

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



METAGALAXY LAND

Decentralized – Play2Earn – Metaverse

Space Adventure

What is REALITY?

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

However, you can now explore a completely new galaxy throughout the final space. Beyond reality is a new mind software that you can enjoy a life-like Virtual Galaxy experience.

Metagalaxy Land's main goal is to provide its investors with the pleasure of a "Crisp, Ease, Limitless" metaverse experience and a "play2earn" gaming platform.



METAGALAXY LAND



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



CHAPTER 1

METaverse EXPERIENCE

METaverse



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


Metagalaxy Land helps its investors to create their ideal planet at the borders of their minds. They will be the creators of their planet, as well as its life forms, society, and terrain.

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

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

However, because avatars (Space Cowboys) can be viewed as virtual representations or modes of presentation of real people (at least in some virtual worlds where the virtual agency of the avatar can be considered an extension of the agency of the person instantiating the avatar in the real world) and thus can and must be perceived as virtual purposive agents, they have moral rights and obligations similar to those of their reassuring counterparts.






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

Metagalaxy Land, with its moral and ethical standards, always puts its investors and users first. Welcome to the Safe World of Metagalaxy Land.



CHAPTER 2

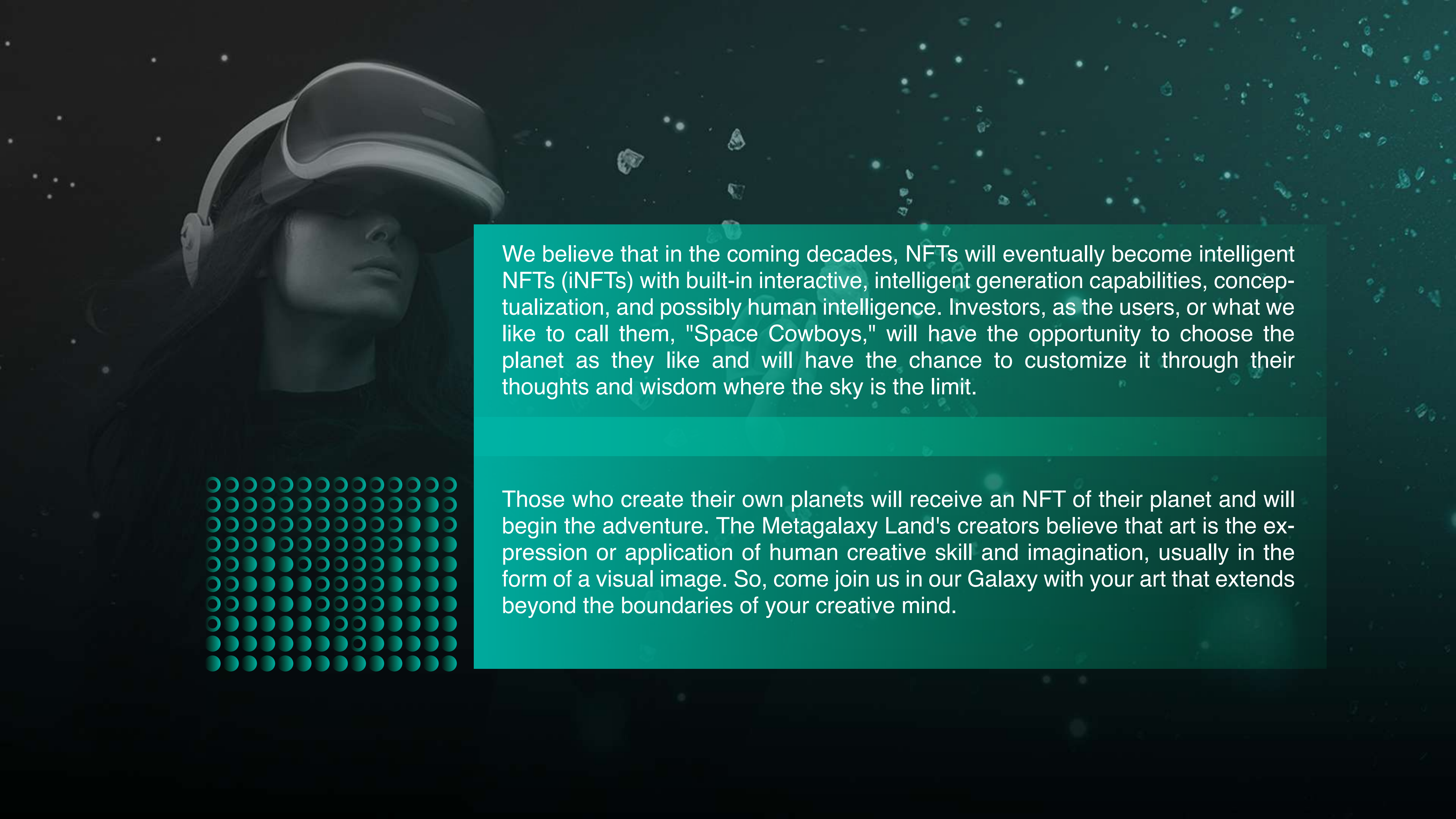
NFT EXPERIENCE

The background of the slide is a dark, teal-tinted aerial photograph of a city at night. Overlaid on this image is a faint, glowing network diagram consisting of numerous nodes connected by thin lines, resembling a digital or blockchain network. The text is presented in two main blocks within teal-colored rectangular areas.

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

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



The background of the entire image is a dark space filled with numerous small, bright white stars. On the left side, there is a person with long dark hair wearing a white VR headset, looking upwards. In the bottom left corner, there is a grid of 100 glowing teal circles arranged in 10 rows and 10 columns. The text is presented in two white rectangular boxes on the right side of the image.

We believe that in the coming decades, NFTs will eventually become intelligent NFTs (iNFTs) with built-in interactive, intelligent generation capabilities, conceptualization, and possibly human intelligence. Investors, as the users, or what we like to call them, "Space Cowboys," will have the opportunity to choose the planet as they like and will have the chance to customize it through their thoughts and wisdom where the sky is the limit.

Those who create their own planets will receive an NFT of their planet and will begin the adventure. The Metagalaxy Land's creators believe that art is the expression or application of human creative skill and imagination, usually in the form of a visual image. So, come join us in our Galaxy with your art that extends beyond the boundaries of your creative mind.



CHAPTER 3

PLAY2EARN EXPERIENCE

The creators of **MEGALAND** Token believe the joy of playing is priceless and has to be built within a decentralized structure to be free of charge.

For this purpose, MetaGalaxy Land offers a blockchain-based metaverse experience platform and a gaming exchange. The creators of MetaGalaxy Land's goal is to create a decentralized sharing economy that brings together the actors from the online gaming ecosystem.

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

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



Every player can start playing Metagalaxy without any form of payment. These players will be the Space Pirates. Space pirates can do exploration, combat, scavenging, mining, expeditions, trade, and ship customization. Pirates can also form guilds, similar to the Federations of Space Cowboys. However, they are unable to construct ships or other structures. They are unable to form federations or gain spoils.

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

In the play2earn model, players earn tokens through alliances, harvesting, and PvP against other players, or by selling them on the Galaxy marketplace. These tokens can then be sold for fiat money, or real cash. But to get onboard, users have to buy NFT and be a planet owner, or they can choose to be pirates in the debris zone and choose alliances with the planets against others.

The Space Cowboys, who are the investors who hold an NFT of their planet, will be the planet holders in the metaverse where Space Pirates also exist in the Debris Zone of the Metagalaxy.



CHAPTER 4

MEGALAND TOKEN

We define Megaland Token as a resource of the Metagalactic Universe.


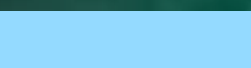
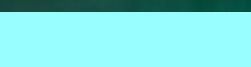

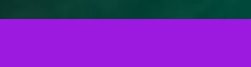


MetaGalaxy Land introduces an approach where users (gamers, game developers, investors, suppliers, advertisers, and sponsors) on the platform can benefit from a sharing economy built on blockchain technology. Thanks to the transactions created with smart contracts, the revenue of the gaming industry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

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

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

Megaland Token Pool Tokenomics is fixed by the economic facts of in-game transactions and estimation of token demand in the main sale, which will be concluded on November 21st.

TOTAL SUPPLY 1.380.000.000.000.000

	seed	8%	110.400.000.000.000	<i>linear unlock</i>
	team	10%	138.000.000.000.000	<i>linear unlock</i>
	marketing	15%	207.000.000.000.000	<i>unlocked</i>
	rewards	15%	207.000.000.000.000	<i>linear unlock</i>
	burn	10%	138.000.000.000.000	<i>burn</i>
	airdrop	2%	27.600.000.000.000	<i>1 month lock</i>
	presale	25%	345.000.000.000.000	<i>locked</i>
	liquid	15%	207.000.000.000.000	<i>locked</i>





CHAPTER 5

GAME-FI EXPERIENCE

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

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

A single ship is under the control of Space Pirates. They are freelancers, and they work for the highest bidder. There are

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

As a Space Cowboy, users are appointed owners of a planet (those which will be customized by users and collected as NFT's) which they can:

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

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

Example Production Pipelines



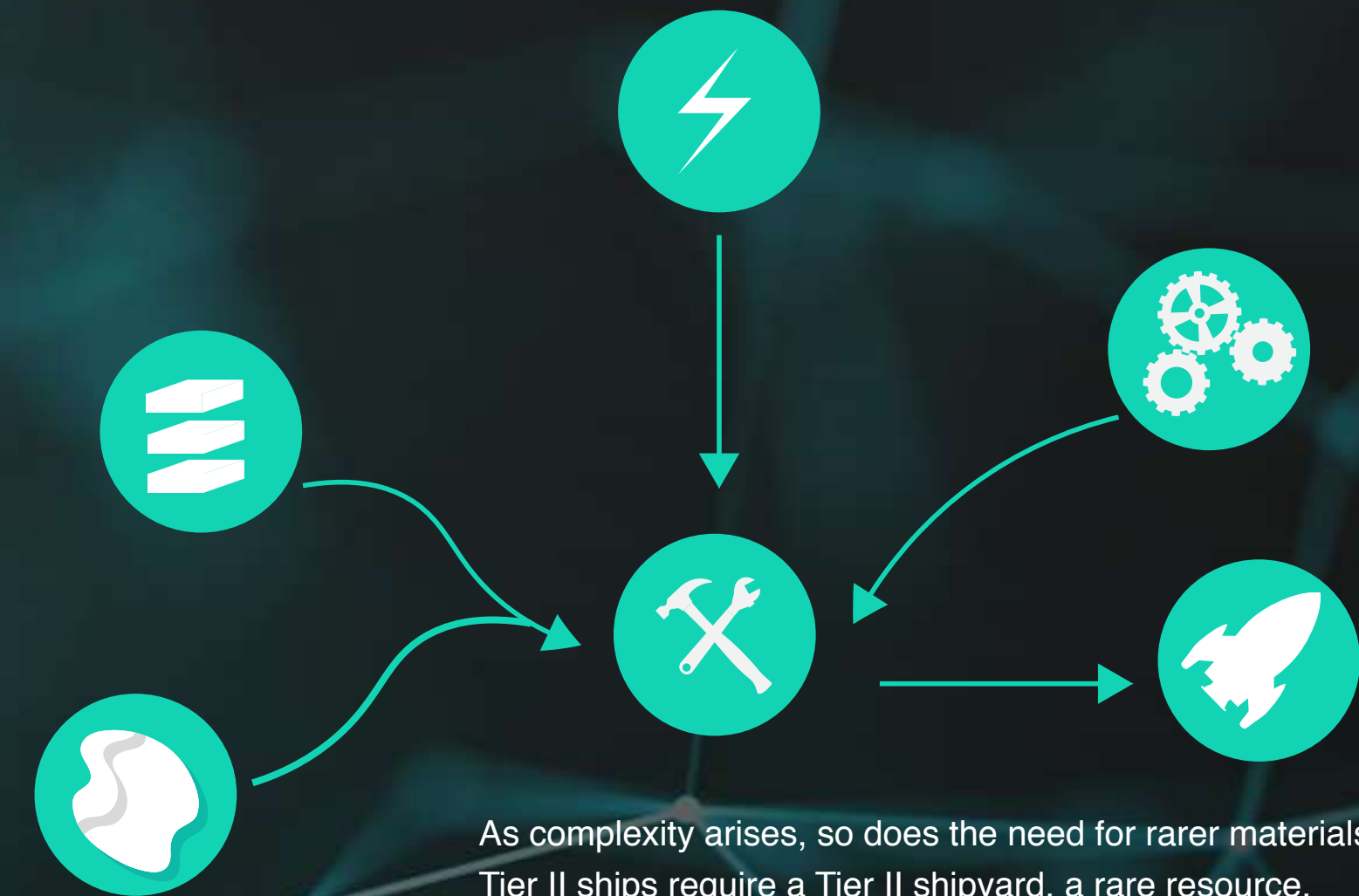


Shipyards consume energy and turn Alloys into Ships

Simplest Ships only require Alloys and a first tier Shipyard



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



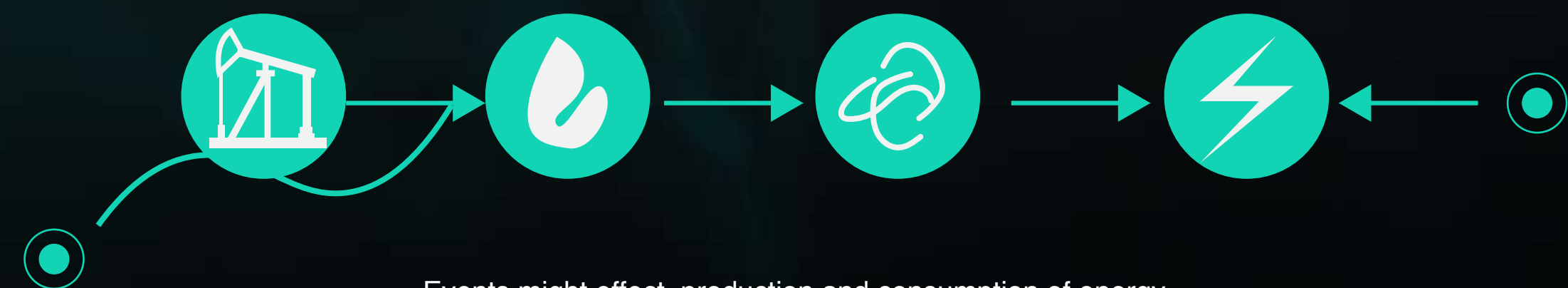
As complexity arises, so does the need for rarer materials. Tier II ships require a Tier II shipyard, a rare resource, more energy to construct and new technologies.

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



Fuel can be burned to create large amounts of energy

Energy can be bought from other players through the market



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

Atmosphere Filtering

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

Celestial Aerosols

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

Xeno-biology

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

KEY FEATURES

Apart from Meta features, Metagalaxy has the following USPS:

A sci-fi world with a user-generated story. Users formed alliances, waged wars, and discovered events that will shape the course of each galaxy.

In-depth terraforming, manufacturing, exploration, combat, and federation systems, such as building federation highways, peacekeeping forces, wormholes, or shaping.

Rooted in crucial community building, To build the biggest and best, users will have to work together. To build the strongest ship, to build the biggest fleet, to create the best planet, users must work together.

Deep customization and world management. Planets, ships, fleets, communities, and much more can be shaped by the user to their liking. Planets can be made into alloy foundries that reach the skies or military bases full of fortresses. Ships can be made to carry tons of minerals, or they might be the fastest corvettes in the galaxy.

Rewarding exploration. Ancient technologies, alien species, new planets, and forgotten battle sites all provide new resources. Every discovered artifact is one of a kind.

Competitions and leaderboards From the strongest user to the fastest ship, from the most alloy producing planet to the strongest faction, all competition is shown for the whole game to see. Every ship built, every planet controlled, every relic found is unique and on display.



CHAPTER 6

SPACE MAP

The space map focuses on the development of the technology, operations infrastructure, new partnerships, and marketing initiatives. It is the Road Map of Meta Galaxy Land:

PHASE 1

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

PHASE 2

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

PHASE 3

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

PHASE 4

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

PHASE 5

- METAGALAXY LAND Game
- METAGALACTIC Swap
- METAGALACTIC NFT Marketplace