MONETAS

GAME STORE

WALLET dAPP

NFT MARKETPLACE

www.monetasglobal.com

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ABOUT US

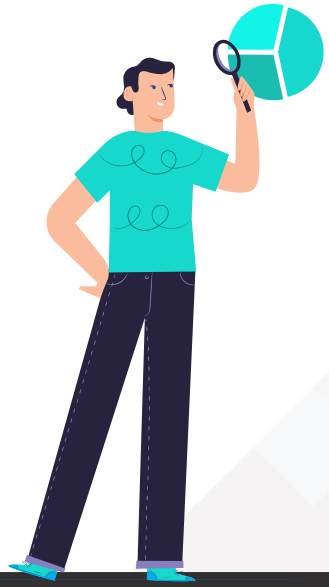
Company Philosophy

At Monetas, we research, envisage, develop, and operate diverse gaming solutions, including numerous games and crypto currency available on BEP20, ERC20 and Polygon to be used simultaneously across multiple gaming platforms. We develop to help mankind get advanced virtual economy and tokens powered by blockchain and our decades of experience across the gaming industry.

Our experts offer scalable designs precisely built and developed using the unique technological advancement to ensure better visual payments, immersive experience, crypto-based rewards, and tokens for multiple gaming solutions.

Mission Statement

We aim to offer top-notch and immersive gaming experience, and millions of gaming incentives like earning rewards and many more. As gaming in Blockchain is not at all about compromising with the quality, we are working to provide a world-class collection of decentralized game stores, offering the best and highly fascinating gaming experience on numerous devices.



Vision Statement

Our vision is to bridge the gap between blockchain technology and games by building a platform which serves to provide unified crypto currency which could be used across all the gaming solutions.

❖ PROJECT INTRODUCTION

Blockchain gaming turns out to be the latest trend in the modern gaming sectors and Monetas works to offer the Number 1 blockchain gaming services and platforms. Monetas is working on developing and visualizing an impressive and unique experience where the community has access to winning the rewards. Play To Earn rewards gives more opportunities to the community to become high value holders of the token.

Monetas also provides the uniquely designed MNTG tokens that can also be integrated on various blockchain gaming platforms simultaneously without any limitations. It changes the outlook of the entire virtual payments and allows the users to use them for transactions on multiple integrated gaming solutions.

Monetas's whitepaper offers an innovative and practical gaming vision based on Blockchain. The establishment of Monetas is also based on the purpose of betterment of the future gaming environment using better virtual tokens. With Monetas gaming solutions, we aim to connect groups to witness gaming solutions while utilizing the top-notch MNTG tokens. Monetas finely integrates the gaming solutions with the crypto market and assures highly secure usage of MNTG tokens for numerous platforms simultaneously.

❖ PROJECT INTRODUCTION

○ Product Vision

- Replace in-game virtual currency with MNTG Token
- Develop series of hyper casual game and replace “real-cash games” with “MNTG integrated games”
- Provide an NFT marketplace to sell and buy creative game assets, specially from the Monetas Game Store.
- Provide a dApp platform to manage all the services.

○ Value Proposition

- Incremental valuation of the MNTG used as a unified gaming currency across platforms.
- Value addition to creative game assets using NFTs
- Unlimited opportunities to earn tokens playing games - Play To Earn
- Series of games to play from.

❖ MONETAS GLOBAL BACKGROUND

○ Version 1

With the initial foundation of Monetas Global, we began with the project establishment and market penetration. Our sole focus back then was to establish the market for our product line and ensure that we acquire more global communities.

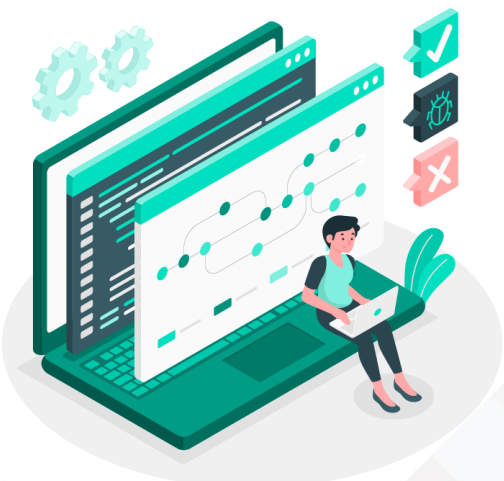
Soon with that we also initiated the launch of our dApp platform and MNTG token along with our gaming solutions. We also wanted the community to start engaging with us at a very early stage thus providing circulation of limited tokens.

Moving ahead towards our goal of an extended utility holding crypto wallet and in-game crypto currency, we extended our market research further. We then understood how the current scenario works in terms of in-game assets and why there is a need for such a wallet solution that can be simultaneously used across multiple platforms and gaming solutions. Currently, the assets of one game can only be used in that game specifically. However, our aim is to change this scenario, and ensure that the in-game assets now have an extended utility out of the games too.

After understanding this issue and keeping in mind our mission, we understood the need for a contract address change.

○ Version 2

As per the information gathered from the market research in the previous version, we changed our Contract address to add more contract methods with this version. As with blockchain's enhanced security and privacy, it is impossible to change or alter anything, we finally moved for the new improved smart contract. This ensured that our clientele and community can access more services and mechanics.



With the contract address change, we aim to add more methods to our contract on how to handle and deal with our token and in-game assets. This is to ensure that our contract is now adaptable to our future developments and everything we have down the lane in our roadmap.

❖ MONETAS GLOBAL BACKGROUND

○ Version 3

Now we are focusing on rebranding for the current and future development of Monetas Global. We are coming up with the next line of gaming products keeping hyper casual games as one of our primary focus. The games will have NFT building capabilities and the wallet will also be integrated for better in-app transactions.

The NFT generated will also be accessible on Monetas's NFT marketplace where people can buy/ sell any NFT collectable. The marketplace will not only be limited to the artwork generated on Monetas Game Store, but it will also include other NFT artworks, thus benefiting the users as well as helping the Monetas community to have a wider reach.

We are focusing on the development of a platform which supports MNTG as an exclusive in-game currency with an extended utility. These are all our objectives for the future development and growth of Monetas Global so far.

○ Wallet dApp

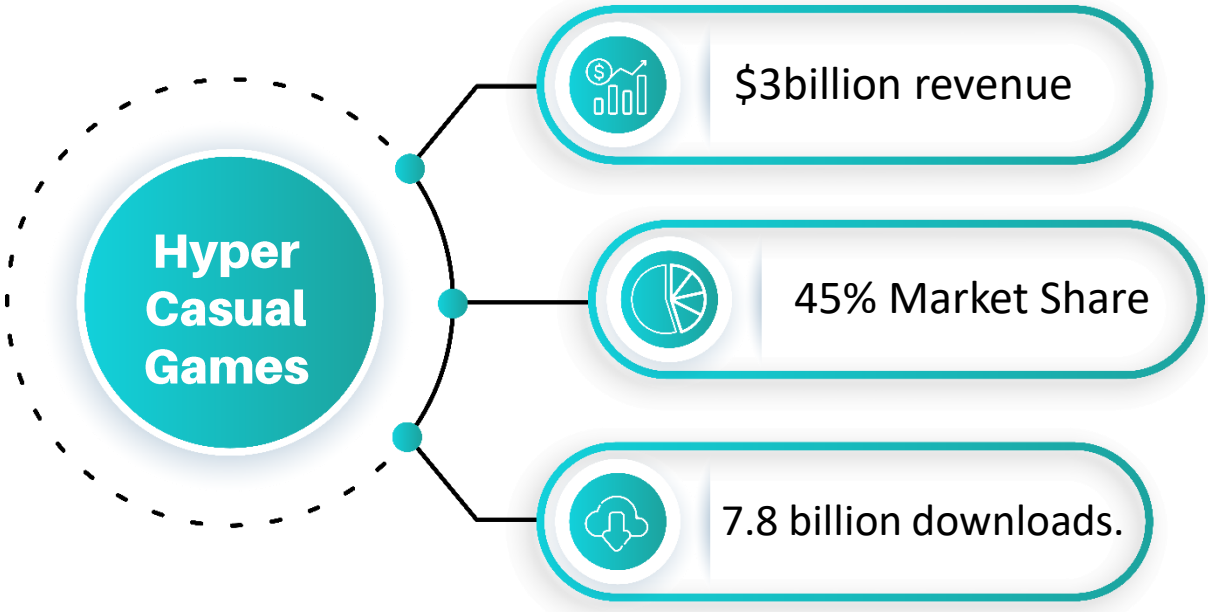
Cryptocurrency wallets are used to securely store and manage different kinds of blockchain-based assets and tokens. These wallets allow users to send, receive, and trade cryptocurrencies. While some cryptocurrency wallets may only provide support for a single cryptocurrency, many are multi-asset solutions, allowing users to hold multiple cryptocurrencies, including Bitcoin, Bitcoin Cash, Ethereum, and Litecoin, among many others. These solutions ensure that the owner of the cryptocurrencies and blockchain assets is the only entity that can access the funds by requiring elaborate passwords and other security measures. Users can view or access cryptocurrency wallets from smartphones and PCs.

Cryptocurrency wallets do not physically store the blockchain assets; instead, the wallets store public and private keys. Public keys are segments of digital code that are attached to a decentralized blockchain, almost like a bank account number. Private keys are also pieces of digital code but are unique to an individual's cryptocurrency wallet, similar to an ATM PIN code. Private keys match and prove ownership of public keys. Owners use their private keys to conduct all transactions with the cryptocurrency that they own.

Considering the use case that Monetas is focused on bringing, we aim to provide a Wallet platform which serves as an interface to our gaming solutions making it easily accessible to the community. Our wallet platform eventually will be driven by a series of Smart Contracts deployed on multiple networks.

GAME STORE

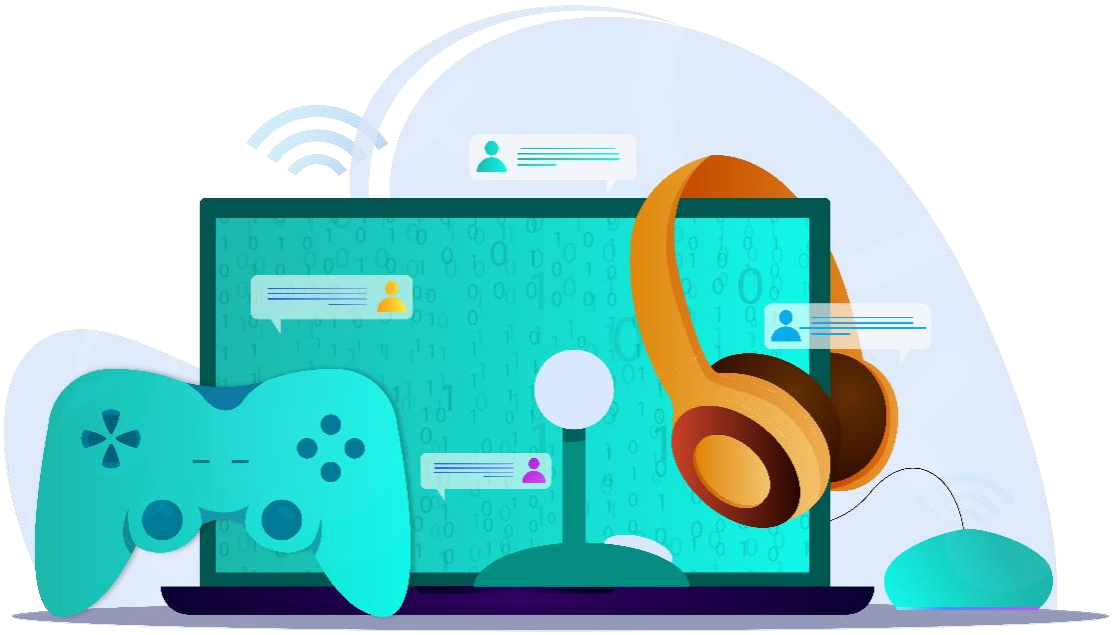
The hyper casual games market has seen tremendous growth over the last few years. A majority of smartphone users download and play a wide variety of hyper casual games. Market forecasts predict that the hyper-casual games will garner revenues upwards of $3billion annually (Katkoff). In 2019 alone the hyper casual games market accounted for more than 45% of all mobile games downloaded by users, with around 7.8 billion total downloads. This is the prime reason we are coming up with an exclusive game store exclusively for its global users. We plan on introducing a wide range of hyper-casual games in our store. These games will have fascinating features that keep users engaged with unique characteristics that users will not find anywhere else.



Our game store will also introduce an entire sleuth of augmented-reality (AR) and virtual-reality (VR) based games in the hyper-casual style. All our games will utilize NFTs that will seamlessly integrate with the wider metaverse. These NFT based assets will also be integrated with the our wallet to enable users to effortlessly buy or sell these assets using MNTG, our native currency for the Monetas Global crypto-ecosystem.

❖ GAME STORE

Players participating in the games included in Monetas Global's game store will score points as they play the games. They will be given weekly, monthly, and fortnight challenges and based on which rankings will be displayed. Finally, top-performers will be rewarded with MNTG tokens based on their performance, a Play-to-Earn reward.
The NFTs generated while playing the gaming titles in our game store will also be accessible to users out of the gaming world on Monetas Global's NFT marketplace, where they can be traded.



- ## MNTG Payment Mechanism

Gamers in our ecosystem can buy/sell the NFTs earned from playing games using their wallets. We will then go on to integrate our own wallet with the game store and create a more integrated ecosystem to keep the user experience as seamless and fun as possible

Initially, the users of our gaming solutions will have to access the created NFTs and other crypto assets in their metamask wallet, and then our own wallet will be integrated too for further assistance. Our wallet will be further provided for integrations with third party APIs to ensure that it can be widely used across multiple platforms for transactions while ensuring that each game's in-game assets have a further utility in the global web3 ecosystem.

This will all help ensure that the entire user experience is as seamless and fun as possible, and there is no hurdle that the users have to face regarding accessing the wallet or their in-game assets.

The MNTG token will be the native currency for the in-game transactions of Monetas's gaming solutions, ensuring that using the same wallet and token address and while holding the same set of tokens the users can access multiple gaming solutions and dapps from our ecosystem. This will also ensure that using the same wallet the NFT marketplace can also be accessed where the users' NFTs from the gaming solutions can be traded.

- ## Target Audience

We are targeting the young 12-40 year old demographic with our games. These are the users who are most interested in gaming and are better versed with cryptocurrencies and the blockchain. These are the same people who are currently involved in day jobs and other activities which are generally stress inducing activities. One of the reasons we focus on developing the hyper casual games is to provide a stress buster game store, yet help them make money in rewards. They are also likely to have more spending capacity along with having the ability to invest time and money in our ecosystem.
The wallet Dapp is mainly built for the integration with multiple gaming solutions, mainly the hyper casual and indie games that we are hoping to bring to our gaming store. Any developer can use our API to integrate the wallet with their gaming solution, ensuring that their in-game assets have an extended utility in the market and the users can utilize them further too.

- ## Hyper Casual and Indie Games

Monetas Global understands the need for entertainment and stress releasing using the Hyper casual games. That is the prime reason it is coming up with an exclusive game store exclusively for its global users. The offered gaming solutions in the store are a wide range of products, all from the hyper-casual gaming genre. These games have highly fascinating features and unique traits.

In the gaming store, Monetas Global will also focus on curating and providing AR and VR based games along with hyper-casual traits. All these games will be solely based on NFTs and will have the integrated wallet of Monetas Global for crypto token and crypto-asset transfers.

- ## To The Moon

The first game to launch will be '**To The Moon**' which is part of “The Moon” series;

In our game launch, we will first be coming up with an Arcade game for the series of “To The Moon.” The arcade games are computer or digital-device based games wherein the computer is fed with instructions by the user and then it responds accordingly throughout the gaming session.

“To The Moon” Arcade game will easily be accessible for the users. It will also be integrated with leaderboard, the utility wallet of Monetas Global, as well as the NFT marketplace where the users can come and access the NFTs created during gaming.

The objective of this game is to introduce different worlds which will be NFTs. The worlds will be a space where different players play the game, collect different elements (which shall be NFTs as well) which later constitute into a NFT collectible, representing a world built together.

❖ TYPES OF GAMES

- **Race To the Moon - Racing game**

Moving ahead in our journey, the next initiative is the Racing game in the series of “To The Moon.” The racing game is also a hyper casual game with the same capability of NFT generation and wallet integration for in-app purchases as the other gaming products of Monetas Global.

“To The Moon” racing game will easily be accessible for the users. It will also be integrated with leaderboard, the utility wallet of Monetas Global, as well as the NFT marketplace where the users can come and access the NFTs created during gaming.

❖ TYPES OF GAMES

- **Shoot To Moon - Shooting game**

Further, the next initiative is the shooting game in the series of “To The Moon.” The shooting game is also a hyper casual game with the same capability of NFT generation and wallet integration for in-app purchases as the other gaming products of Monetas Global.

“To The Moon” shooting game will easily be accessible for the users. It will also be integrated with leaderboard, the utility wallet of Monetas Global, as well as the NFT marketplace where the users can come and access the NFTs created during gaming.

❖ TYPES OF GAMES

- **Crypto Cash Game - Ludo**

Ludo is the latest addition to the global market for millions of board games and Ludo lovers. Not just for kids, these games are also highly preferable among adults, with the rise in popularity since the beginning of the pandemic.

Ludo is the one-stop destination for allowing global enthusiasts to use their skills for playing various live matches and events or create their tournaments to be played with their friends or colleagues.

Ludo gaming solutions by MONETAS have easier processing. The global board games lovers can easily access and utilize this solution's fun elements and best virtual payment module.

Ludo is accessible for global users and is also legally certified to use real-money-based transactions and games. Furthermore, the used MNTG tokens are also highly secure and help maintain the safety and privacy concerns of the users.

❖ TYPES OF GAMES

The board games like ludo are entirely based on skills, and less on the chances, and thus are safe and widely legalized. Furthermore, the platforms offer fiat and currency crypto-based payment modes to access the MNTG tokens (best investments in cryptocurrency), ensuring wider usage by the global gaming enthusiasts despite their choice. This system will be completely driven by multiple Smart Contracts working in sync.

The value of the acquired MNTG tokens also rises with their increased usage, thus ensuring growth in the users' wallet. More value shall be distributed to the holders by introducing reflections in our smart contract, and will distribute the winning amount not only to the winner but also to the higher value MNTG holders. Moreover, every task is carried forward while maintaining the safety precautions and regulations for using payment modes online and using blockchain-based payments. This is an over-the-top board gaming model with enhanced entertainment and fun for global board game lovers. The platform assures highly smoother and secure transactions to fascinate players of all demographics and age groups.

❖ LUDO - HOW DOES IT WORKS?

Ludo, naturally, is a game played by multiple players at the same time. This is where we are aiming to introduce smart contracts. Currently, the game is driven by fiat deposits with a centralised system, where a development company manages all the associated records of a user and performs actions on behalf of the user. One of the main actions that the centralised system controls is the distribution of the winning amount after every game. With the introduction of the blockchain, this distribution of the winning amount becomes more legitimate and transparent. This is where our focus is to take the best of both worlds and make something which is not only fun to play but also transparent when it comes to amount distribution. To make this viable, we are going to build multiple smart contracts which shall work in sync to provide a smooth gameplay experience and also blockchain where it takes care of all the economics which goes along with the one individual game. We are going to extensively use the reflections methods in the smart contract to make the distribution of the amount possible. The gameplay mechanism will work in the following way;

- A lobby or a room is generated and all the players playing amongst each other join the lobby.
- The Ludo game is initiated when all the players in the same lobby deposit the same amount of the MNTG tokens through their own wallet addresses.
- The game will start as soon as the blockchain network confirms on the transfers to be successful.
- All the users in the lobby will play the game of Ludo until the winner is decided.
- As soon as the game is finished and the winner(s) are decided, the Ludo dApp will interact with the smart contract for the winning token distribution. • The winning token distribution will happen in the following way;
- All the tokens deposited in the 2nd point will be considered as the total amount on which all the users agreed to wage their gameplay.
- 80% of the total amount shall be given back to the Winning wallet address.
- In the traditional version of the Ludo game currently, around 10% to 25% of the total amount is taken by the centralised system as match fees, commission or any other justifiable measure.

❖ LUDO - HOW DOES IT WORKS?

- However, in our system, the 20% of the total amount shall be considered as the distribution amount for the game owners and total MNTG holders.
- The 20% shall be distributed in the following manner;
- 50% of the distribution amount shall be transferred to the game owners.
- 50% of the distribution amount shall be transferred to all eligible MNTG holders.
- The eligibility of the MNTG holders shall be determined if the wallet address is holding a minimum of 250 MNTG tokens for at least 8 days.
- The wallet address shall be categorised as an eligible holder if the address is whitelisted with the Ludo dApp. All the above mentioned points shall be completely driven by the smart contracts. The smart contract shall be specifically written to work directly with the Ludo dApp. To make sure all multiple smart contracts will work in conjunction, whitelisting, approve methods shall be very important. The amount that shall be transferred to the game owners, shall be used to maintain, improve and support the game at all times thus making sure that there is proper technical infrastructure for all the users rather gamers to play the game smoothly. Through this, not only the winner will accumulate more number of MNTG tokens but the all the eligible holders will also benefit from the reflections and distribution mechanism. The value of the acquired MNTG tokens also rises with their increased usage, thus ensuring growth in the users' wallet. More value shall be distributed to the holders by introducing reflections in our smart contract, and will distribute the winning amount not only to the winner but also to the higher value MNTG holders. Moreover, every task is carried forward while maintaining the safety precautions and regulations for using payment modes online and using blockchain-based payments. This is an over-the-top board gaming model with enhanced entertainment and fun for global board game lovers. The platform assures highly smoother and secure transactions to fascinate players of all demographics and age groups.

NFT MARKETPLACE

NFTs have a digital signature that prevents NFTs from being substituted for or compared to one another. Monetas will also launch a one-stop NFT marketplace to buy or sell NFTs. The marketplace will help the users access the NFTs generated from the games available in the gaming store, thus spreading their utility and making them far more than just the in-game assets.

NFT marketplace (cryptocurrency best investment) to be launched by Monetas is intended to ensure that more investors and traders are attracted to the platform to increase its credibility in the global market. Further, with this, the value of the owned NFTs from the gaming solutions will also significantly rise, ensuring a better success opportunity for our global client base.

With the unique NFT marketplace, the global users of Monetas can easily and quickly get access to various NFTs and trade them without any hassles. Apart from this, the users can also use the NFT marketplace solely to create and upload their NFTs for further buying/ selling purposes. This will also extend the possibility of integrating widely popular NFT collections to the games available in our gaming store.

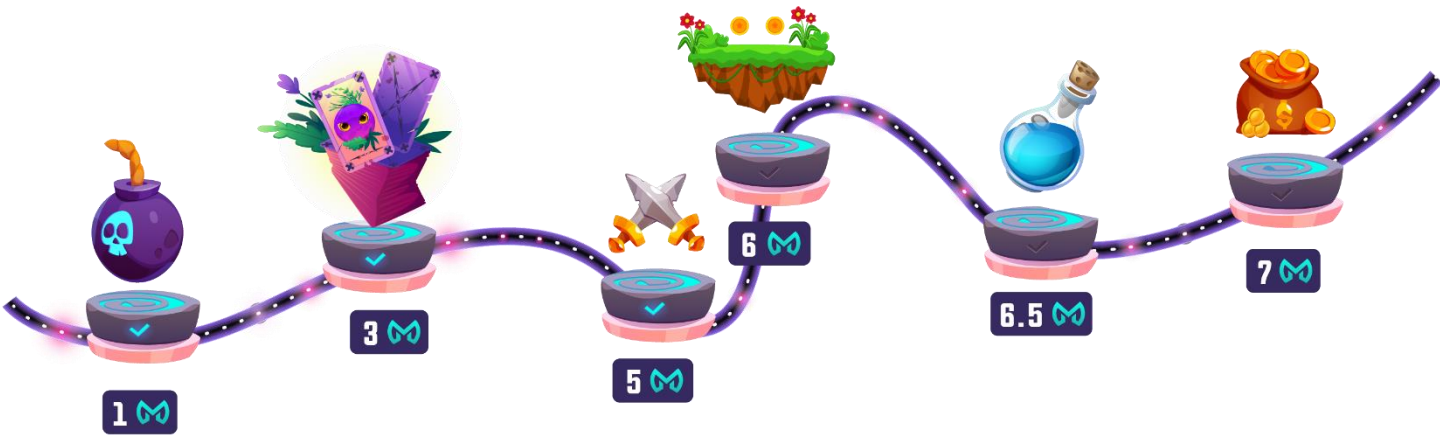
Moreover, as Monetas is a rapidly growing business, the NFT marketplace from Monetas Global is the best to access for ensuring better growth and success in the currency crypto world. To cover that, our series of NFT smart contract tentatively will support following methods;

- **Factory contract - Smart contract methods**

- Buy and Sell - transfer methods
- Minting - will mint NFTs as required.
- Minting with custom data - Game mechanics - Will mint NFTs specific to the game which supports the game mechanics and can be directly integrated within the game.
- Storage Method - IPFS - An oracle to store all the media content on a storage system.
- Protocol - ERC-721 and ERC-1155 - Monetas NFT smart contract shall be made using both the protocols so that it not only supports the Monetas Game Store <> NFT Marketplace but it will also support if there are suitable requirements from incubated game developers.
- Token Of Owner By Index - This shall be implemented so that the Game Store leaderboard would know which NFTs from our collections each user holds.
- Factory - Generates a new smart contract

- ## Game Assets NFTs

As users play games that they have downloaded from our game store, they will have NFTs. These NFTs will represent different kinds of skins (physical appearance, clothes, accessories etc.) that they have earned in the games. This is the next evolution of the gaming metaverse. While users can currently earn currencies which are used to buy skins. Our system will allow users to earn currencies and different kinds of NFTs as well. Users will also earn NFTs which will represent game arenas and gaming environments, allowing users to also sell/buy game experiences along with traditional skins and decorative elements.

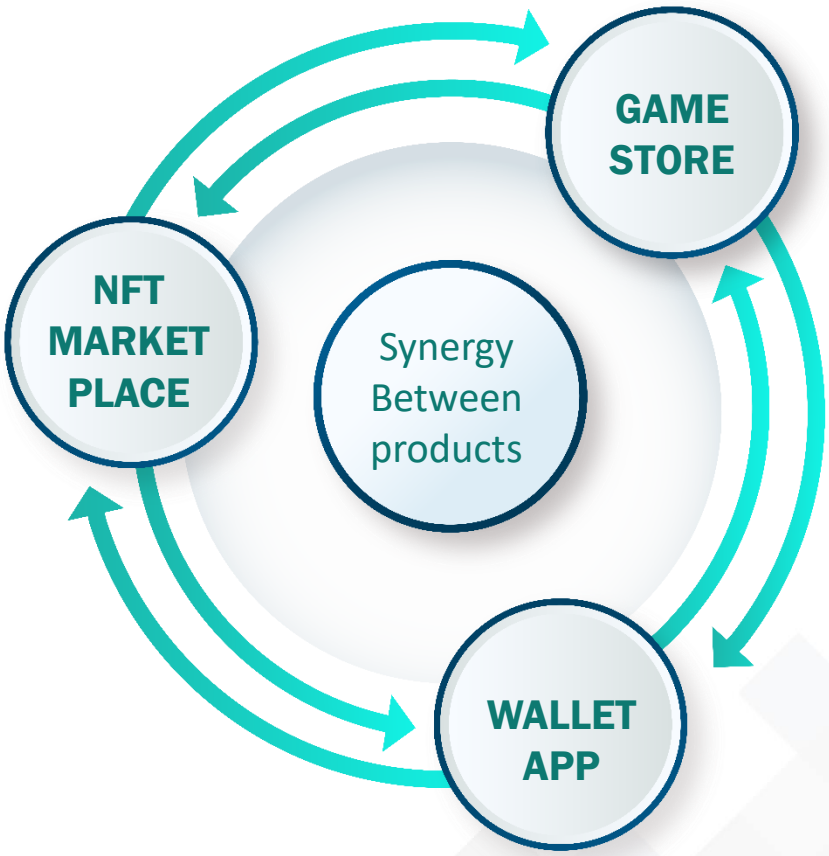


- **Leaderboard**

As discussed earlier, users will get points based on how much and how well they play all the games in the metaverse. Using these points they will earn positions on our leaderboards where the top performers are given rewards on a daily, weekly, monthly and yearly basis. If there is a tie between two or more players, the tie will be broken by looking at who has earned or collected more NFTs in their wallet.

- **Synergy between products**

Our three different product offering have a very natural synergy, The wallet creates a base layer to allow users to have full custody of all their financial and NFT assets and because they will have full custody of their assets, they buy/sell or just invest in different kinds of NFTs that we will regularly introduce to our ecosystem. The game store will introduce all kinds off fun hyper-casual games to maintain user-engagement. These games will allow users to both earn or buy new NFTs. This creates a very strong use case for our token. With time will open our eco-system to other game studios and artists to contribute. They will earn a share of all the revenue their contributions earn and share will go towards the platform.



❖ NFT DRIVEN GAME STORE AND NFT MARKETPLACE

NFT driven Game Store and NFT Marketplace To The Moon, from the game series “The Moon”, will be our first test bed where we will co-relate all the game assets with NFT, and yet make it decentralised in nature. Our aim is to incentivise all the NFT holders and benefit them when other games also use the in-game NFTs. Initially, the Phase 1 of the game will focus on delivering the gameplay mechanics and Phase 2 shall focus on adding NFTs driven gameplay mechanics. For To The Moon, the Phase 2 of the development will initiate with the introduction of NFT World Maps. As game developers, we are going to introduce a “World Map” which shall be accessed either by achieving a defined number of player experience or score. World Map are nothing but different levels that players will unlock with an incremental number of scores. Phase 1 launches the first map, which is the first level, the users get default access to. Since it is going to be a default map, as game developers, that won’t be converted into an NFT in the first Phase of the game launch. The world map shall be made up of multiple elements. For example, the second map which shall be launched in the Phase shall be called as Sea Castle Map, which has a sea theme attached to it. Following the main gameplay, the aim of the player shall be to cross the sea to reach the Castle at the end of the map. The map will consist of obstacles such as Sharks, Whales, Winds, etc. Just like in phase 1, the player has to avoid the obstacles to make the highest score possible. The Map feature that shall be introduced shall be a combination of all the above mentioned theories. This can be explained very well with a use case, the same use case which shall be milestones to develop the Phase 2 of the game app. The user will start the game with the default character and default map. After achieving a certain score limit, the user will enter the level based games. This shall be a trigger point where the player address becomes eligible or it shall be whitelisted with the NFT smart contract. The user becomes eligible to either play the next level or the user can buy the level NFT from the marketplace. For the first time, the game owners will list the map NFT on the marketplace, later any eligible user can buy the Map NFT from the NFT marketplace. This gives the user a premium to own the level NFT and acquire more user experience. The Map NFT shall work in the following way;

- Every user shall be associated with a wallet address, which shall be used to provide all the Play To Earn rewards within the game.

❖ NFT DRIVEN GAME STORE AND NFT MARKETPLACE

- The same wallet address shall be eligible for Game Store NFT marketplace when the user reaches a certain score which shall be defined based on the game mechanics.
- The wallet address shall be eligible to purchase the Map NFT from the listed item on the marketplace.
- Owning the Map NFT means that every time someone plays that map on the game, all the total tokens collected as Play to Earn reward, a certain small percentage of the total rewards shall be reflected back to the NFT holder.
- This will incentivise the NFT holder with additional MNTG tokens.
- The player gets an option to purchase a MAP without actually playing the map. This means that the NFT holder can complete the entire map and enter the next level.
- Alternatively, an NFT owner can list the NFT on the marketplace to sell to make additional profit from selling from the assets. Once, after the deployment of this model, we will focus on providing more NFT elements to the NFT. The whole system shall act as nested NFTs. A collection of NFT shall make a single NFT which shall be directly integrated within the game. This shall be driven by a similar model as UniSwap V3, where every liquidity pool token is considered as NFT rather than an ERC20 token. These NFTs will represent different kinds of skins (physical appearance, clothes, accessories etc.) that they have earned in the games. This is the next evolution of the gaming metaverse.

- ## Wallet Utility

Traditional wallets only allow users to initiate and authenticate token transactions. They also require users to keep a certain amount of the native token corresponding to each network (like Bitcoin on the bitcoin network, ETH on the ethereum network and BNB on the BSC network) to pay the gas fees required for each transaction. When a user needs to exchange their tokens, they need to find the appropriate exchanges, find the best price with the lowest slippage and then execute the swap. We plan to create a one-stop solution to resolve all these and many other conveniences faced by users, so that users get seamless transactions in-game yet on chain.

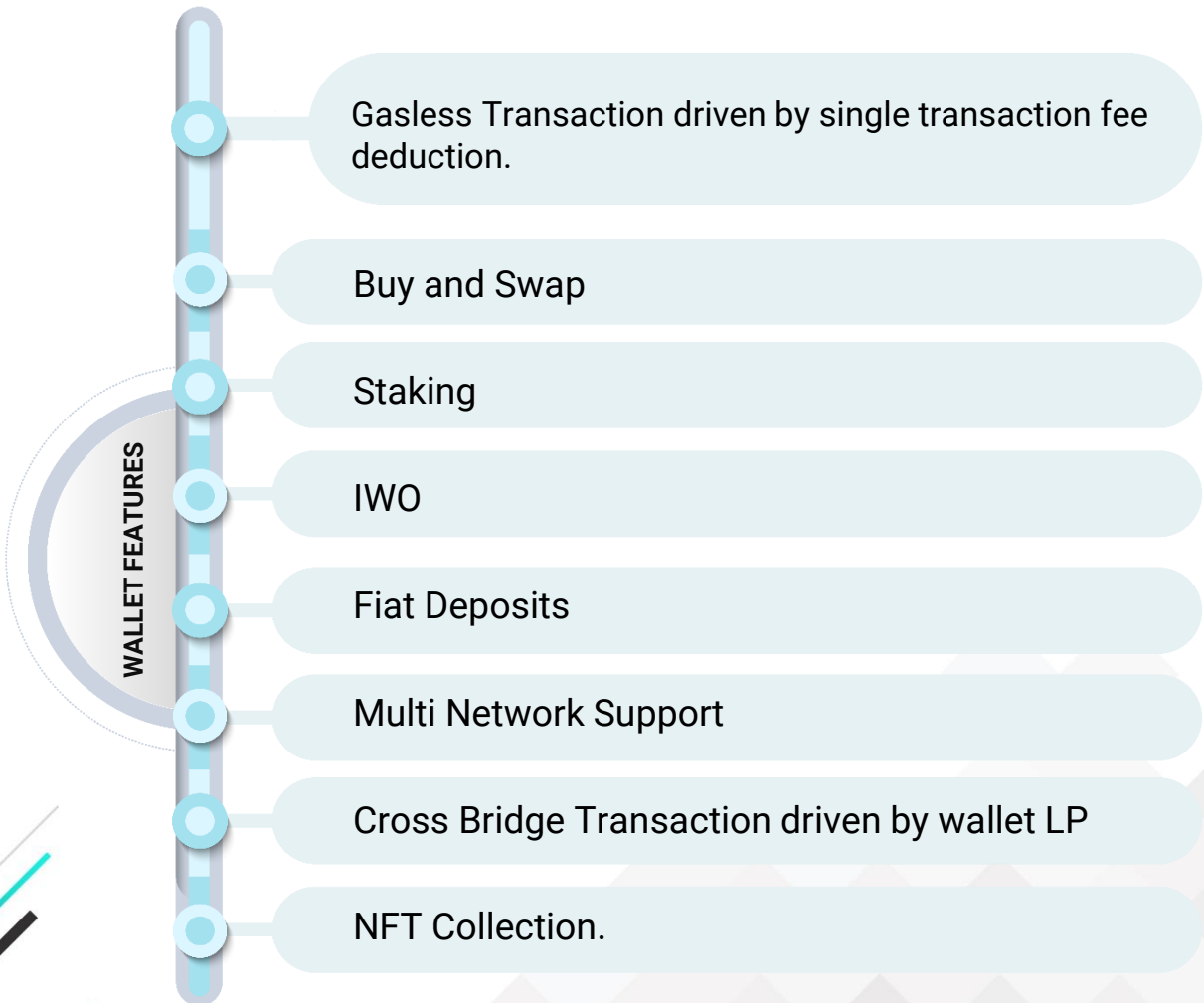
- ## Swap and Buy process

Our wallet will integrate many functions which would usually require users to go through a lot of hassle, even if they know how to perform them. The wallet will have an in-built swap and buy feature. Users will be able to swap tokens that they hold for other tokens. They will only have to mention the token name/address and the wallet will give them at the best possible price and implement their swap through different exchanges giving them the most optimal price. This whole process shall be driven by a wallet LP address. We will deploy a dedicated smart contract which shall facilitate these transactions.

- ## dApp Feature Set

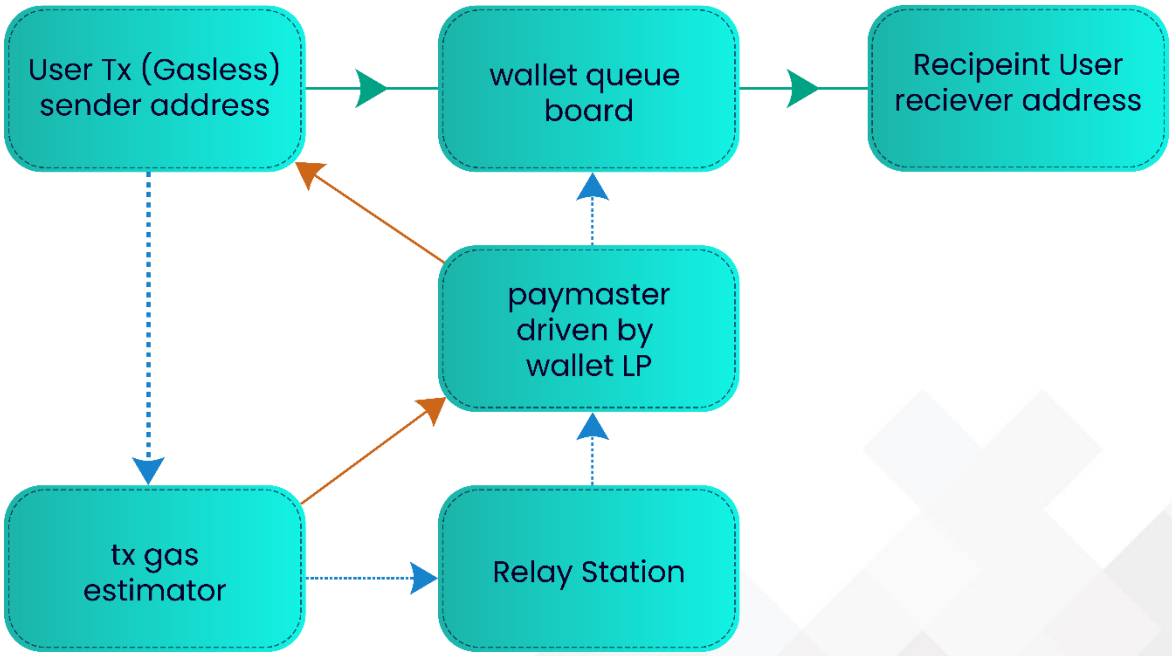
As a platform, it is important for the wallet to support as many features as possible which helps give users or rather players seamless access to the blockchain network wrapped around the in-game economics. Having a background experience in gaming, we always put ourselves while developing the platform or games so that we understand the challenges faced by the gamers. As a gamer, it is essential that the focus is always playing the game, and interaction with in-game shops is a hassle less experience. Keeping this in mind, we finalized the feature set for the wallet platform so that not only inhouse game developers can make use of it, but any game developers can make the most of it just by integrating APIs.

List of Features offered under wallet platform:



- ## Gasless Transaction and Fee Structure

The contract up-gradation implements a Gas Station Network (GSN). A GSN is a decentralized network of relay stations. It allows making Decentralized applications (dApps) to pay for users' transactions so that they don't have to spend Ether/Matic etc. for gas. Not paying for gas directly makes the onboarding new users easier as it makes the user experience hassle free.
The GSN effectively pays gas by deducting a small fraction from the user when they execute a token swap. The gas required for the transaction is deposited to the user's wallet before the transaction is executed. When they execute the transaction, our algorithm calculates the amount of the gas in terms of the token the user is paying with and that amount is deposited with the GSN.
As the project moves forward we plan to incorporate more sophisticated methods for charging gas fees from users. The gas fees will be optimized using machine learning algorithms to encourage wallet adoption from retail users. For example power users can be incentivized with lower gas fees and newly onboarded users can be given a fixed amount of free transactions. Our machine algorithms will learn from past user behavior and discover the best incentive programs to maximize market share.



- **Staking**

Many projects offer rewards for users who stake their tokens to prevent their tokens from getting dumped, which would cause the price of the token to plummet. This has to be done through a tedious staking process that requires the project to write their own staking contract after calculating expected APY etc. Our wallet will provide a template staking factory contract.
This can be used by projects to incentivise token holding easily. They will just have to decide what the rate of return should be for different lock-in periods and the required staking contract will get deployed. The retail users, in turn, will be able to directly stake their tokens directly from the wallet, making life easier for everyone.

APY for the first 12 months Period.

Token	APY	Duration	Min-Max Amount	Referral
MNTG	8%	90 Days	10 To 10,000 MNTG	2.5%
MNTG	20%	180 Days	10 To 10,000 MNTG	5%
MNTG	45%	365 Days	10 To 10,000 MNTG	7.5%

APY after 12 months Period.

Token	APY	Duration	Min-Max Amount	Referral
MNTG	3.5%	90 Days	10 To 10,000 MNTG	NA
MNTG	8%	180 Days	10 To 10,000 MNTG	NA
MNTG	18%	365 Days	10 To 10,000 MNTG	NA

- ## IWO (Initial Wallet Offering)

The wallet platform with full feature set will have APIs which game developers can directly integrate with the game and won't need to worry about the development of the payment mechanism to help the gamers make purchases from the in-game shop. This autonomously works for the MNTG as payment token.

Since the wallet also supports the Buying and Swapping process for which multiple tokens are to be listed on the Wallet platform. This feature is extended to make listing possible on the wallet.

A lot of game developers aim to have their crypto currency as a payment token in their game as per the use case they develop around it. For example, game developers might add reflections to their crypto transaction so that it incentives all the holders, or they might add some other relevant feature which supports their game mechanics. One of the main use cases that a lot of game developers are focusing on these days is the use of NFTs within their game.

Taking this into consideration, and all the wallet features, the wallet platform is designed in such a way that any project, company or organization can list the token with Monetas. Following the crypto trend of ICOs, IDOs, and IEOs; for the first time, Monetas will introduce a new concept which shall be IWO (Initial Wallet Offering). IWO will be able to perform the following functions;

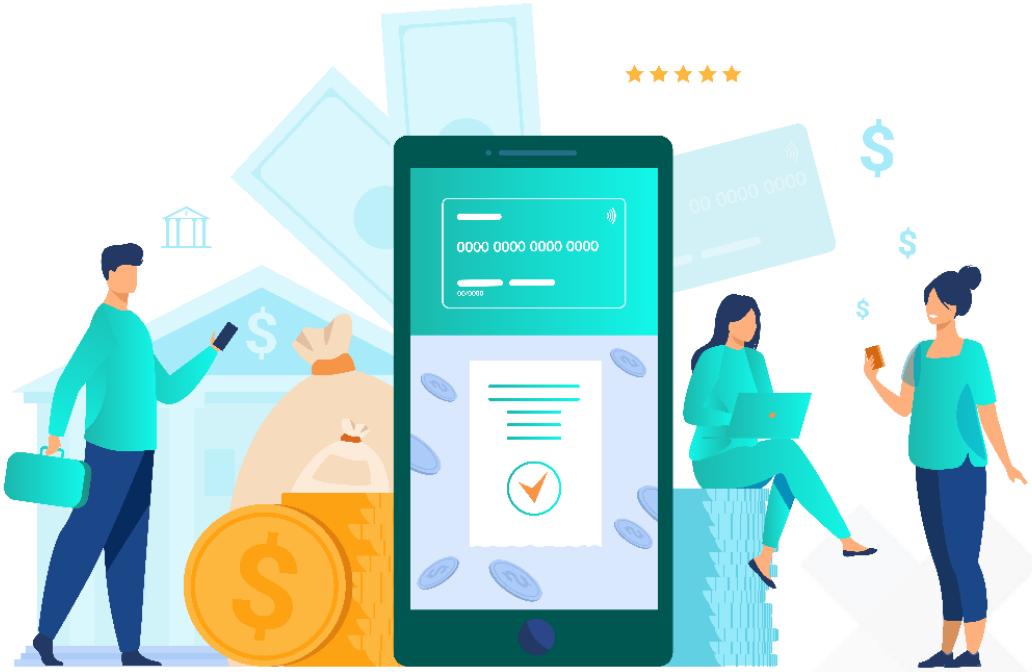
Listing of Tokens on the supported network

- AirDrops.
- Community Engagement
- In-game wallet payment mechanism using APIs
- Marketing channel.

Game developers don't have to spend the huge amount of money on listing on either Centralized Exchanges (CEX) or Decentralized Exchanges (DEX) where they have to provide a lot of liquidity and have to worry about the slippage tolerance. Without any hassle, the game developers can focus on what they are entirely good at which is game development and use their best creative knowledge to provide a quality gaming experience while they can delegate technical economics to Monetas.

- **Fiat Deposits**

When users wish to buy crypto assets using fiat (eg. INR or USD) they need to go to a centralized exchange where they buy either from the exchange order book or through direct peer-to-peer (P2P) transactions. The exchange takes a fee with every transaction. The users then have to withdraw these assets into the wallet of their choice if they wish to interact with the fledgling DeFi ecosystem. With our wallet users will be able to directly buy tokens into their crypto wallet with minimal fees using their preferred mode of payment (debit/credit-card, UPI, NEFT etc.).
Just like a blockchain network wallet account holds multiple crypto currencies (tokens), our wallet platform makes it possible to add the fiat as a currency in the same wallet that the user uses to perform all other operations.



- ## Multi Network Support

The wallet Dapp extends multi-network support, ensuring that any person can swap/ buy/ sell any token from any blockchain from across the global web3 space. Starting with BEP-20 and ERC-20 protocols to further extend the list and adding many more to the queue, Monetas Global is constantly working on extending the support to multiple currencies from numerous blockchains, including Binance, Ethereum, Polygon, and much more.

This initiative of multi network support is to ensure that the Monetas's huge clientele never faces any restrictions and hurdles while accessing different crypto currencies over different platforms for multiple purposes, including in-app payments and transactions.

Not just this, but the multi network support will also help ensure that the wallet can further be connected and integrated with the global dapps from various ecosystems without any restrictions, be it for NFT-related concerns or just primarily to access the services of a third-party Dapp.

- ## Cross bridge transactions (CBT)

Bridging assets from one network to another can be a pain for new users. If an opportunity arises on the Polygon network but all your assets are on BSC (Binance smart chain), you have to find an appropriate bridging service, make sure they do not charge very high fees and hope that the protocol is secure. Using our wallet users will be able to seamlessly bridge tokens from one network to another in a couple of clicks.

All the CBT operations shall be performed by a set of wallet algorithms which will directly interact with the multiple smart contracts from multiple networks. The wallet algorithm will consider a global rate of the tokens, however, the algorithm will power the smart contracts to balance the amount present between the multiple network liquidity pools.

- **NFT Collection**

Our wallet will also support NFT collections. As we construct our own gaming and NFT market place. Users will need a way to easily store and access their assets. Our wallet will create a smooth and user friendly interface to trade and maintain an inventory of all the NFT assets owned by a user.
The collection feature will focus on showing all the NFTs the user or player has gathered from different games from different networks at one place. One of the wallet algorithms which focuses on Cross Bridge Transaction, shall be repurposed to adapt to the NFTs as well. As a game developer, Monetas Game Store will be made up of loads of games where the NFTs also hold the game value such as bonuses, experience levels, etc. which can be transferred between games. Thus making the NFTs more accessible throughout the game store.

- **Absolute ownership**

Players have complete ownership of their assets and can buy or sell these whenever, according to their wishes.

ROADMAP

- **Monetas Journey**

2021 January

Monetas Concept Announcement of wallet dApp and gaming solutions. Token Launch

2021 July

MVP launched for wallet dApp to test buy, deposit, and withdraw of tokens.

2021 August

- Contract upgradation and launch of Version
- Migration from Version 1 to Version 2

2021 September

Introduction of gasless transaction function on the wallet dApp.

2021 November

Listing multiple assets on the wallet along with token live rate.

2022 January

Launch of Multi-Network support on the Wallet dApp starting with Polygon Network.

2022 March

Deployment of Staking Contract on BSC Testnet.

2022 April

Launch of Staking Feature on the wallet dApp along with Monetas Global Version 3.

2022 May

Launch of To The Moon mobile app game with MNTG payment mechanism integrated with Metamask Wallet.

2022 July

Launchpad Event for MNTG Version 3

2022 October

Making Game Store live with more additional game of Shoot To the Moon

2022 December

Initiating the NFT Marketplace Factory Smart contract which will work with Monetas Game Store

ROADMAP

- **Monetas Journey**

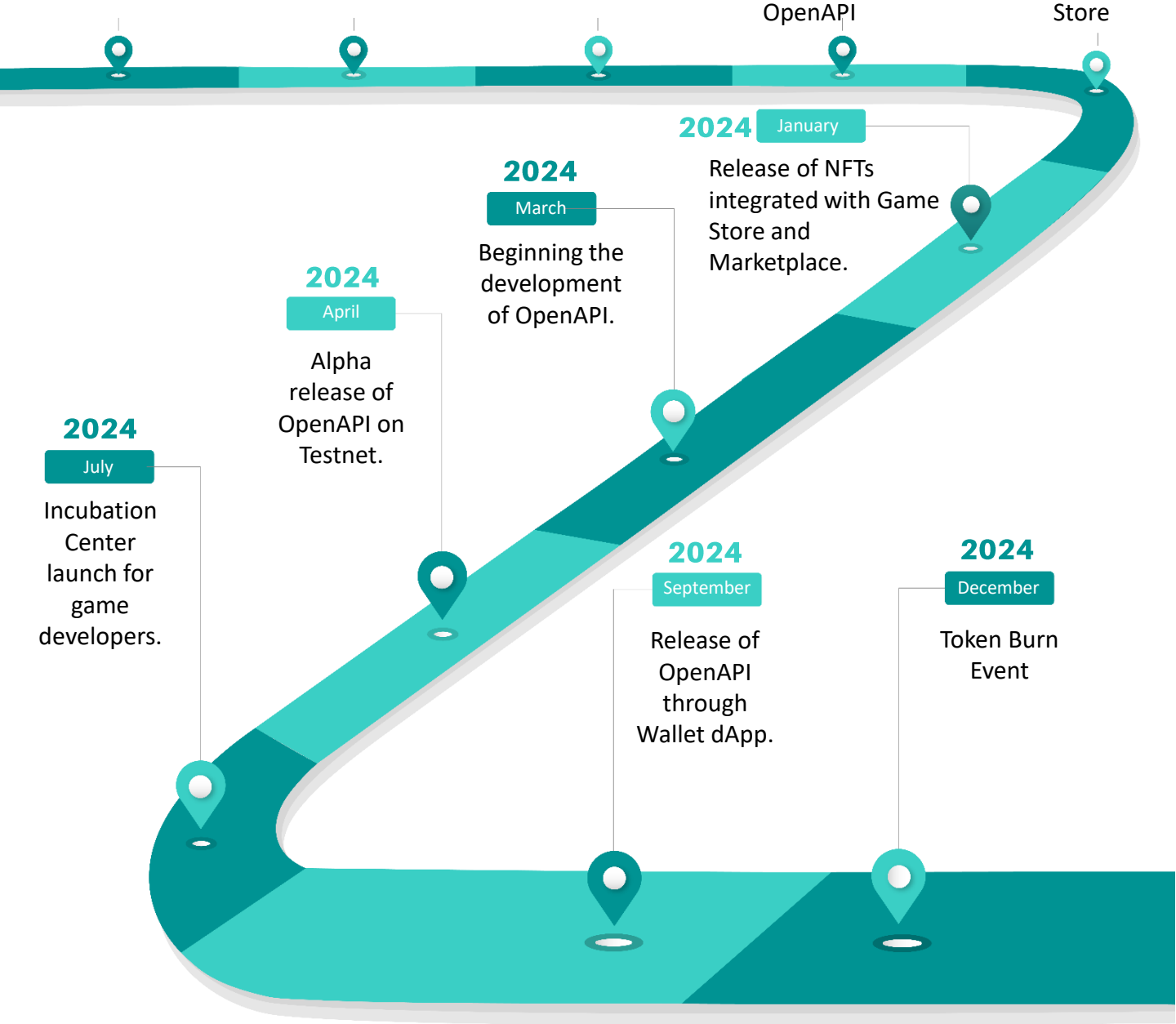
2023 February
MNTG Airdrop Event before introduction of NFT Marketplace.

2023 April
Launch of Monetas NFT Marketplace

2023 June
Ethereum 2.0 support (considering ERC updates goes live)

2023 September
- Commencing the work on CBT (Cross Bridge Transactions)
- Talent acquisition for wallet dApp OpenAPI

2023 November
- Launch of CBT
- Adding more games to the Game Store



2024 January
Release of NFTs integrated with Game Store and Marketplace.

2024 March
Beginning the development of OpenAPI.

2024 April
Alpha release of OpenAPI on Testnet.

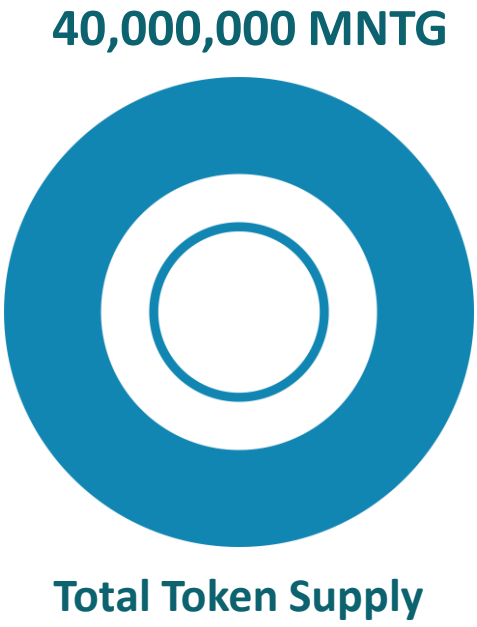
2024 July
Incubation Center launch for game developers.

2024 September
Release of OpenAPI through Wallet dApp.

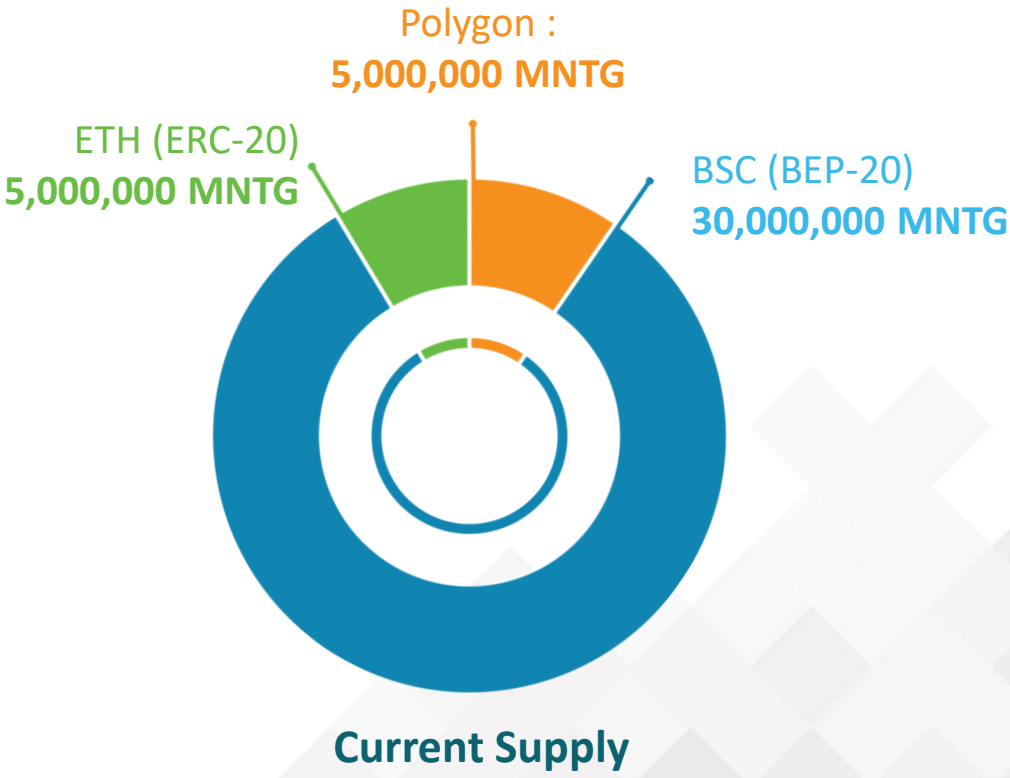
2024 December
Token Burn Event

❖ TOKENOMICS

- **Version 1**

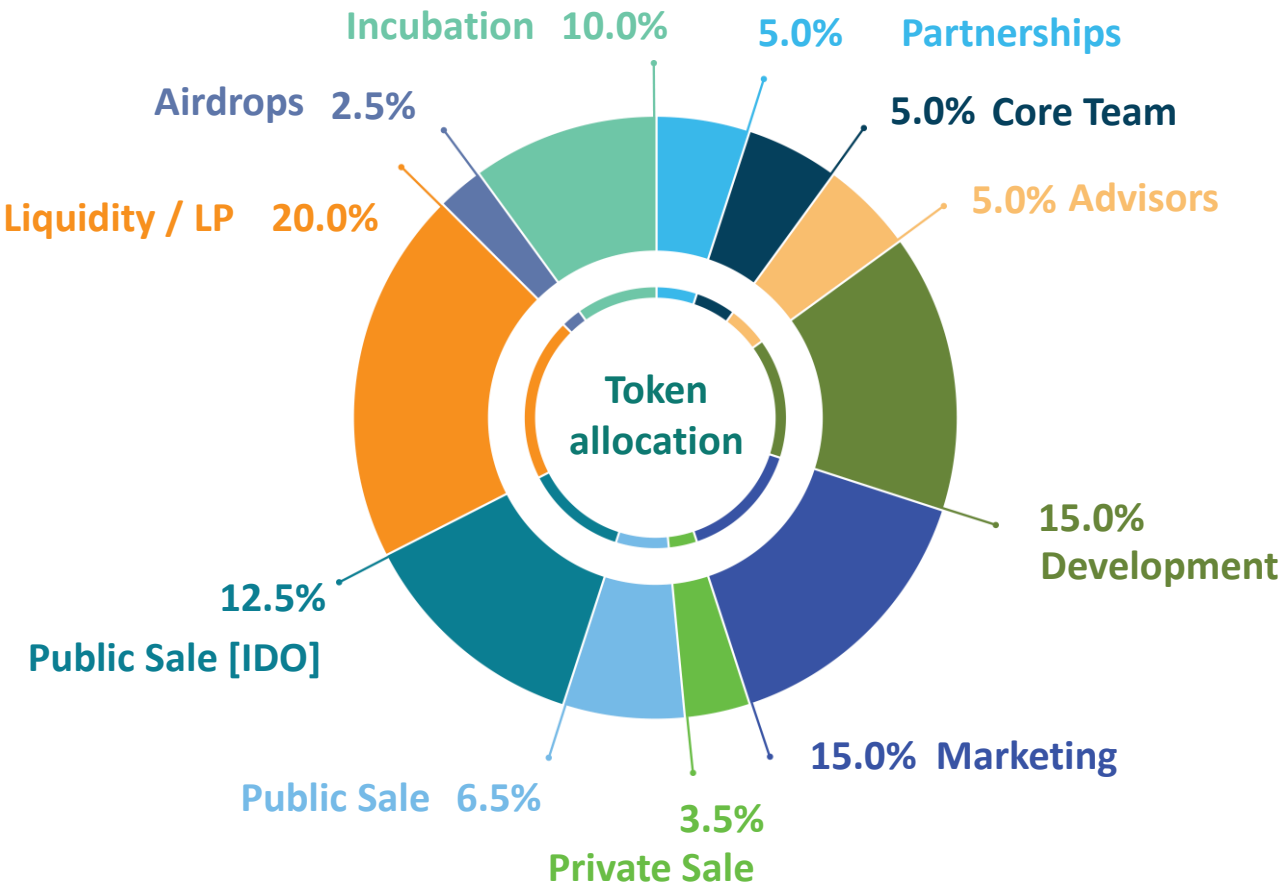


- **Version 2 and ahead**



❖ TOKENOMICS

- **Token allocation**

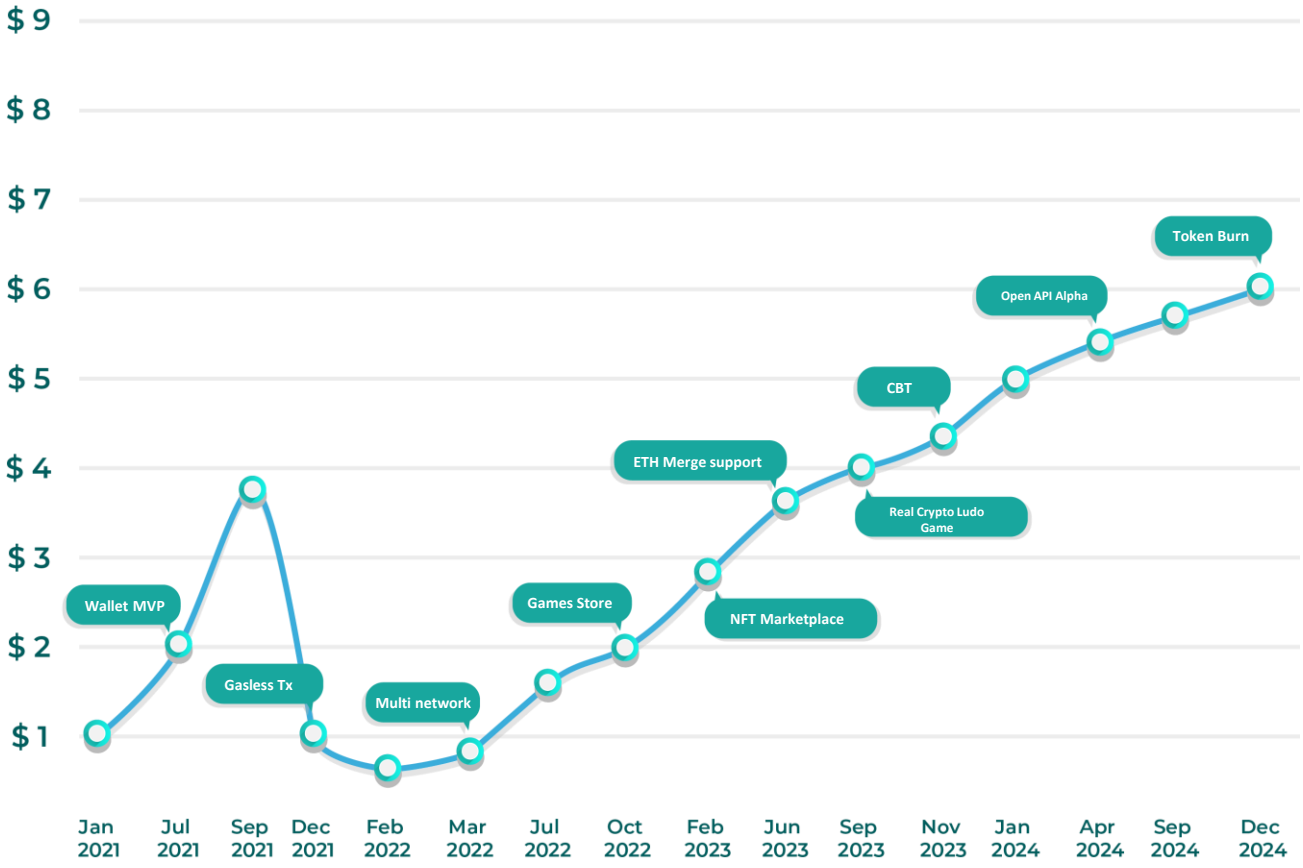


○ Price Trajectory and Valuation Report

Since the launch of the MNTG Token, the price of the MNTG has seen a lot of ups and downs. Initially, the MNTG token was listed at a price of 1 USDT during the version 1. During the first version of the MNTG, the company did an Airdrop event to attract community and educate the users on the development of this project. The primary focus of this Airdrop event was to evaluate if the current Token Smart Contract supports all the methods which are required for the development of the projects that are in the pipeline as per the Monetas' vision. The first version of the token was first listed on the PancakeSwap DEX, followed by listing on the LaToken and later on the Indus91 Wallet. The version 1 of MNTG saw an All Time High of 3.5 USDT.

Later, after the upgradation of the MNTG token smart contract, which was followed by the huge migration event, the listing of the token is only continued on the LaToken where there are more than 3000 holders. As of version 2 of the MNTG, currently, there are more than 75000 holders. After selling pressure from the previous Airdrop event, and active movement on the trading platform of Latoken, the current support price of MNTG is between the range 0.55 USDT to 0.80 USDT.

TOKENOMICS



The version 3 of the MNTG introduces a lot of products and features for the community which will be driven by the use cases for which the MNTG token was deployed in the first place. A huge buying pressure shall be created with Staking, Game Store and NFT Marketplace. The previous selling pressure shall be offsetted by the later created buying pressure. This is where the company will focus on listing the token on multiple CEX (Centralized Exchanges) and DEX (Decentralized Exchanges). With the token supply being available on Ethereum, Binance Smart Chain and Polygon, it gives the community an opportunity to access the token on multiple networks. More the accessibility, higher the use. We project the launch of products from Version 3, the price will hit upto 6 USDT by the end of September 2024.

- ## Achievements and Milestones

Launching the third version of this project through this paper, gives us a chance to do benchmark analysis and provide some feedback to the whole team and community moving forward. Our capital investment in the first two versions of the project along with all the efforts given by each and every member who has worked on the project, helped us achieved following milestones;

We thoroughly researched version 1 along with the community, giving us more clarity on what would be the best way to define the token Smart Contract.

Developing the wallet dApp to support gasless transactions without a smart contract initially. Later, based on the insights received from the current users data, gasless transactions can be converted into GSN which directly support OpenAPI.

Developing games to support the MNTG payment mechanism.

Enough data to understand how to develop the OpenAPI in the most efficient way.

Distributing the token supply across three networks; Ethereum, Binance Smart Chain and Polygon.

❖ Disclaimers

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