THE TOKENOMICS OF METACOASTER

MetaCoaster is the first roller coaster game on the blockchain.

MetaWorld is its multiplayer mode in which you can play to earn and compete against other players in building the best theme park.

Buy a plot of land, build your amusement park, fill it with attractions and enter the global park-building competition.

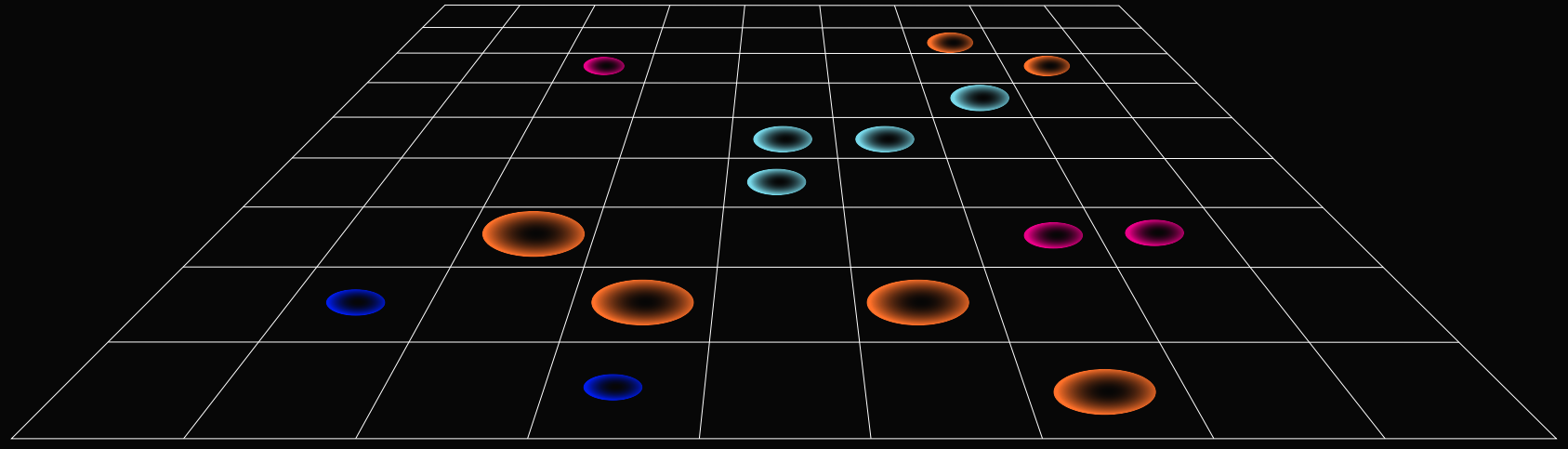
The best theme parks reap the most rewards.

NUMBER OF PLOTS OF LAND:

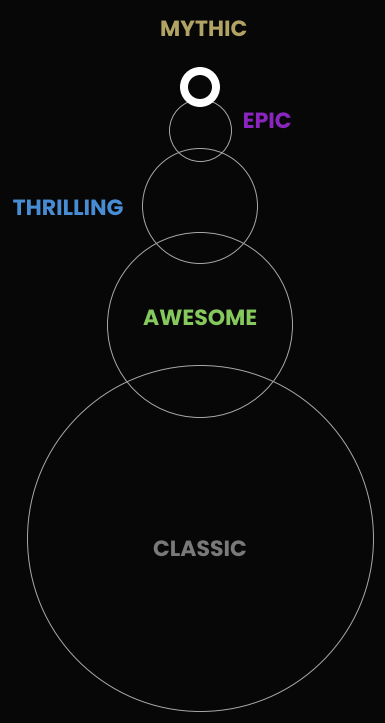
132,205

TYPES OF NFTS:

- ROLLER COASTERS
- RESTAURANTS
- RIDES
- AND MORE...



RARYTY LEVELS: 5



PLAY TO EARN LEVELS: 1 - 5

Maximum Supply of Roller Coasters by rarity and play-to-earn level

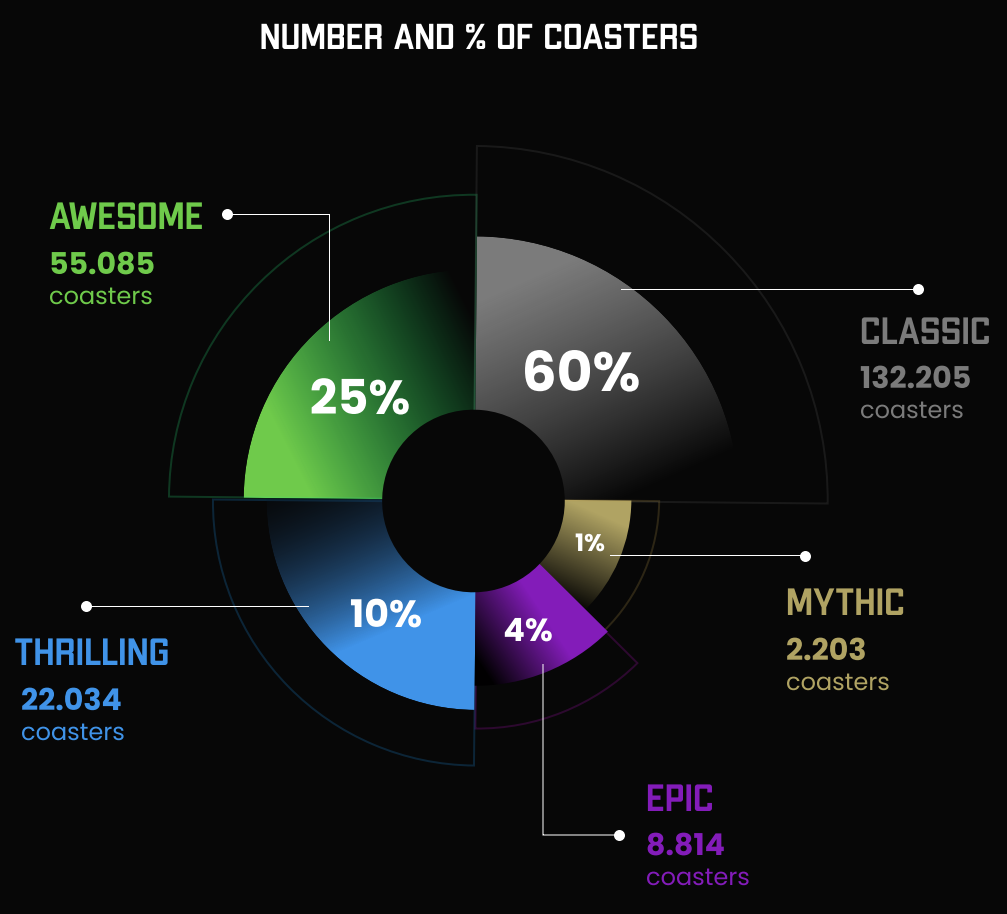
	CLASSIC	AWESOME	THRILLING	EPIC	MYTHIC
LEVEL 5	7,932	3,305	1,322	529	132
LEVEL 4	11,898	4,958	1,983	793	198
LEVEL 3	19,831	8,263	3,305	1,322	331
LEVEL 2	33,051	13,771	5,509	2,203	551
LEVEL 1	59,493	24,788	9,915	3,967	991
	132,205	55,085	22,034	8,814	2,203

The play-to-earn level of a roller coaster corresponds to the number of cars in operation.

LOOP TOKENS AND HOW TO EARN THEM?

Your theme park and its attractions generate in-game currency, LOOP tokens. The number of LOOP tokens generated is based on the rarity of the attraction, its play-to-earn level and the contribution to the Treasury (see below).

We have 5 categories of coasters, from the most common to the rarest one.



The same categories will apply to the rides and restaurants when introduced.

HOW ARE LOOP TOKENS ALLOCATED?

Activities in the parks are measured every day, from 00:00:00 UTC to 23:59:59 UTC.

LOOP tokens are allocated to players every day, based on the play-to-earn level of their park and also on other game factors such as the diversity of the park, its layout, etc.

HOW CAN YOU USE LOOP TOKENS?

You can use your LOOP tokens to buy trees, benches and other game assets to improve the attractiveness of your park.

You can also choose to swap LOOP tokens for stablecoins (USDC, BUSD…) from the Treasury.

HOW DOES THE

TREASURY WORK?

- Every day, 70% of the revenue generated by the primary sales of NFTs (roller coasters, rides, and restaurants) is set aside and added to the Treasury.
- Players can elect to swap their LOOP tokens for cryptocurrency using the Treasury.
- LOOP tokens that are swapped are burnt.
- To keep a balance between the actual number of LOOP tokens in circulation and the size of the Treasury, the number of LOOP tokens allocated on any given day cannot exceed the value of the contribution to the Treasury for that same day.

METACOASTER TOKENOMICS EXPLAINED

The tokenomics of MetaCoaster is evolving based on a number of factors like the useful lifetime of each coaster, the maintenance level, attendance, and others.

Therefore, the presentation below is subject to changes as the game evolves. Make sure to have the latest version.

BLOCKCHAIN COMPATIBILITY

MetaWorld, the multi-player, play-to-earn mode of MetaCoaster will be available across multiple blockchains.

We are currently using the BNB Chain and we have preselected two other chains for our development phase: Polygon and Solana. The delivery schedules for the other chains will be announced in the upcoming months. We will swap any NFT from one chain to the other free of charge.

MAXIMUM SUPPLY OF ROLLER COASTERS

The table below provides an overview of the maximum supply for the categories of Roller Coaster NFTs depending on their rarity and play-to-earn level. The play-to-earn level of a roller coaster corresponds to the number of cars in operation.

	CLASSIC	AWESOME	THRILLING	EPIC	MYTHIC
LEVEL 5	7,932	3,305	1,322	529	132
LEVEL 4	11,898	4,958	1,983	793	198
LEVEL 3	19,831	8,263	3,305	1,322	331
LEVEL 2	33,051	13,771	5,509	2,203	551
LEVEL 1	59,493	24,788	9,915	3,967	991
	132,205	55,085	22,034	8,814	2,203

HOW ARE LOOP TOKENS CREATED?

Let's consider an example roller coaster of the Classic category:

- When operated with 2 cars, the roller coaster can generate up to 1.0 LOOP token per car and per day, **i.e. 2.0 LOOP tokens per day;**
- When operated with 3 cars, the roller coaster can generate up to 1.2 LOOP token per car and per day, i.e. 3.6 LOOP tokens per day;
- These outputs are maximum numbers, as the aggregate number of LOOP tokens allocated each day to the MetaWorld players is capped as the value of such allocation cannot exceed the value of the contribution to the Treasury for that same day;
- The more cars, the higher the average number of LOOP tokens generated by car; So there is an incentive to upgrade the number of cars.

Take a look at the tables below to understand how LOOP tokens are generated in each category of rarity and play-to-earn level.

CLASSIC

	CARS	MAX LOOP TOKENS EARN /CAR/ DAY	MAX LOOP TOKENS EARN PER DAY	% OF RARITY	SUPPLY/ LEVEL
LEVEL 5	6	2.50	15.00	6%	7,932
LEVEL 4	5	2.00	10.00	9%	11,898
LEVEL 3	4	1.50	6.00	15%	19,831
LEVEL 2	3	1.20	3.60	25%	33,051
LEVEL 1	2	1.00	2.00	45%	59,493

AWESOME

	CARS	MAX LOOP TOKENS EARN /CAR/ DAY	MAX LOOP TOKENS EARN PER DAY	% OF RARITY	SUPPLY/ LEVEL
LEVEL 5	6	7.50	45.00	6%	3,305
LEVEL 4	5	6.00	30.00	9%	4,958
LEVEL 3	4	4.50	18.00	15%	8,263
LEVEL 2	3	3.60	10.80	25%	13,771
LEVEL 1	2	3.00	6.00	45%	24,788

THRILLING

	CARS	MAX LOOP TOKENS EARN /CAR/ DAY	MAX LOOP TOKENS EARN PER DAY	% OF RARITY	SUPPLY/ LEVEL
LEVEL 5	6	22.50	135.00	6%	1,322
LEVEL 4	5	18.00	90.00	9%	1,983
LEVEL 3	4	13.50	54.00	15%	3,305
LEVEL 2	3	10.80	32.40	25%	5,509
LEVEL 1	2	9.00	18.00	45%	9,915

EPIC

	CARS	MAX LOOP TOKENS EARN /CAR/ DAY	MAX LOOP TOKENS EARN PER DAY	% OF RARITY	SUPPLY/ LEVEL
LEVEL 5	6	67.50	405.00	6%	529
LEVEL 4	5	54.00	270.00	9%	793
LEVEL 3	4	40.50	162.00	15%	1,322
LEVEL 2	3	32.40	97.20	25%	2,203
LEVEL 1	2	27.00	54.00	45%	3,967

MYTHIC

	CARS	MAX LOOP TOKENS EARN /CAR/ DAY	MAX LOOP TOKENS EARN PER DAY	% OF RARITY	SUPPLY/ LEVEL
LEVEL 5	6	320.63	1,923.75	6%	132
LEVEL 4	5	256.50	1,282.50	9%	198
LEVEL 3	4	192.38	769.50	15%	331
LEVEL 2	3	153.90	461.70	25%	551
LEVEL 1	2	128.25	256.50	45%	991

RECAP OF LOOP TOKEN GENERATION

Base amount of LOOPs earned in 24 hours

	CLASSIC	AWESOME	THRILLING	EPIC	MYTHIC
	LOOPS	LOOPS	LOOPS	LOOPS	LOOPS
LEVEL 5	15.00	45.00	135.00	405.00	1,923.75

LEVEL 4	10.00	30.00	90.00	270.00	1,282.50
LEVEL 3	6.00	18.00	54.00	162.00	769.50
LEVEL 2	3.60	10.80	32.40	97.20	461.70
LEVEL 1	2.00	6.00	18.00	54.00	256.50

The numbers above are subject to the daily cap

Each park owner does not have direct access to the LOOP tokens generated by the attractions in operation in its park. These LOOP tokens are aggregated, capped if necessary to keep a balance with the Treasury (see below) and then distributed among all players at the end of the day based on the performance of their respective parks.

HOW ARE LOOP TOKENS ALLOCATED AND DISTRIBUTED AMONG PLAYERS?

The Simulation Formula explained

LOOP tokens are allocated by Meta-Peeps, i.e. AI-driven characters in the game. Meta-Peeps walk on paths and are attracted (or not) by the fun factor of the park and its play-to-earn level. The fun factor and the play-to-earn level also influence the spending levels of the Meta-Peeps.

The simulation formula of the game determines the allocation:

The formula first takes into account the sum of the play-to-earn levels of each NFT located in the park (Gross Park Level).

This Gross Park Level is then adjusted (increased or decreased) by the fun factor of the park based on its diversity, the respective number of roller coasters, rides and restaurants, and many other game factors (Net Park Level).

The LOOP tokens are then allocated in proportion to the Net Park Level of each park in operation during that day.

The calculation of the Net Park Level takes into account the other parks in operation, so your respective position, and the number of LOOP tokens allocated to your park, may change as other players may keep playing and modifying their park.

HOW CAN YOU USE YOUR LOOP TOKENS?

You can decide anytime whether you want to:

spend your loop tokens to improve your theme park, **or** redeem them as stable coins from the Treasury

Players can use their LOOP tokens for various gameplay purposes.
Every in-game interaction not involving an NFT will require LOOPs.

For instance, players can use LOOP tokens to **maintain their attractions, purchase upgrades, decoration items, benches, trees, stations, or in-game marketing**. These options will be further explained at launch. All these non-NFT items can also be purchased against fiat currency for more convenience.

Players can also decide to **swap LOOP tokens against some on-chain tokens** that are available in the Treasury.

HOW DOES THE TREASURY WORK?

Each day, 70% of the Revenue (see definition below) is allocated to the Treasury. This allocation takes place over 1 year, i.e. the Revenue collected during one given day is allocated over the following 365 days at a daily rate of 1/365th.

Here's an example:

If 70% of the Revenue amounts to 365 USDC for the first day, the contribution for that day is 1 USDC.

On the second day, the contribution to the Treasury will be the sum of (i) 1 USDC, being the second rolling allocation of 1/365th from the first day, and (ii) 1/365th of the Revenue generated during the second day, etc.

WHY IS THERE A DAILY CAP ON THE NUMBER OF LOOP TOKENS ALLOCATED?

To keep a balance between the actual number of LOOP tokens in circulation and the size of the Treasury, the number of LOOP tokens allocated on any given day cannot exceed the value of the contribution to the Treasury for that same day.

Additional allocations will be made to the Treasury, such as the fee on secondary sales or special events.

These additional allocations will not be taken into account to determine the maximum number of LOOP tokens to be allocated, they will simply add value to the Treasury.

LOOP tokens that are redeemed through the Treasury are burnt.

GLOSSARY AND DEFINITIONS

Contribution to the Treasury:
70% of the Revenue. Revenue collected every day is allocated to the Treasury over the next 365 days, on the basis of 1/365 per day. This ratio of 70% will decrease over time as new coasters will come onto the market but will stay above 30%.

Gross Park Level:
Sum of the play-to-earn level of each attraction located in the park (also refer to Net Park Level).

LOOP Token:
In-game currency and divisible token dedicated to MetaCoaster.

Net Park Level:
Gross Park Level adjusted to take into account the fun factor and other non-PTE aspects of the park, compared to other parks in operation (also refer to Gross Park Level). A Net Park Level may vary as other parks evolve.

NFT Assets created by the Community:
Roller coasters, rides and restaurants created by the community and curated by MetaCoaster can be sold as NFTs. 15% of the revenue generated by these NFTs is allocated to the creator, 15% is allocated to the exploitation of the game, and 70% is allocated to the Treasury.

PTE =
Play-To-Earn Level of each attraction.

Revenue:
revenue collected from the sale of MetaCoaster NFTs (including those created by the community) through primary sales: coasters, rides, restaurants, and other attractions and NFT game assets, always excluding land NFT sales (the “Revenue”). The proceeds from the land NFT sales and from non-NFT game assets are kept for game development, promotion, team incentive, profit and other initiatives.

Secondary sales:
There is a fee of 5% on secondary sales, 70% of such fee is allocated to the Treasury, and 30% is allocated to the exploitation of the game. If the asset has been created by the community, 70% of such fee is allocated to the Treasury, 15% is allocated to the creator, and 15% is allocated to the exploitation of the game.

ALPHAVERSE

www.alphaverse.com