



MYREALITY

2022

MyReality Decentralized Autonomous Organisation

WHITEPAPER

05.06.2022

DISCLAIMER

The information in this Whitepaper is subject to change or update and should not be construed as a commitment, promise or guarantee by MyReality or any other individual or organisation mentioned in this document relating to the future availability of shares or tokens. The document does not constitute an offer or solicitation to sell shares or securities. It does not constitute or form part of and should not be construed as any offer for sale or subscription of or any invitation to buy or subscribe for any securities nor should it or any part of it form the basis of or be relied upon in any connection with any contract or commitment whatsoever. MyReality expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the document, any error, omission or inaccuracy in any such information or any action resulting therefrom. This is not a recommendation to buy or to be regarded as financial advice. It is strictly informational.

We have prepared all information herein from sources we believe to be accurate and reliable. However, such information is presented “as is,” without warranty of any kind - whether expressed or implied. All market prices, data and other information are not warranted as to completeness or accuracy, are based upon selected public market data, reflect prevailing conditions, and our view as of this date, all of which are accordingly subject to change without notice. The information contained in this document may include, or incorporate by reference, forward-looking statements, which would include any statements that are not statements of historical fact. No representations or warranties are made as to the accuracy of such forward-looking statements. Any projections, forecasts and estimates contained in this document are necessarily speculative in nature and are based upon certain assumptions. These forward-looking statements may turn out to be wrong and can be affected by inaccurate assumptions or by known or unknown risks, uncertainties and other factors, most of which are beyond control. It can be expected that some or all of such forward-looking assumptions will not materialize or will vary significantly from actual results.

“Ultimately, the metaverse will allow us to not only play games but also to shop, do business, chat, work, socialize, attend concerts and do many other things similar to what we do in the real world and more. All of this within a virtual world.”

Bao, founder of MyReality

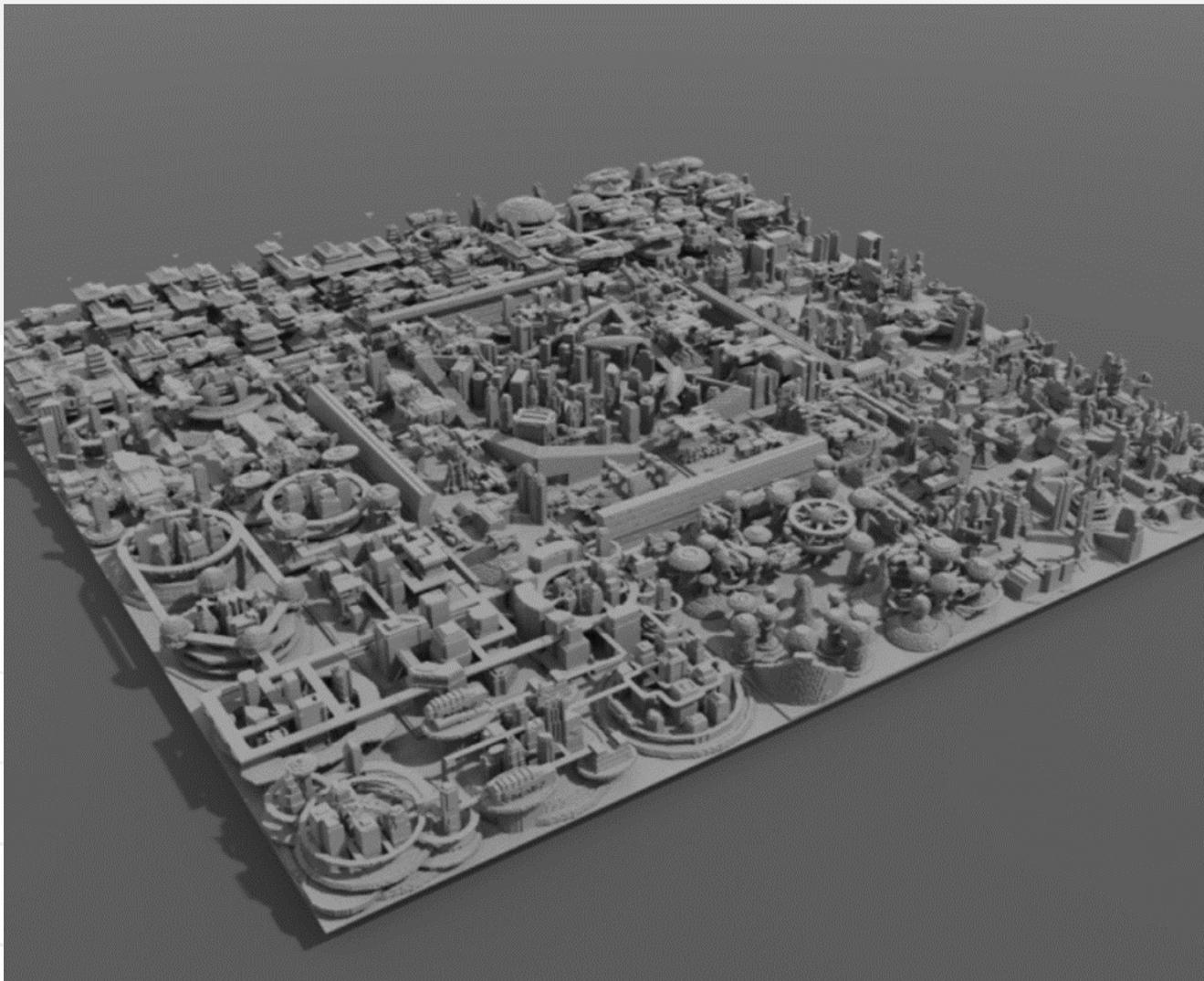


Image : A full 24x24 (64 of 3x3 estates) created by Team MyReality in The Sandbox.

01	Introduction	5
02	The Big Picture	6
	The Opportunity	6
	Recent Developments	7
03	MyReality	8
	Token Sale	8
	MyReality Tokens	9
04	The Structure	10
	MRT's DAO	11
	The Concept	12
	Tokenomics	12
	DAO settings and rules	13
04	The Council	13
04	The Team	14
04	Conclusion	15



INTRODUCTION

While the Metaverse has been around for some years now, it was not until social-media giant Facebook’s last years decision to change its name to Meta that everyone stood up to take notice. Soon after, other giants such as Microsoft and Nvidia, among others, announced their Metaverse plans. While Facebook calls the metaverse “the next chapter for the internet”¹, Nvidia CEO Jensen Huang sees it as becoming “much, much bigger than the physical world”².

This whitepaper outlines MyReality’s objective to be a leading global Virtual Estate holder in the Metaverse.

MyReality (the “company”) started as a hobby project of its founder Quoc Bao Ngo, who is better known as “Bao” to his friends. As he grew to understand the potential of the metaverse, Bao soon turned MyReality into a reality in January 2020 by launching what today has already become one the largest metaverse real estate projects in the industry. We also believe that the community plays a vital role in getting to where we are heading. This is why the MyReality DAO will be Community Driven!

The metaverse is the future. Let’s go on this adventure together.

1 <https://www.wireservice.ca/metaverse-is-the-next-chapter-of-the-internet/>

2 <https://www.digitaltrends.com/computing/nvidia-ceo-metaverse-larger-than-real-world/#:~:text=Nvidia%20CEO%20says%20the%20metaverse,larger%20than%20the%20physical%20world'&text=Nvidia%20CEO%20Jensen%20Huang%20says,but%20in%20terms%20of%20economics.>

THE BIG PICTURE

The Opportunity

We immediately recognized the potential of The Sandbox Game, with many well known Ips and brands partnering with them. Being part of that club, will benefit us tremendously by attaching an already big community to the MyReality community.

With 166,464 plots of land ("LAND") available in the Sandbox that's finite, owning Lands are like keeping assets. Assets that have value and will increase in value once LAND availability becomes scarce. As in the real world, where the LANDs are placed add additional value. This will enable the MyReality community to monetize on this large LAND holding.

MyReality started as a development company to be part of the growing interest in the Metaverse. We purchased Lands to be develop on. Metaverse is a new frontier Hundreds of new metaverses pop-up every month. Expanding too much, resulted in MyReality only concentrating in The Sandbox Game



Fast forward to today, we continue to see a very strong pipeline of projects coming from The Sandbox which should last us for many months ahead. However, we want to prepare for the future. Why? Because when we take a few steps into the future, we see the massive potential for growth in what we are doing. In fact, the industry is now moving into the exponential phase of growth, thanks to the widespread adoption of the metaverse by key players like Facebook, Microsoft, Nvidia and many others.

In short, the potential for a meta developer like MyReality is huge. Imagine the day when all websites, as we know it, will no longer be static 2D pages but an immersive 3D experience by itself. Now imagine not only websites but chatgroups, social media platforms and everything on the internet being unique experiences, standalone metaverses.

Recent Developments

While considering to be a new DAO, MyReality has quickly grown to be one of the most visible new comers in the Sandbox Game. We are also an Official partner to The Sandbox. With the Sandbox expected to launch in the Fall of 2022, the demand for LANDS only increases. Already, demand is significant, and ongoing negotiations indicate a possible exponential development, especially with respect to long term development & renting contracts. Among major names that MyReality is partnering with we would like to highlight YIELD.APP & Cyber Kongz. We are also in early dialogue with others for potential partnerships. Notably, recently we have also seen a marked increase in order volume for smaller landscapes and NFTs.



Image: Created for MyReality on a 1x1 land on The Sandbox Game, easy to monetize.

One exciting development is that we have been approached by major names in the industry to discuss possible strategic partnerships. This includes taking a stake in MyReality. Discussions are underway and the ability to attract such names is a reflection of the our capabilities and status in the market.

MYREALITY

Token Sale

The purpose of the Token sale is to

- Buy an additional 1,008 LANDs in the SandBox Metaverse.
- Distribute MRT Tokens to the MRT Community

To achieve this, the amount of MRT Tokens in the Treasury will be sold in full.

The Token Sale will be conducted on a 'first come, first served' principle.

Timestamp in etherscan.io will decide who gets the tokens those who fail to be part of this sale, will get their funds back, minus fees.

Token sale won't affect our potential in the metaverse, on the contrary, MRT will be very rare!

MyReality with 1152 Lands will become one of the biggest Landlords in The Sandbox Game. Basically, MyReality will become a Mini Sandbox Game.

MyReality will only have minor expenses, but have the potential of generating income and build future value by development of the LAND holdings.

Going forward, there is no foreseeable needs to raise further capital unless there is a need to fund new opportunities. The DAO is expected to generate revenue from multiple sources in the future:

- Landscape & game development (presently)
- Service Agreements
- NFT development
- Marketing/Affiliate Agreements
- Sandbox 'Portal'
- Others

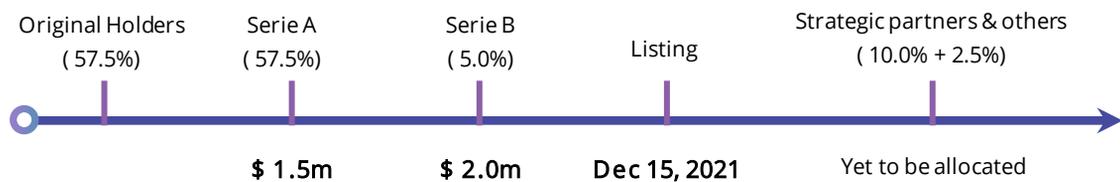
These multiple sources of revenue, many of which will have recurring income features, coupled with expected strong demand as the overall industry grows, should see MyReality grow from strength to strength financially.



MyReality Tokens

Investors into MyReality presently hold MyReality Tokens or MRTs. In terms of supply, there is a maximum of 1,000,000,000 MRTs. Of this, 40% is held by the Founder.

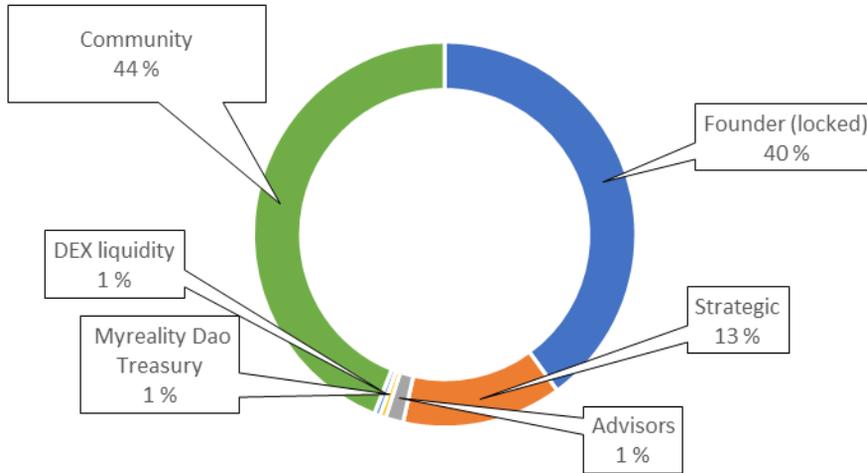
13,5% of Tokens are held by strategic, long term investors, while approximately 5% are held in the DAO Treasury. The DAO Treasury MRT Tokens are designated to LAND purchase and community distribution.



As it stands, the majority of MRT tokens are being held in strong hands, majority by MyReality's Founder, followed by angel investor-cum-venture capital company, the Klein Group (see <https://www.kleingroup.no/investments>). Mostly, the rest of the tokens are held by the community and some by small investors who can be considered under the "friends & family" category and thus are long-term believers and holders of the token.

The 40 % of Tokens assigned to the Founder are locked until 15 December 2026. This represents a total of 400,000,000 MRT Tokens.

Token Distribution after Token-sale:



<i>Token Distribution after Token-sale:</i>	<i>%</i>	<i>Tokens</i>	<i>Locked</i>	<i>Lock period</i>
Founder (locked)	40,00 %	400 000 000	400 000 000	5 years
Strategic	13,50 %	135 000 000		
Advisors	1,50 %	15 000 000		
Myreality Dao Treasury	0,50 %	5 000 000		
DEX liquidity	0,50 %	5 000 000		
Community	44,00 %	440 000 000		
	100,00 %	1 000 000 000	400 000 000	

The figures above show the new Token distribution after the Token sale for the purchase of LANDs in the SandBox Game and community distribution.

On 15 December 2021, the MRT Token was listed on Uniswap as a pair with USDC stablecoin. The main reason for the listing was to give Tokens holders the opportunity to sell MRT Tokens second hand, and to give easy access to the Token for new holders.

In February of 2022, a second pair was introduced; ETH/MRT.

The MRT Token is a utility token, and its price (value) is determined by the balance between supply and demand. The demand is largely determined by the amount and quality of the utilities embedded in the Token use.

A plan is under preparation on how to build the structure of the utilities, and this will be partially implemented and fully applicable at the time of the official Sandbox opening.

THE DAO

MRT's Decentralized Autonomous Organization

A Decentralized Autonomous Organization (DAO) is a so-called smart-contract running on the Ethereum blockchain, with rules that the Founder has already set up to automatically execute when certain conditions are met without the need for manual actions or interventions.

The DAO is administered by a Community Manager who is taking care of all issues regarding the administration of the DAO. The DAO is governed by a council elected by the DAOs members.

The MyReality DAO is a partnership, and each Token holder is a member in this partnership. As a partnership, each member is potentially liable for the obligations of the Partnership.

To avoid exposing the community members to operational risk, the MyReality DAO will not directly participate in business activities. Development of our LANDs, whether landscaping or game development, will be done through strategic partnerships with other entities, preferably other DAO's. The MyReality DAO will have no employees of its own.

In case it should become necessary for the MyReality DAO to enter into contractual obligations with a third party, and this represents an inherent risk, the DAO should vote to appoint a suitable Trustee to act as a contractual partner on behalf of the DAO.

The MyReality DAO aims to be a truly Decentralized Autonomous Organization.

Since our vision and goal is to become a Mogul in virtual Real estate, we will start to be visible and grow in The Sandbox Game metaverse, where other DAOs will be part of the community.

Our representation in the Metaverse is through a DAO. You invest in the DAO by purchasing MRT Tokens from the DAO Treasury or by swapping USDC or ETH for MRT on Uniswap. These Tokens give voting rights for council members, trustees, investments in LANDS and SAND and issues regarding the MyReality community.

An investment in the DAO represents an opportunity for increased Token value, hence the prospects of future gains when selling the Tokens. The MyReality DAO was launched through Aragon, trusted by many industry pioneers.

The DAO already owns 144 very well placed LANDs in the Sandbox, and we will acquire an additional 1,008 LANDs to be populated by games made by Meta Builders through strategic partnerships.

The Concept – how do we build value

- Game Development on our 1,152 LANDs will give the DAO at least 128 estates to rent out on the market. Those who rent from the DAO must use the DAO to develop games for them. Customers have to pay for a service according to the mandatory service agreement. This will be a percentage of the gaming revenue, NFT-asset sale, transportation fees, etc. These activities will be handled by our strategic partners.
- Together with our strategic partners, we will do marketing for brands in our Games. Advertising games with prizes. We will also offer marketing and promotional services and activities to LAND owners we have development contracts with. This is expected to be a major contributing factor to future revenue.
- Business development - NFT Assets/collectibles. All the games will have designed assets that are collectible. We will help our customers to design sustainable games by partnering with the best NFT developers in the Industry
- The MRT Token will be adopted as a currency in the MyReality Estates on the SandBox.

Ecosystem (Tokenomics)

\$MRT will be our primary token to be spent on items and assets in the Sandbox Game Lands of MyReality.

Prizes, fees, game development, advertising in \$MRT

Opportunities for staking/farming MRT for rewards in NFTs and Metaverse Tokens (\$META \$SAND, \$MANA etc.

Whitelisting for extraordinary cases

The utilitarian properties of the MRT Token determines the attractiveness and demand for the MRT Token in an open market of willing buyers and sellers. In other words, the anticipation of a future increase in demand may in itself increase the price of the token. The MyReality Team will work continuously to add applicability to the Token and communicate this to the market in a best possible way.

The MRT Token will also have the benefit of a value base consisting of the holdings in the DAO Treasury, namely the market value of LANDs and NFTs. All accumulated values in the DAO belong indiscriminately to the Token holders as 1 MRT Token represents 1 ownership interest in the DAO.

The LANDs in the SandBox Game will in effect make the MyReality DAO a 'mini SandBox Game'. This means that the price MRT Token will be influenced by all news and events relating to the SandBox, and the strong market position and professional marketing activities of the SandBox will have a direct spillover impact on the price of the MRT Token.

Dao Settings And Rules

- The DAO Token is MRT
- The DAO name is MyReality DAO
- Voting rules:
 - 50% of token holders must vote.
 - 50% of the votes have to be Yes for a decision to be executed
- The Council can create a vote for a decision.
 - 50% of Council members must vote
 - More than 50% of the votes have to be Yes.
- Token holders can vote for:
 - Council members
 - Minting or burning Tokens, including change in Token Cap
 - External manager/Trustee
 - Sale or purchase of LANDs
 - Utilities and financial derivatives of the Token
- The purpose of MyReality DAO is to own and monetize on LANDs in the Metaverse.
LANDs acquired by MyReality DAO can not be transferred to others unless they are sold.
- The MyReality DAO shall be a fully decentralized organization without dominating members.

The Council - Voted

Quoc Bao Ngo

0x83eF66B64Cd0BAF2940C74AcEb2BDf0Df44A78FF

Sebastien - The Sandbox

0x8C2E67Bd3D0f432eF75D9AE6623Cd0DFbCE66050

THE ULTIMATE, COOLEST TEAM EVER



Quoc Bao Ngo

Founder of MyReality DAO, 20 years with different programming experiences, will continue as Community Manager



Sebastien Borget

COO of The Sandbox Game, Council Member, Advisor



Morten Klein

Founder of Klein group AS, MyReality DAO Council Member, advisor

CONCLUSION

In a short period of time, MyReality has managed to established itself as a major “Virtual RealEstate Mogul” in The Sandbox Game where it is recognized both as an official Meta Lands Holder and ambassador. What binds us together is the vision of making MyReality *the largest community in the metaverse*, and to be part of creating the virtual world of tomorrow where members can learn, play2earn, learn2earn, creating, owning

We would also like to thank our partners and clients whom have been instrumental in our success so far and we hope will continue to be part of our success in the future.

