

MATELAND

**THE METAVERSE OF YOUR PLEASURE.
"SEA, SEX AND SUN"**



Version 1.03

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INTRODUCTION

What Is the Metaverse?

The metaverse is a digital reality that combines aspects of social media, online gaming, augmented reality (AR), virtual reality (VR), and cryptocurrencies to allow users to interact virtually. Augmented reality applies visual and sound elements, and other sensory input onto real-world settings to enhance the user experience.

The metaverse has been predicted to replicate all these experiences with the substantial difference being the difficulty in marking out and drawing the line between being offline and being online.

The metaverse will have a strong link with the real-world economy with the possibility of becoming an extension of it. Which means that the metaverse will also possess the ability for companies and individuals to participate in economic activity as they do in real life.

This will be dependent on non-fungible tokens (NFTs) as the foundation for placing value on assets and commodities. When NFTs become widely accepted, it will boost the use of extended reality ecosystems as places that can give people the ability to combine digital elements with their offline lives.



INTRODUCTION

MATELAND is the metaverse that aims to be not only a platform for play-to-earn, but to offer infinite possibilities to its users and to provide almost infinite earning opportunities. MATELAND provides an alternate digital realities where individuals can build, play, and socialize. Forbes has already recognized that it is highly probable that in the near future more than ten times the current gross national product will be converted into metaverse.

MATELAND presents a shared virtual space where real humans can be represented by digital avatars. This virtual world has the potential of growing in every possible aspect through the activities of the individuals in its world.

As Technology advances people will have the ability to enter MATELAND, completely virtually and also interact with it's part from the comfort of their physical space.



THE METAVERSE

Experience

A large number of people might think of the metaverse as 3D environment but it is not 3D or 2D, or even necessarily graphical; it is about the inexorable dematerialization of physical space, distance, and objects. It includes Alexa in our kitchens, Zoom in our virtual offices, Clubhouse on our phones, and Peloton in our home gyms.

Experiences in the metaverse will be increasingly live, social, and continuously updated. Thus far, creator-driven experiences in the metaverse are oriented around centrally managed platforms where a full suite of integrated tooling, discovery, social networking, and monetization functions has empowered an unprecedented number of people to craft experiences for others.

Users will become the content-creators and content-amplifiers as well. Content will not only be generated by people it will emerge from their interactions and conversations within their communities.



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Discovery

The discovery is about the activities that present people to new experiences. This is a wide ecosystem, and one of the most lucrative for many businesses from a broad aspect, most discovery systems can be classified as either inbound where the user is actively seeking information about an experience or outbound which involves marketing that was not specifically requested by the user.

Inbound: Real-time presence, Community-driven content, Search engines, Earned media

Outbound: Display advertising, Spam (from email, LinkedIn, Discord), Notifications



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Creator Economy

Not only are the experiences of the metaverse becoming increasingly engaging, social, and real-time, but the number of creators involved are increasing speedily. This stage contains all of the technology that creators use on a daily basis to craft the experiences that people enjoy.

Pioneer Era: Creative experiences were built from scratch for a given technology as creators have no tools.

Engineering Era: The early successes in a creative market caused an explosion of the number of people on teams. Building from the scratch was too slow and expensive to support needs therefore leading more complexity of the workflow.

The earliest tooling in a market relieves overloaded engineers by supplying them with SDKs and middleware to help them save time.

Creator Era: This era gave rise to more creators as they gained tools, templates, and marketplaces of content that reorient development from a bottoms-up, code-centered process to a top-down, creatively centred process.



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Decentralization

Blockchain technology makes financial assets free from centralized control and into decentralized finance (DeFi), With the advent of NFTs and blockchains optimized for the sort of microtransactions required by the metaverse experiences, we'll see a wave of innovation around decentralized markets and applications for assets as well.

Devices:

Computer devices are becoming increasingly part of our bodies, transforming us into cyborgs.

Smartphones are no longer just phones, they are now highly portable, always-connected, and powerful computers that have a phone application preinstalled. They are increasingly getting more powerful; and with further technological advancement, the right sensors, improvement in AI technology, even more powerful devices that absorb more and more applications and experiences from the metaverse will be made available.



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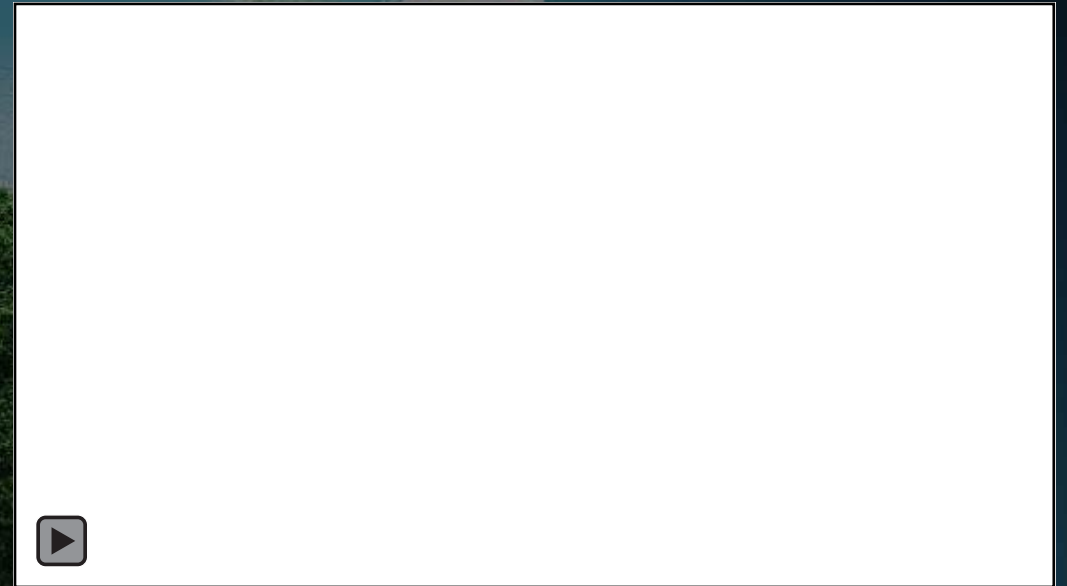
Devices

Soon we will have smart glasses that can carry out all the functions of a smartphone along with Augmented Reality and Virtual Reality applications.

There is a growing industry beyond smart glasses, experimenting with improved new ways to bring us closer to our computer machines.

3D-printed wearables to be fused into fashion, style and clothing

More minute biosensors, some even printed on the skin.



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Infrastructure

The infrastructure includes the technology that powers our computer devices, and connects them to the network that delivers content.

5G networks will improve bandwidth effectively and simultaneously reducing network contention and latency. 6G will further increase these by higher order of magnitude.

Enabling the unchained improved performance, functionality, and miniaturization that the next generation of mobile devices require, smart glasses, and wearable will increasingly require more powerful and miniature hardwares, microelectromechanical systems (MEMS) that give power to tiny sensors and improve battery usage.



An aerial photograph of a lush green tropical island surrounded by clear blue water. A vibrant rainbow arches over the island, its colors blending into the sky. The sky is a deep blue with scattered white clouds. The island's coastline is irregular, with small inlets and peninsulas. The overall scene is serene and picturesque.

THE METAVERSE

ELEMENTS OF MATELAND

The elements of MATELAND include extended reality, user interactivity, artificial intelligence, computer vision, edge and cloud computing, and future mobile networks. Remarkably, MATELAND allows human users to live and interact within a self-sustaining, persistent, and shared reality. Therefore, MATELAND considers user-centric elements including avatar, virtual economy, content creation, presence, social acceptability, security and privacy trust and accountability.

TECHNICAL STANDARD

Common standards, interfaces, and communication protocols among virtual environments are in development. Working groups are attempting to create standards and protocols to support interaction and smooth functioning of the virtual environments. Unity as platform is chosen.

THE METAVERSE

THE FINANCIAL ASPECTS OF METAVERSES

The metaverse is relatively widely unknown to most people - outside the view of all but the most forward-thinking technologists and investors. This is rapidly changing and more people are coming to know the huge potentials of the metaverse VR. Bringing with them their huge monetary investment.

Investors has pulled in over \$40 billion into the metaverses.

And data has shown that more than \$100 million are being moved monthly in transaction with respect to the metaverse development.

With the NFT Market cap nearing \$5 Billion.

That said, some household names in the technology industry have shown interest in the metaverse and have started marking their territory in what will be a very big industry in the nearest future.

In the early part of 2021, US-based HiDef raised \$9 million to support its own plans in the metaverse.



THE METAVERSE

THE FINANCIAL ASPECTS OF METAVERSES

Social sports gaming developer GreenPark Sports raised US\$31 million to facilitate its plans for NFTs and to support its vision of a multi-sport metaverse.

Sandbox, which is a blockchain-based virtual raised \$93 million to help the platform expand its NFT metaverse which will allow users create, buy and sell assets in the metaverse

Most recently, Facebook has invested \$50 million to partner with organizations to build the metaverse which is a form digital world where people can use different devices to move and communicate in a VR. They are also setting aside \$10 Billion for the further development of the metaverse in the coming years.

Epic Games securing \$1 billion towards the metaverse development.



THE METAVERSE

THE FINANCIAL ASPECTS OF METAVERSES

Other companies have raised huge amount of capital for investments in the metaverse includes: Tencent, Unity Software, Nvidia, Roblox.

In addition, traditional game makers with metaverse-friendly games are also jumping on the opportunity to be part of this internet development: Activision Blizzard (ATVI) and it's Call of Duty franchise; Electronic Arts (EA) with Battlefield; and Take-Two Interactive Software (TTWO) with Grand Theft Auto.

Data has predicted that the metaverse will be worth \$82 Billion by the year 2025

Wealthy investors and big tech firms are filled with excitement about the metaverse and are investing heavily as the all want to own a stake in what will be the future in the internet.

The increased interest in NFTs, which helps the users of metaverse track ownership of digital goods, would help lead to a more decentralised virtual economy.



THE METAVERSE

THE FINANCIAL ASPECTS OF METAVERSES

With the increased investment in the the Augmented Reality and Virtual Reality sector, the VR and AR market in Europe is expected to reach \$20.9 Billion which is over 1000% increase from the \$2.8 Billion worth in 2021.

Similarly the consumer spending on AR and VR is expected to rise up to \$72.8 Billion by 2024 which represents over 600% increment from the \$12 Billion it is today.

Because the metaverse is in this early stage of development, gives an opportunity to build in these attributes by design. The evolution of the metaverse is a promising one with unlimited potentials, which is attracting many of the world's leading technology companies to investing in its development. If it can fulfil its potentials, it is conceivable that it will transform consumer and enterprise behavior.



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CHARACTERISTICS OF MATELAND AS A METAVERSE

Persistence, synchronicity (existing in real-time) and interoperability, as well being populated by content and experiences by both individuals and businesses.

There are concerns raised about what the metaverse will mean for privacy, whether it will be inclusive, and how to get rid of harmful content and environments that could be created.

One of the key benefits of MATELAND is the concept of “presence” — a sense that users are engaging physically with places and people instead of watching only.



THE METAVERSE

STRUCTURE

MATELAND will be divided into different land plots, which can be purchased in the pre-launch phase. The owner can then freely decide what he or she wants to do with the plot.

Gradually, more and more functions are introduced, what the owner can do with the land plot. From building, renting to complete remodelling, everything will be possible. You can run your own stores or rent them out to interested parties. You can operate savings facilities or set up your own law office. Nothing stands in the way of your imagination.

Uniquely realistic avatars will be added to the metaverse, allowing you to move freely and perform pretty much any activity imaginable in the metaverse.



THE METAVERSE

STRUCTURE

Plots and avatars in a DEFI system stakeable will yield additional profits.

Real-time 3D computer graphics and personally customised avatars.

Varied options for human-to-human interactions with less competition and more of goal-oriented activities.

Support and aide for real humans developing their own virtual plans and environments.

Links with real life economic systems so people can take away profit from virtual assets and commodities.

The metaverse ideally isn't a fixed set of attributes. It's an aspirational term for a future digital world that feels more tangibly connected to our real lives and bodies.



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WHAT WILL I BE ABLE TO DO IN MATELAND?

MATELAND is the Metaverse of pleasure. Filled with Sea, beautiful beaches and land scape, sex and sun and all the finer things life can give. Things like going to a virtual concert, taking a trip, meeting and making new friends and buying and trying out digital clothing.



THE METAVERSE

WHAT WILL I BE ABLE TO DO IN MATELAND?

Being built around real life activities you'll enjoy with your friends, family and co-workers.

An increased number of creators are trying out, combining and linking, leveraging a new age of creator-oriented tools.

It will give you the opportunity to visit places you never imagined and do things you have always wanted to do. And that is awesome.

The unique selling point of MATELAND is not only that assets are traded very cheaply via the Cardano Blockchain.

Furthermore, with the involvement of big luxurious companies like Rolex, Louis Vuitton, Hermes, Lamborghini and more who are willing to open and own stores in MATELAND users can enjoy the finer things in life including Sexy women, meeting elegant gentlemen that can enjoy the pleasures of life with you. This will be made possible with the development of dating apps like Tinder exclusively for the people of MATELAND.



THE METAVERSE

WHAT WILL I BE ABLE TO DO IN MATELAND?

You can pursue their wildest fantasies in their own yacht in a fairy-tale bay or take part in celebrity parties in elegant evening dress. It will be possible to meet with your friends in the VR Metaverse of MATELAND for chess or skydiving. No matter where you are in the physical world, when you need a break, MATELAND's capabilities offer just that.



THE METAVERSE

WHAT WILL I BE ABLE TO DO IN MATELAND?

In addition, there will be an app that will allow MATELAND residents to meet and get to know each other. Later, they will be able to shop together for the latest clothes, handbags or watches in the virtual luxury department store EMPORIO.

MATELAND will also operate embassies in other digital universes, which will give the Matelanders the opportunity to enjoy their avatars and other showpieces there with all senses.

It sounds like fiction today, but be there and experience for yourself what will be possible in the coming years.

MATELAND also could enhance the idea of work-from-home, allowing co-workers and employees to interact

Progression in real-time activity.

Increased playful experiences — creating the next generation of entertainment, and also taking part in future developments in technology.



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WHAT WILL I BE ABLE TO DO IN MATELAND?

In MATELAND users have power and sovereignty in the hands to create, consume and own, independent assets. Evolving virtual societies through the emergence of new communities and cooperation as people interact and get involved with all of the above.



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WHAT WILL I BE ABLE TO DO IN MATELAND?

AVATARS

The next phase of Playmate Society is the launch of the first 100 super sexy AVATARS.

Male and female AVATARS will be available, with your slot you can decide which gender you want to receive.

Super sexy gentleman or hot lady - your wish will come true.

In the upcoming metaverse of Playmate Society and its partners, each member will be able to use a unique AVATARS to move freely in the metaverse and do a lot of activity.



THE METAVERSE

AIM

The multiverse of the metaverse is getting bigger every day, MATELAND wants to build a bridge to connect many of these metaverse.

Be part of this vision and secure your part of the multiverse.

In comparison to other existing metaverses such as Decentraland and Sandbox, MATELAND will offer a virtual world where companies, individuals could develop economic activities through the LAND they acquired. And also carry out social activities such as meeting new people, going on a date, meeting our favourite celebrities and much more.

In as much as MATELAND is about all the good things, beautiful people and places, living your fantasies and wildest dreams. Matelanders can also make huge profit from living in the metaverse. Owning properties purchased with the native currency, the CNFT, will increase in value as more and more people come into the metaverse.



THE METAVERSE

AIM

Owners have a choice of selling, renting out or Hodling their assets.

With the increasing interest and investment in NFTs, Items in MATELAND can be listed as NFTs and be worth huge amount of money in the nearest future.

One of the characteristics of MATELAND just like Decentraland and other metaverse is that it is a very decentralized world which allows creators and owners of land to do whatever they want without a centralized authority controlling everything.



THE METAVERSE

AIM

As MATELAND expands it will become more activity-oriented involving learning, shopping, education, travel, and other social oriented activities providing venues for community life, social interaction and creativity. From transactions to activities

Own Land

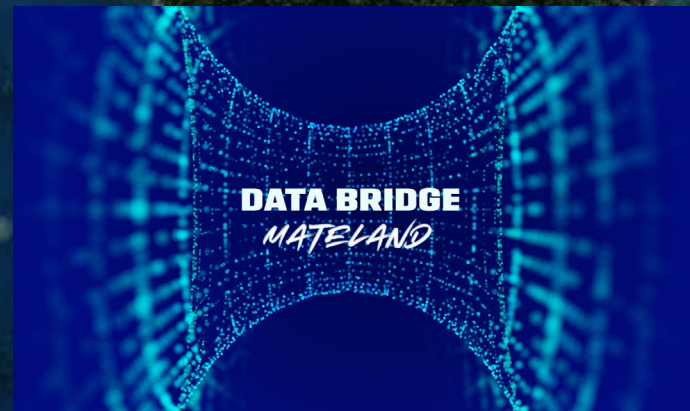
Unlimited possibilities to invest in land. Resale, build, construct, lend or do whatever you want with your part of the MATELAND metaverse. Nobody can take it from you and you are the king of your land.



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CONNECT

MATELAND is primarily co-conceived as an interoperable metaverse that can interact with other digital universes that are currently evolving rapidly. The metaverse of MATELAND is planned as one of the first digital universes to have interfaces to the large already existing metaverses like Decentraland, Sandbox, EJIN's Multiverse and Somnium Space. This will allow them to gradually communicate with each other and grow together.



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PROPERTIES OF MATELAND

A Metaverse such a MATELAND is really Internet 3.0. The process of building in MATELAND is being driven by:

Activities: widespread of deeply engaging experience, those where you don't simply look at pages and apps, but engage in activities with others within places.

Creator-driven: Tools to create your desired reality, as well as creator economies that enable users to add content to them, will enable non-technical folks to achieve their desired the metaverse.

The ability to bridge and layer elements of the immersive internet together will power the next emergent wave of innovation.

We may need new terms.



THE METAVERSE

USE CASES FOR THE MATELAND

Social Experiences

Building on much of the technology that enabled virtual worlds in games, MATELAND will provide users with the ability to socialize through different activities not just through sharing photos, videos and news links.

In MATELAND you can go on romantic dates, have fun filled nights, meet new people and visit new exciting places. In MATELAND you can go to that concert of your dream, get to mingle with your favourite celebrities, and also buy all the luxurious thing you have ever wanted, including exotic cars and expensive clothings and jewelleries.



THE METAVERSE

USE CASES FOR THE MATELAND

PLAY2EARN

We already have games which are already part of the metaverse but in MATELAND they will be more engaging, more immense to the sense of place, more social and more interactive. With the integration of Play2Earn, MATELAND users can make real money from playing games in the metaverse.



THE METAVERSE

USE CASES FOR THE MATELAND

Real Estate

Even if it might take some time before people starting buying homes exclusively through virtual reality; MATELAND will provide the virtual ability to buy the desired property and make desired use of it in every possible way both foe private and for commercial use. It will also give opportunity for revisiting and examining of the augmented information about a property.

Travel

Travelling is one of the most expensive and worth while experience to have, MATELAND will allow you to visit some of the most interesting place in the digital universe.



THE METAVERSE

USE CASES FOR THE MATELAND

Architecture, Engineering and Design

MATELAND provides the virtual ability where architects, engineers and designers can work together to design spaces.



THE METAVERSE

USE CASES FOR THE MATELAND

Automotive

Cars have long been a fascination of both physical and virtual reality, and that will continue in the MATELAND. In MATELAND opportunities will be given to large number of new inventions and ideas to the automotive industry as well. Just as with architecture, MATELAND will provide a collaborative space for the design of vehicles and testing of new ideas. And may also give users the opportunity to visit a virtual showroom with friends and family to decide the next car to be added to your personal garage.



THE METAVERSE

USE CASES FOR THE MATELAND

Learning and Education

Zoom and Google Classroom tried to replace the typical education during the pandemic, MATELAND will improve on that experience and transforms education to be more engaging, more social.

It will allow great educators to lead equipping them with tools for their creativity

This will have an impact on everything from traditional education, to corporate training, to skill-based learning



THE METAVERSE

USE CASES FOR THE MATELAND

DATING-APP

We plan to launch a mobile application that all MATELAND residents can use to write and date each other based on their interests and preferences. A partner may be found for this. This application will work on IOS and ANDROID.



Available on the
App Store



Get it on
Google play



THE METAVERSE

Ingame currency DIX “No DIX – No Chicks!”

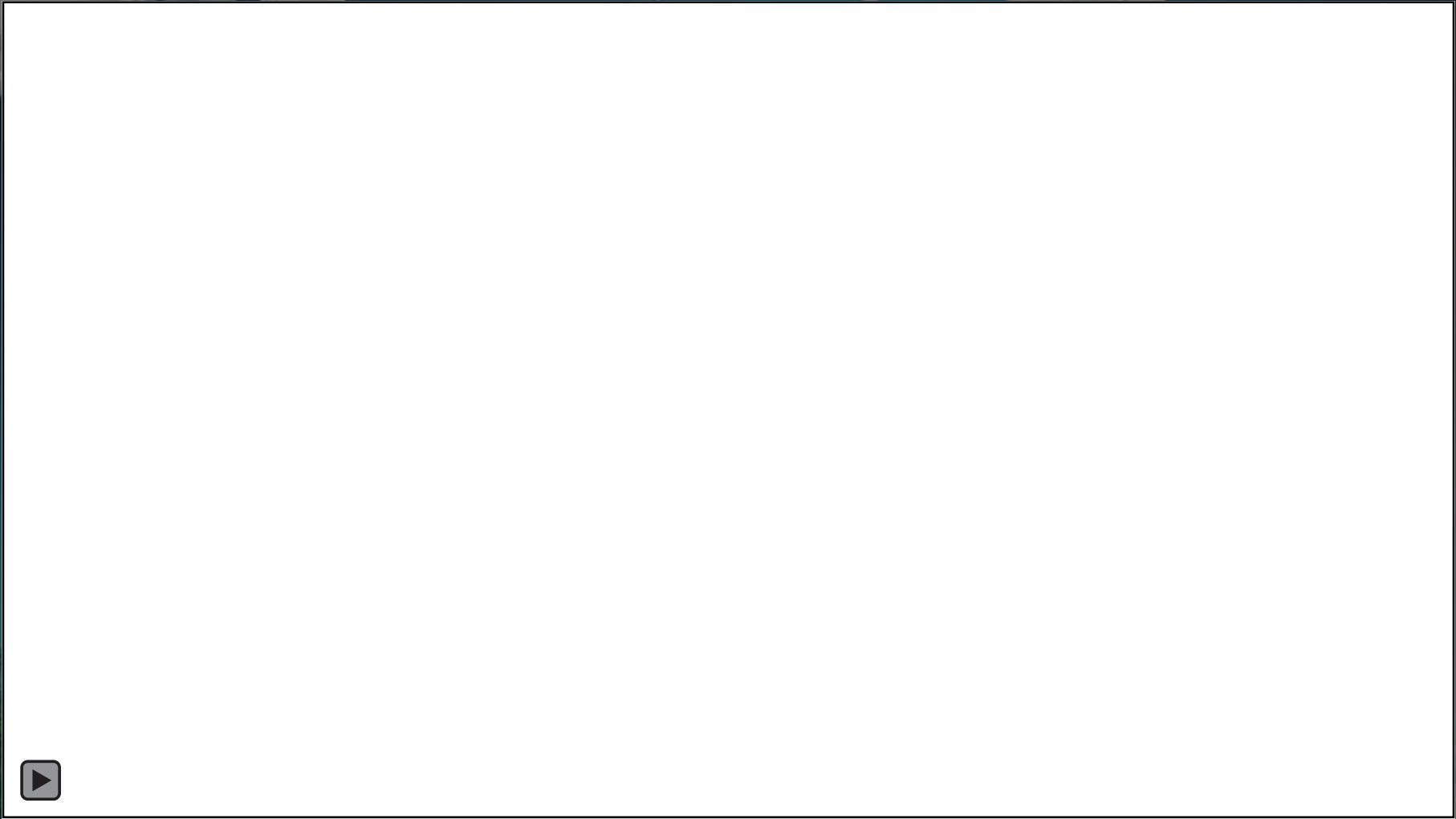
“No DIX - NO CHICKS!”

Here you get to know about the community currency "DIX" of the Playmate Society. This community currency will exist on Cardano-Blockchain. After launch of our community exclusive boutique you will be able to buy stuff like items, badges, shirts, caps, pens, etc. with DIX. And you can use it in MATELAND the Metaverse of pleasure to buy items and many more.

Also in 2022 you will be able to stake and make money with your DIX.

Last but not least also in 2022 you will be able to exchange DIX to other currencies.





Benefits:

In Mateland and PlaymateSociety

- \$ 5% Discount on all primarysales
- \$ Special NFT Sales only in DIX
- \$ HIGH (up to 100%) staking APY
- \$ Play2Earn token
- \$ payment in exclusive Boutique
- \$ payment accepted in EMPORIUM shops



Tokenomics:

DIX on CARDANO

Total supply: 33.000.000

Policy ID: 64700329d616f20f4e83f2bc579513fca51646d47466a97f8fd1c229

Cardano Scan

<https://cardanoscan.io/token/1ed85aacb34b4cc22ccea1c944f4d809a41490af>

Distribution:

First private sale: 5.000.000 - Price 0.05 USD

Second private sale 5.000.000 - Price ... USD

Public sale 5.000.000 - Price ... USD

Final sale 5.000.000 - Price ... USD

3.000.000 = Incentives

3.500.000 = Rewards and Prices

4.500.000 = LP and Staking

2.000.000 = Teamreserv

Not sold Token get locked.



Immersive Theater and Transforming the Physical World

MATELAND will also include activities in spaces we physically travel to; in these, we'll bring the metaverse with us aiding the comprehension, manipulation and simulation of the real world in ways that save us time, and unlocking new possibilities in our lives and businesses. The industrial, travel, military, civic and residential applications of making this information present at all times is immeasurable.

There are inclusions of physical escape rooms, concerts and live experiences theatres, that are combining the physical and the virtual realities supplementing it with new characters and interesting information.



CONCLUSION

MATELAND as a metaverse is part of the next generation of internet.

Being built around real life activities you'll enjoy with your friends family and co-workers.

An increased number of creators are trying out, combining and linking, leveraging a new age of creator-oriented tools.

It will give you the opportunity to visit places you never imagined. And that is awesome.



MATELAND INFORMATION

1. The first drop of MATELAND will consists of 300 plots. There 1,000 plots in total.
2. You can buy a land here, when you choose - how much you want and send the amount of ADA to the shown address.
After the pre-sale you can buy on CNFT.IO
3. Every land in the first drop is 100 ADA.
4. Every land in the second drop is 150 ADA.
5. Every land in the third drop is 200 ADA.
6. Every land in the final drop is 250 ADA.
7. Every LAND will be chosen randomly after receiving your payment of shown ADA.
8. Sending ADA from an exchanger will no be possible, that need can be achieved through Yoroi or Daedalus wallet.
9. You buy a CNFT which has an number. This number is the key to the ownership of a land plot in MATELAND.
10. You don't buy an artwork - you buy a ownership key to a part of the MATELAND Metaverse.
11. The pictures on the CNFTs are examples for the style MATELAND will look like.
12. Once the digital map in Q4 of is revealed you can find the location of your LAND in MATELAND.



BENEFITS OF LAND OWNERSHIP

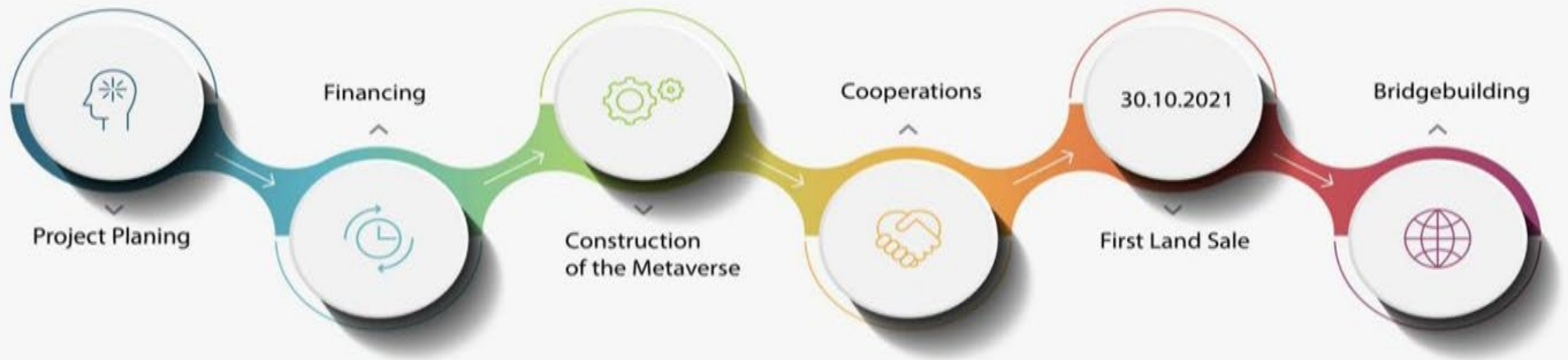
There will be multiple benefits. Here are some.

1. You can rent out your LAND.
2. You can cultivate and build on your LAND.
3. You can stake your LAND in Upcoming staking program.
4. You can resell your LAND.
5. You can build and rent out facilities like art exhibitions, shops or other rentable businesses.
6. You can find and operate a business on your LAND.
7. There will be a play to earn game where you can take fees or income from your LAND.
8. You can exchange with other partner Metaverses.
9. Your AVATARS can live on your LAND.

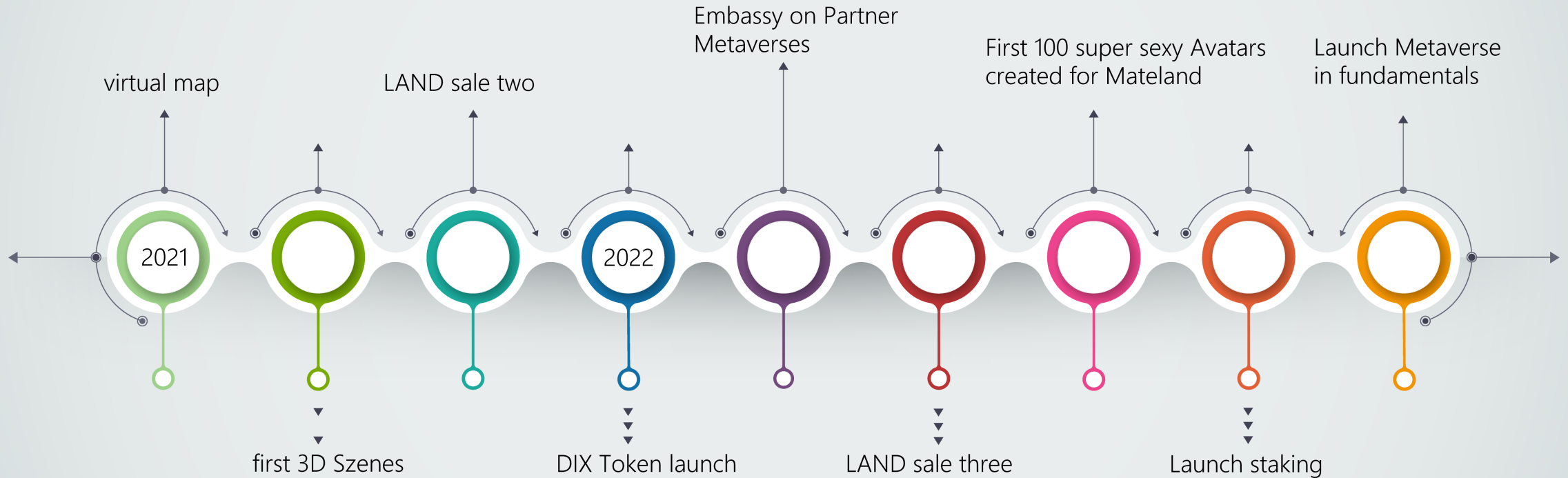


ROADMAP OF MATELAND

MATELAND



TIMELINE 2021 / 2022

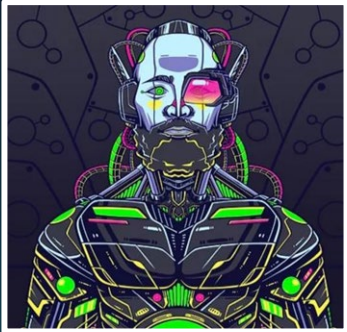




OUR TEAM

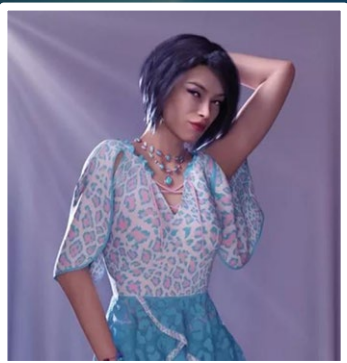
CHRISTIANE

The sexy part of the team. Christian has a Bachelor of Arts and a understandable charisma. She is head of communication and there for your request



VIKTHOR

Vikthor is the head of the creative department and responsible for the development of MATELAND. With the experience of more than 15 years of company building and development he enriches the team



IREN

Concept and realisation. Irene is the economic adviser for the METAVERSE



OUR TEAM



0101001

A Russian developer with more than 10 years experience in programming. He has developed many projects.



Saali is Head of 3D walktrough and design.



Ahsan is the illustration Master. He has the Illustration part of the Metaverse under his advice.



CONTACT INFORMATION

[MATELAND](#)

hello@mateland.io

[8@mateland.io](#)

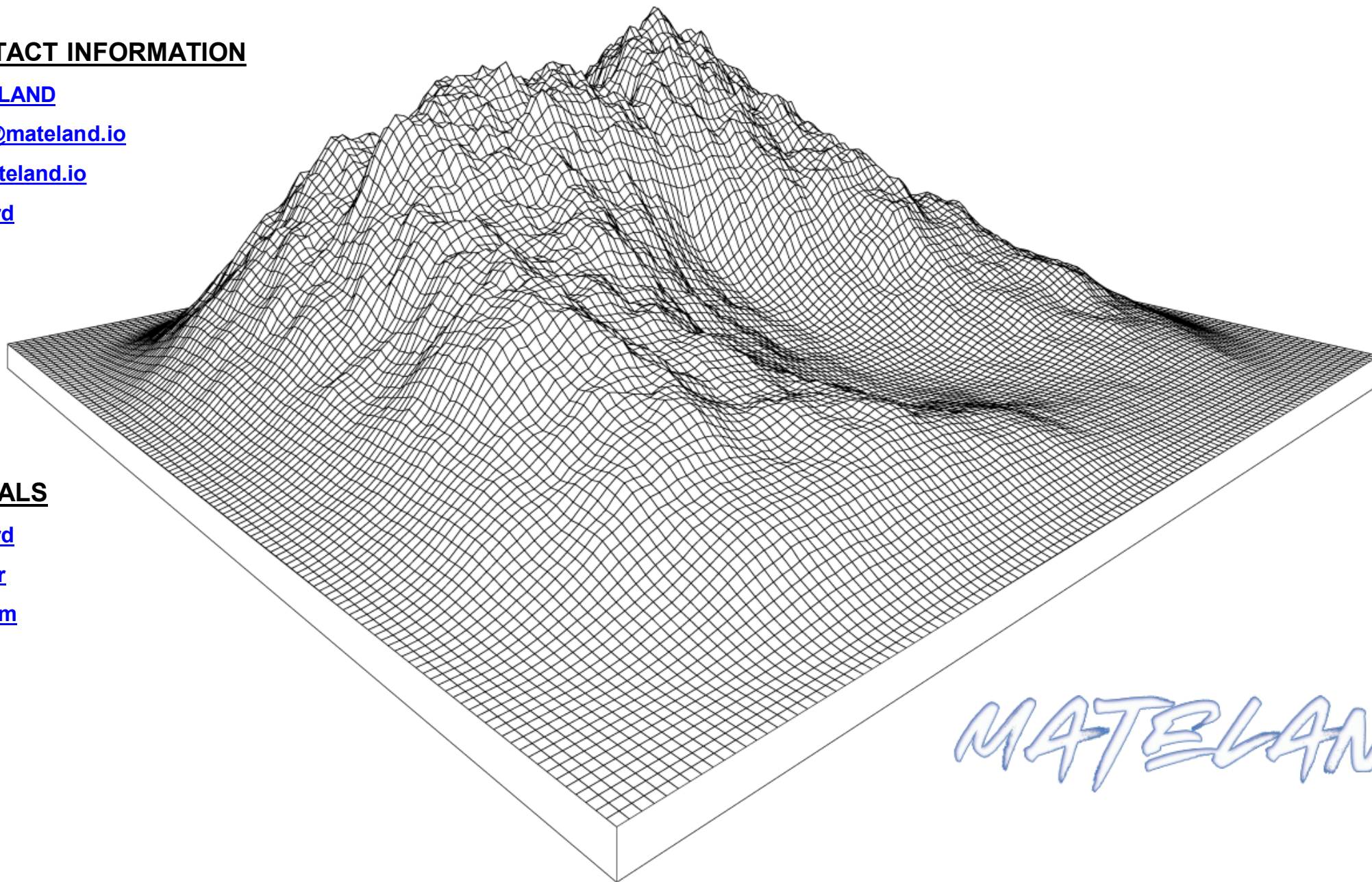
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MATELAND