



MOTOVERSE

- DRIVE TO EARN -

GAME OVERVIEW

WEB 3.0



MOTOVERSE is a Web 3.0 lifestyle app with built-in Game-Fi & Social-Fi elements

A new game concept of “**Drive to Earn**” users get tokens reward through daily Mileage



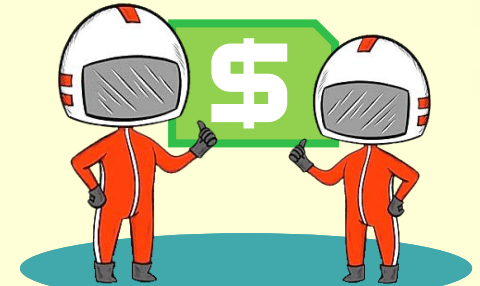
Users start by purchasing **NFT**

These **NFT** are tradable in the built-in game market



Through driving mileage users will get game token (“**MILE**”)

& Governance token (“**MOTO**”)



Users can upgrade their **NFT** to earn more “**MILE**” and “**MOTO**”

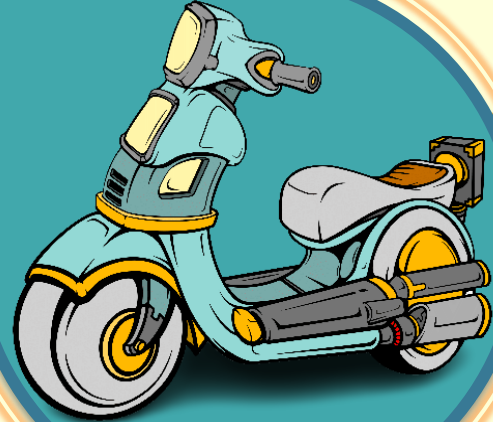
Users use token in the game or exchange into **USDT** to get real profits.

THE NFT

"PEDAL"

Optimal Speed:
5-30 km/h

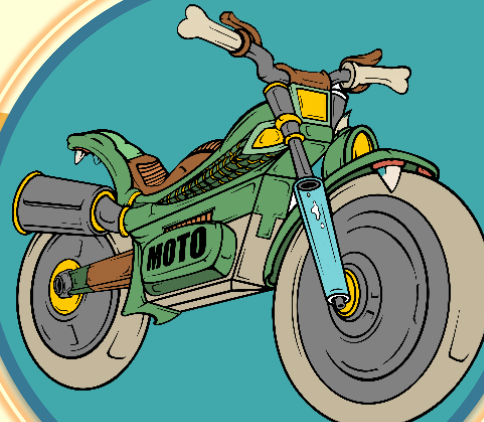
Optimal Return:
4 MILE/1 energy spent



"CROSS"

Optimal Speed:
30-50 km/h

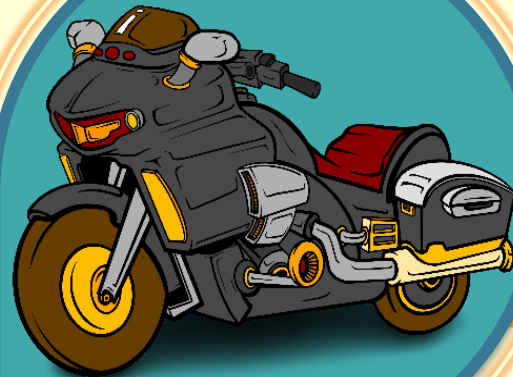
Optimal Return:
5 MILE/1 energy spent



"HARLEY"

Optimal Speed:
50+ km/h

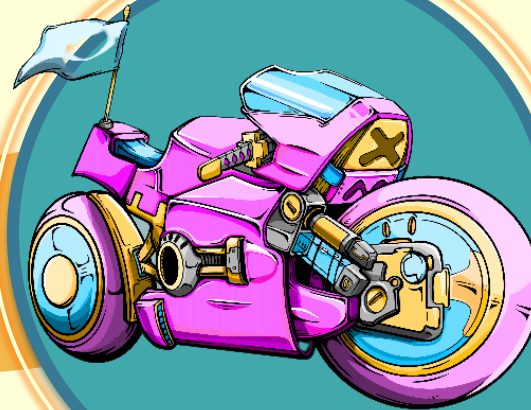
Optimal Return:
6 MILE/1 energy spent



"RACING"

Optimal Speed:
5-50+ km/h

Optimal Return:
4-7 MILE/1 energy spent



GAME-FI ELEMENTS

ATTRIBUTES

THERE ARE
FOUR
NFT
ATTRIBUTES

EFFICIENCY

Determines the **MILE**
earning capability



LUCK

Determines Frequency &
Quality of **Mystery Box**



Determines the **MOTO**
earning capability

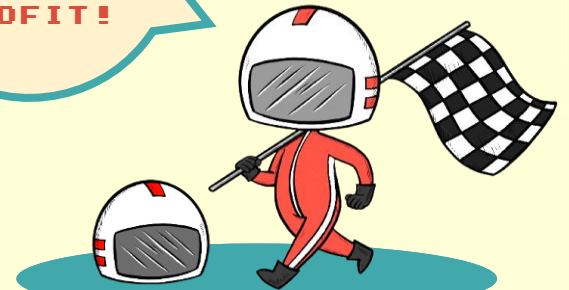
COMFORT



Determines **NFT**
Maintenance Cost

QUALITY

EACH
CONTRIBUTES
TO HIGHER
AND BETTER
PROFIT!

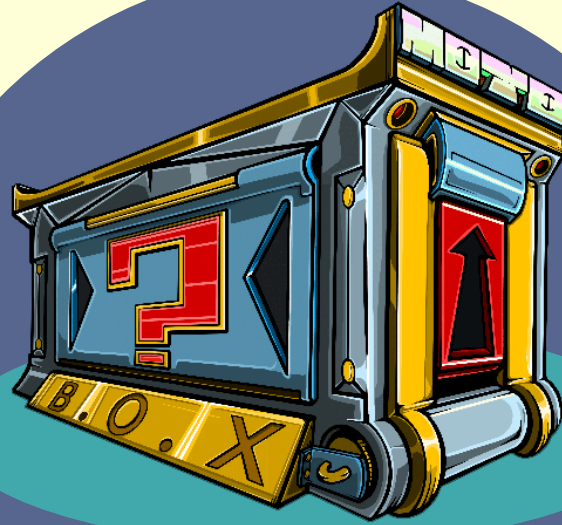


GAME-FI ELEMENTS

AIR DROP LUCKY BOX



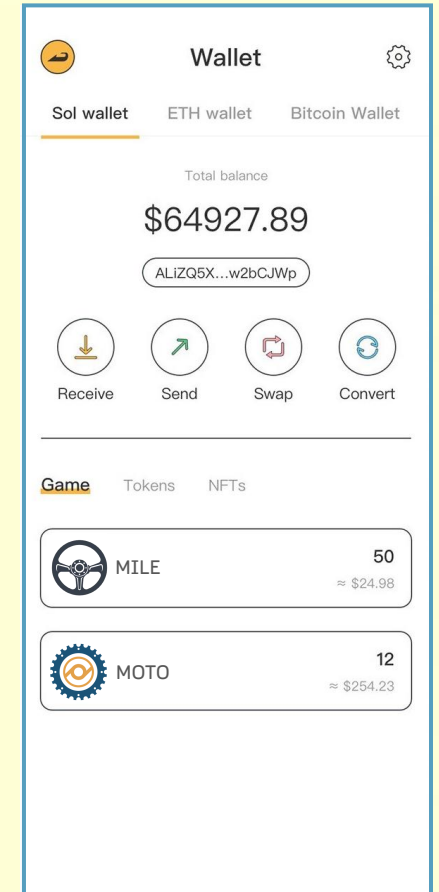
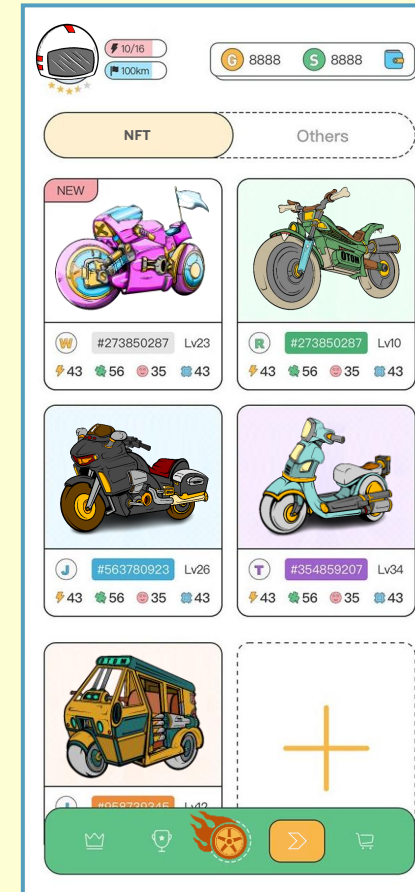
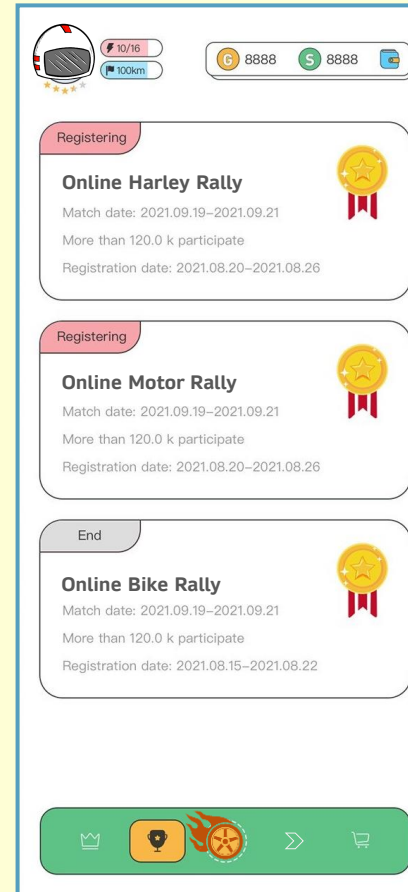
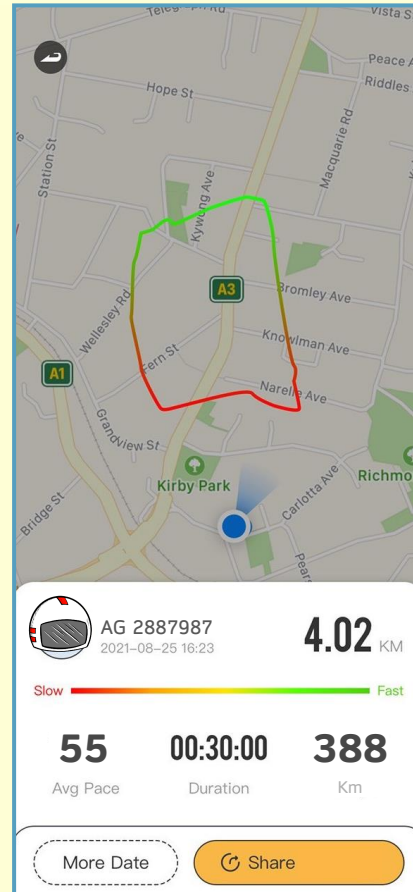
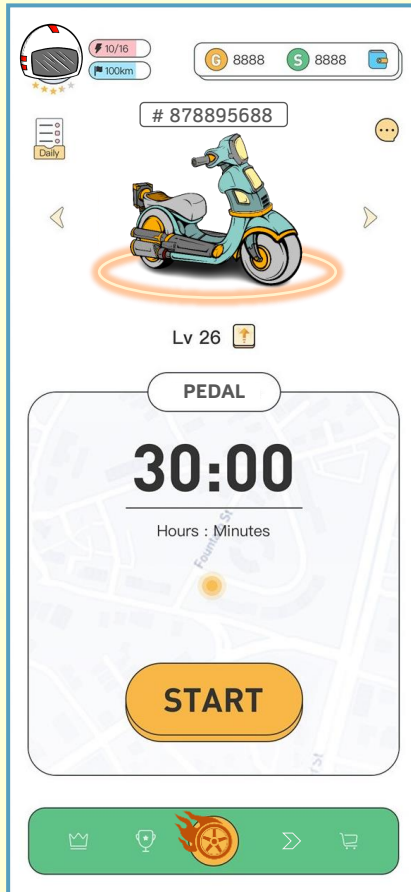
LUCKY
BOXES FROM
DAILY PLAY
& COMMUNITY
EVENT WILL
GIVE RARE
ITEMS!



THESE RARE
ITEMS CAN
BE WORTH
\$\$\$



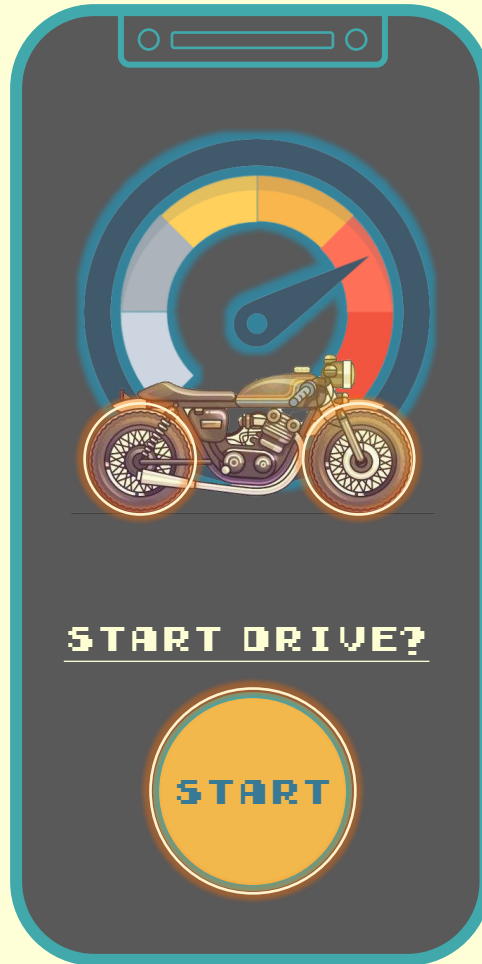
USER INTERFACE



DRIVE TO EARN



BUY
NFT

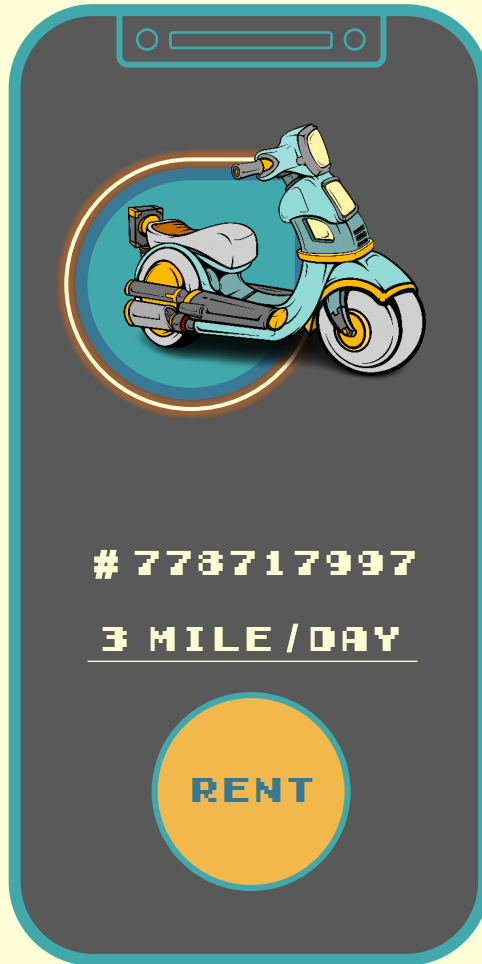


DRIVE

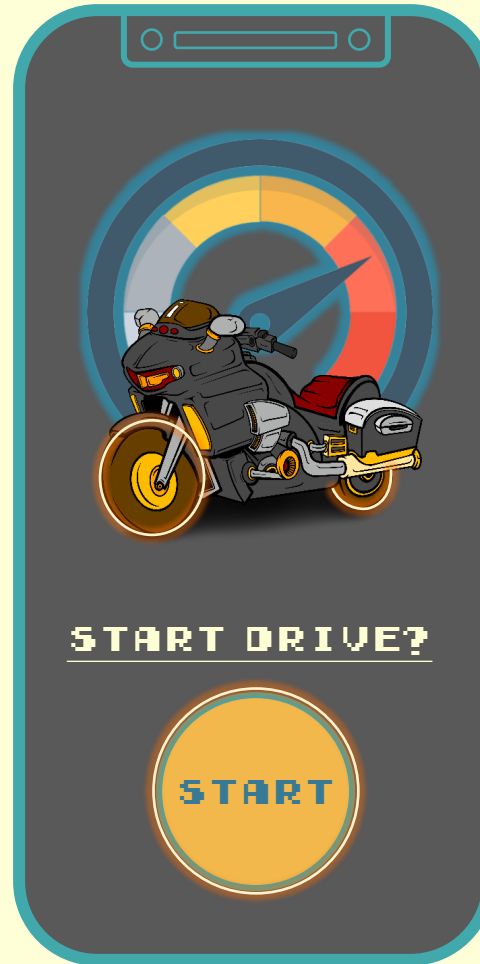


EARN
\$\$\$

RENT TO EARN



RENT
NFT



DRIVE

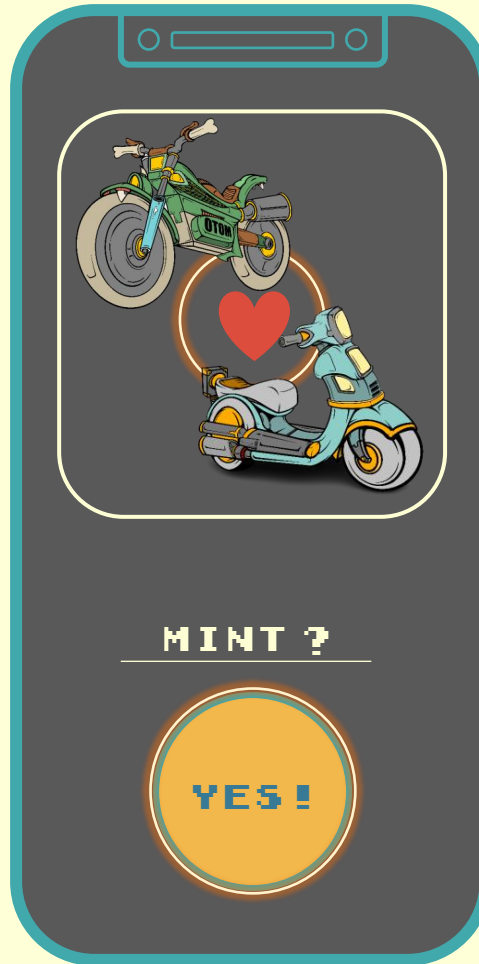


EARN
\$\$\$

MINT TO EARN



LEVEL
UP

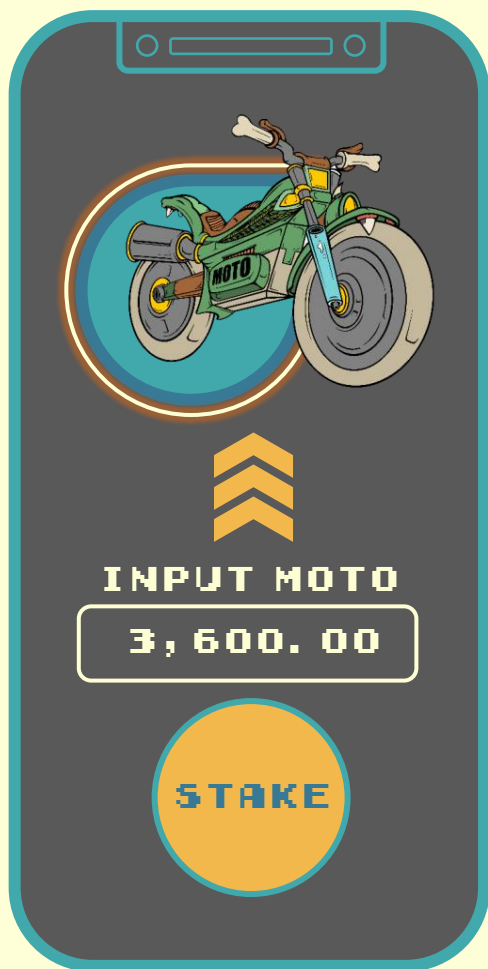


MINT

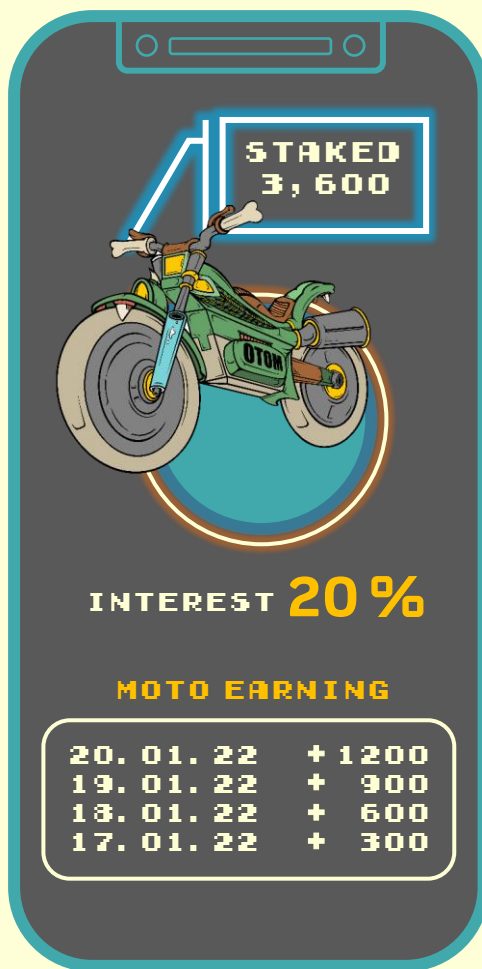


EARN
\$\$\$

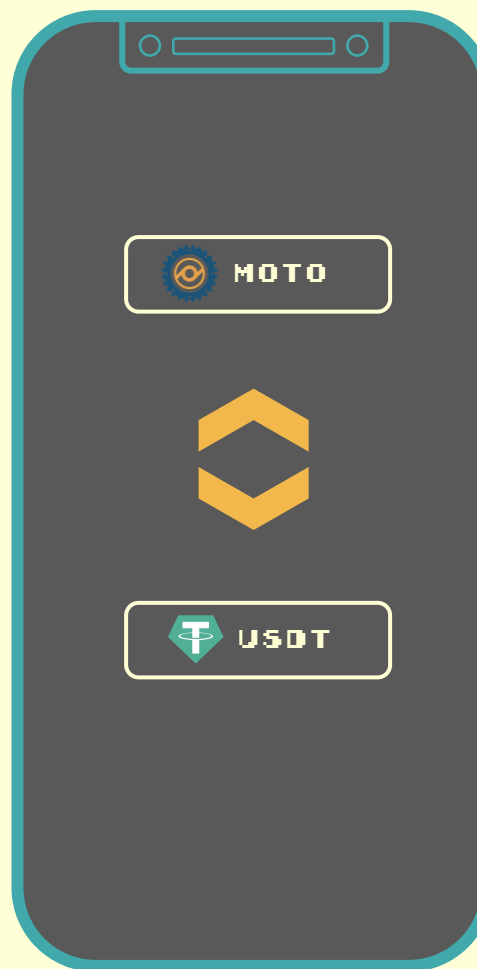
STAKE TO EARN



STAKE
TOKEN

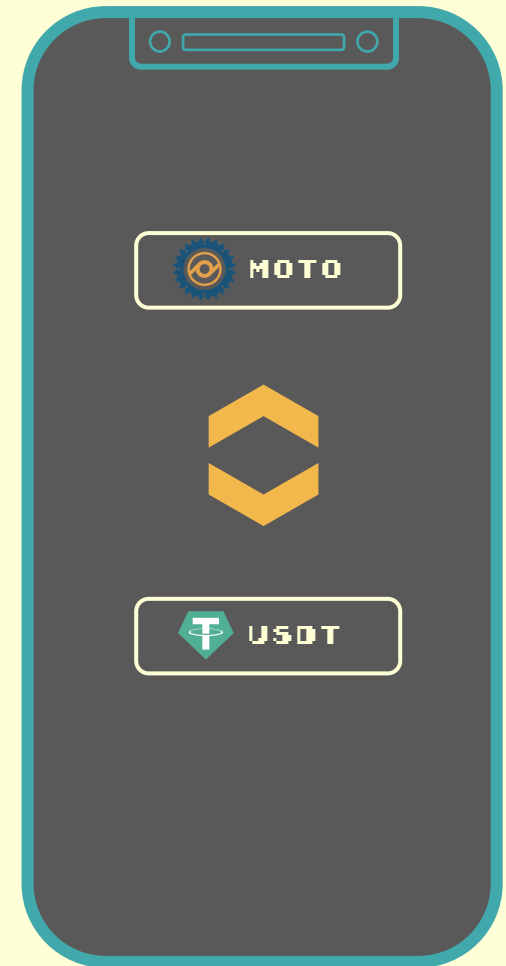
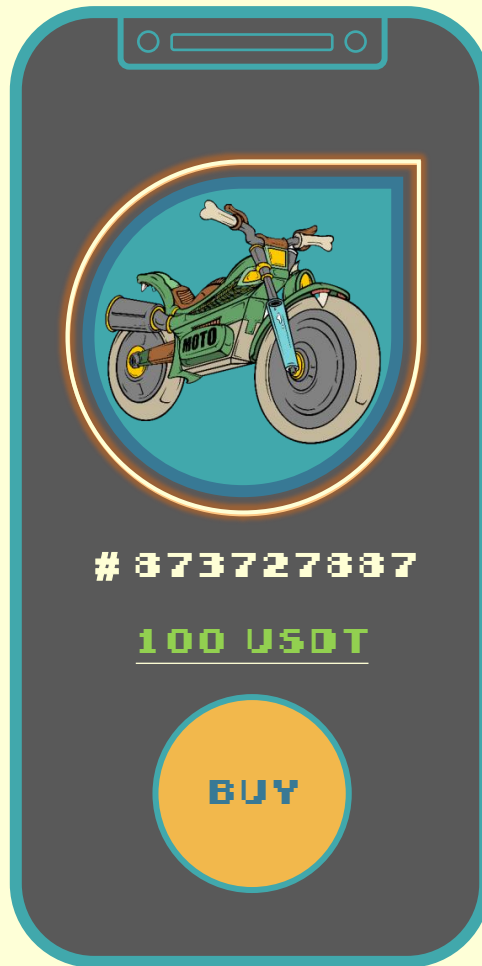
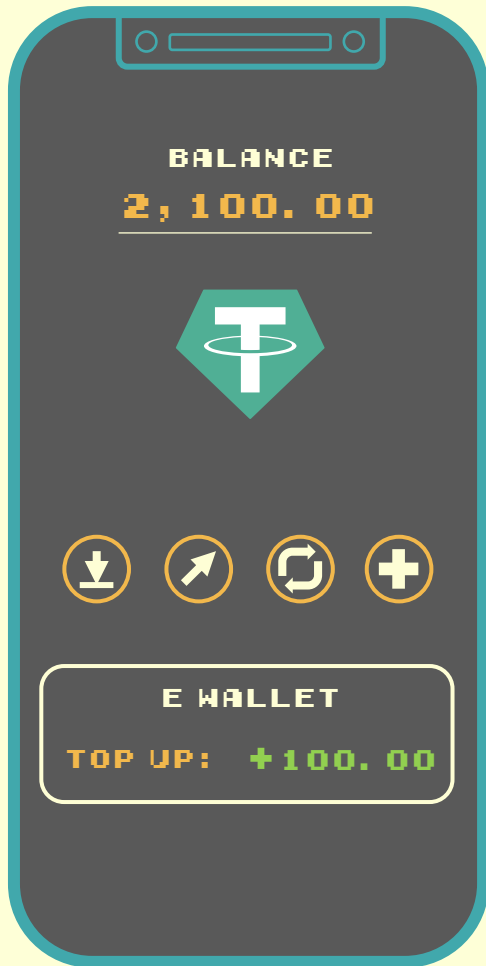


EARN
%



SWAP
\$\$\$

IN-GAME WALLET



TAX AND FEE



MOTOVERSE CHARGE
DIFFERENT TAX AND
FEE TO VARIOUS IN-
APP ACTIVITIES

MARKETPLACE TRADING FEE

2 %

MARKETPLACE ROYALTY FEE

4 %

NFT MINTING

6 %

NFT RENTAL

8 %

TOKENOMICS



MILE

MILE TOKEN

Game Token:

- Total Amount 1,000,000,000 – “Conditional Re-issued”



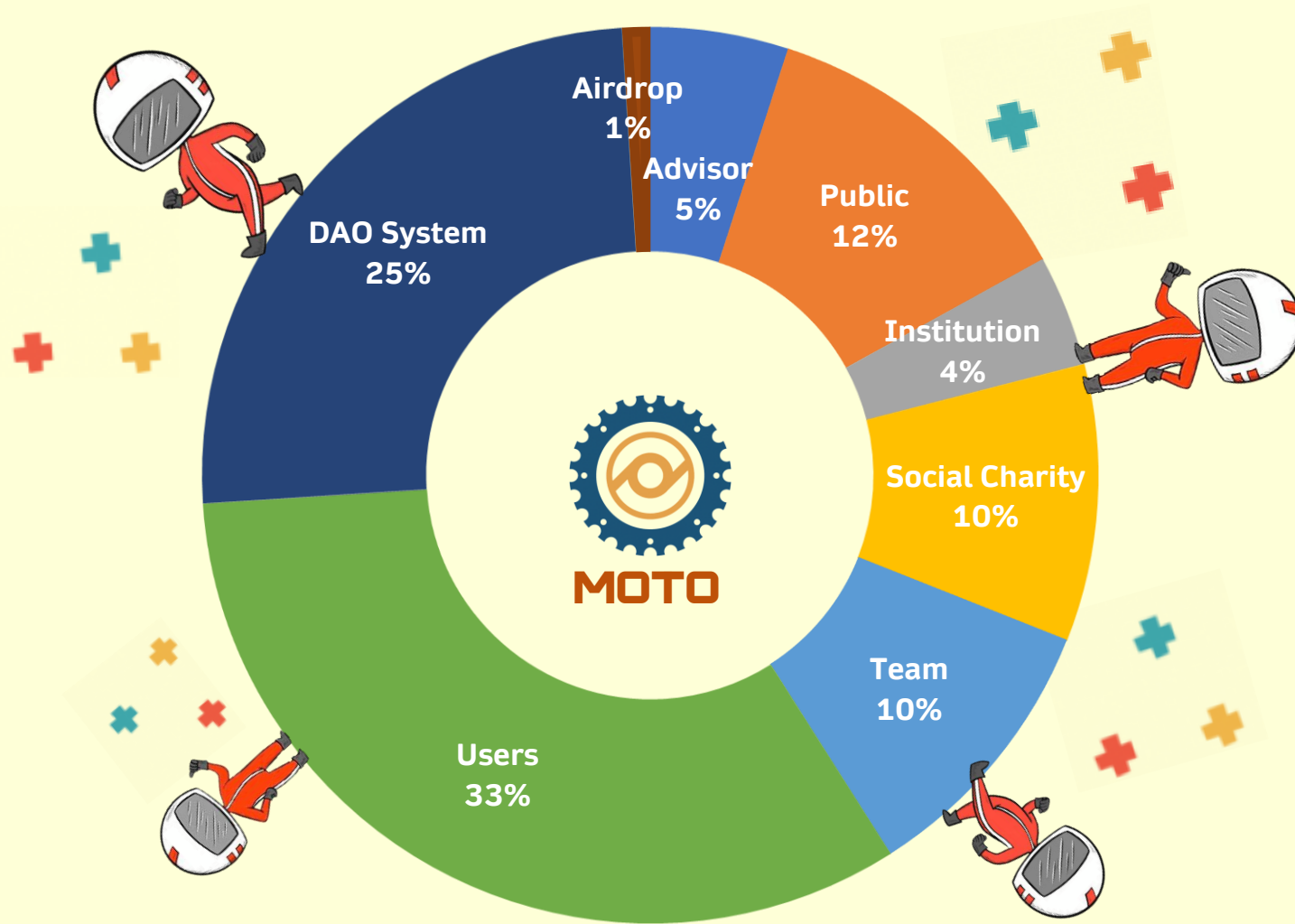
MOTO

MOTO TOKEN

Governance Token:

- Total Amount 1,000,000,000 -

MOTO DISTRIBUTION



SOCIAL CHARITY FEEDBACK



10 % MOTO PROFIT

Will be injected into project foundation account, for subsidizing the country's orphans, poor families, father, mother and children affected by the pandemic and the unbalanced global regional development.

COMMUNITY EVENT

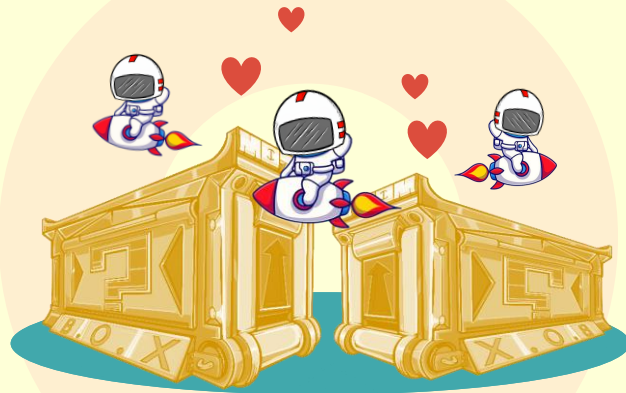
SIGNATURE NFT !



HARLEY GOGO



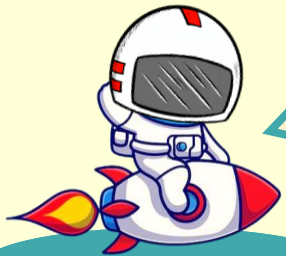
AIR DROP LUCKY BOXES
EVERYWHERE !



FANS MEETING
INVITATION !



USE
SIGNATURE
NFT !



TO GET
MORE
AIRDROP
LUCKY
BOX !



AND GETS
INVITED
TO
EXCLUSIVE
EVENTS !



ROAD MAP

2022 - 05

- Feasibility Research
- Game Model Confirmation
- Game Ecosystem Design
- Team Building
- Game Development



2022 - 06

- Community building
- Website Launch
- Marketing kick-off



2022 - 07

- NFT Sales
- Pre-ICO Sales



2022 - 08

- ICO Sales
- MOTO beta testing
- Community Operation



2022 - 09

- MOTO Official Launch



KEY TEAM MEMBER



Bill
Co-Founder

Block-chain early entrepreneur, successfully launched 4 block-chain games and 1 NFT trading platform, has served more than 20 million of users cumulatively and has created more than 50 millions USD in value for user ecosystem.



Jang Rony
Co-Founder

CEO & Founder of AESLER Group, a public listed company in Indonesia Stock Exchange (BEI), lead businesses in all over Southeast and East Asian countries, with extensive community influence and deep understanding of SEA ecosystem.



Frank
Co-Founder

Ph.D. in economics, long term study and reside in the UK, Singapore and other SEA countries. angel investor, invested in more than 20 companies, deep understanding in industrial economy model, resources combination, investment and financial business.

PARTNERS



Ibnu Sulistyo Riza
Strategic Partner

Commissioner and Head of IESPA
(Indonesia E-Sport Gaming Association)

Grandson of Indonesia presidential family
member

Commissioner of Syananda Delapan,
Rajawali Panca Sakti, and
Indonesia Conglomerate Group



Reagy Sukmana
Chief Marketing Officer

Chief of Development of IESPA
(Indonesia E-Sport Gaming Association)

Corporate Relation Affairs of APJII
(Indonesia Internet Provider Association)

Commisioner of Prima Cakrawala Abadi Tbk
(Public Listed Company)
Council of Susandarini & Partners Law Firm

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