a private limited liability company under Swiss law, with registered office at Rigistrasse 152, 6353 Weggis, Switzerland, duly represented by Megha Shrestha, MBA in her capacity of CEO. Please find below more information on the leadership team:



Megha Shrestha - Founder & CEO

Megha Shrestha, MBA, Msc. in Information Systems has substantial experience in networking events organization. She has worked extensively in project developments from scratch in tertiary education and business development in Asia & Middle East.



German Ramirez - CMO

German Ramirez has 25 years of experience in branding, marketing, communications, business development and start-ups with 50+ blockchain, crypto, Web3 and disruptive technology projects



Dr. Marc-André Schauwecker - Chairman

Dr. Marc-André Schauwecker is the Head Legal and Compliance, Conference Organizer and Speaker, President and Chief Strategy, Executive Board Member of Swiss Association of MBAs and President of eTrain.



Nishant Shrestha - Retail & Real Estate Expert

Nishant Shrestha is an expert in Retail Management and Hospitality. He specializes in Retail, Real estate and Mall Management.



André Siegert, MBA - CFO

André Siegert, MBA is a creative innovator with almost 15 years' experience leading strategy and change initiatives in Finance and cross-departmentally.



Isha Vaidya - COO

Isha Vaidya, MBA, is an expert in event management, operations, marketing, quality management, and human resource.



Ankush Sharma - VR, Web 3.0 Expert

Ankush Sharma, MBA, BTech, CEO of Yeppar is the founder of India's first Augmented Reality and Virtual Reality Mobile Application Startup and has extensive experience in web 3.0.



Goutam Bakshi - Smart Contract Expert

Goutam is a distributed and P2P computing enthusiast. He has been working in Blockchain related technology for last 5 years, architecting DLT solutions in XinFin XdPOS network, Ethereum and Hyperledger network, with IPFS as Distributed File System.

ADVISORS

In addition to the core team mentioned above, Metabloqs has a pool of expert advisors. Below are the details of Metabloqs advisory team:



Viktor Larionov – Blockchain Economics Expert

Viktor Larionov is a Co-founder and CEO at the longest standing blockchain advisory firm Priority Token and Industry 4.0 Investment Bank – revolutionizing global fintech & blockchain industry.



Samson Lee, MBA – Digital Asset & Asset Tokenization Expert

Samson Lee (or Sam), is a prominent entrepreneur and FinTech executive, who has over 20 years' experience in TMET sector, with substantial success in commercializing various blockchain, digital and e-business projects.



Ismail Malik – Blockchain Economy Expert

Ismail Malik is a Co-Founder at MetaFi and CEO & Founder at Blockchain Lab. He provides leadership and strategic direction to support service-focused and cost effective activities related to sourcing, contracting, eMoney, tokenized credit services & DeFi Decentralized Finance.



Dr. Steven Neubauer – Strategy Expert

Dr. Steven Neubauer is the CEO of comparis.ch AG. Former Executive Board Member of Neuer Zürcher Zeitung AG. C-level executive with deep strategic expertise coupled with hands-on experience leading large and complex organizations.



Dr. Günther Dobrauz, MBA – Legal Expert

Dr.iur, Günther Dobrauz, MBA, is a blockchain law expert and the Head Legal and Partner of PwC Switzerland.



Lili Zhao, MBA – Blockchain Ecosystem Expert

Lili Zhao, MBA, is a blockchain ecosystem and community expert and director of Neo Blockchain. She provides expertise for Metabloqs on community and ecosystem building.

ADVISORS



Dr. Nikolay Shkilev – Marketing Advisor

Dr. Shkilev Nikolay is an entrepreneur, CEO & Founder "Private Business Club", rated TOP 3 in People of Blockchain.



Dr. Julien Weissenberg – AI Expert

Dr. Julien Weissenberg is an expert in Artificial Intelligence and supporting Metabloqs with its advance algorithm development for networking and stars and trust into token. He is an ETH graduate.



Dr. Patrik Gisel – Finance Expert

Dr. Patrik Gisel is an expert in Finance and Strategy – former CEO of Bank Raiffeisen.



Prof. Leo Brecht – Strategy & Innovation Expert

Prof. Leo Brecht is an innovation and startup strategy expert. He is the Co-Founder, Board Member and Partner Co-Founder, Board Member and Partner ALPORA AG, the most innovative fund of the year and is a professor for entrepreneurship and technology.



Andy Egli – Football Expert

Andy Egli is a successful Swiss football manager and former player for the Switzerland national team, Servette, Xamax, GC and Borussia Dortmund.

14. DISCLAIMER

The information in this Whitepaper is subject to change or update and should not be construed as a commitment, promise or guarantee by Metabloqs or any other individual or organisation mentioned in this Whitepaper relating to the future availability of services related to the use of the tokens or to their future performance or value.

The document does not constitute an offer or solicitation to sell shares or securities. It does not constitute or form part of and should not be construed as any offer for sale or subscription of or any invitation to buy or subscribe for any securities not should it or any part of it form the basis of or be relied upon in any connection with any contract or commitment whatsoever. Metabloqs expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the Whitepaper, any error, omission or inaccuracy in any such information or any action resulting therefrom.

This is not a recommendation to buy or financial advice, It is strictly informational. Do not trade or invest in any tokens, companies or entities based solely upon this information. Any investment involves substantial risks, including, but not limited to, pricing volatility, inadequate liquidity, and the potential complete loss of principal. Investors should conduct independent due diligence, with assistance from professional financial, legal and tax experts, on topics discussed in this document and develop a stand-alone judgment of the relevant markets prior to making any investment decision.

We have prepared all information herein from sources we believe to be accurate and reliable. However, such information is presented "as is," without warranty of any kind – whether expressed or implied. All market prices, data and other information are not warranted as to completeness or accuracy, are based upon selected public market data, reflect prevailing conditions, and our view as of this date, all of which are accordingly subject to change without notice. The graphs, charts and other visual aids are provided for informational purposes only. None of these graphs, charts or visual aids can and of themselves be used to make investment decisions. No representation is made that these will assist any person in making investment decisions and no graph, chart or other visual aid can capture all factors and variables required in making such decisions.

The information contained in this document may include, or incorporate by reference, forward-looking statements, which would include any statements that are not statements of historical fact. No representations or warranties are made as to the accuracy of such forward-looking statements. Any projections, forecasts and estimates contained in this document are necessarily speculative in nature and are based upon certain assumptions. These forward-looking statements may turn out to be wrong and can be affected by inaccurate assumptions or by known or unknown risks, uncertainties and other factors, most of which are beyond control. It can be expected that some or all of such forward-looking assumptions will not materialize or will vary significantly from actual results.