



The creation of a token for the management of the Game and the Metaverse

WHITEPAPER

Abstract

Because of the advancement of technology, many industries are adjusting to this change to meet the needs of their consumers and improve their services. Blockchain technology is currently being adopted by many businesses due to the efficiency and reliability it offers. In this case, the creation of the token, Melfys, a total supply of 4 Quadrillion, will be important in the management of the ecosystem that will be created, especially in gaming. Melfys will allow stacking, Farming and a Swap that will allow a quick exchange of the Token directly on the platform.

In addition, Melfys will be useful in the metaverse world as players will benefit from it such as building clubs and gaming rooms while earning.. We want to give game creators the chance to test their creations before their official release in a special dedicated section. Thus they will benefit from a test phase where players can judge and / or communicate their impressions.

Key words: Melfys token, stacking, farming, swapping, metaverse, blockchain technology.

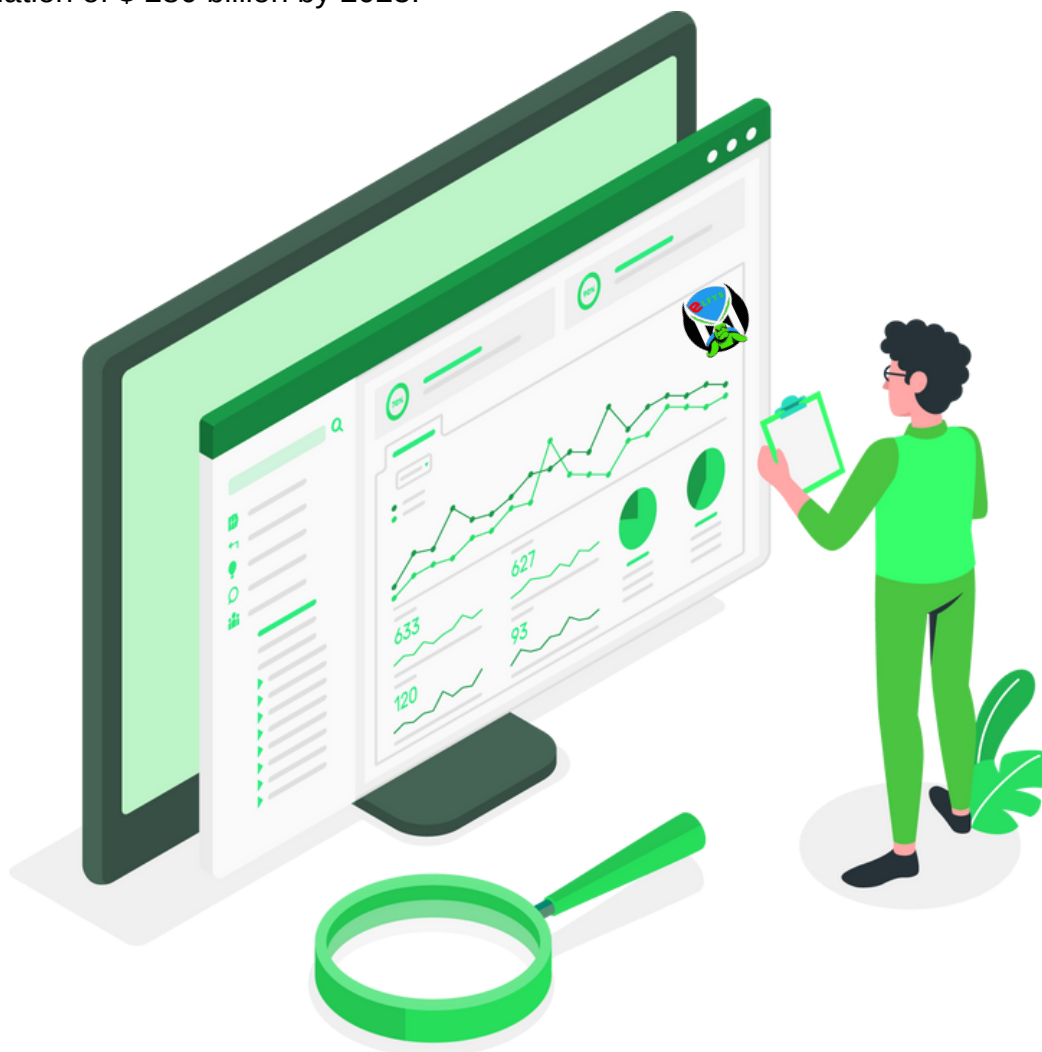


Problem Definition

Also, while most players spend some of their time going through complex gameplay challenges, they don't get rewards that they can use in the real world.. For instance, in most cases, when players pass a particular stage, they gain a higher ranking than before, but the rewards do not match the effort they utilized to reach the objective. Clearly, these problems gamers endure, like getting unrealistic rewards and not being able to play other games online, need to be addressed for them to enjoy interactivity.

The Crypto industry as a whole has seen a momentous year of growth, heavily spurred on by the entrance of institutional investors adopting Bitcoin due to its store of value properties. The 2020 spike Bitcoin experienced was also accelerated by its global adoption, as the number of global crypto users reached 300 million in June 2021.

In the aftermath of COVID-19 and the acceleration of Blockchain adoption around the world, the Metaverse industry is also expected to expand further into both virtual reality (VR) and non-fungible tokens (NFT). The global metaverse market is expected to reach a valuation of \$ 280 billion by 2025.



Vision

We aspire to improve our world and the lives of everyone (especially the poor) with the adoption and use of blockchain technologies. We aspire that the game and the metaverse give hope, effective and responsive and that individual members of society are the main beneficiaries.

Mission

We promote the adoption of blockchain technologies and digital currencies by actively collaborating and promoting the efforts of our global blockchain community. Melfys was born with the idea of welcoming and expanding leisure spaces. We welcome any development and collaboration with the blockchain world because we are aware that the future is here.



Token Melfys

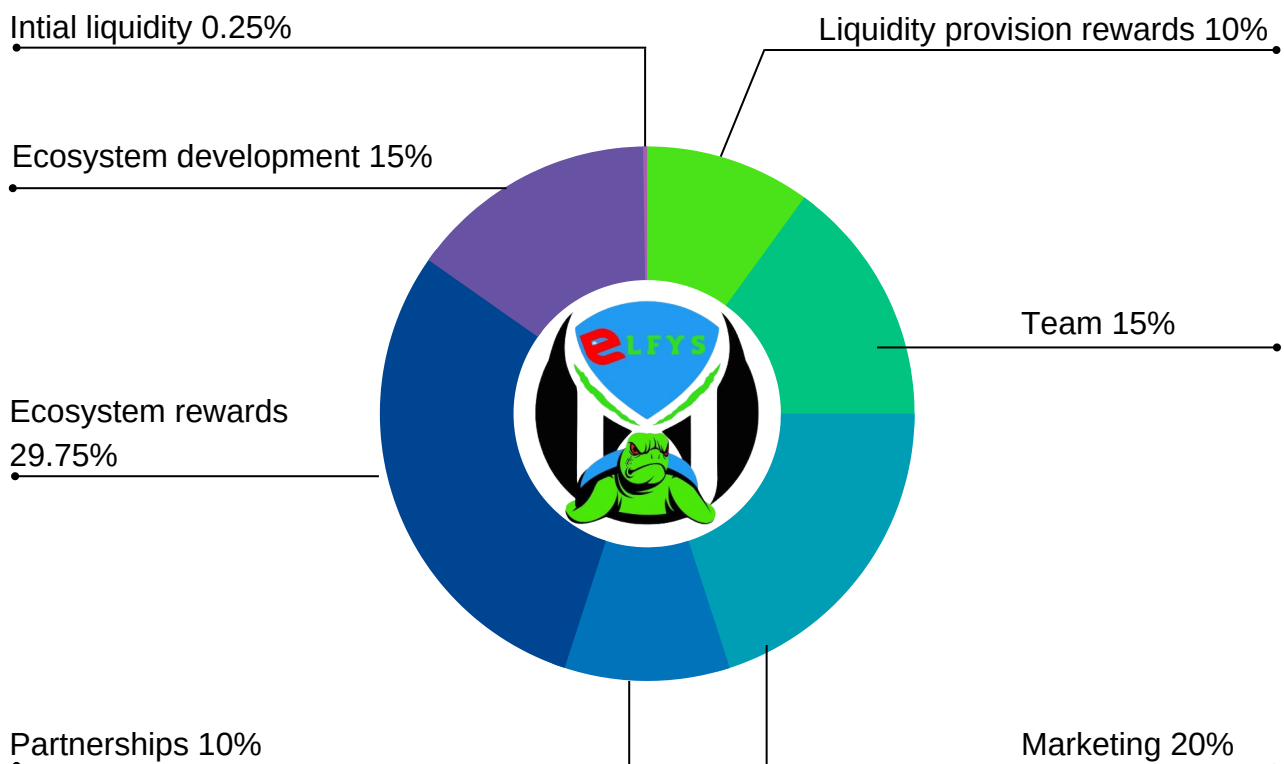
Melfys is a Token created to manage Gaming and the Metaverse.

We have chosen to enhance the entire ecosystem and not just the Token by depriving it of the classic reflections.

Our choice is to burn regularly to increase the value.

Token holders can count on a price increase thanks to all the development, stacking and farming.

The whole project creates value



Roadmap

Q3 2022

- Creation of Melfys token and Smart Contract
- Tokenomics
- Landing Page
- Creation WhitePaper
- Presale
- Social channels development

Q1 2023

- Start of Game Building
- Avatar creation
- NFT design
- Burn
- Medium Level Listing

Q3 2023

- Platform release for developers
- Evolution of the project

STEP
01

STEP
02

STEP
03

STEP
04

STEP
05

Q4 2022

- First Audit Contract Melfys
- Launch of the site
- Start of Public sale
- Yeld Farming
- Start Stacking
- KYC Verification
- Burn

Q2 2023

- Start Metaverse Building
- Presale Building land
- Selling NFT and Avatar
- First Level Listing
- Games Update
- Burn



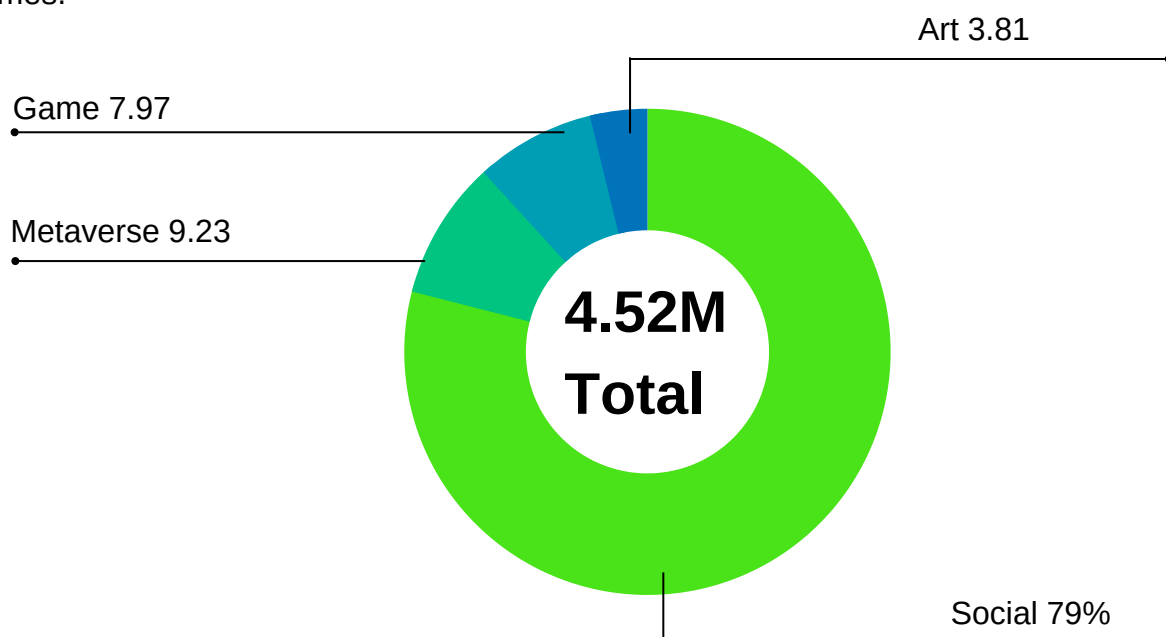
The whole project creates value

The creation of a paid gaming platform with some free games will allow you to try a new gaming experience. Our Mission is to constantly develop and update games, becoming a reference point for Crypto gaming.

We will create private rooms where the user can enter their favorite games and develop a personal menu, the higher their status as a player, the more benefits they will also have in the Metaverse.

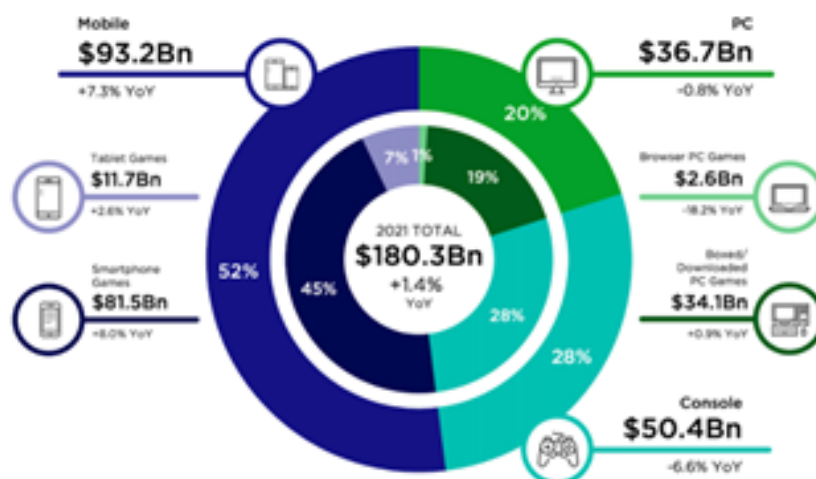
We want to reward users constantly .

Crypto Gaming refers to the set of blockchain protocols and tokens based on real video games.



2021 Global Games Market

Per Device & Segment With Year-on-Year Growth Rates



\$93.2Bn

Mobile game revenues in 2021 will account for 52% of the global market

Source: Newzoo | Global Games Market Report | October 2021
newzoo.com/globalgamesreport

Our revenues encompass consumer spending on games, physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.





To these are also added the NFT gaming exchanges plus other minor tools that act as a bridge between the world of gaming and that of crypto. We are therefore talking about an already vast and varied sector, which offers different game modes, protocols and technologies, all aimed at providing investors with multiple opportunities for profit and play.

Crypto Gaming is the last frontier of the blockchain: grown exponentially over the course of 2021, it is considered an important innovation for the sector that has led to a significant growth in crypto traders (or gamers in this case), and also in the value of tokens themselves.



Metaverse

What is the Metaverse?

The Metaverse is simply a virtual universe containing multiple digital worlds with their own economic systems, native currencies, characters, and assets that can be traded on a marketplace.

The greatest attraction of the Metaverse for most people is the ability to escape reality and build a new life within a digital world; many people also want to get rich from this growing industry by building digital assets and then selling them to other players. The word Metaverse was first used in the 1982 novel "Snow Crash", written by Neil Stevenson; in the novel, the Metaverse is described as a virtual world that allows people to escape totalitarian reality.

Melfys offers users various ways to generate rewards, for example through an integrated fantasy sports league and an innovative staking mechanism that allows solo / duo staking.

By investing in the Melfys crypto coin of your chosen Metaverse project, you stand to make financial gains if the value of the token increases.

The future of the Metaverse

It's unclear how real a true metaverse that perfectly mirrors actual life can be or how long it would take to create. Many blockchain-based metaverse platforms are still working on AR and VR technology to ultimately allow users to interact with the environment.

PwC, a worldwide accounting and advising firm estimates that virtual reality and augmented reality would enhance the global economy by \$1.5 trillion by 2030, up from \$46.5 billion in 2019.

Facebook Inc, Alphabet Inc-owned Google, and Microsoft Corp have all invested in cloud computing and virtual reality companies to anticipate the industry's expansion.

There will be enormous money for firms that can monopolize certain regions, such as supporting platforms or services like payments, subscriptions or advertising, just as there was big money for companies who dominated "the internet."

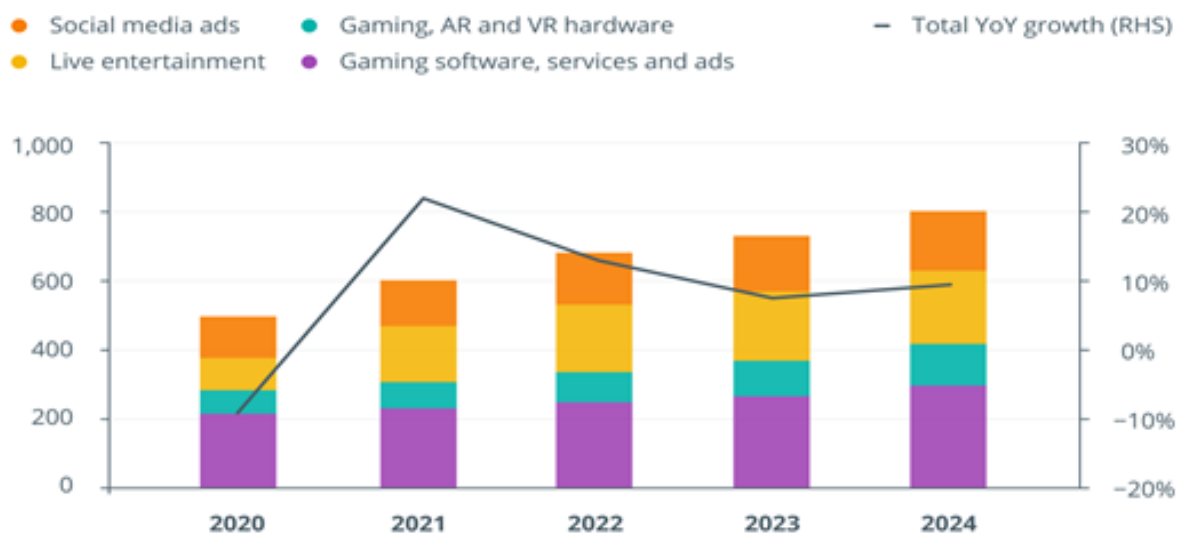


Independent

Once set-up, all of these platforms seek to disrupt or bother players as little as possible. For metaverse crypto projects to be successful, the economy behind the digital real estate needs to be independent. This reflects a new payment method for those companies, too. Rather than directly benefitting from players cashing in real-world money for their virtual real estate, they instead benefit from the activity of the blockchain.



The Metaverse growth, 2020–2024



Team



MR. E.T.

CEO & Head of Product



Melanie Portman

CFO



Stephen Lorde

Lead Designer



Contact us info@melfys.com



THANK YOU

