THE SOLAVERSE

WHITEPAPER-001

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EXECUTIVE SUMMARY

The purpose of this paper is to give the reader a glimpse into the potential of The SolaVerse, provide an overview of the high value NFTs that will be found within, an examination of the $SOLA token and associated tokenomics, an advanced look into the approach to developing a free-to-play, play-to-earn game and show the value that The SolaVerse holds in comparison to other metaverse offerings in the space.

Gamers all over the world are flocking to a new genre of gaming: Blockchain-based Gaming. The space is in its infancy, but the team have already seen stops and starts, successes and failures and as the space develops, a series of best practices will emerge. What is evident, however, is that the barriers of entry currently surrounding blockchain and NFT gaming are certainly impeding the growth of the industry.

According to a recent article published by Hackernoon, the following are existing barriers of entry in the NFT Gaming space:

- Complexity
- Cost
- The NFTs themselves

(Hackernoon, October 2021)

This paper explores the existing barriers of entry into the metaverse and blockchain gaming and explains how the team will mitigate these risks and provide a high-end user experience while generating value for both players of the game, and holders of the NFTs that choose not to immerse themselves in The SolaVerse.

The $SOLA token will provide the backbone of the economy in The SolaVerse for everyone from the NFT trader to the casual player to the hardcore grinder. The aim is to target the global metaverse industry and provide an easy entry into the next generation of blockchain gaming. One goal in this paper is to introduce you to the tokenomics, distribution and approach to how the tokens will be used within The SolaVerse and how going forward, the $SOLA token will provide the fuel and currency for everything within.

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This paper also explains how the team is approaching the development of the free-to-play and play-to-earn game. There is a perception amongst developers and consumers alike that an in-game economy cannot sustain players that play the game for free, yet earn tokens, rewards and/or NFTs for their participation.

The influx of players resulting from a free-to-play model is essential to drive the economy at a scale that will benefit the SOLA-STAR holders, the SOLA-PLANET holders, and the casual players themselves.

Given the turbulent nature of the blockchain-based assets themselves, a strong global player base is paramount to ensuring the continued longevity of The SolaVerse. In fact, "The Defiant" recently stated in an online article that "as digital items in games grow in value...gaming is going to make the global economy adapt to it, from driving up the global notion of a minimum wage to igniting economies in the developing world." (Dale, 1) Proving the model of the gameplay and play2earn mechanism will be the top priority of the team in the short term.

Finally, this paper introduces the team that is making this incredible world possible, along with a brief overview of their background and how they will ensure the success of the metaverse and drive the future of the participant experience. The key word is "participant". The SolaVerse is not just a game, it's an experience.

Let's get started.

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NON-FUNGIBLE TOKENS (NFTS)

The SolaVerse (TSV) will feature an abundance of options for the NFT collector, investor, and trader. The SolaVerse will have three main categories of NFTs, "Primary", "Secondary" and "Tertiary" NFTs.

Primary NFTs being the SOLA-STAR and SOLA-PLANET NFTs - these are core NFTs that are directly linked to the whole metaverse, earning token rewards and a share of token revenue from activities that do not require any input from the holder.

Secondary NFTs are in-game items, metaverse items, skins, land etc. These items are all purchased with $SOLA and are held by the owner.

Tertiary NFTs are usable items. These items may include "Extra Energy", "Speed Ups" or any other "consumable" item you can think of. Some tertiary NFTs may have one use, or many uses, but the idea is that once they are used up, they are gone.

The heart and soul of The SolaVerse (TSV) is provided by the community of SOLA-STAR NFT holders and SOLA-PLANET holders. The benefits of being a SOLA-STAR NFT holder include:

- The ability to Stake your SOLA-STAR NFT for $SOLA token rewards - 5% of the total supply of SOLA (50 million $SOLA) will be available for distribution to NFT holders over the next 5 years - 1% per year.

- Directly receiving a percentage of the tax on every $SOLA transaction that happens within your SOLA-STAR system. The system consists of SOLA-PLANET NFTs that "slot" into your star, creating a SOLA-STAR system.

- SOLA-STAR NFT holders and significant investors will gain exclusive access to the pre-sale of the $SOLA token at a discount to the public token sale.

- A Reward Multiplier (exact amount to be announced) exclusive to NFT holders. This multiplier will be included in the alpha launch.

- All SOLA-STARS minted prior to November 30th, 2021, and not listed for sale prior to January 1st, 2022, will receive "Founding Star" status.

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NON-FUNGIBLE TOKENS (NFTS) - 2

- A full utility-based system will be created on top of the SOLA-STARS and SOLA-PLANETS including but not limited to, Play2Earn games, real life events and merch and a full scale metaverse including the development of "land" ... In space.

The funds raised through the initial round of NFT minting will be distributed in the following manner:

Fund Distribution

20%	Community Development
20%	Play2Earn Game
20%	Team / Investors
15%	ERC20 $SOLA Token
10%	Start Up Costs
10%	SOLA-PLANETS
5%	Marketing

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SOLA-PLANETS

Just like SOLA-STARS, a SOLA-PLANET is a piece of real estate within a system, and as a SOLA-PLANET NFT holder, you earn rewards for everything that happens within your planet. This creates a reason to encourage more development and more activity within your planet and encourages SOLA-STAR holders to be more engaged within their own systems as well. The development of the SOLA-PLANETS is still in progress, and many more details will be released on the lead up to launch. Stay updated by joining the community Discord or Telegram channels.

Once the game is fully released, SOLA-STAR holders will receive a percentage of the tax reward on all player rewards within their SOLA-SYSTEM. For example, if a player plays the game, completes some tasks, and earns X amount of SOLA, all within your system, you as the SOLA-STAR owner earn a SOLA reward based on all these activities. If the player conducts additional transactions, such as using SOLA to buy a skin or purchase additional in-game items, the system owner also benefits from a portion of the taxes in the form or SOLA token rewards from those transactions as well.

The remaining portion of the transaction taxes within The SolaVerse is earmarked to continue development and rapid expansion of the project.

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ERC20 TOKEN - $SOLA

We will issue The SolaVerse token ($SOLA). A strict limit of 1 billion tokens will be minted, and this supply will never be increased. SOLA will run natively on the Ethereum blockchain under the ERC20 protocol.

Token Distribution

%	Amount ($SOLA)	Participant(s)
45	450,000,000	**Ecosystem Rewards** - the primary purpose will be to reward Stars and Planets, and to fund subsequent partnerships.
14.5	145,000,000	**Treasury** - traditional allocation bucket that will house the excess supply for the tokens.
10	100,000,000	**Team Members** - unlocked over a five-year period.
7	70,000,000	**Private Investors** - currently set to 7%, final amount dependent on the SAFT agreements that we establish.
5	50,000,000	**Launch & Strategic Partnerships** - reward the partners we work with using our token when they engage their communities with our platform.
5	50,000,000	**Marketing** - running promotions and other engagement activities for the overall growth of the Solaverse ecosystem.
5	50,000,000	**Initial Liquidity** - tokens for exchanges (DEX & CEX) to facilitate swaps and transactions.
5	50,000,000	**Airdropped Liquidity** - SOLA-STAR NFT holders, distributed 1% per year over 5 years.
2	20,000,000	**Advisors** - rewards for the development, marketing and research advisors we work with throughout planning and launch.
1.5	15,000,000	**Public Launch** - token sales for the public. This can be supplemented with tokens from the Private sales once targets are hit.

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TOKEN SALES, LIQUIDITY & ROYALTIES

At this time, the planned token sales for SOLA will be completed in the first half of 2023, preceding the public release of The SolaVerse's first game.

7.5% of secondary sales on SOLA-STARS will be collected as royalties to fund development and the ecosystem.

Companions will be set at 5% royalties on the secondary market to fund initiatives within the community.

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LAYER 2 SOLUTIONS

The SolaVerse will host a marketplace which will enable NFT trading. The team is aware of the extreme fees that are currently present using the Ethereum Mainnet and are constantly trying to mitigate the impact this will have on the community. Negotiations are currently underway and research into the capabilities of multiple layer 2 solutions is in progress. At the time of publication, there has not been a decision as to which provider to utilize, but it is clear that a layer 2 provider, or sidechain, will be required if the expected release of Ethereum 2.0 is delayed further.

At the inception of the project in 2020, the team planned for the publicized Ethereum release schedule. Unfortunately, ETH 2.0 phase one was delayed until December 1, 2020, and phase two is now estimated to release by Q3 of 2022.

The SOLA-STAR sale continued and took place on the Mainnet, but the volume of transactions generated in the game will create an untenable situation for both The SolaVerse and its users.

The SolaVerse expects to have hundreds of thousands, if not millions of unique and tradable NFTs on its platform, and this would be an unrealistic feat with the current model of Ethereum - this has bottlenecked other projects in the past and it will not be overlooked.

Further details on which provider will be utilized when and if the need arises will be announced in the first quarter of 2022.

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MARKETPLACE

The SolaVerse will debut a marketplace that will form the backbone of a vibrant and engaging community experience in which users can buy, sell, and exchange their NFTs.

All transactions will be made using the SOLA token, and the scope of the marketplace will be immense.

The marketplace hub - hosting thousands, if not millions of unique, usable, and tradable NFTs will be the focal point of the thriving economy that the participants create.

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REAL-LIFE EVENTS

The most powerful user experiences arise from a truly omnichannel engagement. There are very few games that can boast that they are truly a phygital project - a combination of physical and digital worlds. The current landscape of F2P and P2E games is completely devoid of real-world events that correspond to the metaverses that hosts them.

The SolaVerse aims to change that. The team believes that while most of their focus will be on the digital world, everyone still exists in real life, and will need a real-life escape from the metaverse. The SolaVerse will exist in your personal and physical lives, as well as in your digital ones.

Plans are underway to host launch events around the world at the inception of The SolaVerse. It has been confirmed that SOLA-STAR holders will have access to their very own private events, including The SolaVerse's launch parties.

Over time, plans for future events will be expanded so that all community members can take part, whether they hold a SolaVerse NFT, play the Play2Earn games, take part in the metaverse, or anything in between. Additionally, SOLA-STAR owners are free to form their own real-world groups, to collaborate with their SOLA-PLANET holders or to form guilds that have real world activities outside of The SolaVerse.

As for official events, some will simply require a SOLA-STAR in your wallet to be able to "mint" a ticket (gas free) while others may require you to hold a SOLA-STAR and purchase access to the event using $SOLA. Some events may be so exclusive that they are only open to the first 200 ticket buyers. There are many avenues and adventures that await, but remember that the most exclusive of these events will require NFTs to gain access to the ticketing function, so make sure to mint your SOLA-STAR before they are all gone!

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AIRDROPS

The team have already planned a future "PFP" (profile picture) airdrop to SOLA-STAR holders which will be completely free. The team full understand the true value in engaging with users through social media. This airdrop is expected to materialize in early 2022 - and artists are being sought for collaborations, so if you would like to have your work featured as an official PFP project of The SolaVerse, please send your details to contact@thesolaverse.com.

This is just the first airdrop idea for The SolaVerse, and it should provide additional incentive for supporters to get involved. Airdrops will be happening frequently to provide NFT holders with more free additional benefits.

Details on those future airdrops will be released in due course.

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FOUNDING STARS

SOLA-STARS form the basis of the P2E mechanic, and as such, special attention must be paid to early adopters in order to help kick start the formation of their solar systems. Therefore, all eligible SOLA-STAR holders that mint their NFTs prior to November 30th, 2021, and hold their stars until January 1st, 2022, without listing them for sale will also gain another important benefit: Free advertising for life!

That's right, a key benefit of becoming a Founding Star is a listing on thesolaverse.com for the life of the game.

Use that to attract players to your system, advertise gatherings, games and activities taking place in your system and attract active players that will be sure to drive more revenue to your star.

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YOUR PLACE IN THE METAVERSE

When the time comes, you'll need to settle down somewhere. You will have the opportunity to pick a home in the SOLA-SYSTEM of your choice, on a SOLA-PLANET of your choice. And the SOLA-SYSTEM and SOLA-PLANET that your home is on, will earn a reward from all the transactions that you make within The SolaVerse.

SOLA-STARS and SOLA-PLANETS are the primary NFTs, but there will be many secondaries and tertiaries to choose from - Skins, Resources, "Speed Up" tokens and many more items will be available to customise or enhance your in-game and metaverse experience.

The SolaVerse token, $SOLA, will act as the fuel and currency for the metaverse and everything within it. Plans are in place to bring a plethora of utility to the token and exclusive deals and partnerships will be made based on a tied use of the token within our metaverse. Just one of the many plans for the metaverse is content delivery - imagine a planet that held events that millions could watch and be a part of... But more details on that will come later in 2023 - alongside the development of "land" ... In space.

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MITIGATION OF BARRIERS TO ENTRY

The SolaVerse team has the benefit of having been able to observe multiple projects launch, and as the early creators in the space have been met with challenges - they have learned from them.

Some may have not considered the future tokenomics and have been victimized by their early success, pricing any new prospective players out of the market. Others have relied on cumbersome layer 2 platforms to conduct their in-game NFT sales or breeding programs. Users love low gas fees, until they try to withdraw their funds and get hit with extreme transfer fees.

The team has focused on allowing participants to make as big or small financial commitments as they want to, enabling users to enter the metaverse with nothing or everything - while everyone can still enjoy the same fun, engaging and profitable experience as the next person.

The game is being designed to make it easy to play and easy to transact in. The user experience and design will be intuitive and the layer 2 solution that will be implemented will be the one that offers the most utility, with the lowest cost and the most user-friendly experience. This will ensure that complexity will not be a deterrent for users.

The cost of entry is another huge barrier. The team believe that the core mechanic of being free to play will drive user adoption. People from all countries on the globe have the ability to play and earn. Through the power of the P2E mechanic, people from developing economies will not be priced out of the game and will always have the opportunity to earn their keep within The SolaVerse.

The third barrier revolves around the NFTs themselves. As Metaverse games persist, some developers have failed to consider the future demand for their NFTs, and as a result, their initial offering of NFTs that are considered secondary to the game are drastically overpriced. As the user base grows, more and more of the same NFTs must be produced, inciting a classic deflationary pattern. The NFT a player paid a premium for at the inception of the game has now flooded the market.

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MITIGATION OF BARRIERS TO ENTRY - 2

Many of the SolaVerse's NFTs that are considered secondary will have a rarity component that will naturally inflate the price of some of them, but the team is cognizant of the pricing scrutiny that must be done at the inception of the project, and player and user experience is one of the top priorities. Many secondary and tertiary NFTs will be earned as a part of gameplay, providing a true Play2Earn mechanic that is not purely currency driven.

The Play2Earn game is just the first stop on the journey once the SOLA token is released. The goal is and always will be to create an experience, not just a game, that everyone will love and enjoy.

The team's goal for the coming year is to create a user experience that consists of games and activities that are free to participate in while being engaging for everyone.

This is so much focus and effort has gone towards on creating a Free to Play, Play to Earn game. No more high cost entry to start earning rewards. Anyone can join, anyone can play, anyone can earn. And of course, it will be based in space!

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THE F2P2E MECHANICS

This forms the single largest component that underpins The SolaVerse's first game. The P2E mechanism that powers the game will always be working, constantly moving forward to enhance the experience for users. As this is one of the most important aspects of The SolaVerse, a huge amount of resources will be directed at the development of the mechanics of the game - and the metaverse as a whole.

This is the main reason the team operate an agile development methodology so that they can pivot quickly as new assets are deployed. Early, heavy investment in the "polish" of the graphics engine won't be there. The Alpha and Beta versions of the games will be focused on the mechanics to iron out wrinkles in the user experience and play2earn mechanic rather than focus on the graphics. This may be a choice that strikes some as counterintuitive, but if extra time is spent to build the most beautiful thing in the world, yet the users don't accept the basic foundation, players will suffer in the long run.

The browser-based game will be a proof of concept to bring to iOS and Android devices later in 2023, using this strategy outlined above will be able to prove the P2E mechanic works and have an existing player base happily playing in The SolaVerse. The actual gameplay and core mechanics will strongly represent what will be released in the final version, however the graphics will likely be what would be expected in an Alpha version of a game.

Preview art and gameplay footage will be available in early 2022.

All of this concludes that The SolaVerse NFT holders will be the only people in the world that will be generating and earning SOLA tokens as a part of gameplay in early 2022, so get on board before the ship leaves the ground!

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ROADMAP

Based on the goal of developing the game mechanics and the overall system of P2E at the outset of the Alpha and Beta releases, this three-stage roadmap extends through 2022 and into the first part of 2023.

Stage 1 - November 2021 - November 2022

- SOLA-STAR NFT Sale
- Launch the ERC20 token - $SOLA
- Release token rewards and staking for SOLA-STAR holders
- Expand the development team to focus on the Play2Earn mechanism and alpha launch of the game to SOLA-STAR holders.

Stage 2 - December 2022 - December 2023

- SOLA-PLANET NFT Sale
- Release beta version of the game to a public focus group
- Start development of "land" ... In space.
- Release iOS and Android version of The SolaVerse

Stage 3 - 2024

- Focus development of the metaverse, the graphics engine and deploy further features to enhance the metaverse experience.

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FOUNDER BIOS

Senna Leighton - CEO of The SolaVerse

Senna Leighton is the Founder and CEO of The Lead Supplier as well as The Mortgage Helpline and has built, developed and brought to market multiple software-based products including MortgageMagpie.com and OnlineFactFind.com

As a lifetime-gamer, inquisitive geek and entrepreneur, Senna started coding scripts for games when he was just 12 years old and at 14 designed, developed and managed a lead generation website that enabled a mortgage adviser to leave his employer and set up a company with Senna that ended up generating £250,000+ per year by the time he was just 16. Not satisfied with just working with a mortgage brokerage during that time, and always looking for the next thing to work on, whilst roaming online forums at the age of 15, Senna came across the Bitcoin whitepaper in 2009, and even set up the original bitcoin-qt client at the time. Unfortunately losing all his Bitcoins in the Mt. Gox hack in 2011.

Senna has spent countless hours every single day researching, learning, gaming, and trading and has now built up a plethora of skills, experience and knowledge within the crypto, gaming, marketing and development industries. He has had this passion for the blockchain and its future capabilities for the last 10 years and is now ready to establish himself with full confidence within the metaverse and blockchain gaming market.

- Manchester United fan and season ticket holder.
- Formula 1 lover - It's in the name...
- Raced go karts as a kid and was part of a motorbike stunt team.
- An honest love and passion for technology and the next thing that will change the world.
- One of the most determined, committed, and competitive people you'll ever meet.
- Also loves golf, and fetching his ball from the lake.

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FOUNDER BIOS - 2

Jon Wigham - CTO of The SolaVerse

Jon is the current CTO of The Lead Supplier as well as the Director of his own web design and development studio, Jon Wigham Ltd. He has provided the technical expertise necessary to bring industry leading ideas, such as MortgageMagpie and The OnlineFactFind to life alongside Senna Leighton.

An avid gamer from a young age, Jon has been interested in both computer hardware and software for most of his life. Having completed a BSc (Hons) degree in Computer Science, and a Post Graduate Diploma in Communication and Language Skills, he began his career in Web Development and Digital Marketing. Looking to find ways to constantly engage customers and provide easy-to-use applications, he helped lead the first company he worked for to 3rd place in The Sunday Times Tech Track 100 in 2008.

With more than 20 years of experience writing code and 30 plus years of playing video games, he has finally decided it's time to put those two of his biggest passions together and see where he can take them on the Blockchain.

- Obsessed with technology and automation.
- Supporter of Newcastle United and the L.A. Clippers.
- Lover of golf, football, tennis, and skiing.
- Believer in the "work hard and be nice to people" mantra.
- Also very competitive. But much less competitive than Senna.

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CONCLUSION

The Metaverse, NFT and Blockchain Gaming spaces are quickly becoming saturated with projects that promise to be the next big thing. The goal with The SolaVerse is not to compete to be the best looking game, or the first game to market. The goal is and will always be to provide the best destination for everyone.

By focusing on the Play2Earn game in the first roadmap, the plan is to enter a new market that is growing at an incredible rate, but this will simply be the first project we bring to market. By placing itself in the Metaverse market, The SolaVerse has the scope and plans to expand exponentially in the future.

Gaming has reached a frontier, it is no longer acceptable to simply put out a great game that has great graphics and excellent gameplay, teams must now consider things that were foreign to MMOs of the past: A real world economy that will form within the game and the metaverse as a whole.

User interviews and bitter experience show that providing an NFT based game that quickly becomes too expensive for entry makes the initial players happy, but limits the player base that can actually play. By releasing a free-to-play game with premium experiences, doors are opened to everyone within the gaming community - and everyone outside of it too. By developing Secondary NFTs (in-game NFTs) on a gas-free platform, the barrier that ends up halting trade activity within a lot of projects is removed.

The SolaVerse will provide a game that looks good and plays great. It will offer a consistent earning model that results in a stable economy for the whole metaverse going forward. The team is heavily involved in the financial services industry and are committed to performing the analysis that will keep the economy functioning effectively so that new players are able to enter, and existing players are still able to profit for the long term.

This is such an exciting time! The SolaVerse is a collective of its incredible community, projects, partners, collaborators, advisors, and everything in between. There is a long road ahead, and every single minute of it will be an adventure, but the most exciting part of it all will be sharing the journey with all of you.

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Thank you, please join in the Discord or Telegram channels to keep up to date with all the exciting things happening in The SolaVerse!

- Discord: **discord.gg/solaverse**

- Telegram: **t.me/solaverse**

Please bare in mind that this whitepaper is to layout the plans for The SolaVerse, exact details and figures may change over the course of development.

CITATIONS:

- Words, F. L. (2021, October 18). Barriers to blockchain gaming: Could it be the nfts themselves? Hacker Noon. Retrieved November 23, 2021, from https://hackernoon.com/barriers-to-blockchain-gaming-could-it-be-the-nfts-themselves

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