
META
FARM

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1. BACKGROUND

1.1 Present Status Of Blockchain Industry

"Meta universe" was first mentioned in the science fiction ‘Avalanche’, which describes a virtual world parallel to the real world and named it ‘Metaverse’, which is physical reality and augmented reality. A state in which the three modes of virtual reality and virtual reality are integrated in a shared cyberspace.

With the recent rise of Axie Inifinity, Mobox, and Alice, the meta-universe combined with the concept of blockchain games has exploded, making the concept of Gamefi appear frequently. Gamefi and DeFi are both words created with the development of the industry, which can be understood as "Game Finance".

The concept of DeFi has been rocked raised in 2020. After more than a year of development, a huge state system has been built, followed by the flow of NFT, and the tokenization of alt-assets has given Gamefi a living soil. The recent raised project AXS has symbolic meaning for Gamefi projects. It has recently burst into flames with daily sales exceeded one of major multiplayer video game that is

called Honor of Kings, making playing games not only for playing games, but also for making money. Players value revenue more than the fun of the game. The rise of NFT heralds the transition to a decentralization for games, a trend that has seen not only combines digital assets and valuable, unique real world assets, but also proves the explosive growth of the meta-universe.

1.2 The Importance Of Agriculture

World agricultural markets face a new set of uncertainties, increasing the traditional high risks of agriculture. At the beginning, there was not only the spread of locust plagues and swine fever. In recent years, with the global warming, El Niño phenomenon has occurred frequently, and heavy rains and droughts that are rare in a century often occur, which has brought catastrophe to the agricultural countries.

The global lock-downs caused by COVID-19 in 2020 have increased trade tensions and slowed the pace of global trade, both by reducing food production on the supply side and by reducing the overall amount of food that can be imported due to rising protectionism

and populism. It has a huge impact on the international and domestic markets of various countries.

Under this economy, food security became a significant issue. Since 2015, the number of poverty in the world has continued to increase, and many families cannot afford the food they need. In order to ensure food security and life safety in poor areas, they have to accelerate the in-depth development of global agriculture and increase agricultural awareness in various regions.

1.3 The Era of MetaFarm

With the help of the virtual concept of the meta-universe, it is possible to build a virtual space of the farm world. Combining the convenience of the Internet with the traceability of blockchain allows people in all regions of the globe to own their own virtual land and enjoy their own cultivation.

The applications of Gamefi mechanism has enabled people to achieve success in planting and greatly enhanced their interest and attention to agriculture. By using speared time to grow and sell

goods in MetaFarm, they are rewarded with tokens, so as to broadly help people in most poor areas of the world to create their own surplus value through labor and solve economic problems.

1.4 Vision

We believe that the future farm ecology is both virtual and reality, combines revenue and entertainment into one form. We hope to use the MetaFarm project to change the existing farm economic structure and help users stay out of poverty, so that all participating users can share the dividends of technology and value added.

More importantly, we have a dream of a great virtual to reality circular ecological revolution, which starts with the MetaFarm project.

2. INTRODUCING METAFARM

2.1. A Brief Introduction

MetaFarm, short for Farm. The aim is to use the concept of meta-universe to introduce virtual farms with the concept of Gamefi, to build a farm ecology integrating virtual and reality, making profit and entertaining at same time.

2.2. Introducing SEED

In order to build the best MetaFarm ecosystem, 600 billion SEEDs are issued based on the BSC chain.

SEED are a passport to the crypto-farming world inspired by the meta-universe concept. Any user can plant, irrigate, grow, and harvest fruit seeds on the virtual land of the MetaFarm through the game, and the platform rewards the user with SEED for their contribution to the ecosystem. SEED serves as the foundation for the development of MetaFarm ecosystem and play a decisive role in the development of the platform.

2.3. Introducing MetaFarm Platform

As a virtual economic system, the MetaFarm platform is an open, collaborative, fair, and just and win-win blockchain ecosystem that serves global users. It includes NFT trading system, staking capital management, meta-universe games and other applications, creating an advanced and unique decentralized game industry ecology makes it perfect for users to manage their own assets.

3. ADVANTAGES OF METAFARM

3.1. Decentralization

Block chain is essentially a decentralized, distributed database based on decentralized p2p networks, using open source software to cryptography combined mechanism principle, time-series data and consensus, to ensure continuity of each node in the distributed database and persistent, can make information instant verification, traceability, but it is neither to tamper with, nor be shielded. Thus it creates a set of privacy, efficiency and security of shared value system. Based on blockchain, commodity in a MetaFarm are unique and verifiable, providing the basis for trusted transactions.

3.2. Operation Of Smart Contract Encryption

Regulations on MetaFarm are written into smart contracts, which eliminate possible fraud in farm transactions based on the autonomy, security and high-speed performance of smart contracts. The MetaFarm rewards that each user by listing in real time in the user's own account, which can be viewed and extracted at any time.

Through the automatic operation of the encryption algorithm, the third party of the fourth party in the farm transaction is reduced, which greatly saves time and improves efficiency.

3.3. Deep Integration Of Chain Games

The emergence of GameFi has brought new vitality to the game industry, and DeFi, which has not seen innovation for a long time, has brought new forms of investment and development opportunities. Combining the strengths of NFT, DeFi and decentralized gaming, GameFi easily meets the entertainment and investment needs of different users. By integrating DeFi and NFT's game financial methods, MetaFarm gives users the game initiative, which not only expands the application scenarios of MetaFarm's game assets in a real sense, but also allows users to earn real income while playing.

3.4. POSA

The PoSA (Proof of Stake Authority) combines the functions of the Delegated Proof of Stake (DPoS) and the Proof of Authority (PoA). It is built on a network of 21 verification nodes. The second-level block time can establish a high-speed game for the GameFi protocol.

infrastructure. The high-efficiency and low-latency transaction speed can greatly improve the experience of Meta Farm games and satisfy users' entertainment.

4. METAFARM ECOSYSTEM

4.1. NFT Mall

Meta-Universe is still in the early stages of development. The premise for its realization requires the combination of mature technologies such as AR, VR, 5G, and cloud computing. Technology is supreme and has endless possibilities. However, the stock of blockchain users and the incremental market are susceptible to market conditions and technology constraints. In addition, when traditional economic activities are mapped to the meta-universe, centralization and closed-loop problems are serious, which will cause users to be unable to access the meta-universe or the platform. Freely trade your own assets and items and use it.

In the MetaFarm ecosystem, the NFT mall has been well-developed, all commodities are digitized, and all land, seeds, fertilizers are traded corresponding to the only NFT. Players freely use SEED to buy every piece of land to obtain the environment on which they are cultivated; or sell the land they have purchased to obtain SEED. The prices of commodities with different attributes are different. Fertile land,

high-quality seeds and nutritious fertilizers are often accompanied by higher purchase prices and more attractive rewards.

4.2. Staking At MetaFarm

MetaFarm launched a cloud computing power pledge application to enable platform users to achieve a win-win situation. Staking, as a flexible and efficient token management solution, has gradually become the mainstream of the market. MetaFarm starts staking, users can pledge their own SEED to the pool, and obtain the rewards of SEED stably. This is equivalent to helping users lock in revenue in advance, reducing the risk of force manure.

Staking rewards initially come from the platform own marketing token support. In the later stage, the platform will take out 80% of the NFT trading mall's handling fee as an incentive to feed back to seed currency users. At the same time, the platform will cooperate with more project parties from time to time. Bring diverse token rewards to users.

4.3. MetaFarm Game

MetaFarm is a decentralized farm game platform based on

blockchain technology, in which everyone can participate and have their own virtual assets. In order to make MetaFarm game easier to understand, the Farm team proposed 6 stages as follow:

Stage 1: SEED

[To issue the SEED in the virtual world of MetaFarm]. SEED is the passport in MetaFarm game. Users must first hold a certain amount of SEED and start a planting plan by purchasing land, seeds and fertilizer in the NFT mall.

Stage 2: Fertilization

[let the seeds that emerge from the ground have better nutrient growth]. Different types of land and fertilizers bring different growth rates to seeds. Users can choose to complete the tasks set in the game for a period of time to obtain high-level land and fertilizer, or directly purchase land and fertilizer sold by others from the NFT mall.

Stage 3: Moisturization

[Accelerating the growth of growing plants with more moisture], by helping other users in the community to water their seeds, we can get certain points for accelerating the growth.

Stage 4: Sunshine

[Let plants with fertile soil and sufficient water absorb sunlight and accelerate the production of more seeds and fruits]. The weather

itself is uncertain. By combining the cloudy and sunny weather in multiple regions of the world, the virtual farm There is a certain degree of frequency in sunny weather, which will bring growth bonus to the seed.

Stage 5: Harvest

[The new seeds and fruits create the income of workers and can sell more SEEDs to more people in need]. The mature fruits can be directly sold to the platform with one click or sold online in the NFT mall.

Stage 6: Circulation

[SEED and fruit earned by workers can be traded on the exchange and can also be entrusted to farmers for the agricultural products they need in real life]. NFT is used to create a unique agricultural product mark, and farmers are paid token for entrusted planting, and the agricultural products produced are owned by employers. The cycle plan takes into account the complexity of practical applications and is rolled out at a later stage as the product matures.

5. ROADMAP

Q2 2021 - Project Planning (White Paper and official website)

AUG Q3 2021 - Introduce SEED, Issuance of Staking

SEP Q3 2021 - Creating Social Community, Community Promo

OCT Q3 2021 - Development of Dapp

Q1 2022 - Completed In-Depth Cooperation With Multiple Partners

Q1 2022 - Dapp 1.0 Beta Release, Launch Staking

Q2 2022 - Launch NFT Mall and Game

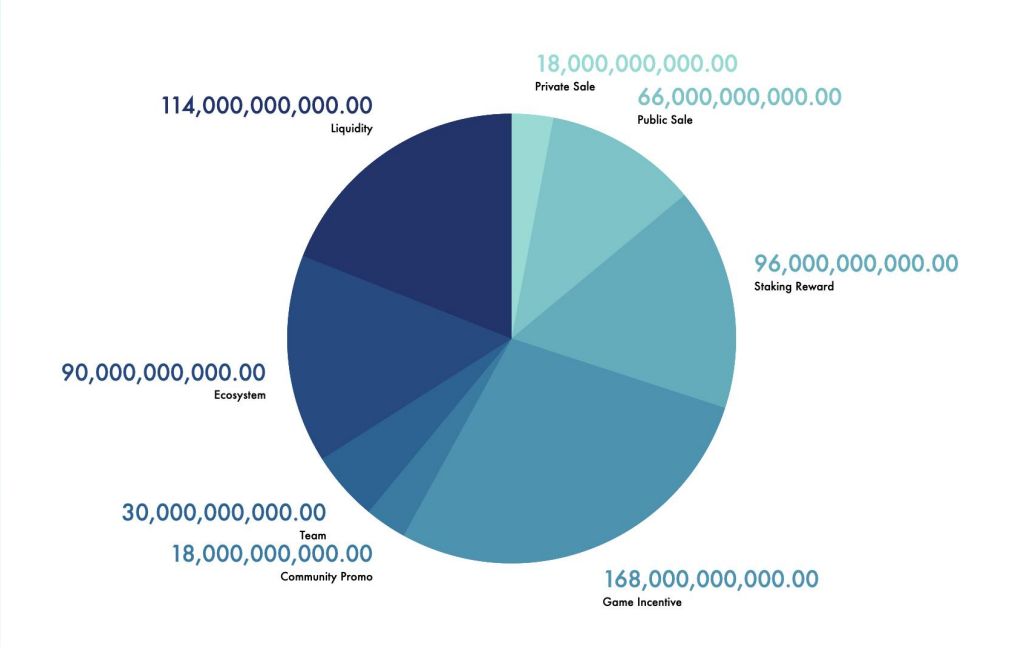
Q4 2022 - Expand Games

Stay tuned for more timeline updates.

6. TOKEN ALLOCATION

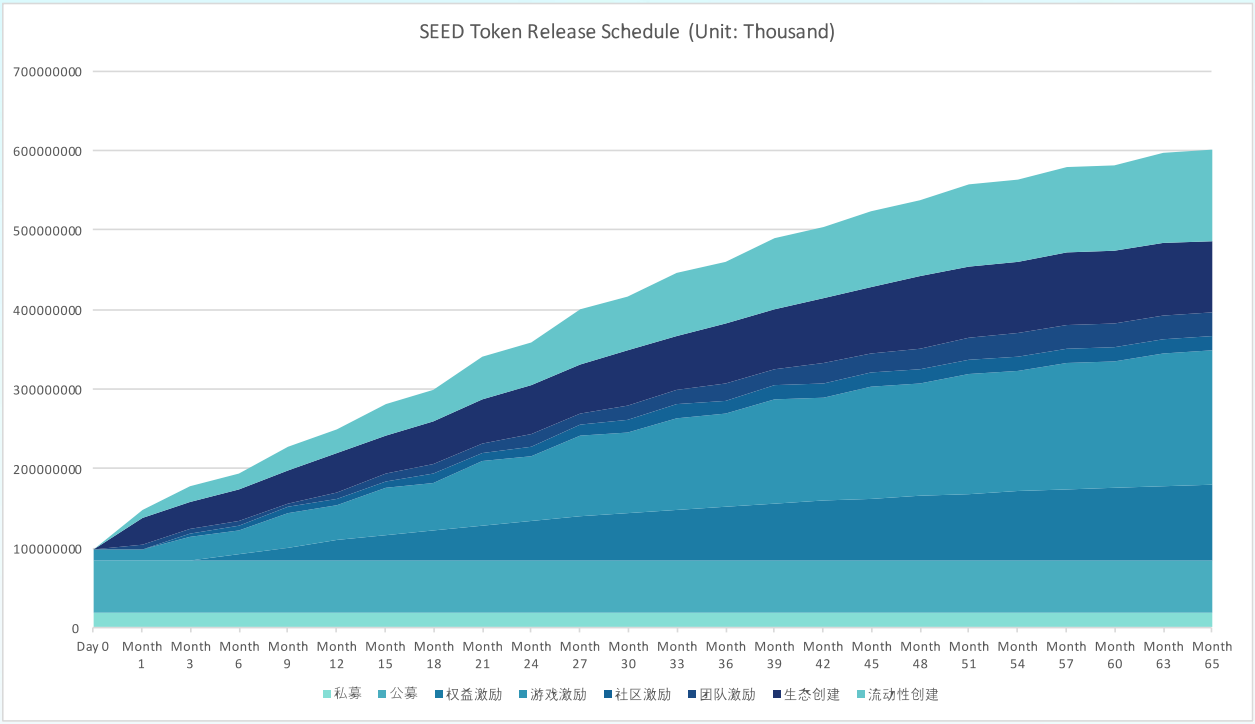
6.1. Token Distribution

	Total Allocation	Ratio %
Game Incentive	168,000,000,000.00	**28%**
Liquidity	114,000,000,000.00	**19%**
Staking Reward	96,000,000,000.00	**16%**
Ecosystem	90,000,000,000.00	**15%**
Public Sale	66,000,000,000.00	**11%**
Team	30,000,000,000.00	**5%**
Private Sale	18,000,000,000.00	**3%**
Community Promo	18,000,000,000.00	**3%**
Total	600,000,000,000.00	**100%**



6.2. Distribution Details

	Ratio %	Initial Release	Release %	Duration
Game Incentive	**28%**	14,700,000,000.00	5% - 12.5%	63 mths
Liquidity	**19%**	9,975,000,000.00	5% - 12.5%	63 mths
Staking Reward	**16%**	8,400,000,000.00	1.67% - 8.75%	65 mths
Ecosystem	**15%**	33,750,000,000.00	8%	45 mths
Public Sale	**11%**	66,000,000.00	Lump-sum	-
Team	**5%**	5,714,285,714.29	10%	54 mths
Private Sale	**3%**	18,000,000.00	Lump-sum	-
Community Promo	**3%**	4,285,714,285.71	5% - 14%	42 mths
Total	**100%**	76,909,000,000.00	-	-



6.3. Tokenomy

Parameter Setting:

In the research economic model, the design grouping, processing method, position control cycle and other settings are as follows:

- Standardization method: standardization in the industry
- Weighting method: weighting the market value of circulation
- Position control cycle: quarterly

Game Incentive Model:

Users can buy SEED on the platform to obtain planting income after they mature. The income calculation method is as follows:

$$\mu = w \cdot \frac{\alpha}{3\gamma \cdot (1+\rho)} + (1-w) \cdot \frac{\beta}{\alpha \cdot (1+\rho)}$$

其中:

$\mu =$ Game Revenue

$w =$ Weight

$\alpha =$ $Average\ SEED\ hold$

$\gamma =$ $Initial\ value\ is\ 1100,\ add\ on\ 23\ daily,$

$*\ it\ remains\ at\ 1790\ level\ on\ day\ 31$

ρ

$=$ $Growth\ value\ of\ average\ price\ of\ the\ day\ compared\ with\ 7\ days\ increase$

For example, Jimmy has 50000SEED at balance and 50000SEED at planting stage. Growth value remains at 0. Therefore, Jimmy's daily return = 50000/1790+50000/(1790*3) = 37.24.

Deflationary model:

In order to create a better deflationary scenario for SEED and ensure sustainable ecological incentives, the platform launched a destruction mechanism to transfer coins circulating in the market into the destruction pool through various methods, so as to create deflation in the market and achieve the goal of stable increase in SEED price. The trading platform will take out part of the platform's revenue from time to time and use it for the repurchase of SEED. The revenue amount shall not be less than 30% of the revenue of SEED and all the repurchased SEED shall be destroyed. We will continue to launch more recycling and destruction scenarios in the future, and continue to reduce the inflation rate for the circulation market, subject to the platform announcement later.

Risk Management Model:

A single risk control strategy always has certain limitations. For a particular risk control strategy, it can only describe one dimension of

the model risk, and it is impossible to effectively identify the model risk and deal with it in time; the SEED model not only restricts the Expected Shortfall value to control the retracement, and introduce another risk measure Downside Deviation (DD). After repeated trials, during the backtest period, it is considered that it not only meets short-term market deflation and ecological prosperity, but also achieves incentives. Sustainability, and the rules of the game are designed to achieve this goal.

$$Downside\ Deviation = \sqrt{\sum_{t=1}^{n} \frac{min\,(r_t, 0)^2}{n}}$$

Where,

$r_t = Daily\ Return$

$n = Days\ of\ Rolling\ Return$

After we annualized the return ratio, the DD is limited to 12%, that is, if the DD of the day is greater than 12%, users who hold coins or lock positions can hedge against the loss of asset depreciation caused by the price drop through the increase of the game's return rate, and reduce the selling liquidation. At the same time, through the automatic increase in yield, it stimulates new buyers to enter the market and suppresses panic selling caused by the fall in prices. Short-term price fluctuations are only determined by the market's

temporary supply and demand, and the mechanism can automatically adjust supply and demand according to price fluctuations, so investors do not need to worry and panic.

7. Community Autonomy Mechanism

The ultimate goal of MetaFarm is to develop into a fully decentralized autonomous organization (DAO), in which all the platform governance and decision-making rights belong to the platform users. All SEED holders can directly participate in the governance of MetaFarm after the open community governance. The detailed process is as follows:

Right to suggest

When users have an idea about the development of the platform, they can initiate a discussion on the telegram and persuade other community members to support it, which can increase the probability of the proposal being passed.

Right to propose

Create a proposal in the Metafarm platform governance forum. Note that when you create a proposal, your wallet address and the number of SEED you currently hold will be announced to other users.

Right to feedback

When the idea gets positive feedback in the community, the proposal request will be changed to the "candidate proposal" status. At this point, the team will evaluate the feasibility of the proposal

from the technical level and give recommendations.

Voting rights

Whether the proposal can be passed depends on the votes of all SEED holders. When more than 20% of the total SEEDs participate in the vote, and 2/3 of the votes are positive, the proposal is passed, and the team will implement the proposal.

8. Partnership

REDFOXLABS

ZEPETO

ENTERMATE

HOST

CoinMarketCap

GameXCoin

stably

GAMERHASH

Republic

NAMI EXCHANGE

9. TEAM

CEO，Hung Nguyen

Graduated from Hanoi University of Science and Technology in Vietnam, has more than ten years of leadership experience in the computer industry. He has led a team of thousands of people engaged in game technology development and has unique insights into commercial applications in the game field. Proficiency in HLTML, Go, C++, Objective-C and Xcode.

COO，Aladin Ben

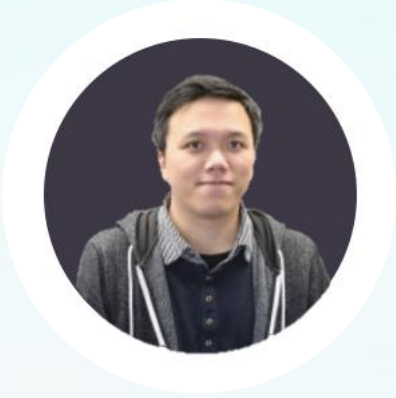
He has many years of practical experience in blockchain projects. With more than seven years of experience in the blockchain industry, he is very good at team management and project operations, focusing on the fields of investment, games, and AI.

CTO，Oliver Wu

Dr. Wu graduated from the University of Pennsylvania in the United States. As a research scientist, he has been tracking the most cutting-edge technology trends in the field of VR and blockchain. The video game application he created in his early years has won the favor of millions of users.

PMO，Kien Vuong

He has worked in the field of games and graphics for many years, focusing on products and UI, and has led the design of many Vietnamese projects.



BMO，Ryan Leung

With abundant blockchain media and community resources, he is good at resource integration and community governance. Has successful practical experience in the commercial operation of the project.

10. DISCLAIMER

This document is for informational purposes only and does not constitute an opinion regarding the purchase or sale of shares or securities in the MetaFarm project. Any similar offer or price will be made on a credible basis and subject to applicable securities and other applicable laws, and the information or analysis does not constitute an investment decision or specific recommendation.

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MetaFarm project clearly indicates that relevant intended users clearly understand the risks of the platform, and once investors participate in the investment, they understand and accept the risks of the project and are willing to bear all the corresponding results or consequences. The MetaFarm team expressly states that it shall not be liable for any direct or indirect losses caused by its participation in the MetaFarm project, including: profit losses caused by user trading operations; Any errors, omissions or inaccuracies arising from personal understanding; Losses and any actions resulting from individual transactions of various blockchain assets.

SEED, as a crypto token used by MetaFarm platform and community, is not an investment. There is no guarantee that SEED will increase in value, and in some cases it may decrease in value, so please participate with caution while maintaining your personal rationality.