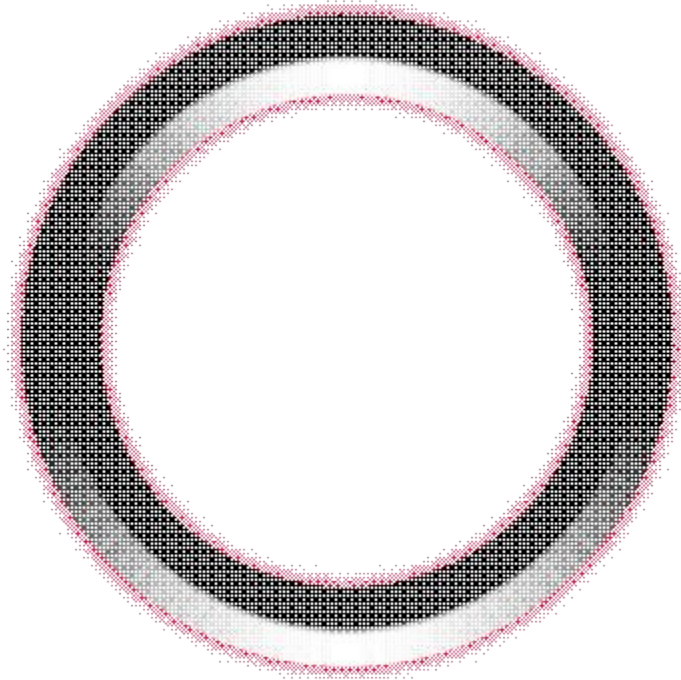
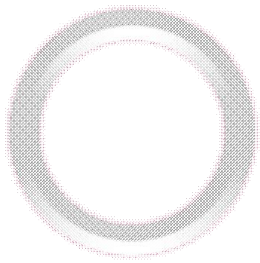


# **BeeL Metaverse**

## **White paper 1.0**





## Summary

The "\$BEEL" is a virtual world where players can build, own, and monetize their gaming experiences in the BSC blockchain using \$BEEL, the platform's utility token.

Our vision is to offer a deeply immersive metaverse in which players will create virtual worlds and games collaboratively and without central authority.

We are aiming to disrupt the existing game makers like Minecraft and Roblox by providing

creators true ownership of their creations as non-fungible tokens (NFTs) and rewarding their participation with our utility token – \$BEEL.

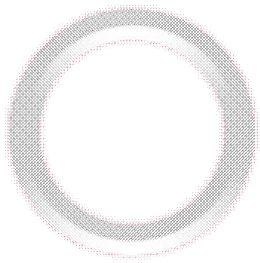
In the current game market, the centralized ownership and control of user-generated content limits creator rights and ownership.

Central control over the trading of virtual goods created by players restricts them from generating fair value for their creations. Compounding this, it can be difficult to prove creative ownership of works, especially as content is copied, altered, and built upon.

With The "\$BEEL", we aim to overcome these limitations while accelerating blockchain adoption to grow the blockchain gaming market. We will do this by building a voxel gaming

platform where creators are able to craft, play, share, collect, and trade without central control, enjoying secure copyright ownership with the ability to earn cryptocurrency(\$BEEL).

This copyright ownership will be established and guaranteed through the use of NFTs, where every in-game item will have a unique and immutable blockchain identifier.



## Summary

### Blockchain Gaming with NFTs

The “BEEL” virtual world uses blockchain technology and NFTs to empower the players and creators. NFTs are an emerging segment in the global game market: virtual tokens for digital scarcity, security and authenticity. Each NFT is distinct or unique, it is indivisible and it is not interchangeable for another.

Through the use of NFTs, “BEEL” users will be able to benefit from:

**A.TRUE DIGITAL OWNERSHIP:** Gamers are the true and perpetual owners of their digital items, even if the game was shut down or abandoned.

With blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell, or gift their items.

**B.SECURITY AND IMMUTABILITY:** Digital game items can be easily tokenized and traded in primary and secondary markets that are managed and facilitated by blockchain technology

Items based on scarcity and demand usually invite fraud and theft, but these risks are minimized on blockchain because it is a distributed ledger.

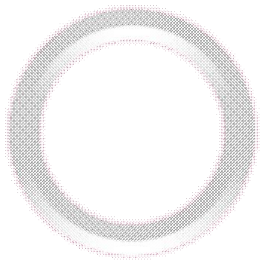
**C.TRADING:** Blockchain-based gaming platforms can provide users with ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off or that a platform will close and cancel all the value of their in-game items.

**D.CROSS-APPLICATION INTEROPERABILITY:** Blockchain provides capacity for games to utilize shared assets. ASSETS, avatars, B Point and any other game elements can be used in other games that allow it. These game items are no longer confined by a narrow digital ecosystem.

The “BEEL” metaverse uses several tokens to create a circular economy between

all the profiles of users who will interact with its platform namely the players, creators, curators and B Point owners. These are the B Point, ASSETS and \$BEEL, a token

based on the BEP20 protocol which will act as the official currency in the ecosystem when purchasing goods and services within the game marketplace.



## What is \$BEEL and what is it used for?

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 as

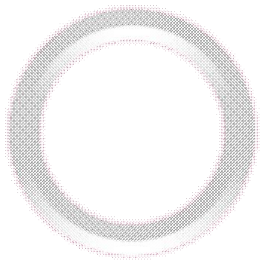
sumptions will not materialize or will vary significantly from actual results.

\$BEEL is an essential part of The “BEEL” platform and The “BEEL” are working on establishing key mechanics that makes it intrinsically tied to The “BEEL” platform and its value. \$BEEL is a BEP-20 utility token built on the BSC blockchain that serves as the basis for transactions within The “BEEL” , and has the following uses:

- Access The “BEEL” platform: Players spend \$BEEL in order to play games, buy equipment, or customize their Avatar character — and can potentially collect \$BEEL through gameplay.

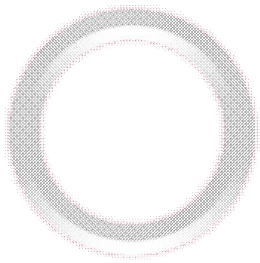
Creators spend \$BEEL to acquire ASSETS, B Point, and through Staking. \$BEEL Sales drive demand for \$BEEL to purchase B Point. Artists spend \$BEEL to upload ASSETS to the Marketplace and buy Gems for defining Rarity and Scarcity.

- Governance: \$BEEL is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as Foundation grant attributions to content and game creators and feature prioritisation on the platform Roadmap. \$BEEL owners can vote themselves or delegate voting rights to other players of their choice.



## What is \$BEEL and what is it used for?

- Staking: \$BEEL allows for staking, which allows for passive revenues on B Point: you get more \$BEEL by staking it. This is also the only way to get valuable Gems and Catalysts, need for ASSET creation.
- Fee Capture model = 5% of all transaction volume carried out in \$BEEL tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake \$BEEL tokens and 50% to the "Foundation."
- Foundation: The role of the Foundation is to support the ecosystem of The "BEEL", offering grants to incentivize high quality content & game production on the platform



## **Associated risks**

impact

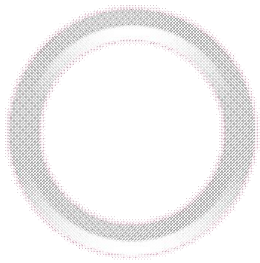
### Associated risks

It is the responsibility of any purchaser of \$BEEL to inform themselves of, and to observe and comply with, all applicable laws and regulations of any relevant jurisdiction. Prospective purchasers for any \$BEEL shall be expected to consider the risk factors identified in this section.

If any of the indicated risks were to materialize, then they could have a negative impact on the Issuer's finances and operational performance which can hinder the ability of the Issuer to fulfil its obligations under this whitepaper.

The challenges and risks are identified by the board of administration of the Issuer as at the date of registration of this whitepaper. This does not exclude the possibility of there being other risk threats and the purchaser must be aware that the impact on the Issuer may be heightened due to a combination of several risks materializing simultaneously.

One of the main challenges in the project is the rate of adoption of the community of artists and creators to start exchanging assets, which will be a key point behind the demand generation of \$BEEL. As such, we are focused in developing a strong, multi-platform product that can spread massively by offering a tool to create voxel art that is focused on solving problems and community needs. We are therefore developing strong communities in different areas of the world with a strong focus in Asia, where we believe the rate of adoption and learning curve will be steeper.



## **Associated risks**

The project success rate will be dependent upon the priority and preference of consumers and its ability to swiftly anticipate, identify and capitalise upon these priorities and preferences.

The Issuer operates in an emerging and disruptive industry that is under rapid and dynamic development. This includes, but is not limited to, the developments relating to the business itself, the underlying technology, and the regulatory and legal implications thereof. Specifically, in relation to public knowledge and understanding of emerging technologies, such as distributed ledger technologies, smart contracts and other innovative technology arrangements, are still limited as at the date of registration of this whitepaper.

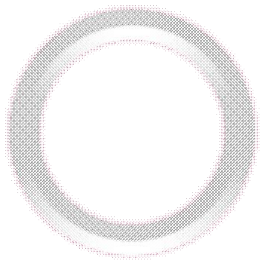
The risks arising out of such may not be fully comprehended as of yet and new additional risks may arise in the future.

As the Issuer's undertaking is reliant on the continuous and proper functioning of its technology infrastructure, the Issuer is subject to a variety of risks relating to the proper maintenance thereof. These risks include, but are not limited to, cyber-attacks, data theft or other unauthorised use of data, and other malicious interferences. Certain parts of the infrastructure

may be outsourced to third parties. In such cases, the Issuer is reliant upon technology arrangements developed by such third parties for the running of its undertaking, and it is exposed to the risk of failures in such technology arrangements.

The Issuer is subject to various laws, including regulations and rules issued thereunder, and is at risk in relation to changes in the laws and the timing and effects of changes in the respective legislation. This includes changes in the interpretation thereof which cannot be predicted by the Issuer.

The growth of the Issuer and its undertaking is partially attributable to the efforts and abilities of the members of its management team and other key personnel, particularly its board of administration. If one or more of the members of this team were unable or unwilling to continue in their present position, the Issuer might not be able to replace them within a short time, which could in turn have a material adverse effect on the Issuer's business.



# The BEEL Platform

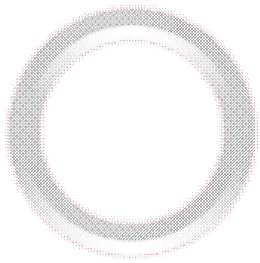
## Mission

The BEEL team's mission is to build a system where creators will be able to craft, play, share, and trade without central control, enjoying secure copyright ownership with the ability to earn \$BEEL.

The BEEL team believes these innovations are important, for while the current market for voxel-based creation games already has 600,000,000 Creators and 180,000,000 MAUs, it suffers from four key problems that could hinder future growth if not addressed:

- The centralization of user-generated content in dominant titles such as Minecraft and Roblox limits creator rights and ownership
- Central control over the trading of virtual goods created by players restricts players from generating fair value for their creations, limiting what they can or cannot sell and/or taking a significant portion of the sales revenue
- Given the nature of voxel art, it can be difficult to prove creative ownership of works, especially as content is copied, altered and built upon
- Existing game marketplaces are based on fiat currencies, which do not support true microtransactions and are vulnerable to credit card fraud that can unbalance in-game Economies.





## Game Overview

At its core, The BEEL is an ecosystem for Players and Creators, consisting of three main components: a Voxel Editor, a Marketplace, and the Game itself.

The BEEL offers a unique way to create, assemble, and share 3D voxel models. We empower Creators with intuitive, powerful content creation tools.

You can make your own 3D voxel objects, animate them, and publish/sell them in our worldwide marketplace. VoxEdit is our 3D tool that allows anyone to create or import their own voxel objects, work on them, and effortlessly export them to the marketplace where users can turn them into limited ERC-1155 tokens called ASSETS. ASSETS are virtual tokens for digital scarcity, security and authenticity.

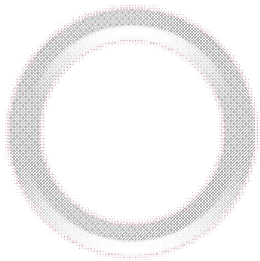
They are unique/limited as well as distinct and indivisible.

Blockchain allows creators to have true ownership and thanks to this technology we, in our capacity as developers, can finally reward players for their time and the hard work they put into content creation, allowing them to monetize and freely trade their ASSETS.

Our ASSET smart contract allows content to become the new platform, creating a new paradigm. This is because they offer multiple uses and are not confined to a single game. This "second-layer programmability" gives any developer the power to bring a lasting and ever-growing value to the ASSETS, which can be shared cross-games, cross-platforms and cross-chains.

The Marketplace is the trading environment for ASSETS, where they can be given away for free or sold to other PLAYERS.

The Game is the overall game system where playable experiences can be enjoyed and shared. In the Game, not only can creators profit from their creations, players can play-to-earn by collecting resources, rewards, and tokens.



# Economy

## B Point and \$BEEL Token

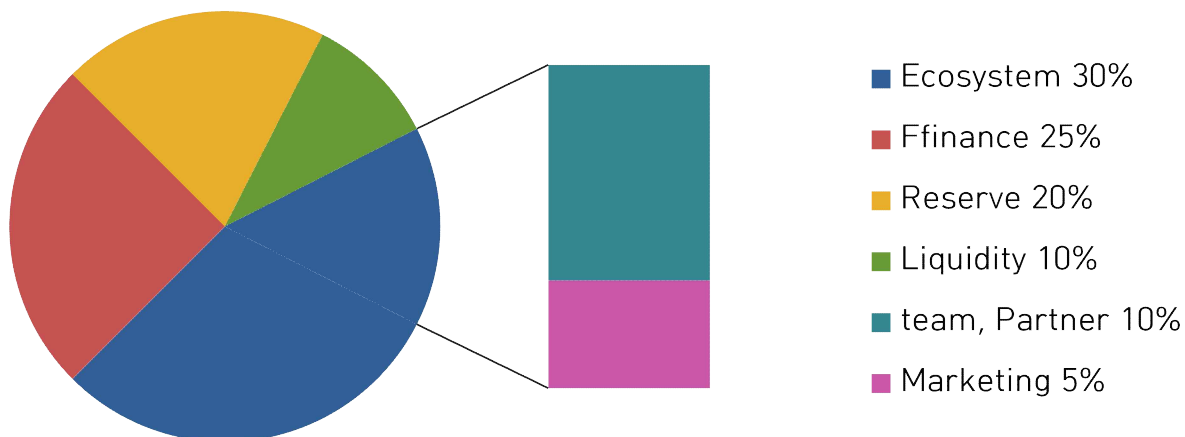
With the launch of the Iron Age, we are introducing two digital assets: B Point, the nonfungible parcels in which the virtual world is divided; and \$BEEL, an BEP-20 token that is burned to claim B Point, as well as to make in-world purchases of goods and services.

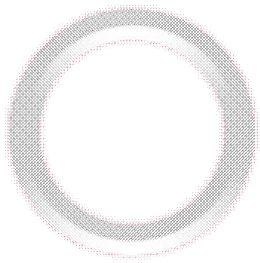
The utility of B Point is based on its adjacency to other attention hubs, its ability to host applications, and also as an identity mechanism. Developers and other content creators will demand B Point so that they can build on top of it and reach their target audience. Although every unclaimed B Point can be purchased at the same exchange rate (10000 \$BEEL = 1 B Point), B Point parcels are distinguishable from each other, potentially trading at different prices on a secondary market due to differences in adjacencies and traffic.

On the other hand, BEEL serves as a proxy to assess the price of a new parcel of B Point. Also, BEEL used to buy goods and services in the virtual world creates utility value for the token.

### \$BEEL

**Total  
5,000,000,000**





# Road Map

## # PHASE 1

- **BEEL website is released for the first time**
- **BEEL Ecosystem Development Starts**
- **BEEL Wallet Development Starts**

## # PHASE 2

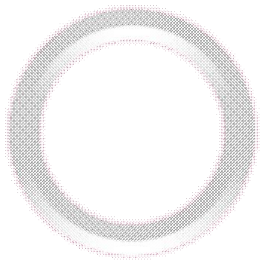
- **Listed on the global exchange**
- **Resonance Game ADVANCE RESERVATION**

## # PHASE 3

- **Ecosystem Server 1.0 Beta Open (Open to Partners Only)**
- **BEEL Wallet Developmen**

## # PHASE 4

- **Listed on the global exchange**
- **Ecosystem Security Update**
- **BEEL Server officially opens**
- **Staking Beta Open**



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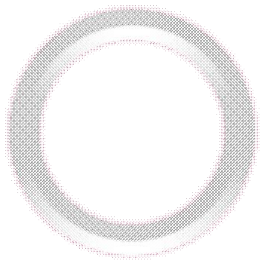
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