



DECENTRAMC

WHITEPAPER v1.0



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01 | ABSTRACT



In a world where people are increasingly using the internet as their main form of connection and self-expression, the Metaverse is logically the next step in the way we create, consume, and interact digitally. The popular rise of non-fungible tokens (NFTs), play-to-earn games and increased focus on the Metaverse from Facebook and other companies all makes a clear trend towards the need for a more comprehensive online platform than what currently exists. Immense virtual worlds, augmented reality, virtual reality, and the internet will be used as a shared virtual 3D space connecting to all the social, gaming, shopping, research, education, and financial programs we use - all interconnected and interacting in a digital ecosystem. The Metaverse will be the hub of it all, a universe in itself.

DECENTRAMC (DMC) want to own and develop assets in the Metaverse as we believe that virtual economies will be more valuable than real-world economies over time. At the same time, we want to create value for our committee members to thrive in a virtual environment – the artists, the competitive gamers, and content creators that populate the metaverse.

The organization's mission is to create the biggest virtual world economy, optimizing its community-owned assets for maximum utility and sharing its profits with its token holders:



Buy and Sell NFTs on marketplace



Popularly known as a digital asset, NFT has been breaking the internet, especially since the inception of lockdown. It is known to be a vital part of the digital arena. NFT basically stands for “Non-Fungible Token.” Elementarily, they represent real-life objects. Anything ranging from art files, articles, music albums, videos, memes, games, etc., are all NFTs. They possess a unique identification code that gives them the value equal to cryptos.

Even though few well known artists have been risen in NFT market, there are still a lot of unrecognized artists and content developers that have a high potentials but couldn't reach the global audience. Moreover, if individuals who can't sell the works after paying all the additional fees to these marketplaces, get their money drained as competition is fierce and large numbers of artists are posting thousands of work every day.

Metaworld is here to support and guide the artists and content developers to reach the worldwide audience by facilitating the marketing exposure as a single flow from the marketplace. Additionally, our work is compiled into the blockchain system with a unique smart contract number protecting both buyer and seller from potential counterfeit and copyright issues.



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Metaverse investment



According to Bloomberg market size of metaverse could reach up to 800 billion dollars at the end of the 2024.

We are working on making the investment in the world's largest MetaVerse platforms by acquiring our own virtual land and will create our own DecentraMC community. With community in place all our artists, content creators and token holders could share their thought and ideas with each other or could just hang out to socialize. At the same time, it will be bridge to them to sell their art works in metaverse. It will be win-win situation to all.

We also will advertise using billboards near, or in, high-traffic land parcels to promote our products, services, and events. Long term vision will there is DecentraMC that our audience come to see art works, to play games, watch contents or even watch concerts in virtual world. The possibilities are endless and good part is that all our token holders will be benefit from it. We will create ecosystem in our owned land that people will pay their land use and display fees with MTW token.

Lastly, we will make a DecentraMC training center to teach new artists and content creators to develop their professionalism in 3D design, VR, AR so all could benefit from metaverse in future.



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Play to earn Gaming platform



One of the DecentraMC goal is to maximize the value of NFTs used in virtual worlds and blockchain based games. Its protocol is automated by smart contracts instructed by consensus through the DAO based on governance proposals and voting of a distributed network of MTW token holders.

- Building a global community of play-to-earn gamers who play competitively to collect in-game rewards and trade with each other
- Producing revenue through the rental or sale of DMC-owned NFT assets for a markup
- Allowing the community to participate in the DAO by passing proposals and voting;

The concept of play-to-earn is quickly growing in popularity. This is significantly enhanced in places where finding access to paid work may be difficult or for people in challenging personal circumstances where opportunities are lacking. While the play-to-earn mechanism is used in several gaming projects, unfortunately, many have also abused it. We will ensure fair, balanced, and secure mechanisms in gameplay and travel in the metaverse to avoid this.



Play to earn Gaming platform



While the DecentraMC will be an interactive 3D universe based in fantasy world with turn based fights, the freedom to explore different virtual worlds and communities, it is not necessarily a game in and of itself. It can instead best be described as a hub for virtual social interaction and expression, and trading and collecting assets within a digital economy.

Users will have abilities to play and earn various assets that are valuable in quests and to progress further in-game. These assets will be earned by playing and completing missions and turn based battles while traveling fantasy world. Users can either use these assets to progress in missions and games or sell them to others for profit on the DecentraMC Market. The DCM Market will host all the NFTs and assets needed in game. Once those NFTs are purchased, they will interact with the metaverse, or games within the metaverse, in various ways. The Market enables participants to manage and exchange NFTs, Virtual Real Estate, and other assets such as in-game wearable's and tools. It will also sell customizations for modules, skins, clothes, weapons and characters. Other in-game assets will also be sold in our Market - health upgrades, house upgrades, and much more. All these assets, represented as NFTs, will be bought and sold using DCM token.



Play to earn Gaming platform



With blockchain technology, every digital satellite and other virtual assets in the DecentraMC ecosystem can be tokenized, giving holders the ability to trade, sell, or gift their items. Users are the perpetual owners of their digital assets. Blockchain allows them to have true ownership, with the ability to monetize and freely trade their assets.

The project's initial development was by the community and started on the Unity real-time video game engine as well as Minecraft. Moving forward, development will be worked on professionally using the Unreal Engine (UE). Creating a fantasy world game with a virtual economy would usually require years of development, however we plan to complete it within 2 years.



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02 | Defi token

We are planning comprehensive partnerships with most significant DeFi projects, to find affinity dapps and platforms that will incorporate into our framework and development, to leverage their crypto-enthusiast communities, and to grow our own base.

Also we wanted our DecentraMC (DCM) token to be valuable in long run so everyone who invested early could have big benefits, so we introducing deflationary solution.

For every transaction in the DCM network a 3% fee is distributed to existing holders. That means you earn more DCM just by holding it in your wallet. Watch your DCM grow every transaction.

Liquidity tokens are burned and locked, 6% of all transaction fees are added to liquidity. More liquidity means less price manipulation on market and stability of DCM token.

Over coming years we will burn 15% of total supply and additionally for every transaction 2% will be sent to burned address and will be never seen it again. Total supply decrease = increase of value of the token.

Core values

The core philosophy of DecentraMC believes that projects can be done fairer, more sustainably, and in a way that can benefit everyone involved. Metaworld simply wants people to have fun, interact with each other freely, have access to opportunities that lead to financial freedom, and work towards the next stage in the evolution of the internet and online interaction. Metaworld will be empowering, transparent, fun, healthy, and fair.

We believe strongly in decentralization, holding this value at the core of everything it does. Decentralization gives everyone equal opportunity to be involved and utilize their strengths to help a project grow and the freedom to decide how. There is a social responsibility to provide tools and resources in the virtual space to create a fun and adaptive environment for individuals to thrive and monetize, no matter who or where they are.



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03 | Eco system

- A decentralized autonomous organization (DAO) is an entity with no central leadership. Instead, decisions are governed by a community and organized around a specific set of rules enforced on a blockchain. DAOs are internet-native organizations collectively owned and managed by their members.

DCM will utilize its token to eventually launch a process allowing all holders to vote on the project's future direction or changes that will be implemented as the metaverse evolves. This will ensure that the metaverse remains relevant and enjoyable for the people it serves and maintains the core tenant of decentralization.

MTW holders can submit and vote on proposals about:



NFT market

- Marketplace trading fee, royalty fee
- Recommending new creators, artists or NFT works to the marketplace
- Validating creators on the marketplace



Metaverse investment

Overtime we will be investing in the world largest NFT collections (BoredApes yacht club, cryptopunks etc) and metaverse platforms (Decentraland, Sandbox etc). Our token holders could express their views on what strategic investments DCM should make in the future.



Defi system

- Change trading taxes of DCM
- Other blockchain improvements



“Play to earn” game

- Game improvement suggestions and feedbacks



System update

- New features developed or implemented by our DCM team
- The use of DCM to further decentralize the governance and development of DCM marketplace (including metaverse)
- Voting on which exchanges DCM get listed

3.1

Token Utility

-  Buy & Sell NFTs with DCM on marketplace
-  Create ecosystem in our owned land in metaverse that people will pay their land use and display fees with DCM token.
-  All transaction made with DCM in earn to play game platform. (Skins, characters, weapons, virtual land etc)
-  Third party integration – purchasing availability of passes or access to the top third party streaming, gaming services with DCM
-  Deflationary which means overtime value will increase due to supply decreases.
-  Holders will earn more token from every transactions.

3.2

Tokenomics



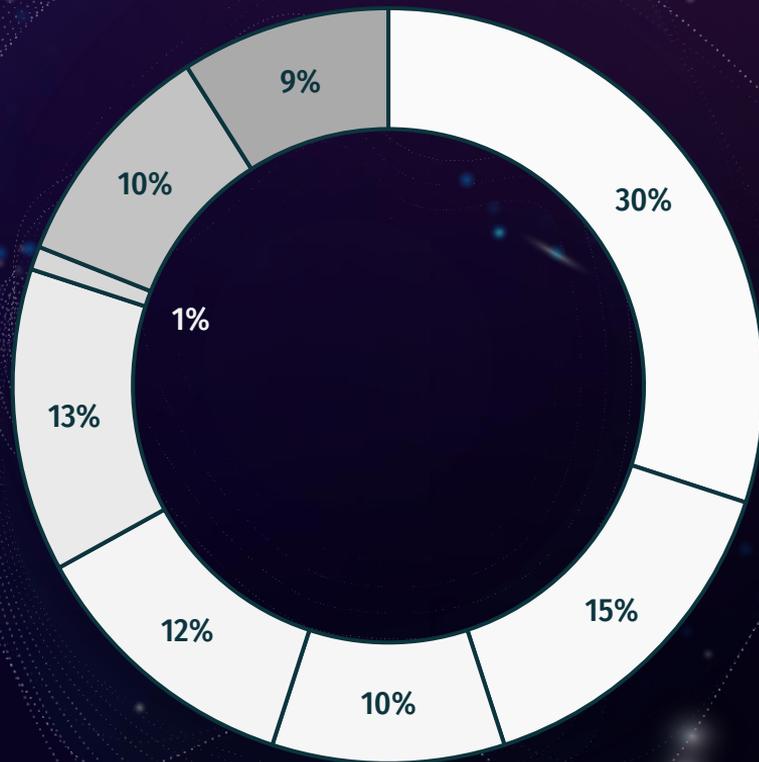
Name	DecentraMC
Ticker Symbol	DCM
Supply	10,000,000,000,000
Burn	1,500,000,000,000 (15%)
Contact	TBA
Fees	6 % to liquidity and locked 3 % to distributed to holders 2 % burned and never seen again

DCM will be an Bep20 token with a total supply of 10 trillion. No further DCM tokens can be minted or added into circulation but it will decrease in numbers gradually.

3.3

Coin distribution

- 30% Liquidity
- 15% Burn
- 10% Team (locked for 2 years)
- 12% Development
- 13% Ecosystem
- 1% Airdrop and lockdrop
- 10% Marketing & partnership
- 9% Strategic reserve for earn to play gaming rewards (locked until game launches)



ROADMAP

- Token launch
- Website Launch
- Initiate an aggressive marketing push
- Reward community and giveaways
- CG & CMC Listing
- Whitepaper 1.0 Release

Phase 1

Phase 2

- Metaverse Planning
- Start of Community Development of Metaverse on Unity Game Engine
- Gather Developers and Designers in Community (for Community Sector and NFT Market)
- Hire NFT artists and creators
- Groundwork for a strong community.
- Invest heavily into popular influencers for promotion purposes.
- Heavy investment towards ads on all social media platforms.

ROADMAP

- DCM NFT Market Launch V1
- 1st NFT Auction
- DCM DAO Launch
- Metaverse Development
- Increase ads revenue spending.
- Prepare submissions for third party audits.
- Prepare submissions for potential exchanges.
- Voluntary donation for community + charity partnership
- Worldwide NFT events exposure by representatives DCM

Phase 4

As we start to complete each the phases, more will be added. Stay tuned.

Phase 3

- Buy land on the largest Metaverses and create DecentraMC in virtual world
- Support current NFT creators and mentor & develop newcomers
- Beta test on earn to play gaming platform
- Development on Metaverse
- Investments on the top NFT projects
- Possible collaboration with world's government entities in regards NFTs collections
- Sponsorship of E-sport team

Disclaimer

This White Paper is not intended to be an offer to sell, or a solicitation of an offer to buy, any security or other financial instruments. The offering of DCM token has not been registered, qualified, or approved under any securities, futures, financial instruments, capital markets, or exchange control legislation, regulation, or ordinance of any jurisdiction. DecentraMC has taken reasonable care to ensure that, as at the date of this White Paper, the information contained herein is accurate to the best of its knowledge. The information contained in this White Paper may be subject to modification, supplementation, and amendment at any time and from time to time. DecentraMC does not make any representation or warranty as to the accuracy or completeness of the information contained in this White Paper and DecentraMC has no obligation to update or keep current any information or projections contained herein.

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Risk factors

This section on risk factors is not and does not purport to be a complete enumeration or explanation of the risks involved with the purchase of DCM tokens. There may be additional risks of which the DecentraMC is not aware. The following therefore highlights certain risks to which the DecentraMC is subject to and which the Company wishes to encourage prospective purchasers of DCM tokens to discuss with their own professional advisors.

- Risk of software weaknesses. The DCM platform and the underlying technology are still in an early development stage and unproven. There is no warranty that the process for creating the DCM Platform will be uninterrupted or error-free and there is an inherent risk that the software could contain weaknesses, vulnerabilities or bugs causing, inter alia, the complete loss of the DCM.
- Regulatory risk. The blockchain technology allows new forms of interaction and it is possible that certain jurisdictions will apply existing regulations on, or introduce new securities law, tax or other laws or regulations addressing, blockchain technology-based applications and/or the issuance and sale of tokens, which may, inter alia, result in substantial modifications to the sale of DCM tokens and/ or the DCM platform, including its termination and the loss of all DCM tokens

Risk factors

- Government action. Because of the regulatory uncertainty described above, blockchain activities, including the activities of the DecentraMC, may be subject to heightened oversight and scrutiny, including investigations or enforcement actions. All of this could subject the DecentraMC to judgments, settlements, fines or penalties or require or cause the DecentraMC to restructure its operations and activities, to cease offering certain products or services in one or more jurisdictions or refrain from delivering the DCM tokens to certain persons or in certain jurisdictions.
- Risk of abandonment/lack of success. The creation of the DCM tokens and the development of the DCM platform may be abandoned for a number of reasons, including lack of interest from the public, lack of funding, lack of commercial success or prospects (e.g. caused by competing projects). Also, even if the DCM platform is partially or fully developed and launched, there is no assurance for its future users to use and access the DCM platform as anticipated.
- Risk associated with other applications. It is possible that alternative platforms and businesses could be established that utilize the same open source code and protocol underlying the DCM platform.

Risk factors

- Risk of theft. The smart contract used to generate the Tokens and the underlying software application may be exposed to attacks by hackers or other individuals including, but not limited to, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Any such successful attacks could result in theft or loss of payments made to the DecentraMC and/or the DCM tokens, adversely impacting the ability to use or develop the DCM platform and derive any usage
- Development Risk: The timing for issuing the DCM tokens and for completing various phases in the implementation of the DCM development are set forth in this Whitepaper. However, there is no assurance that the DecentraMC will meet those target dates. The DCM platform will still be subject to ongoing development and could undergo significant changes over time.

Risk factors

- **Early Stage Companies:** The Company is a start-up and has no operating history against which purchasers of the DCM tokens may consider the appropriateness of purchasing the DCM tokens. Many risks and uncertainties affect start-up and early-stage companies, which often have very limited operating history, profits or cash flow. There can be no assurance of the success of such enterprises. Their potential must be considered in light of the problems, expenses, difficulties, complications, and delays frequently encountered in connection with new or developing businesses, including technology risks, unproven business models, untested plans, uncertain market acceptance, competition and lack of revenues and financing.



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The technological fields and markets that many start-ups and early-stage companies address have undergone and are expected to continue to undergo rapid and significant change.

Rapid technological developments may result in the technology of companies becoming obsolete, uneconomical or uncompetitive before any commercial success or financial return can be achieved. Numerous other risks may affect developing companies and ventures, including risks that products or services will be found to be ineffective, unreliable, unsafe or uncompetitive and risks that such companies' technologies, products or service will not achieve market acceptance or penetration. Market acceptance of new products, services or technologies depends on many factors and uncertainties and cannot be assured.

References:

<https://www.europeanbusinessreview.com/what-is-nft-art-and-how-it-works/>

<https://www.youtube.com/watch?v=NJoUGodE29w>