



XMETAPOL

W E L C O M E T O T H E F U T U R E



WWW.XMETAPOL.COM



GAME OVERVIEW



XMP-1 is a social life in a user-generated world, where people can rule their own country or become citizens of other players' countries. This world offers you the opportunity to shape your own utopia with real players. Establish your country, customize it, and set your own rules, or find a profession you are fond of as a citizen.

Both choices will lead you to different paths. Alongside being a citizen, basic professions (such as farmer, forester, etc.) are designed to create a purpose-based atmosphere; in this way, players can internalize the profession on their way to being president.

OUR VISIONS



BETTER TOMORROW

Seeing the beyond is our vision to prepare a better tomorrow. Education within a game is the way to prepare for a brighter future. A better future can be established by being visionary and actualizing opportunities for others.



EXPERIENCE THE OPPORTUNITIES

Let people step forward from the reality they are trapped in and experience the opportunities given by a designed virtual world for them.



BUILD A HEALTHY SOCIETY

We should give what people already need to have, there should not be any obstacles, if there are any, we need to remove them. As a result, we can improve and build a healthy society and future.

WHY X-METAPOL?



X-MetaPol is an online gaming platform that offers players the opportunity to pursue various professions while acting as a virtual citizen. The main difference between X-MetaPol and other games is that it offers a unique approach to gameplay by allowing players to explore different professions within a virtual society. Unlike other games that focus on a single objective or goal, X-MetaPol offers a diverse range of professions that players can choose from, each with its own set of challenges and rewards. Additionally, X-MetaPol's professions are modeled after successful casual games, making them familiar to players and providing a comfortable and engaging environment for players to develop their skills. Ultimately, X-MetaPol offers a fresh and innovative gaming experience that encourages players to explore new possibilities and pursue their interests in a fun and entertaining way.

PROBLEMS



If there is a problem with the GameFi industry: The difference in quality between teaser trailers and delivered products is often stark enough to get under the skin of the eager gamers who put their faith in them.

99% of developers have been overpromising and under-delivering consistently. As that becomes the case with more and more titles, the entire industry suffers.

The more that customers' expectations are unmet and disappointed, the further mass adoption slips further from our reach.

Staking Problem

The decentralised staking industry is extremely nascent, and they haven't figured out how best to build trust-minimised staking for the community.

Projects like Lido pool risk across everyone, projects like RocketPool isolate risk into individual pools. One gates entry with humans and votes, the other gates entry with tokens and bonding.

 XMETAPOL
SOLUTIONS

The community focus is repeated all across the Web3 space, but just having a group of people signed up for your project will not be enough for it to thrive.

Tackling the Staking Problem

Developers must work on what they can actually build, not overpromise and underdeliver. We think that this problem should be solved like this and we will solve.

We believe if we can remove the single point of failure in validator operation, we can place more trust in smaller node operators.

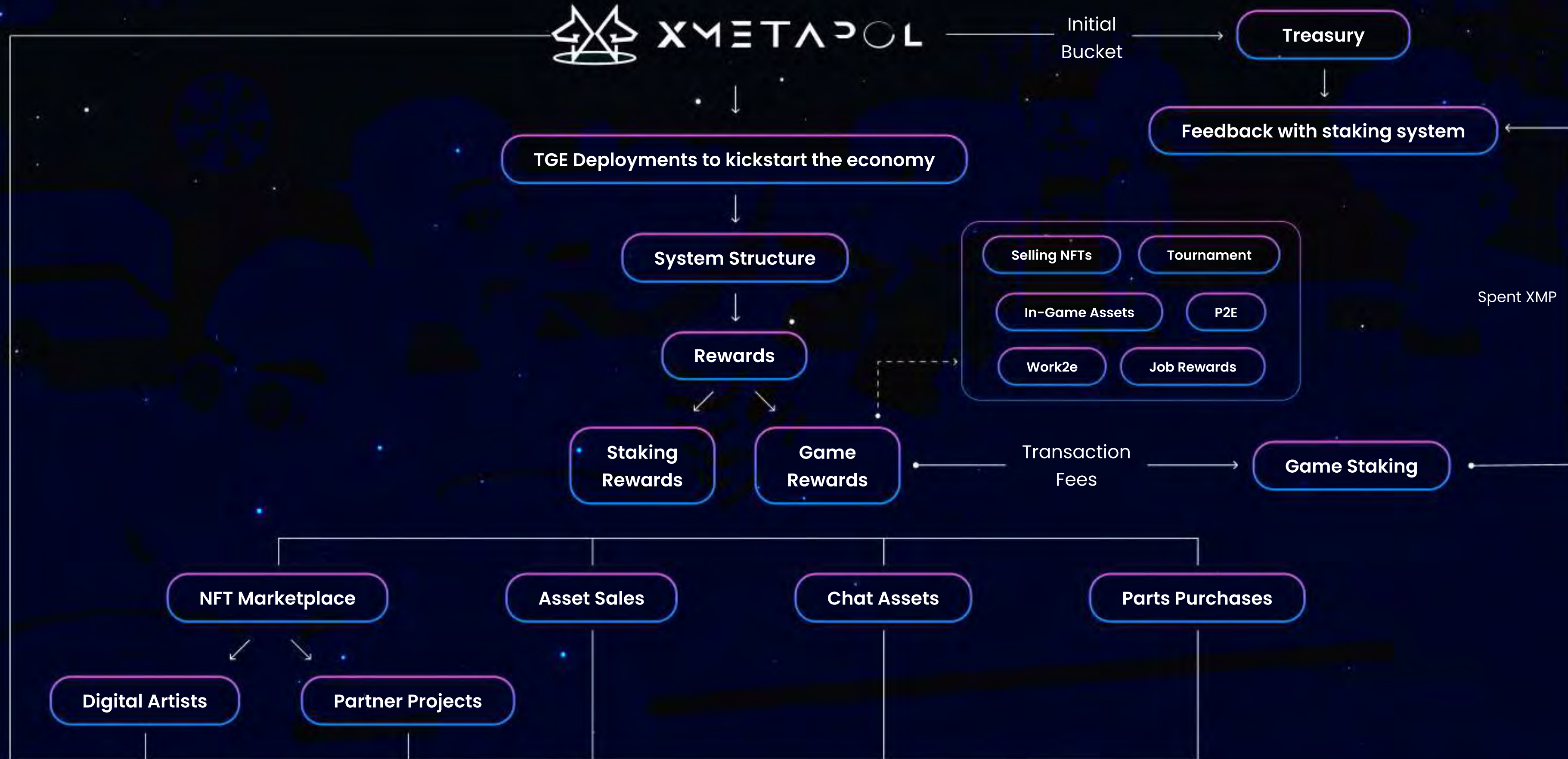
We believe a DAO wouldn't trust a single member to stake its treasury's XMP, but a DAO might entrust a group of members to run validators together with shared accountability.

A custodian might not trust a single operator to stake their client's ether, but they would trust a group of operators collaborating together.

If we can share risk, we can share stake. If we want to solve the staking problem, we need to make XMP staking safe and profitable for groups of humans together.



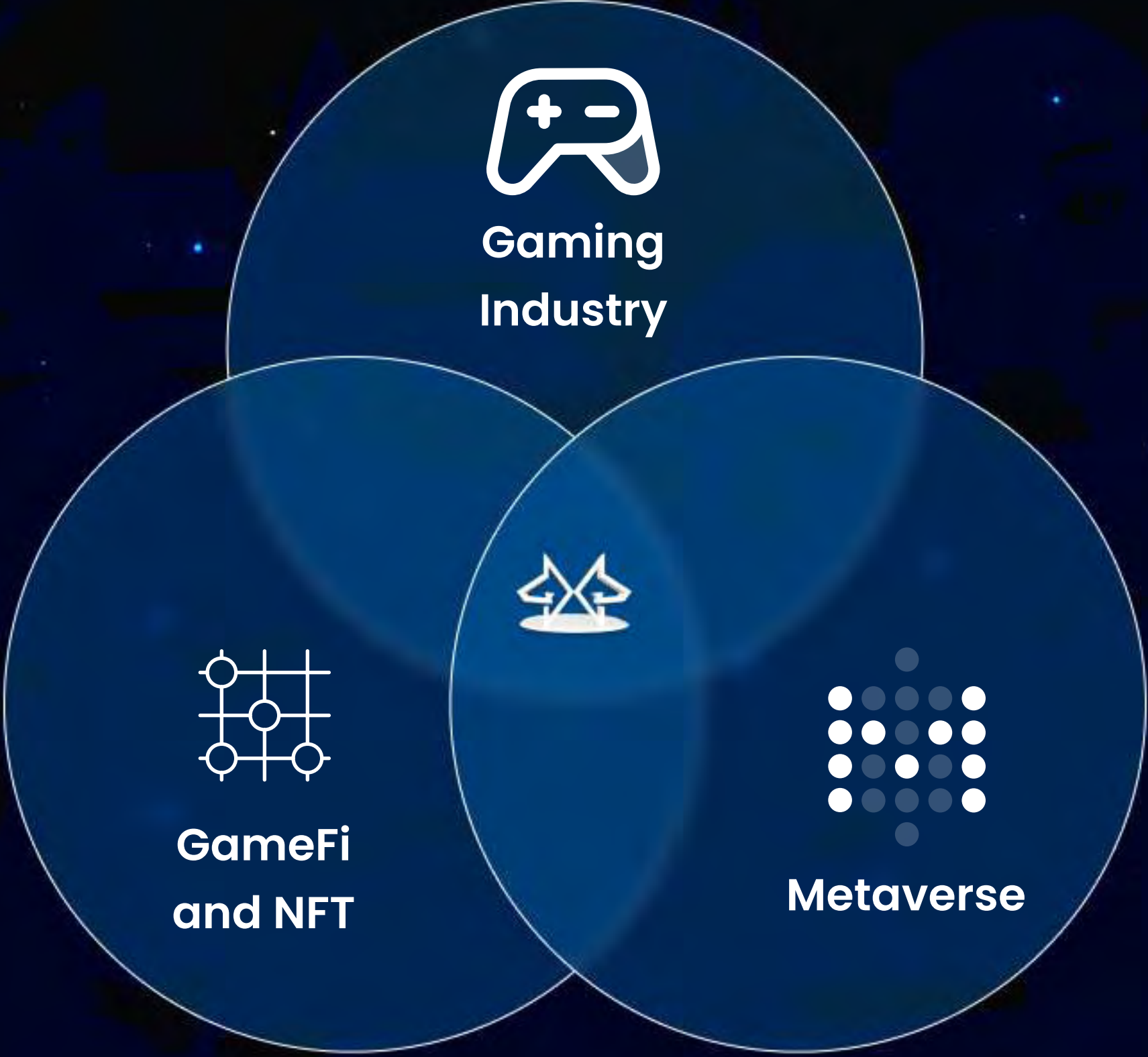
INNER BUSINESS MODEL



For MetaPol ,We have four main sources of income ; transaction and staking fees , nft marketplace taxes,asset sales for the game.



TARGET MARKET



Gaming Industry

\$197 billion gaming industry is bigger than film and music industry combined. Revenue is expected to show an annual growth rate (CAGR 2022-2027) of 7.67%, resulting in a projected market volume of US\$285.00bn by 2027. In the Video Games segment, the number of users is expected to amount to 2,833.1m users by 2027.

GameFi & NFT

The market has been growing steadily and presently has a token market cap of approximately \$9.2 billion. Notably, GameFi networks have continued to thrive despite the crypto winter. 92% increase in active blockchain games this year 49% of the industry's unique active wallets (1.4 million) connected to blockchain games. Indeed, the industry is forecasted to reach a \$74.2 billion valuation by 2031.

Metaverse

The global metaverse market size was valued at USD 100.27 billion in 2022 and is projected to grow USD 1,527.55 billion by 2029, at a CAGR of 47.6% during the forecast period. Blockchain gaming is estimated to grow to \$50 billion by 2025, a growth rate 10x of traditional gaming. By 2026, 25% of People Will Spend At Least One Hour Per Day in the Metaverse.

KEY GAME FEATURE

Express Yourself !

Be free in style while choosing the features and clothes of your avatar. Furnish your places. We are regularly updating our Clothing and Furniture Stores to give you better and fashionable service.

Be Professional !

Basic professions we trust to build a strong society. These professions meet the needs of society. We earn our crust from the 'soil': Be Farmer or Forester!

Achieve & Complete !

Basic professions we trust to build a strong society. These professions meet the needs of society. We earn our crust from the 'soil': Be Farmer or Forester!

Be Social !

You are not alone unless you want to be one. You can chat with other players through Chat Balloons or the private chat on your 'IDPhone'. This is the new way of socializing we can offer you during the pandemic.

Unconditionally Merchant !

In-game trading is fun: Buy and sell items or barter your goods with other avatars' goods.

Explore !

Customized platforms by real players waiting for their visitors or future citizens. Come and visit them to see many personal 'dreamlands'!

KEY GAME FEATURE

X-Metapol AI

X-MetaPol incorporates artificial intelligence to teach the behavioral patterns of players' avatars. This allows the avatars to continue playing the game even when the players are not actively engaged. In fact, the avatars will even continue to progress and play the game when the players have stopped. Additionally, X-MetaPol also utilizes AI to train non-playable characters to act and respond like real players. On the education side, X-MetaPol uses machine learning and AI to analyze players' skills and tendencies to determine which real-life professions they are suited for, thus guiding players towards success.

XMETAPOL

TRAILER



GAME TOKEN UTILITY

1-Incentives, Play-to-Earn-to-Staking

The ultimate reward for playing. It comes with the self-developed and pioneered GameFi approach of the Play-to-Earn-to Staking (P2E2S) mechanism.

Users could earn XMP tokens by a series of actions from playing to staking.

This design encourages user participation in the game, integrates Gaming with DeFi, and resolves the complicated challenge of GameFi's economic problem.





GAME TOKEN UTILITY

2-Yield Farming, Staking, Mining

Rewards for DeFi/GameFi, such as liquidity farming & staking, are involved with the practice of staking or lending crypto assets to generate high returns or rewards in the form of additional \$XMP.

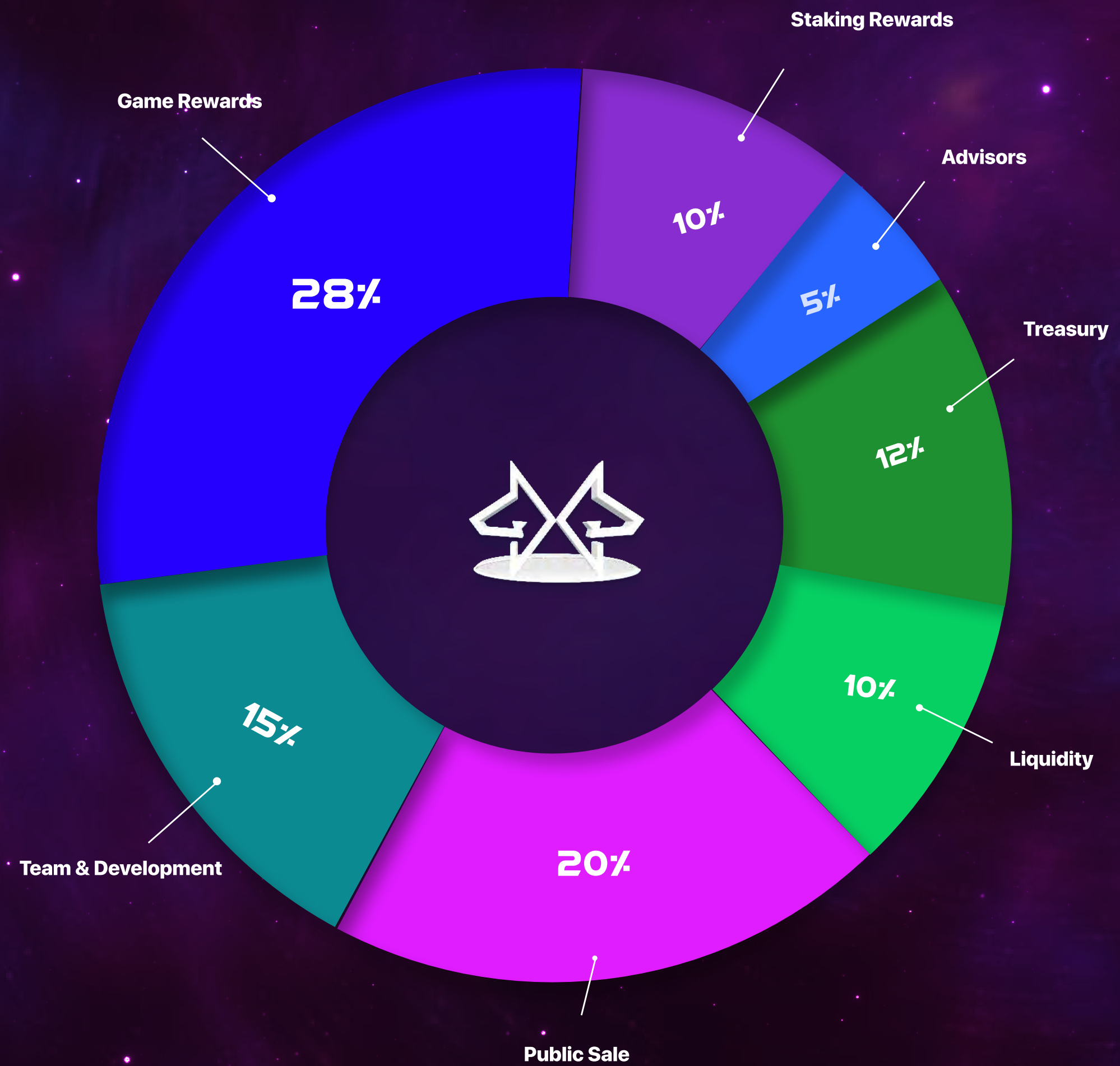
3-Governance

Owning XMP tokens enables players to participate in the governance process through a decentralized autonomous organization (DAO), with development proposals and voting structures. Issues related to the platform operations and development could be voted based on the preference of the token holders. In order to encourage users to participate in the voting process, there will also be rewards for voting actions.

4-Purchasing

\$XMP is the digital token circulated around the X-MetaPol ecosystem, which players use to purchase NFTs & in-game items and participate in different gaming events

TOKENOMICS



0% PRIVATE SALE %0 TGE / 0 month cliff / 0 month linear	XMP 0
20% PUBLIC SALE %100 TGE / 0 month cliff / 6 months linear	XMP 40.000.000
15% TEAM & DEVELOPMENT %0 TGE / 12 months cliff / 24 months linear	XMP 30.000.000
28% GAME REWARDS %0 TGE / 6 month cliff / 36 months linear	XMP 56.000.000
5% ADVISORS %0 TGE / 0 month cliff / 30 months linear	XMP 10.000.000
10% STAKING REWARDS %10 TGE / 3 month cliff / 36 months linear	XMP 20.000.000
12% TREASURY (STRATEGIST + MARKETING) %0 TGE / 6 months cliff / 30 months linear	XMP 24.000.000
10% LIQUIDITY %20 TGE / 0 month cliff / 20 months linear	XMP 20.000.000

TOKENOMICS

ALLOCATION	TGE	2023 Q2	2023 Q3	2023 Q4	2024 Q1	2024 Q2	2024 Q3	2024 Q4	2025 Q1	2025 Q2	2025 Q3	2025 Q4	2026 Q1	2026 Q2	2026 Q3	2026 Q4	2027	∞
PRIVATE SALE	0%	7.91%	23.75%	23.75%	23.75%	15.84%	100%											
PUBLIC SALE	100%	37.5%	37.5%	100%														
TEAM & DEVELOPMENT	0%					12.5%	12.5%	12.5%	12.5%	12.5%	12.5%	12.5%	12.5%	12.5%	100%			
TREASURY (STRATEGIST + MARKETING)	0%			10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	100%				
GAME REWARDS	0%			8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	100%		
ADVISORS	0%	9.99%	9.99%	9.99%	9.99%	9.99%	9.99%	9.99%	9.99%	9.99%	9.99%	100%						
STAKING REWARDS	10%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	8.33%	100%				
LIQUIDITY	20%	12%	12%	12%	12%	12%	12%	8%	100%									

XMETAPOL

TOKENOMICS

TOTAL ALLOCATION	PERCENT	TOTAL XMP TOKEN	VESTING
PRIVATE SALE	0%	0 XMP	∅ TGE / 0 MONTH CLIFF / 0 MONTH LINEAR
PUBLIC SALE	20%	40.000.000 XMP	∅100 TGE / 0 MONTH CLIFF / 6 MONTHS LINEAR
TEAM & DEVELOPMENT	15%	30.000.000 XMP	∅ TGE / 12 MONTHS CLIFF / 24 MONTHS LINEAR
TREASURY	12%	24.000.000 XMP	∅ TGE / 6 MONTHS CLIFF / 30 MONTHS LINEAR
GAME REWARDS	28%	56.000.000 XMP	∅ TGE / 6 MONTHS CLIFF / 36 MONTHS LINEAR
ADVISORS	5%	10.000.000 XMP	∅ TGE / 0 MONTHS CLIFF / 30 MONTHS LINEAR
STAKING REWARDS	10%	20.000.000 XMP	∅ TGE / 0 MONTHS CLIFF / 36 MONTHS LINEAR
LIQUIDITY	10%	20.000.000 XMP	∅20 TGE / 0 MONTHS CLIFF / 20 MONTHS LINEAR
TOTAL SUPPLY	:	200.000.000 XMP	

ROADMAP

PHASE I

- Gathering feedback from beta
- Seed and private rounds opening
- Partnership onboarding
- New game features introduction
- IDO - Public sale
- Listing on CMC/CG



- Publishing the game trailer
- New profession Area addition (each 3 month)
- Setting up Blockchain servers for the game
- Developing the ecosystem for the game
- Starting the process of integrating the game into the Blockchain
- Target 100m mcap
- Contact to CEX(top I-II)

PHASE II

PHASE III

- Preparation of NFT features
 - NFT/LAND sales
 - Opening in-game profession groups
- Implementation payment on a different server
- Introduction of new in-game characters
- Reviewing all updates



GAME LAUNCH



PHASE IV





TEAM



EMRAH VURAL
Founder of X-Metapol



DR. DENIS ZNAMENSKIY
Business Development



SERHAT YANAR
Advisor



SEFA BASER
Chief Financial Officer



SAMED KARAKUS
UI/UX & NFT Designer



PARTNERS & BACKERS



CONTACT US



XMETAPOL



www.xmetapol.com



[@xmetapol](https://twitter.com/xmetapol)



[@xmetapol](https://t.me/xmetapol)



contact@xmetapol.com