



Meta-Z Architectures

Link: <https://themetaversez.com/>

1. Game

1.1. Metaverse

1.1.1. Social

1.1.2. Discover

1.1.3. Creation

1.2. Multiplayer

1.2.1. Interaction

1.2.2. Communication

1.2.3. Advertisement

1.3. P2E

1.3.1. Reward System MZT

1.3.1.1. 40% Of MZT Supply

1.3.1.2. Fair distribution

1.3.1.3. Value added

2. Builder

2.1. Creativity

2.1.1. Support users Imaginations

2.1.1.1. Arts

2.1.1.2. Buildings architectures

2.1.1.3. Adventures

2.2. Lands system

2.2.1. Map system

2.2.2. Division of property

2.2.2.1. Private properties

2.2.2.2. Public properties

2.2.3. Rarity

2.2.3.1. Limited Supply

2.3. Building Items

2.3.1. In-Game items

2.3.2. Out-Game items

3. NFT Store

Link: <https://market.themetaversez.com/>

3.1. Smart contracts

3.1.1. Blockchain

3.1.1.1. Public contract

3.1.2. Diversity of features

3.2. Fees and rewards

3.2.1. Transaction Gas fees

3.2.2. Trading fees

3.2.3. Events rewards

3.2.4. Advertisements Fees

3.3. Meta-Z NFT's

3.3.1. Lands

3.3.2. 3d models

3.3.3. mysterious chests

3.4. Other NFT's

3.4.1. Support other platforms

3.4.2. Support other payments

3.5. Flexibility

4. PMZ

Link: <https://bscscan.com/token/0x5ef6b5abaa7e9b75fa4daebf0fc722f9aff12b40>

4.1. Use cases

4.1.1. Rare element

4.1.2. Payment method

4.1.3. Farming and staking

4.1.4. purchase method

4.1.5. Meta-Z currency

4.1.6. Utility token

4.2. Fees and rewards system

4.2.1. Fees

4.2.1.1. Gas fees

4.2.1.2. Transactions

4.2.2. Rewards MZT

4.2.2.1. Play to earn

4.2.2.2. Airdrops

4.2.2.3. Events and competitions

4.3. Tokenomics

4.3.1. Developments

4.3.2. Marketing

4.3.3. Fair Launch

4.3.4. Liquidity

4.3.5. Partners and advisors

4.3.6. Reserve (Locked)