

White Paper

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1. Disclaimer



Please read the disclaimer before reading the White Paper.

This presentation provides a brief description of the NFT Moon Metaverse project with a description of the use of the project's token. It is intended for informational purposes only and does not constitute a legal agreement of any kind that is legally binding. This presentation also does not constitute an offer to sell or buy any project shares or other securities.

NFT Moon Metaverse and/or the token provider as the operator of this project provides the infrastructure for exchanging one digital asset for another and does not attract funds.

This document is not intended to be used as a basis for making an investment decision, especially for individuals without professional experience in matters related to investments.

The creators of the NFT Moon Metaverse project are not responsible for any incidental, consequential or other damages of any kind incurred by users when they use the information obtained from this document (including loss of income or profit, as well as loss of the ability to use money or data). We ask you not to risk financial assets, the loss of which may become critical for you. The company is not responsible for possible losses due to system errors, hacker attacks and transaction failures, and will not be able to compensate you for damage.

This document reflects the present subjective opinion of the creators of the project and is not exhaustive and final.

The NFT Moon Metaverse team reserves their right to change and improve this document prior to the official launch of the game. Mechanisms may be added, refined, and removed in response to ideas and critics of the community.

2. General Information about NFT Moon Metaverse

The cryptocurrency and NFT market is quite young, but has much more potential strength and more opportunities than the traditional financial market. Over the past few years, the use of blockchain and NFT technology has greatly changed the gaming industry and made it possible to look at games not just as an entertainment, but consider them from a more practical side. A great impulse to the growth of the industry was also the situation caused by the pandemics, when, due to the restrictions imposed, people began to look for alternative ways of earning their living and communicating on the Internet.

In 2021-2022 the most highly sought games will be those, where you can earn real money and develop some competencies important for the user and relevant in the real world. With the advent of blockchain, it became possible to claim copyright for the assets that players create in games and assign those assets to the player. It is the introduction of blockchain technology into the gaming sector that gives players the right to truly own the in-game items, starting from digital land and resources to in-game weapons and characters. Also, with the growing popularity of NFT art and NFT collectibles, there is a need to create platforms so that users can freely showcase their works and collections to the community with the guaranteed legal ownership on them.

Users come to the world of NFT and blockchain games primarily for the adrenaline rush from finding and owning scarce property items that have unique economic or emotional value. Also here they are attracted by the possibility of receiving passive income, enjoying the community and finding opinion-allies, as well as the exciting perspective of becoming a part of the virtual world creation and eventually making a living in the future Metaverse.

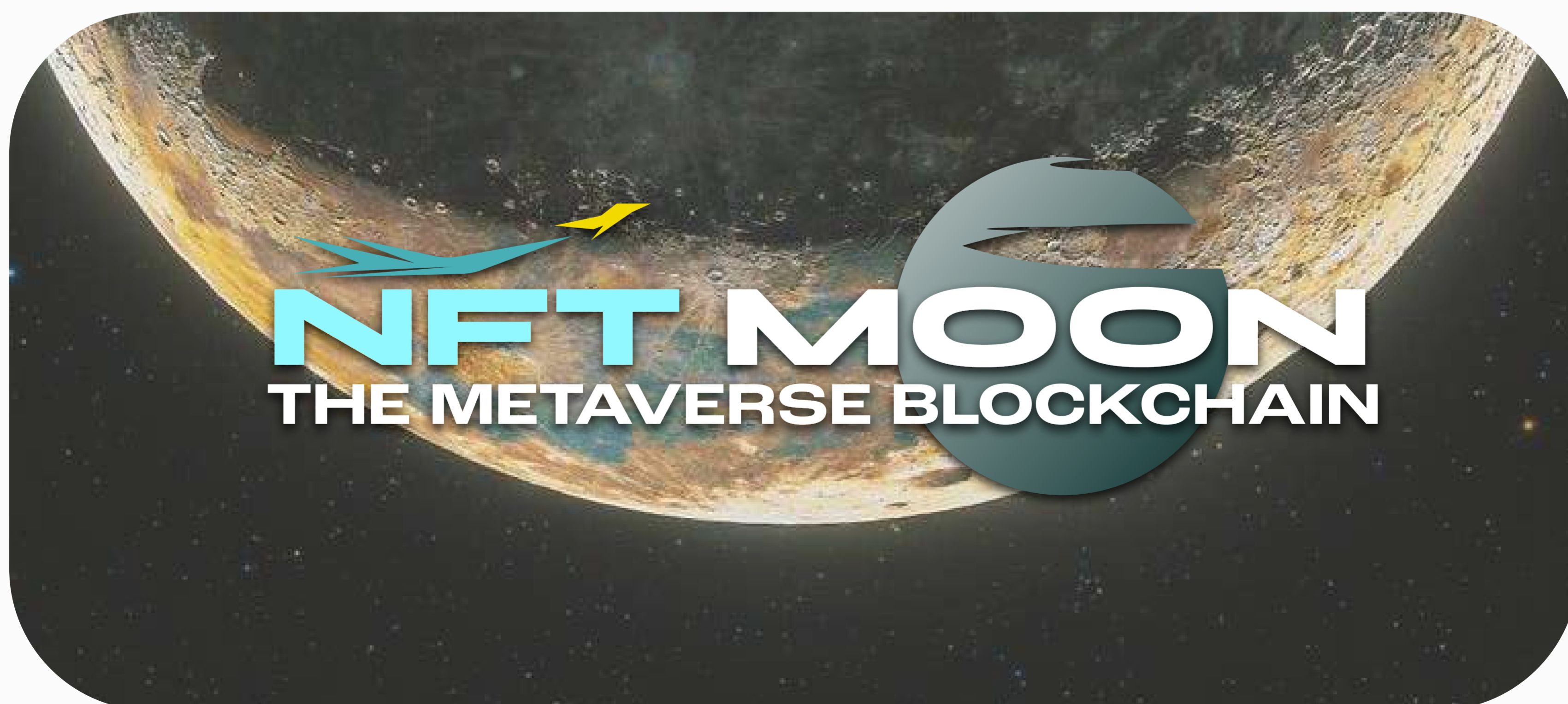
2. General Information about NFT Moon Metaverse

Blockchain games forming the Metaverse cover all the above mentioned wants of the players due to the fact that they have embodied the advantages of three important components:

- an exciting variety of the world of virtual games and virtual reality, available for modification by the users themselves;
- uniqueness and guaranteed authenticity of NFT;
- transparency, reliability and security of the blockchain.

The NFT Moon Metaverse project will give players an opportunity to become a co-owner of such virtual space of the future, participate in generating income, create NFT objects, cities and economies, and also make money on the rent and sale of the created objects.

We are creating the interoperability of the NFT Moon Metaverse with the other Metaverses. The game will draw more people to the NFT market, and the Metaverse will become a place not only for entertainment, but also for doing business, studying, selling and showcasing their creativity as well as for communication. This will be a major step to the creation of an ecosystem of human interaction of a new level, which can make a significant contribution to the global economy.



2.1. Global games market and statistics

Preconceived and obsolete ideas about the professional players are gradually fading into the past. Previously, it was believed that all people who spend time playing video games are social outcasts, escaping from reality into the virtual world. However this judgment is far from the truth now as many users play games professionally. Today, video games and E-sports comprise a \$ 180 billion market category that has grown more than 20% in 2020.

In 2021, due to the explosive growth in the popularity of NFT and AR games, the popularity of blockchain-based games is growing as well. Dozens of activities and business matters that people usually perform in real life are now taking place on blockchain gaming platforms and in augmented reality: meetings with partners, concerts, exhibitions, lectures etc. So we are sure that the day, when computer games will become new social networks, is coming soon.

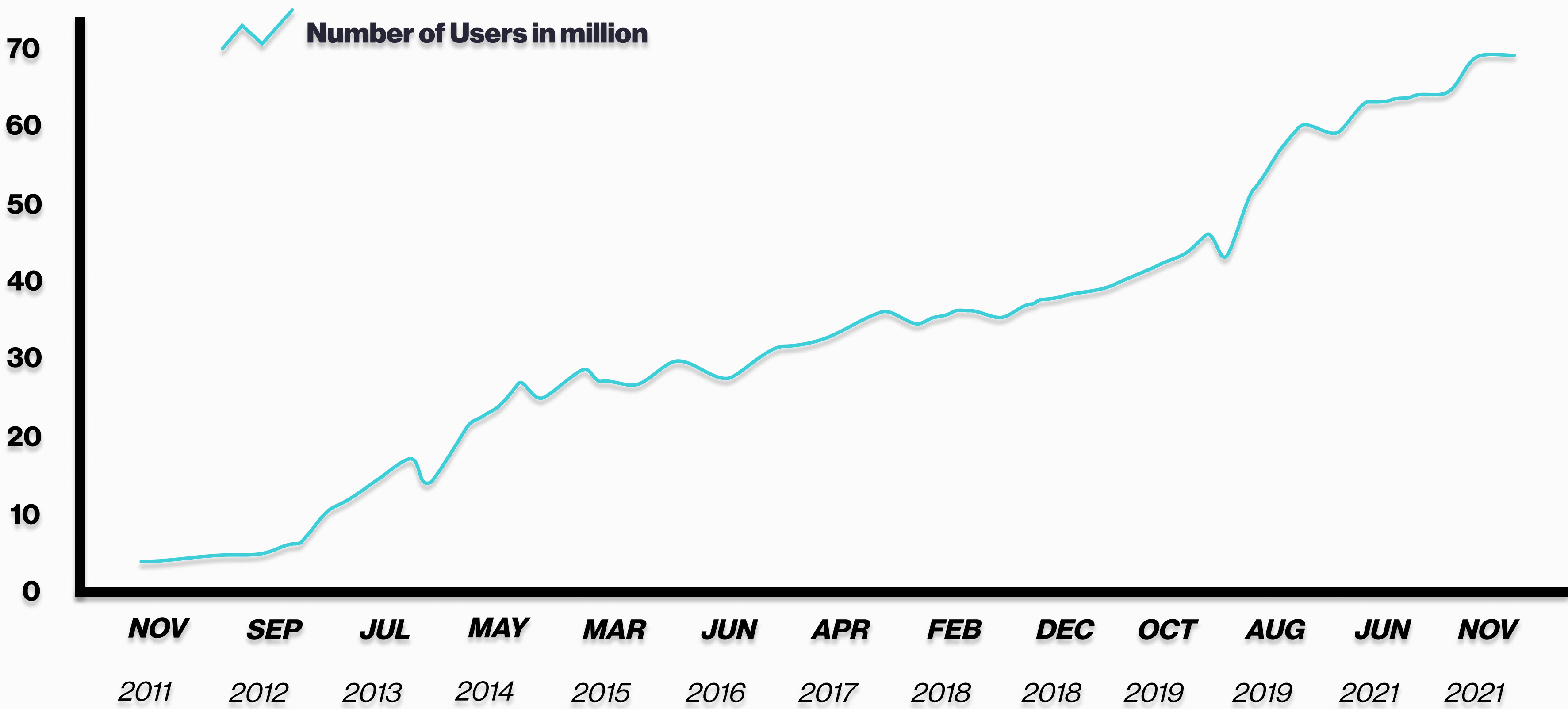
The facts about the current advances in the online gaming industry, listed below, speak for themselves:

- In 2020, the volume of the computer games market, where NFTs are actively used, amounted to \$ 165 billion and also tends to grow further.
- Total NFT sales rose to over \$ 2 billion in the Q1 of 2021, more than 20 times the volume of the previous quarter, according to NonFungible.com.
- The blockchain industry grew 639% year-on-year, reaching 458,000 daily registrations of unique active wallets across all blockchains in Q1 2021.
- The NFT market saw a record transaction volume and brought in over \$ 1.5 billion in Q1 2021.

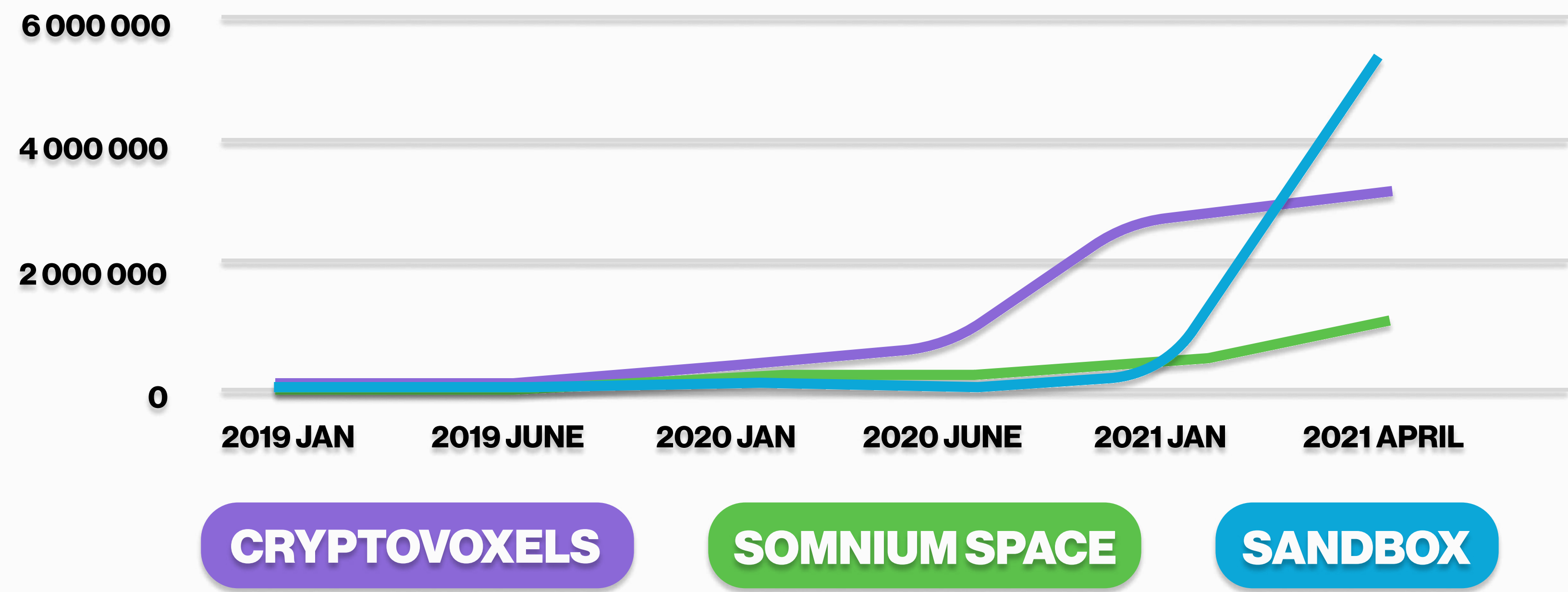
2.1. Global games market and statistics

- This year, the average price for a virtual land plot at Decentraland was \$ 2,703 - more than 3 times the price in 2020. In the Cryptovoxels Metaverse, land prices have gone even further and quadrupled from USD 821 per plot last year to USD 3,895 in March 2021.

Number of Blockchain wallet users worldwide from November 2011 to November 2021 (in million)



Total USD spent on completed sales



As we can see, in reality, video games have turned into a huge global industry, the market volume of which in 2020 has become larger than the volume of the film and music markets combined.

2.2 Metaverse and the role of cryptocurrencies and NFT

The Metaverse is the next stage in the development of the Internet. We do not know exactly how it will be arranged, but it is designed to break down the barriers between Facebook and Fortnite, Google and Call of Duty, and get to a level where virtual reality will merge with physical reality as much as possible. This will lead to a new level of networking, to which many IT industry leaders are striving.

Thus in April 2021, Epic Games (whose equity capital is now estimated at \$ 28.7 billion) announced the completion of attracting \$ 1 billion in investment for the development of the Metaverse.

The development of large platforms such as Facebook has allowed hundreds of millions of users to share content, interact with each other, gather gaming communities and play games. But since these platforms are controlled by centralized organizations, they also control content flows, regulate the rules of these communities and, as a result, own the income from the activities of the communities solely.

Digital property is becoming the backbone of the future of the Internet. These games will eventually form the all-embracing Metaverse of the Web 3.0 Internet level, the gradual switchover to which is beginning to occur right now.

In Web 3.0, all data will actually belong to users rather than individual companies and will be stored decentralized, which is much safer and faster. At the same time, data and assets in this Metaverse should eventually become interoperable in the global Metaverse, i.e. any assets could be exchanged between different worlds, games and economies. Via the Metaverse, a person must be able to interact with users of any site and have access to all games at once.

2.1. Global games market and statistics

In the Metaverse, the users will be able to sell their NFT collections to other players in the gaming hall, attend a global online concert using only their avatar, participate in the life and economy of the virtual city, and advertise their offline business on the walls of virtual buildings. In the same place, with the help of an avatar, it will be possible, for example, to view and select a 3D layout of your future apartment, concluding a safe bargain with the developer through a smart contract, without leaving your home, etc.

The decentralized gaming platforms on which blockchain applications are built today provide greater connectivity and scalability than ever before, and with the rise of blockchain and NFT applications, this market is rapidly gaining momentum.

The next generation Internet - Web 3.0 - will be built on the basis of decentralized technologies, on the basis of decentralized Dapps. The transition to it will be long and gradual, but blockchain-based projects are entering real life right now. And these projects have great chances of becoming market leaders in the near future.

3. NFT Moon Metaverse

The NFT Moon Metaverse is a virtual world where players can create, own and monetize their multi-blockchain gaming experience using the NFT and the Metaverse token. The token is the main token of the NFT Moon Metaverse platform (game).

The platform will consist of multiple products that together provide a comprehensive experience of user-generated content creation (UGC).

3. NFT Moon Metaverse

The NFT Moon Metaverse allows anyone to create their own NFTs. The player will be able to sell plots and rent them out. They can build houses, create NFT items, states, economies as the Metaverse unites the virtual and real worlds. Inside the Metaverse, there will also be showrooms for NFT artists and musicians.

Many of us once dreamed of going to the Moon! Now there is an opportunity not only to get there, but also to create life on it - to make it habitable and to create economic relations between the participants/owners of the game!

A token in the Metaverse is a real digital asset, for which you can buy not only NFT items, but also real goods, products and services. The project is based on 10,000 unique NFT Moon Metaverse certificates. Certificates are divided into 6 types according to their rarity and quantity. Each level has its own uniqueness. Certificates entitle you to receive plots in the game when it is launched

The cost of NFT Moon Metaverse certificates will grow according to the schedule. Each holder of the NFT Moon Metaverse certificate is a co-owner of the Metaverse. Each new player will buy the land plot from the existing certificate holders. In this tokenized world, any digital asset can then be converted to NFT. Gamers receive indisputable ownership of their experience in the game and their gaming assets, which can further be used in the game or monetized.

**How the price and value of the Metaverse is formed
(Plots, items, characters, etc.)**

All the game mechanics in the game will be built on smart contracts on several blockchains - Ethereum, Binance Chain, Polygon and other blockchains to improve reliability.

3. NFT Moon Metaverse

This will provide flexibility, large reach to different audiences and the rapid growth of the amount of players and NFT Moon token holders. NFT Moon uses several tokens in the system, providing a closed economy between all types of users using the platform: players, content creators and landowners. Each token will be used to solve certain goals.

For example: in order to get the main gaming token, two tokens in a pair will have to be added to farming (DEFI). The purpose of gaming tokens is interaction of players within the game and adding rarity to gaming assets, characters, etc. Every item created in the game is an NFT token.

Non-fungible tokens, NFTs, are virtual tokens representing digital scarcity, security, and authenticity. They are unique, with different characteristics, indivisible and non-interchangeable.

Since the number of land plots is limited and each has its own set of unique properties, with the growth of the audience their price will increase, as there is supply with demand, time and project tokens, that are in short supply. We can already see how the system works.

It's the same with any item in NFT Moon. Thanks to NFT, any item or character can be sold on any platform that supports NFT and used in any game.

What problem are we solving?

We allow players to become co-owners of the Metaverse and participate in generating income, creating NFTs and earn money on their rent and sale. We also strive to make the NFT MOON Metaverse interoperable with other Metaverses.

Idea

We are using the NFT Moon certificates with the exact physical coordinates of the lunar surface. On their basis, we form a new virtual Metaverse, tied to the Moon. Then the player enters the playing space. Further, we let players create a game themselves in a convenient constructor and decide what is best for their lunar plot, or choose from a set of pre-developed plots.

3.1 Our vision and goals

NFT Moon Metaverse is a virtual gaming space where each player can create, own and monetize characters, items, cities, countries and economies. All of this will work on the basis of blockchain and NFT technologies to ensure guaranteed property rights and an equitable trustworthy exchange. Within the Metaverse, there will be a marketplace for artists, musicians, and other creators to exchange and trade in-game assets.

Our goal is to create a new ecosystem with a new consumption model, where players will also be able to sell physical assets and things.

The Metaverse provides a unique gaming experience through a combination of both the traditional video game and blockchain gaming mechanics. All assets in the Metaverse are directly owned by players and can be sold on the marketplace or exchanged on other cryptocurrency networks.

The goal of the NFT Moon team is to create a space in which users can create, play, share and trade assets without centralized control, having copyrighted the created objects and the ability to earn tokens from the assets that they bought or created in

3.1 Our vision and goals

the game. Our game is completely community driven. Developers are denied the right to make changes to the resource, since the properties of the resource are controlled by a token (smart contract), thus the game and all assets in it will belong to the players.

The Metaverse is a place where you can come and experience the unknown, do the impossible, meet, work and have fun with people thousands of miles away in the same Universe.

Our long-term plan is to create a grandiose virtual environment, that will be designed by users themselves and which will unite the virtual spaces of various games, programs and social networks. We want to fill this space with exciting new possibilities that thousands of people can explore simultaneously.

3.2 Unique Value Proposition of the NFT Moon Project

A distinctive feature of our Metaverse is its connection to the real world. What we are creating is not just a game, but an entire ecosystem that can become a micro-simulator for building economies and organizing ecosystems from scratch (including those on other planets), in which people can simulate life in space in the nearest future, find like-minded people and create communities, build businesses, learn something new and, of course, make real money.

The Moon Metaverse allows anyone to create their own NFTs. The player will be able to sell plots and rent them out. Build houses, create NFT items, states, economies. Inside the Metaverse, there will be showrooms for NFT artists and musicians. The metaverse unites the virtual and real worlds.

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We are creating the basis for a new model of consumption of goods, services and information. The old model was limited physically and geographically, but these boundaries are blurring out and becoming less important as time passes. Isolation during a pandemics pushed humanity to move away from the world model, limited by geographic coordinates.

The new model of the Metaverse is not geographically limited. You can interact with people living in opposite parts of the planet in real time using one large virtual ecosystem.

This new model of consumption of information is more than just social networks and messengers - it is when all user actions are concentrated in one place of the network to the greatest possible extent: in the Metaverse you can buy, sell, study and work, communicate, build social connections, play, create business, design/arrange/rebuild your housing, order goods and food, etc. If now Facebook and Fortnite profiles, a profile on Ozon or LinkedIn are different profiles and different applications, in the future Metaverse it will be possible to use all these sites through one common avatar. The blockchain gives us a chance to make all these systems interoperable and unite them for users convenience. At the same time, the level of security of user data will not suffer. On the contrary it will increase, thanks to blockchain technology.

3.2 Unique Value Proposition of the NFT Moon Project

The new model will help create new imaginary activities, actions and experiences, previously unheard of and unknown to people. Back in the day no one could have imagined the experience that Facebook and other social networks give us now. It was something new, but over the years, social networks have grown and changed society and human behavior. Experts say that computer games are a new kind of social networks, and the first ones in this row will be play-to-earn blockchain games - the Metaverses. The main players of the new market are creating their own small worlds now. When enough spaces for human interaction on virtual platforms are created, the best of these worlds, thanks to the interoperability of the blockchain, will begin to merge, creating one large overinclusive Metaverse. The Metaverse will inevitably become a trend, and will attract more and more users exponentially.

The Internet Web 2.0 has digitized most of the information at the disposal of mankind, social networks have digitized the human personality, and Web 3.0 will come to digitize our physical presence in this world.

NFTs already show us how it works. And while the space giants are only making plans to colonize other planets, we have already digitized the nearest space object - our Moon. The virtual world built on the Moon gives the user on the one hand, complete freedom for his cosmic fantasies, and on the other hand, a good base of real data, because the Moon has been extensively studied and explored better than other planets, and our land plots have real coordinates and reflect all the features of this celestial body.

3.3 Target Markets for GTM

Target audience of the project:

video gamers, entrepreneurs, executives, cryptocurrency enthusiasts, students, space travel enthusiasts and economists etc.

Practical possible application and monetization of the player's experience in the Metaverse:

- Developers and designers can create and sell/rent tokenized digital assets and avatars.
- Players can showcase their virtual experience and monetize it.
- Companies can create their stores or showrooms inside the NFT Moon Metaverse.
- Entrepreneurs can create and sell digital (or tangible) goods and offer services.
- Cryptocurrency enthusiasts can make money on the rise of the token price and the price of plots.
- Artists can showcase all of their creations, from sculptures to 2D and 3D paintings.
- Fans can support their favourite artists and celebrities. They can also use the comfort of the Metaverse space for virtual communication with their favourite artists and influencers.
- NFT collectors can present their collection on virtual land or virtual showrooms and trade with each other.
- Universities can create courses and organize events.
- Representatives of the space industry can create their space simulators, games, and other projects on the basis of the Metaverse.
- Other possible activities are limited only by your imagination!

3.4 Key goals and project roadmap

• What's already been done:

- Smartcontract Polygon "Land Moon NFT" (September 2021).
- Smartcontract of the NTM token (NFT Moon metaverse) on the Ethereum blockchain (September 2021).
- Seed round - tokensale held (Oct 2021).
- Issue of NTM token smart contract (NET Moon Metaverse), crowdsale smart contract and token varnish smart contracts on the BSC network (December 2021).
- Privat Sale (December 2021-January 2022).
- Minting of the first 100 NFT MoonLand plots in the Polygon network (December 2021).
- Start of mining ID card of the first Moonopolis city in the metaverse (Feb 2022).
- Generation of Avatars for DAO. 5000 avatars (March 2022).
- Development of a visual concept of the Metaverse (In progress).
- Demonstration of the first location of the Metaverse (March 2022).
- Preparation for IDO (In progress).

• What will be implemented:

- Negotiations with funds and major partners (Q1 2022).
- Start of sales of minting avatars for DAO Moonopolis (Q2 2022).
- Sale of NFT Moon Land plots (Q1 2022).
- Pre-sale round of NTM + IDO token sale (March-April 2022).
- Listing for the Exchange of pancakes (April 2022).
- Launch of the platform for Farming and Stacking the NFT+ Token (1st quarter of 2022).
- Launch of the first designers for the metaverse (1st quarter of 2022).
- Alpha version of the Metaverse of the Moon NFT (2nd quarter of 2022).
- Launch of the NFT Marketplace for lands and game items (assets) (2nd quarter of 2022).
- Launch of third-party developers for the incentive fund, who will create new worlds, games, objects, motor skills, etc (Q4 2022).
- Beta version of the Metaverse of the Moon NFT (4th quarter of 2022).

3.5 Game mechanics

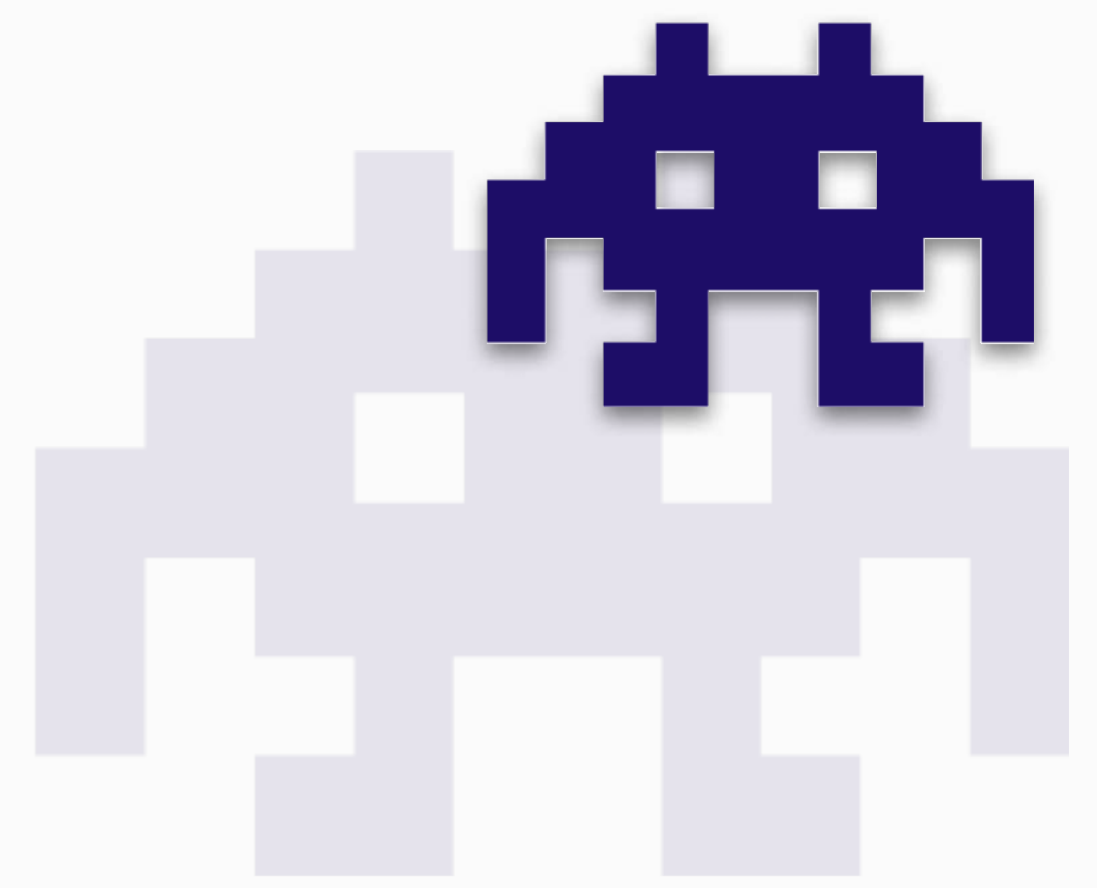
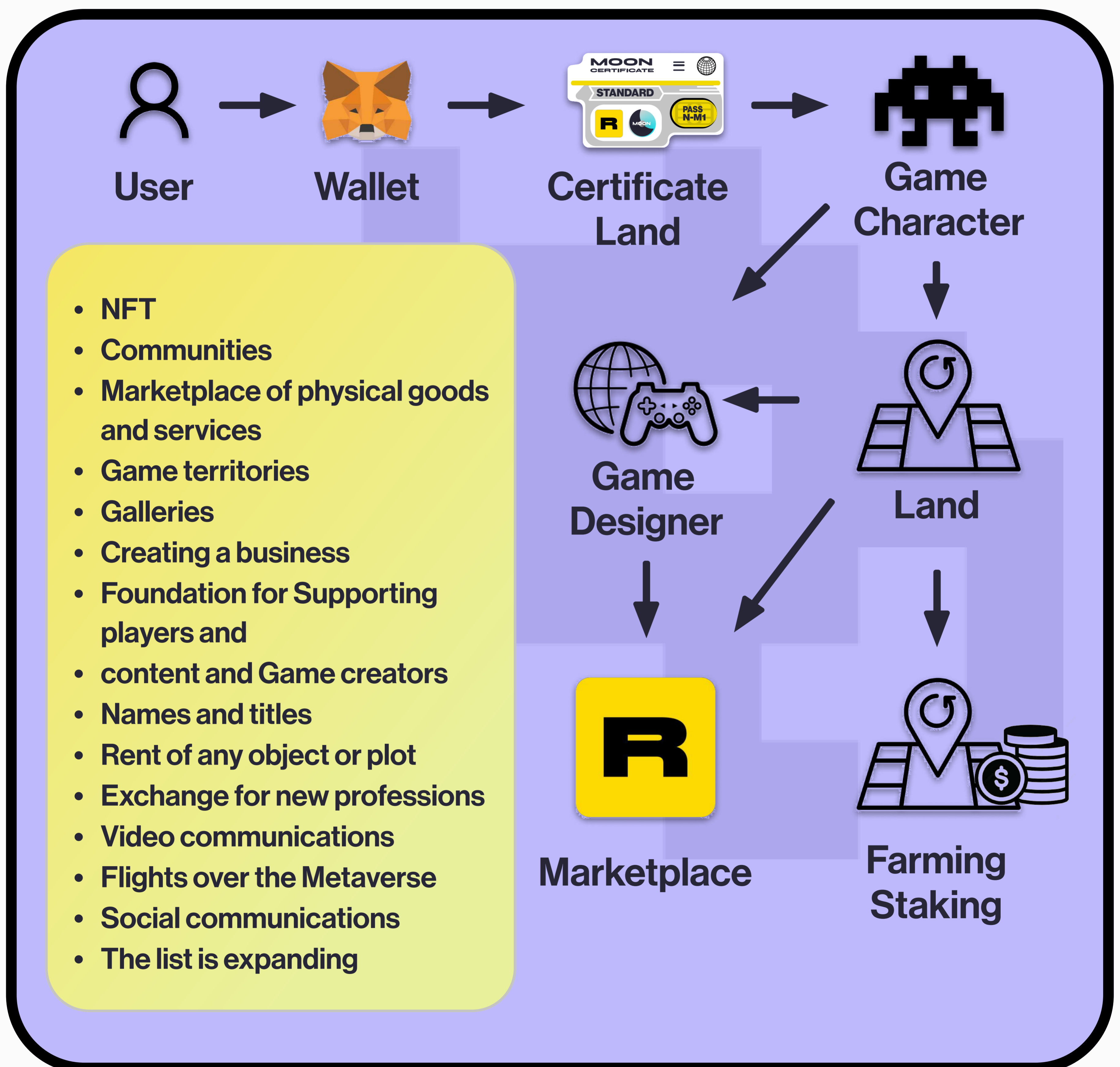


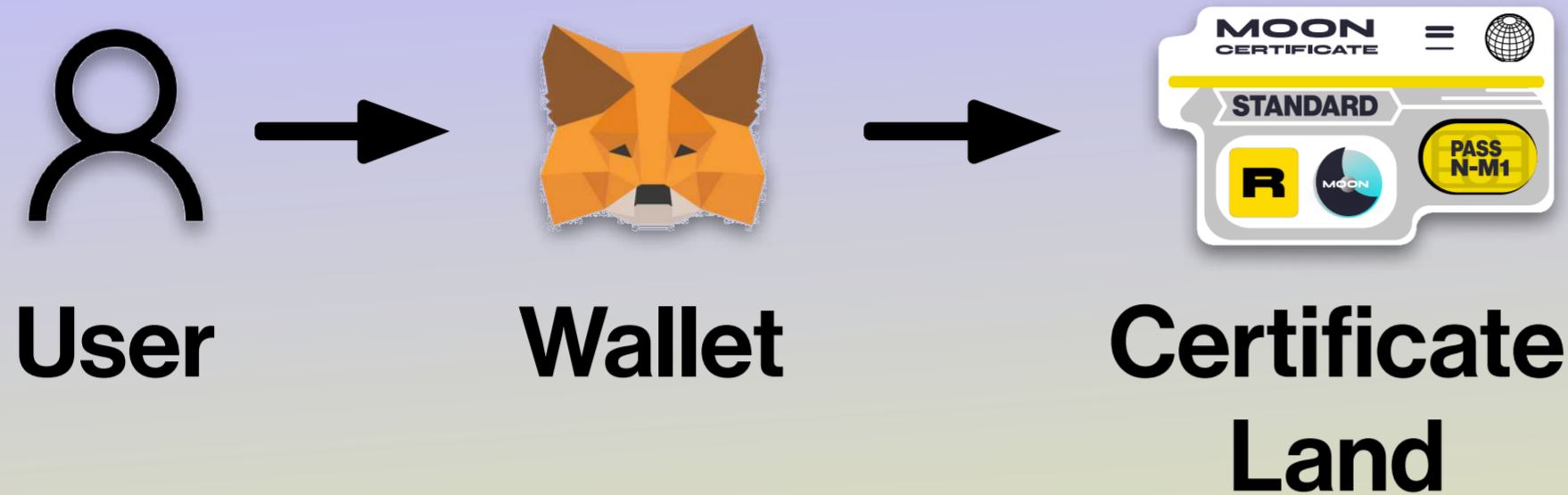
Diagram of the Metaverse



Before the player enters the Metaverse

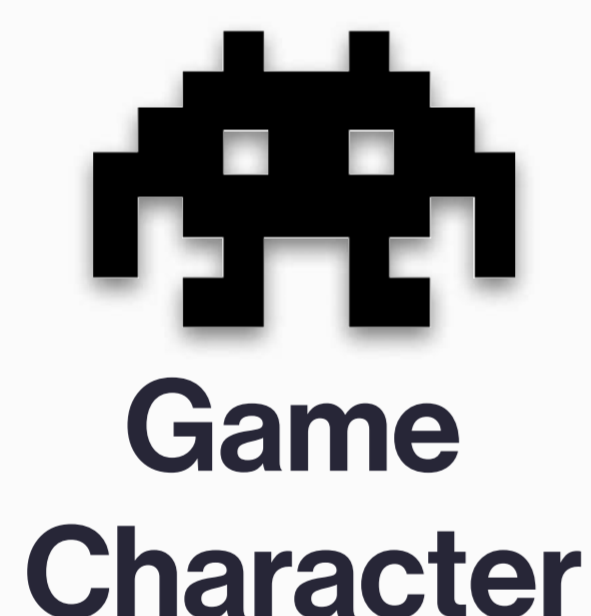
There are 2 ways to get to the Metaverse:

- Via the purchase of an NFT Moon certificate (land plot).
- As a free user.



In both cases, the user must have a Metamask or TrustWallet wallet, etc. The entrance to the Metaverse is possible via these wallets. No traditional registration required.

If the user has already bought a plot, then this plot automatically appears in his profile in Metaverse.



Next, the user enters the window for selecting a new avatar or upgrading his own avatar (if he has created one already).

Designing and upgrading the plot

After that, the user can start designing or upgrading his plot in a convenient and functional plot constructor. Also, the user can choose between handing over his land plot to farming and receiving passive income or setting up different objects, cities, game motorics, countries on your land plot. After that the land plot with finished design can also be used in farming or put up for sale in the marketplace, or used for the further game.

Opportunities within the Metaverse:

- The entire Metaverse is built on the basis of non-fungible tokens (NFTs).
- Players can unite into special-interest communities and receive rewards for making positive contributions within the community.
- The players themselves propose and organize economic mechanics within the Metaverse, for example: marketplaces of goods and services. More than that, any project can add its product to the Metaverse (if the community approves it).
- Separate territories will be created for gamers where they can play games of any type and any plot. For this we will create gateways or portals to the game world.
- There is a separate fund to reward game developers as well as creators of content and game motorics.
- For communication we will use video and voice chats. Also, video chats make it possible to conduct events, video meetings, workshops, etc. thus, substituting other means of connection.
- First person VR technology will be used, for example, while flying in a spaceship throughout the Metaverse or participating in games.
- An internal system of unique names (names of characters, houses, cities, shops, etc. to which we are used to).

Space theme

It all starts with the familiar landscape of the Moon! A gray piece of land, no life, everything is quite boring. And then we offer the player to discover this unknown world with all the opportunities that it provides. In this new world there are completely different laws and rules.

What do you need first? You need to be born to this world...

At this point you can choose or create an absolutely incredible fantastic character. No restrictions. Only your imagination.

3.5 Game mechanics

Now the task is to choose how you want to master this planet. Perhaps you have a warlike character and want to conquer space right away? Ok, then you go straight to the game portal. But as soon as you have achieved your goal, you return to your territory and understand that you can CREATE! And the result of your creation is easy to sell or rent.

You came to the Metaverse to make useful contacts and remain anonymous at the same time. Then you simply choose the desired community/clan or create your own community.

Perhaps you will start creating or mining useful items just in order to get more tokens and make some very unique character or structure in order to rent or sell them. You can put the result of your work to farming and get even more profit.

Any plot, site, object, character, building, city, experience, time belongs only to you and no one can take it away from you.

If you are just the owner of the land plot, you receive a reward from the activity that is happening on your plot.

FREE USER

I have no money for the land plot (free user)

For you we have created free avatars. You are born with average skills and you need to put in a little effort to be successful. The odds are equal for everybody!

For example, you are a good 3D artist and can help educate other players. You can teach them a new profession, useful for the development of the Metaverse. Super! You will receive rewards for your knowledge and the benefits that you have brought to others. Indeed, thanks to you, a lot of valuables and amenities will emerge in the Metaverse.

3.5 Game mechanics

You love to shoot videos. Excellent! Share your useful content, assemble your audiences. Receive rewards and bonuses.

Help others and grow financially in the Metaverse.

If you are an artist, create galleries and sell your art works.

If you can't do anything special and don't want to learn, but still want to become a part of the Metaverse, it's ok. We will offer you to fulfill some simple actions and tasks in order to receive, for example, a plot or a super avatar for this. And then you will be able to live with super powers.

Plots are the main assets. And they are still at their lowest prices now!

You bought a plot and now you are the owner of a valuable asset. Here is what you can do with it:

- **Sell/Rent**
- **Allocate a part of your land plot for sale to another user (split land) *Special conditions**
- **Receive additional tokens for owning a land plot (depends on the type of the land certificate)**
- **Get a reward if teleportation to the game and other zones occurs from your plot**
- **Get a share of the profit coming from the distribution of tokens in the Metaverse**

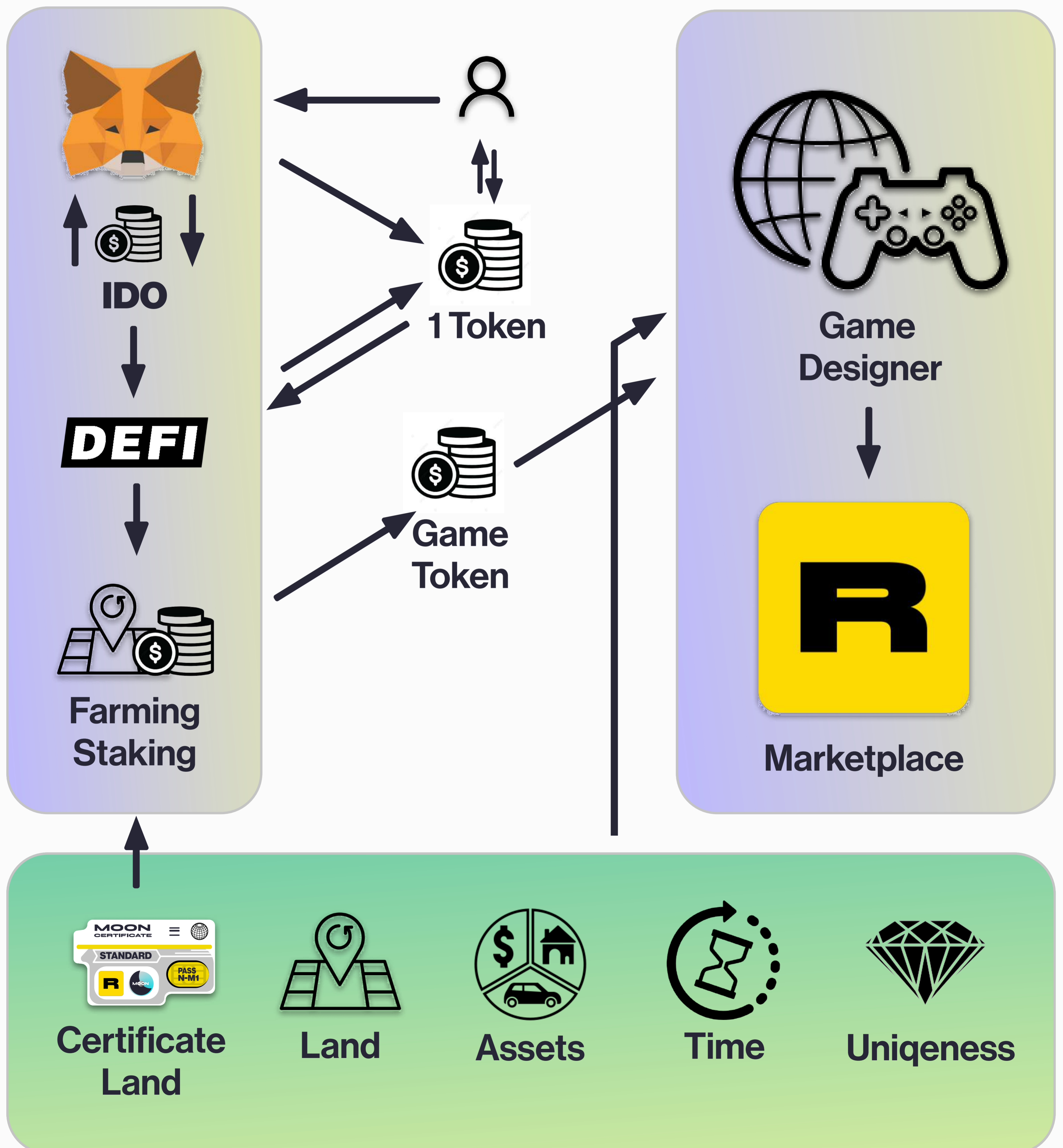
Distribution of the reward in tokens depending on the type of NFT Moon certificate *
(conditional and is a subject to change)

| Name | Number of certificates | Tokens per 1 certificates | Total amount of tokens per certificate pool |
|-----------|------------------------|---------------------------|---|
| Genesis | 1 certificates | 80000 | 80000 tokens |
| President | 10 certificates | 20000 | 200000 tokens |
| Prestige | 100 certificates | 10000 | 1000000 tokens |
| VIP | 1000 certificates | 3000 | 3000000 tokens |
| Elite | 3000 certificates | 1000 | 3000000 tokens |
| Standard | 5889 certificates | 500 | 2944500 tokens |
| Total | 10000 certificates | | 10274500 tokens |



4. Tokenomics

4.1 Token turnover in a game



4.1 Token turnover in a game

You need tokens to buy items, land plots, as well as to give uniqueness to the created items or to endow the character with some kind of unique properties. Also, the token is used as the means of payment in the Metaverse.

As we can see in the diagram above, before entering the Metaverse, a person gets a token: buys it on the exchange. Then, with the help of tokens, he receives an upgraded avatar and begins to build various constructions on his plot. In the constructor, the player can select not standard tools, but special tools that will impart unique properties to his structures. Then he can use these structures in life or can put it up for sale in the marketplace. The created item, depending on its uniqueness, can also be added to farming and staking - in order to receive additional tokens.

Key points of using NFT in the Metaverse:

- Developers cannot make changes to the characteristics of the resource, since the properties of the resource are controlled by a token (smart contract). In fact the decision to change the parameters can be made decentralized, for example, through voting (TCR technology) or game management via DAO. Players can exchange digital assets outside the game.
- If the game ceases to exist, NFTs and their properties remain in the blockchain and can be even used in other games. And this means that your character will definitely be yours, moreover it might even retain the main features and capabilities of the game character.

4.2 Correlation of game tokens and trading/manipulations.

The Metaverse ecosystem uses an internal token for:

- 1. Making deals.** Gamers use tokens as the in-game currency to buy assets and customize their characters, items, or experience. The creators of the NFTs in the game spend those tokens. They upload their NFTs: items, songs or art works for auction. Token is also used to add rarity to the item.
- 2. Receiving passive income.** For staking - storing cryptocurrency in a wallet to support the blockchain network - token holders receive passive income. The more tokens there are in the wallet, the more profit they will make.
- 3. Management.** Token holders make management decisions. That is, when solving any issue, a project participant votes or delegates his vote to another player.

Game tokens are backed up by the land plots, other valuable items in the Metaverse and also liquidity, which is inherent in the tokenomics of the Metaverse. This means that the token will be constantly repurchased by players for providing a gaming experience and for assigning rarity to NFT items and characters. After all, rare characters are expensive, and you can sell and buy a character by means of the Metaverse token.

4.3 Entities that influence the price of a token:

- The development of the Metaverse and the technologies within it, that will spur the growth of the token
- Staking and farming
- Partnerships with well-known brands and projects
- Providing liquidity in the amount of 140,000,000 tokens
- General situation on the crypto market and the NFT market
- The number of token holders
- The number of players
- Number of land plot holders
- Land plots sales



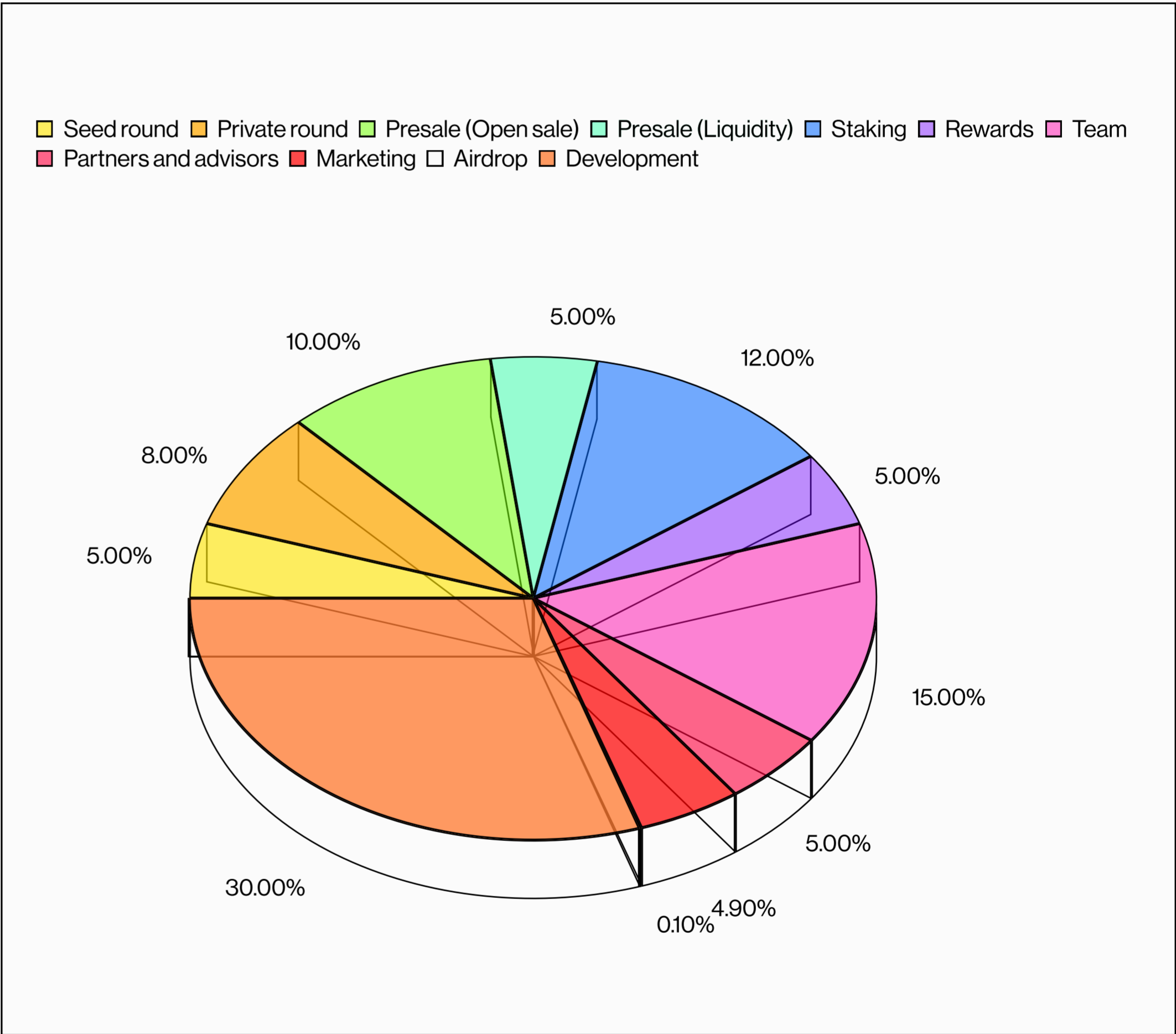
4.4 Token metrics

Token name: NTM (NFT Moon Metaverse)
Token Type: BEP 20
Maximum offer (issue): 1 000 000 000 NTM
Token Price (SEED): 0.001 \$ 3a NTM
Token Price (Privat): 0.004 \$ 3a NTM
Number of decimal places: 18
Private offer: Seed round-September 2021 Privat round- December 2021

Public offer IDO- Q1 2021 г.

Token Distribution:

| | |
|-----------------------|--------|
| Seed Round | 5.00% |
| Private Round | 8.00% |
| Presale | 10.00% |
| Liquidity | 5.00% |
| Staking | 12.00% |
| Rewards | 5.00% |
| Team | 15.00% |
| Partners and Advisors | 5.00% |
| Marketing | 4.9% |
| Airdrop | 0.1% |
| Development | 30 % |



4.5. Token distribution

| Category number | Name | Allocation% | Quantity(NTM) | When to unlock | Description |
|-----------------|------------------------|-------------|---------------|----------------|--|
| 1 | Seed round | 5 | 50 000 000 | locked | Linear westing 12 months. Unlock 1/365 of the token every day for 12 months. Start unlock 12.03.2022. |
| 2 | Privat (PS) | 8 | 80 000 000 | locked | When you buy a token, 10% goes directly to your wallet. Linear westing 12 months. Unlock 1/365 of the token every day for 12 months. The period starts from 02/28/2022. |
| 3 | Presale (open sale) | 10 | 100 000 000 | locked | The token is locked. We will announce the details of the westing before the start of IDO. |
| 4 | Presale (to liquidity) | 5 | 50 000 000 | locked | The liquidity will be locked at the moment of entering the DEX. We will not have the right to withdraw liquidity. |
| 5 | Staking | 12 | 120 000 000 | no locked | It is not blocked. Since this is a reward for those who will add a token to the staking. |
| 6 | Rewards | 5 | 50 000 000 | no locked | This is a reward for the owners of land plots. It will be transferred to the wallets of the owners of the plots at the time of the launch of the alpha version of the Metaverse. |
| 7 | Team | 15 | 150 000 000 | locked | Unlock 1/365 of the token every day for 18 months. Period start from 28.02.2022 |
| 8 | Partners and Advisors | 5 | 50 000 000 | locked | Locked for 18 months. Linear westing 12 months. Unlock 1/365 of the token every day for 18 months. Period start from 30.04.2022. |
| 9 | Marketing | 4,9 | 49 000 000 | no locked | It is not locked. |
| 10 | Airdrop | 0,1 | 1 000 000 | no locked | It is not locked. |
| 11 | Development | 30 | 300 000 000 | locked | The token is locked. Linear westing 12 months. Unlock 1/365 of the token every day for 12 months. Period start from 30.03.2022. |
| | Sum | 100 | 1000 000 000 | | |

5. Team

The team consists of more than 100 people, including 54 team members working on the project full time.



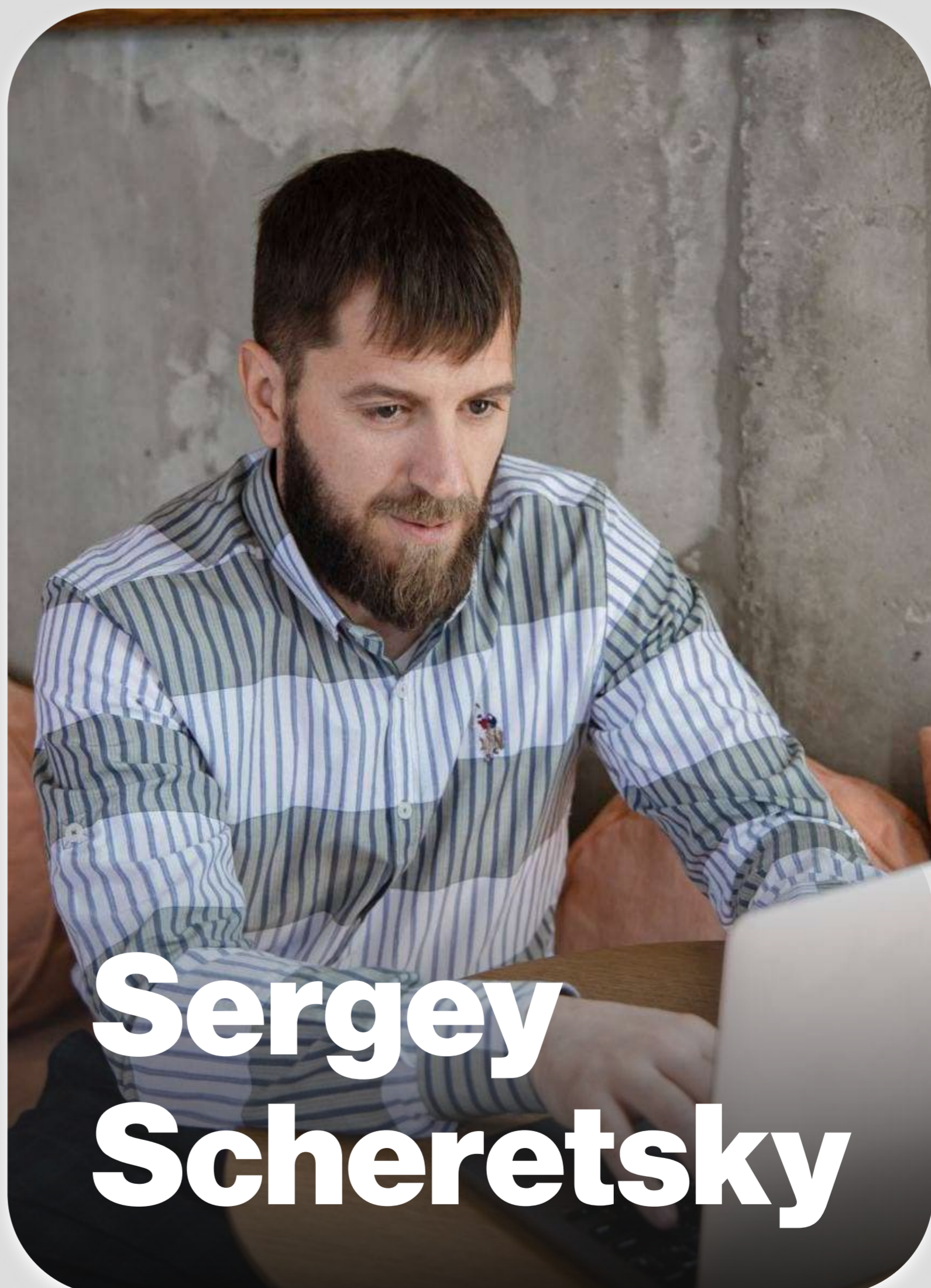
**Aleksei
Zhukevich**

Founder

Aleksei Zhukevich
- 14 years of
experience in IT. 4
years of experience
in blockchain and
cryptocurrencies.

Co-founder

Sergey Scheretsky - 9
years of experience in
business activities and
business coaching/
mentorship.



**Sergey
Scheretsky**

6. Legal information

The White Paper was prepared by NFT Moon Metaverse to provide stakeholders with information about the project and the NTM token used on the platform.

NFT Moon Metaverse reserves the right to amend this White Paper.

Regardless of whether this White Paper is read in whole or in part, it is not and should not be construed as any form of legal, financial, tax or other professional advice. You should seek independent professional advice before making your own decision about whether to receive any NFT Moon Metaverse tokens. You are responsible for any assessments, risks and decisions you make in connection with the acquisition of NTM tokens.

The tax regime that NFT Moon Metaverse tokens will be subject to is uncertain.

Anyone wishing to receive NFT Moon Metaverse Tokens must seek independent tax advice before deciding to receive tokens of any kind. NFT Moon Metaverse makes no representations as to whether there could be any tax implications from buying or owning NFT Moon Metaverse tokens.

This white paper, as well as any accompanying oral presentation, does not include a prospectus or admission document, is not and should not be construed as an offer, invitation to sell, or an offer to subscribe or purchase any stock or other securities and any other organization, with the help of which the projects promoted by NFT Moon Metaverse will be carried out and/or developed.

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Certain statements and opinions in this document are forward-looking and reflect NFT Moon Metaverse's current expectations and forecasts regarding the possible development of NFT Moon Metaverse and its future projects.

Statements that include the words "expects", "plans", "believes", "projects", "will", "goals", "may", "in the future", "further", "continuation" and similar statements are predictable or have promising character. By their nature, forward-looking statements involve a number of risks, assumptions and uncertainties that could cause actual results or events to differ materially from those reflected or implied in the forward-looking statements.

These risks and uncertainties include:

- changes in the conditions of the stock or cryptocurrency markets, as well as changes in the regulatory environment in countries where NFT Moon Metaverse will operate;

6. Legal information

- changes in the competitive environment in which NFT Moon Metaverse operates;
- the risk that NFT Moon Metaverse may not be able to implement its plans and projects or not have sufficient funds to continue its activities;
- other factors beyond the control of NFT Moon Metaverse.

NFT Moon Metaverse disclaims any obligation or implementation of any forward-looking statements.

NFT Moon Metaverse makes no representations or warranties in this White Paper. The content of this White Paper has not been independently verified and therefore NFT Moon Metaverse makes no representations or warranties, express or implied, as to the accuracy or completeness of the information or opinions contained in this document.

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The national and international regulatory framework governing blockchain and distributed ledger technology in general and related applications is in the process of being refined and subject to change. It is possible that the interpretation and application of existing laws and regulations may be changed or adapted, and may also be subject to legislative initiatives at the national and international levels. Clarification and amendments to the regulatory framework may negatively affect the NFT Moon Metaverse token without our influence on these events in any way.

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This includes, in particular, the risk that the acquired NFT Moon Metaverse tokens may not be used or can no longer be used as originally intended, due to regulatory restrictions, may become unusable and / or the NFT Moon Metaverse platform may need adaptation or localization to the regulatory environment.

By accepting this document, each user agrees that the information contained in this document cannot be used by him for any other purpose other than his own acquaintance with NFT Moon Metaverse and its proposed projects mentioned in this White Paper.

The NTM token is a utility token, and its ultimate usefulness will depend on the successful development of the platform on which it is intended to operate. NTM tokens are not digital payment tokens as defined in Singapore's Payment Services Law. NFT Moon Metaverse tokens are not securities as defined in the Singapore Securities and Futures Act (“SFA”). Accordingly, SFA does not apply to the issue of NFT Moon Metaverse tokens. For avoidance of any doubt, the offer of NFT Moon Metaverse tokens must not be accompanied by any prospectus or information, and no prospectus or information must be filed with the Monetary Authority of Singapore (“MAS”).

NFT Moon Metaverse tokens are intended for people familiar with cryptographic tokens and blockchain-based software systems.

Smart contracts executed on the blockchain may contain flaws, vulnerabilities or issues that could lead to technical problems or the complete loss of NFT Moon Metaverse tokens. Purchase of tokens NFT Moon Metaverse is not a cryptocurrency brokerage for any form of stock or securities and does not grant any right to any dividends, interest or similar financial rights. NFT Moon Metaverse Tokens are functional utility tokens that will be used on the NFT Moon Metaverse platform.

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NFT Moon Metaverse activities may be interrupted, suspended or postponed due to force majeure. In this White Paper, force majeure is interpreted as extraordinary events and circumstances and includes: natural disasters, armed conflicts, war, mass civil unrest, industrial actions, epidemics, lockouts, long-term shortages or other disruptions in power supply or communications, actions of municipal, state or federal government agencies, other circumstances beyond the control of NFT Moon Metaverse.

You will need a private key or a combination of private keys to control and manage the NFT Moon Metaverse tokens stored in your digital wallet. Accordingly, the loss of the required private key(s) associated with your digital wallet or vault holding the NFT Moon Metaverse tokens will result in the loss of those NFT Moon Metaverse tokens. In addition, any third party, that gains access to such private key(s), including gaining access to the credentials of a hosted wallet, that you use, may misappropriate your NFT Moon Metaverse tokens. Any errors or failures caused or otherwise related to the digital wallet or storage you have chosen to receive and store the NFT Moon Metaverse tokens, including your own failure to properly maintain or use this digital wallet or storage, may also result in the loss of your NFT Moon Metaverse tokens.

Hackers or other malicious groups or organizations may attempt to interfere with our website or NFT Moon Metaverse Tokens in a variety of ways, including but not limited to malware attacks, denial-of-service (DoS) attacks, consensus attacks, Sybil attacks, smurfing and spoofing attacks.

