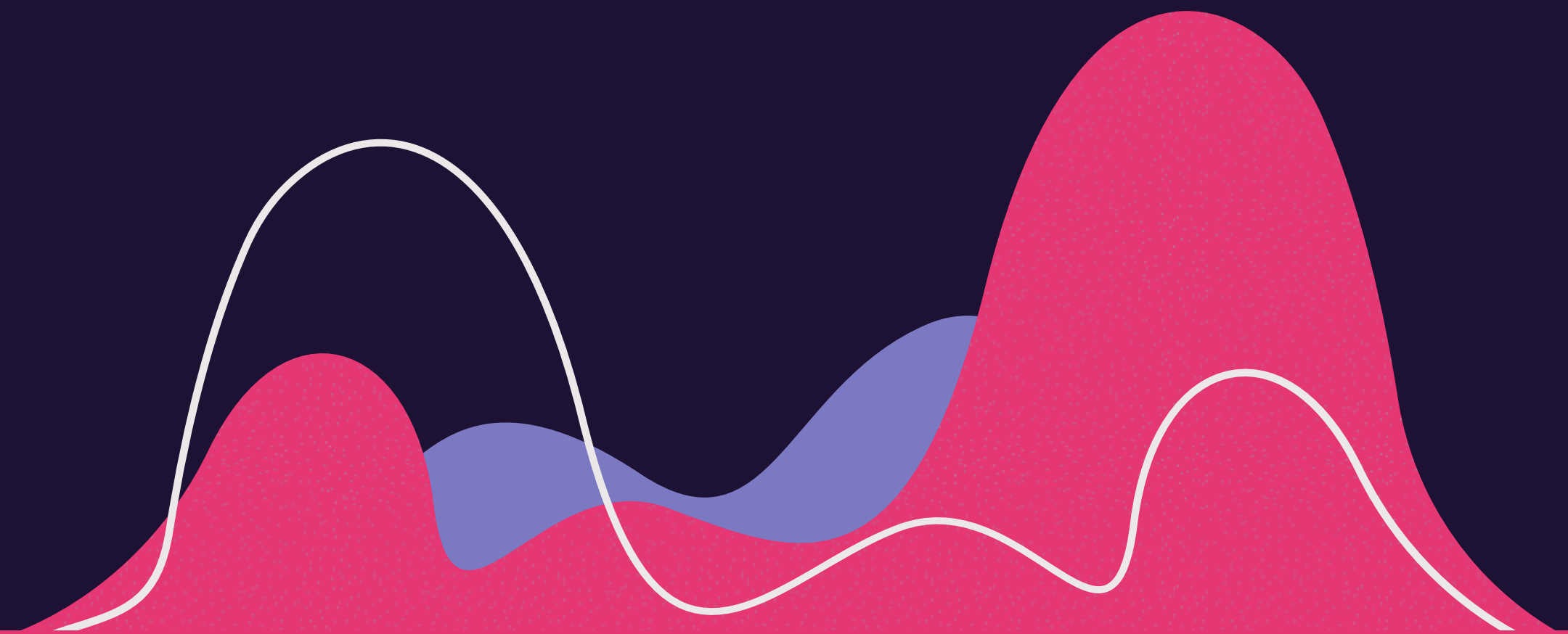


SUPER METAVERSE

METaverse GAME PROJECT



Based and developed in
DENMARK



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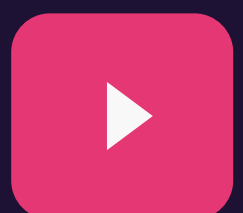
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INTRODUCTION



The SuperMetaverse virtual universe uses many elements of technology to allow players to find digital reality.

SuperMetaverse creates a shared virtual world provides an infrastructure to support and interacts to improve the Metaverse universe.



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HOW SUPER METAVERSE WORKS?

THE UNIQUE CONCEPT

SuperMetaverse allows the smart contract to trigger buybacks and burns after each vending machine. Here's a brief explanation for those who don't know what BuyBack is: When a company buys issued stock to reduce the number of shares available on the open market, it's called a "Buyback." In the stock market, stockholders are priced higher than the market price as usual. Thus, this practice increases the value of the tokens and incentivizes holders to hold if the buyback effect continues continuously.



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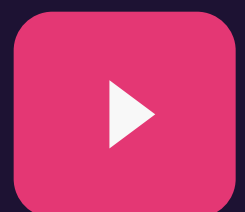
Working for Metaverse

Metaverse Game Project

Metaverse, in short, is a platform where users can move in a digital and augmented reality virtual universe, and where many elements of technology will push the limits. Metaverse providers envision their users going to virtual world tours like concerts, conferences, and business meetings or working with friends, playing games, and always staying connected. 'We are now at the apex of your next internet,' Matthew Ball, managing partner of risk capital firm Epyllion Industries, wrote in an article he wrote on his website in February 2021. said.

-
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-

We are here to be a part of the metaverse virtual universe and develop this universe together and introduce it to people.



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SUPERMETAVERSE ECOSYSTEM



Our ecosystem is completely web3 oriented. We will actively produce and promote projects on metaverse (virtual universe) platforms, a hypothetical renewal of the Internet. We will make improvements on our projects on platforms such as web and mobile. In this platform, which is seen as the future of the internet, we aim to take place and develop with our ecosystem.



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SUPER PIXEL WEB GAME



We aim to be a part of the virtual universe in our SuperPixel web game. We are laying the foundations of our virtual world with SuperPixel, the project we focus on the most. In short, this platform is a platform where users can move in a digital and augmented reality virtual universe, while many elements of technology will push the limits. We aim to develop it every day and introduce it to people.



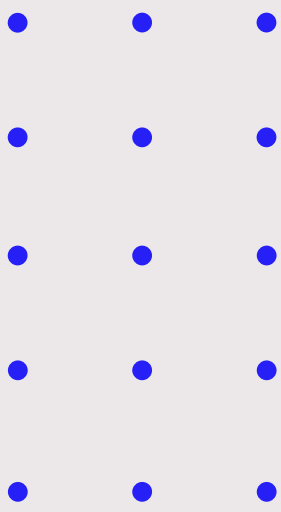
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SUPERMETA EXCLUSIVE NFTs



We are preparing a bigger collection of NFTs. Let's talk briefly about why we care about NFTs. We attach great importance to NFTs, as the NFT market is a highly sought-after market worth \$250 million.



What is the NFT?

The NFT stands for Non-Fungible Token. In Turkish, it can be translated as “Immutable Token” or “Immutable Money”. NFT is in fact a cryptocurrency. However, in this definition, the money in question can be an asset that has value outside of the definitions we know. A side NFT is a digital asset that has a value and can be charged. Assets that can be considered NFTs; can be any artwork, video, tweet, website, images, stories you create on social media, and many more. All these digital assets can be NFTs when they meet the required conditions.

It is also possible to define the concept of NFT as the reflections of an asset that can have a collection value under normal conditions in the digital world. For example, the cards(or we can say pogs) and football cards, which were extremely popular and collected in the 1990s, can be good examples of these assets. The difference between NFT from digital currencies is that all NFTs are designed in a different way. This feature makes them unique and immutable.

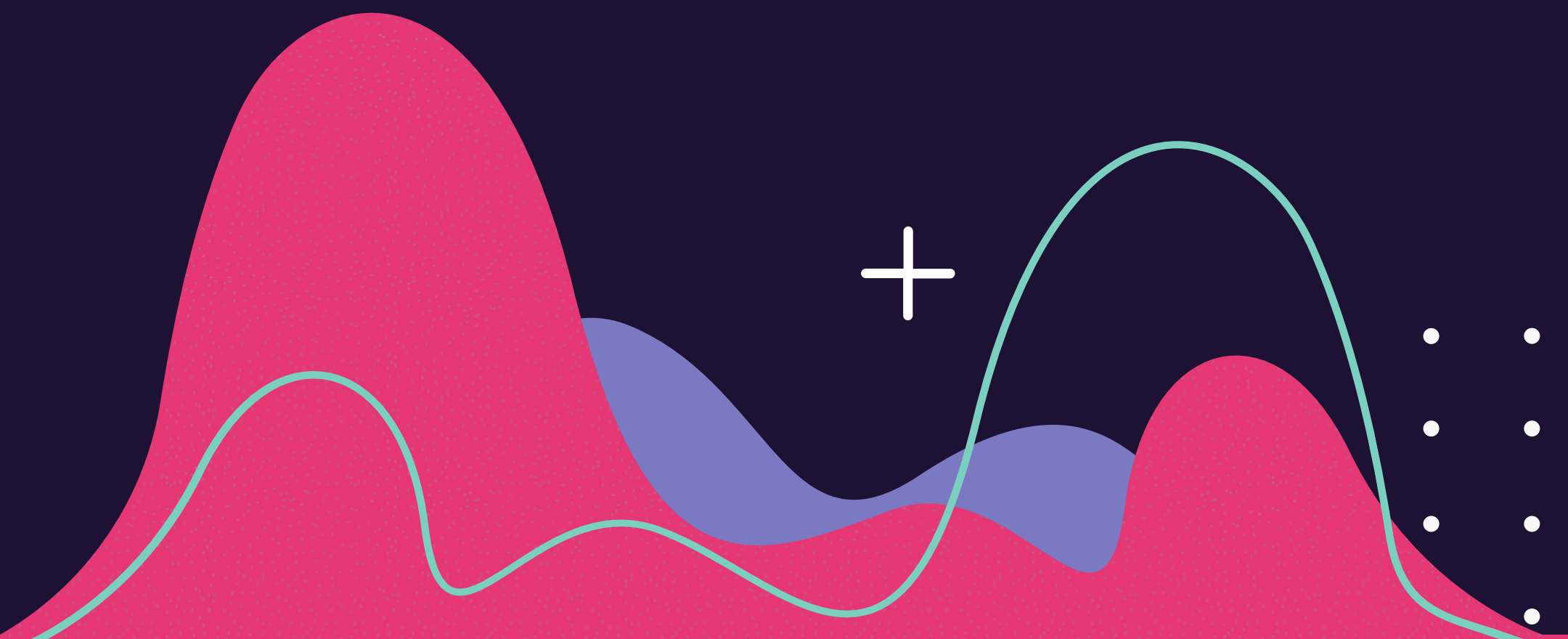


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SUPERPIXEL MARKETPLACE

What is a Marketplace?

Marketplace (Marketplace): Undoubtedly, the modern shopping area is increasingly shifting to online media. This is the case all over the world. There are many platforms and applications for online shopping and e-commerce. Like these platforms, the in-game clothes, items and plots that we produce with web3 technology in our virtual universe will be listed on the marketplace. The player will be able to resell the purchased items and advertise the items offered for sale in the marketplace.

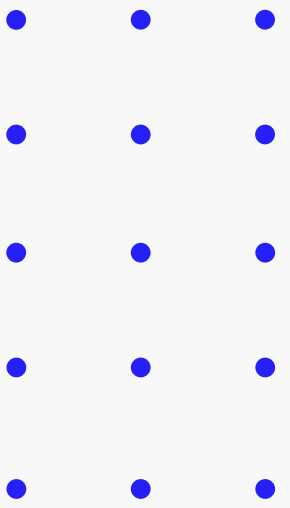
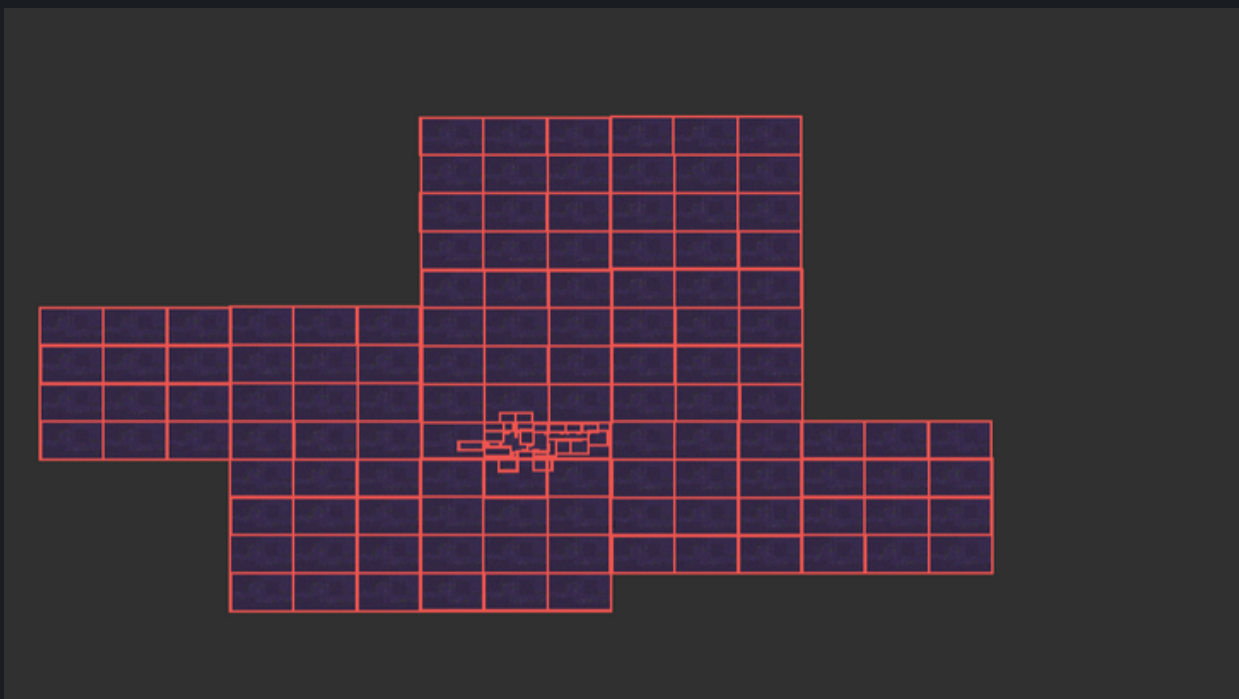


There will be a limited number of manufactured clothes and contracted items at the market and regular events will be held. Such events will be repeated every week or month. All players will be able to easily use the fairly simple and professionally designed marketplace theme. Players will be able to open their own virtual store and design clothes and items using web3 technology and list them in their store. We aim to expand the advantages of the marketplace and make it a hub.



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SUPERPIXEL LANDS



Superpixel Lands

What is Land?

Land is a non-tradable digital asset. The land is divided into plots, which are referenced using the unique x,y cartesian coordinates. Each LAND has a token, its coordinates, a register of the owner and a content description that identifies and encodes the content that the owner wants to offer on his land. A land is 20x20m or 50ft x 50ft. The elevation is restricted according to this limitation. Land is an irrevocable digital asset. It is possible to build more convenient and comprehensive structures with multiple plots of land.

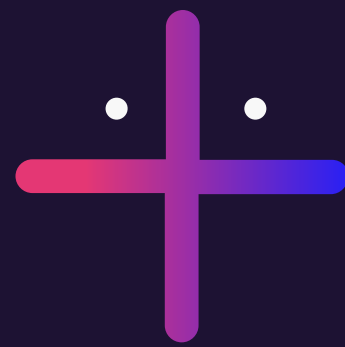
Owning SuperLand is similar to owning any unique crypto asset, just like owning any NFT. This makes it a digital asset that can be bought and sold with other players, just like any other digital asset.

It is under your control whether players will be charged to access your content on the purchased LAND. Super Pixel does not guarantee profit or income from your content. The success of your LAND depends entirely on the player's success. Your success, and ultimately the success of your journey, depends on your efforts and imagination. There is an opportunity to customize and design plots, and the best plot designers are rewarded at certain intervals.



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Tokenomics



Three specific functions occur in the Super Metaverse protocol:
Buyback and burn.

%5

Liquidty

%1

Marketing

%2

Holding Rewards

7-9

Slippage

Buyback

Turning on the buyback feature allows the system to repurchase tokens from the market. This creates a short-term final impact on the project that affects the token's price.

Burn

Burn is reduced based on tokens purchased via our buyback feature.

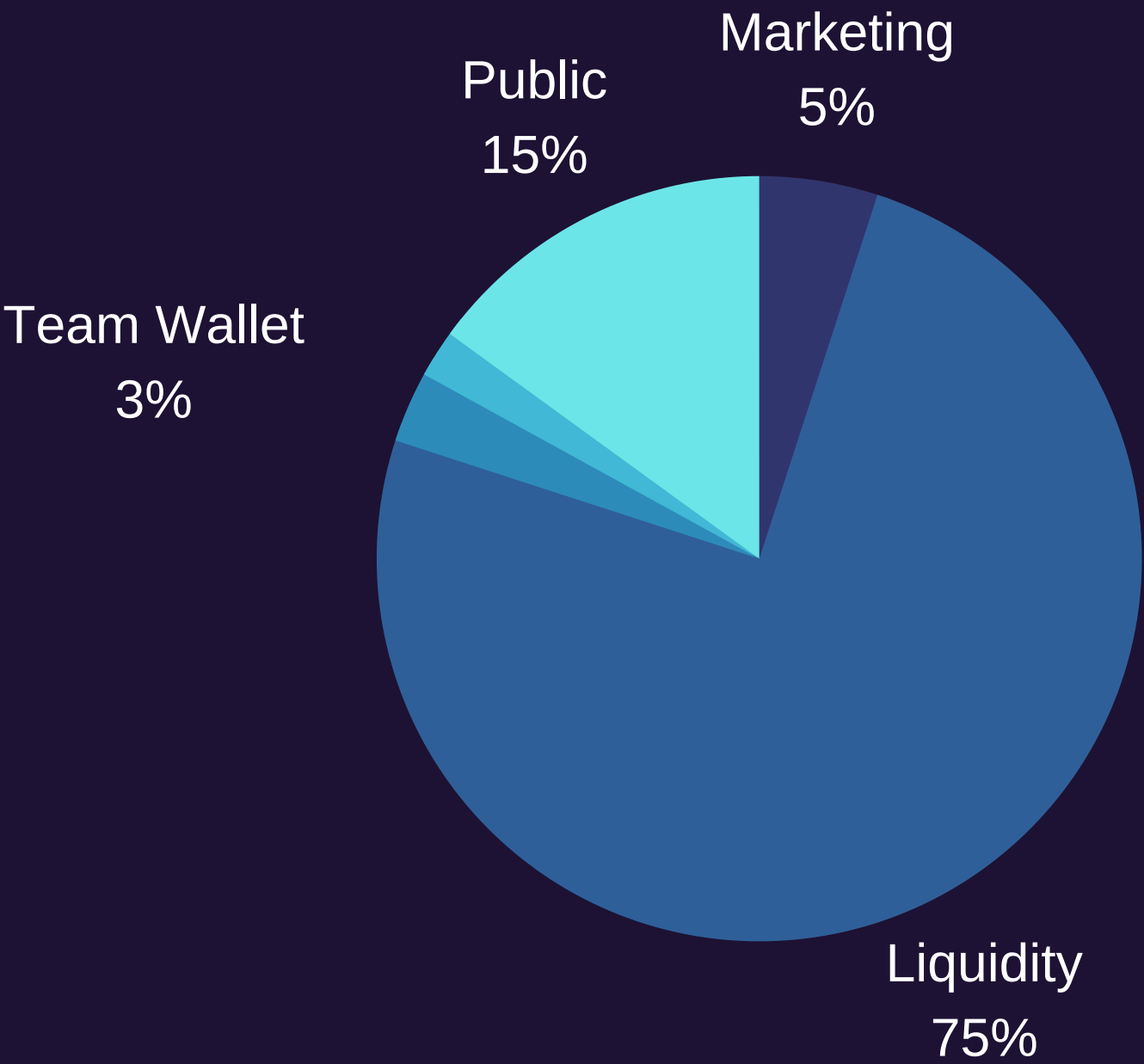
This results in a real burn and provides an automatic increase in price per coin every time a buyback occurs.

Holding Rewards

%2

TOTAL SUPPLY
10,000,000,000

CIRCULATION SUPPLY
2,000,000,000



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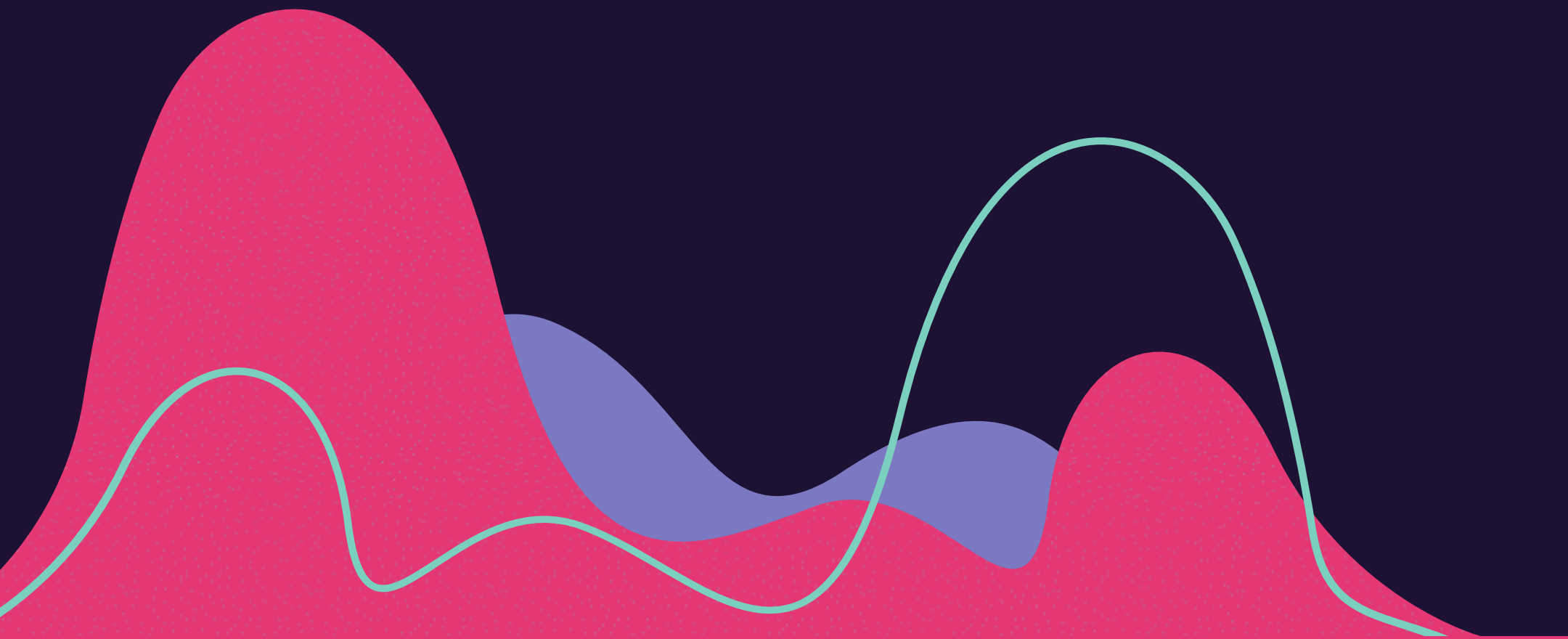
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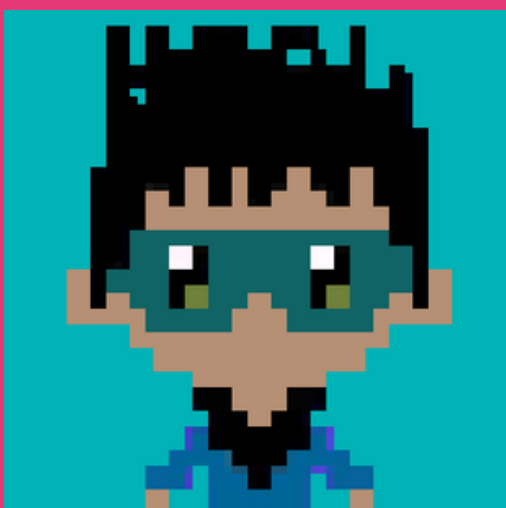




TEAM



David Gray
CTO



Brian Bell
Senior Game Developer



Charles Kim
Senior Game Designer

ROADMAP

1



PHASE 1

- Website
- Relations with Crypto Youtubers and Influencers
- Listings on Price indexing sites
- First NFT Collection
- NFT Museum
- Super Pixel Website
- Super Pixel Demo (v0.038)

2

PHASE 2

- Super NFTs and Collectible Cards
- SuperStore
- Super Pixel (v0.1)
- White Paper 1.0 Launch
- Coingecko and CoinMarketCap Listings
- Super Pixel MarketPlace
- Super Telegram Bot

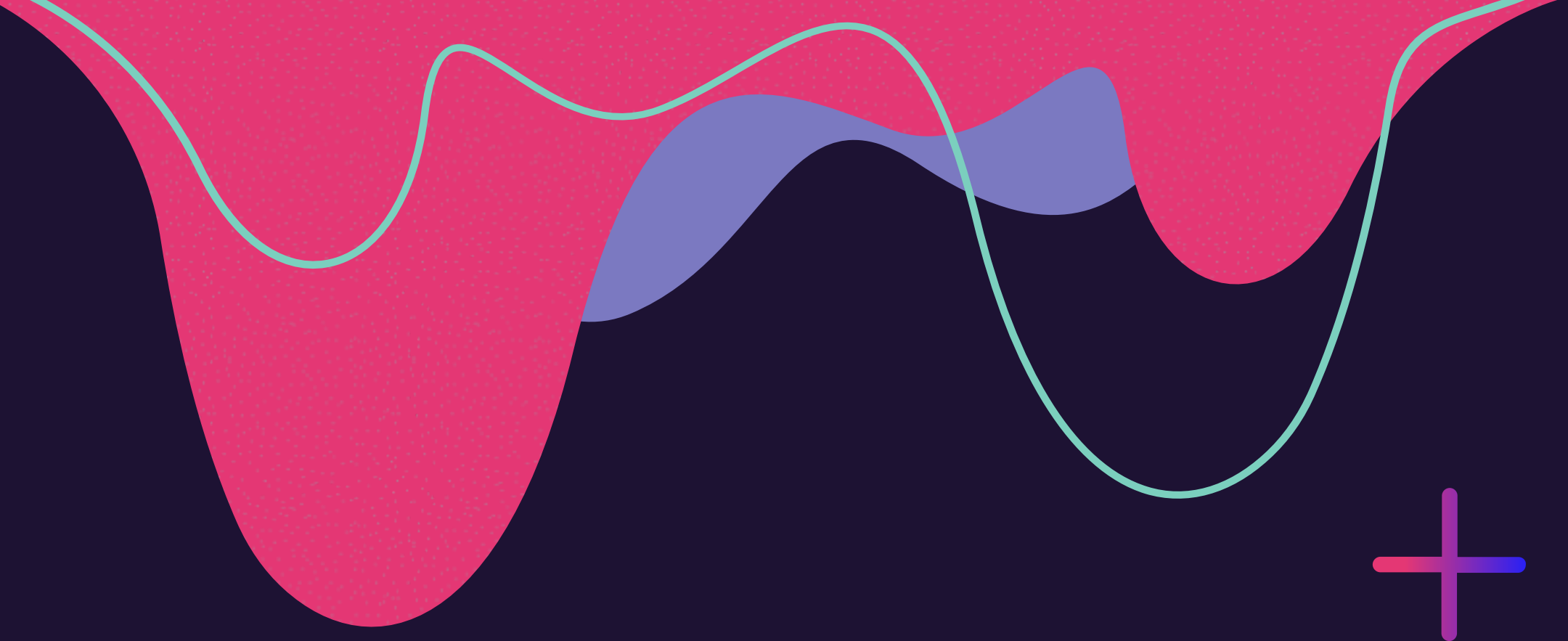
3

PHASE 3

- New Innovative Super Pixel NFT Series
- Super Pixel PlayToEarn Gaming Model (Super P2E Gaming System)
- Multiple Super Events
- SuperStore Merchant Website Launch
- Super Pixel Lobby and Lands
- Super Pixel Blog
- Super Pixel Full-Version (v1)

4



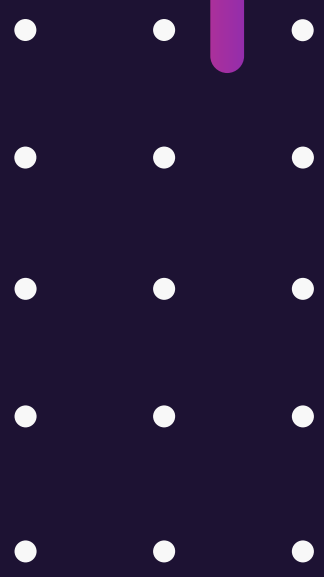
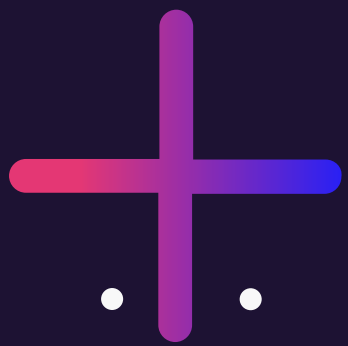


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