EARTH 2 DRAFT UPDATE 2022

EARTH 2
THE PEOPLE'S METAVERSE

DRAFT ONLY

90M
TILES SOLD

$14M+
PAID OUT TO PLAYERS

150K+
MONTHLY ACTIVE USERS

5M+
PROPERTY TRADES

112M+
ESSENCE EARNED

170K
FOLLOWERS

230K+
HOLOBUILDINGS

10MIN+
AVG DAILY VISITOR TIME

20%+
TRAFFIC FROM USA

1.4M+
JEWELS CRAFTED

1.6M+
PLAYER SOLD JEWELS

72K
LUMINOUS JEWELS

274
BRILLIANT JEWELS

EARTH 2
THE PEOPLE'S METAVERSE

* significant growth across all metrics is expected at points Earth 2 builds and releases new technology and features

DISCLAIMER

The content provided in this Draft Summary and Earth 2 Update is intended solely to provide general background information about Earth 2's proposed objectives. It should not be interpreted as a White Paper, disclosure statement, representation, or promise. The content should be considered as an indicative update, but remains subject to change without notice.

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COMMUNITY FEEDBACK

As this is a Draft Summary and Update document, we expect there to be future internal iterations of this document to come.

If you have feedback, ideas or thoughts you would like to share with us regarding this document, please email us so we can review them as we continue to finalise our plans :

feedback@earth2.io

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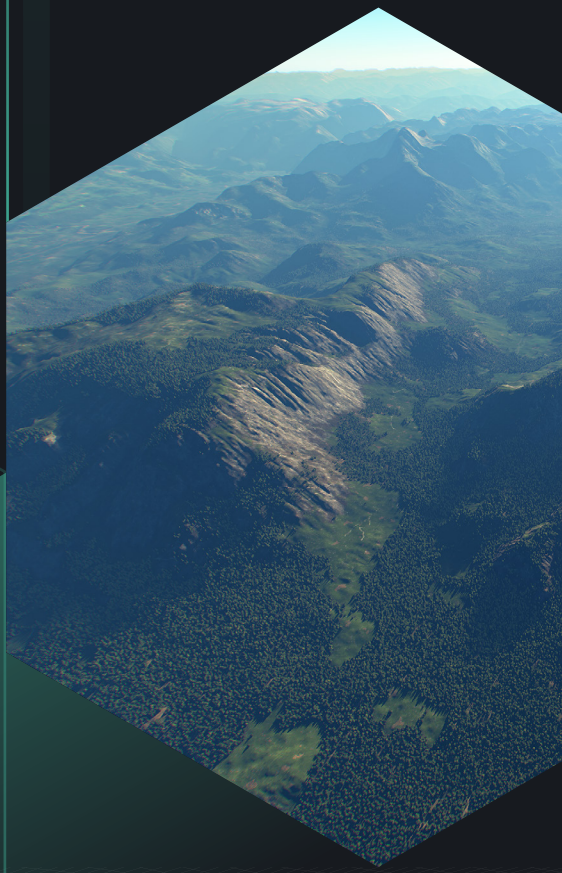
SECTION 1

Introduction



SECTION 1

INTRODUCTION
THE PEOPLE'S METAVERSE

> "The place you now stand is digitally represented inside of Earth 2, manifesting the beginning of an omnipresence imperative toward achieving the ultimate goal of a Metaverse which feels as though it lives, breathes and exists around you, wherever you may stand on this planet."
>
> - Earth 2 Founder, Shane Isaac

Earth 2 is a futuristic concept for a second Earth; a metaverse, between virtual and physical reality in which real-world geolocations on a sectioned map correspond to user generated digital virtual environments. These environments produce digital assets, can be owned, bought and sold, and - in the near future - deeply customised. This Draft Update will detail how these digital environments will continue to evolve, far beyond their current capabilities.

Earth 2 will begin as a pristine, untouched and uninhabited virtual version of Earth. It will ultimately be Player designed, created, built and owned using the technology developed by the Earth 2 Team. Each piece of virtual land will maintain an irrefutable link back to the physical world through its unique, corresponding geolocational attribute. What is built inside Earth 2 will be the result of either Player time, investment, effort, or a mixture of all 3. This will serve to create a justifiable extrinsic value on everything that exists within Earth 2 and therefore reinforce a true Play-to-Earn ecosystem.

Launching in November of 2020, Earth 2 experienced unprecedented growth and remains the biggest registry of virtual land holdings in the world across all metrics, including the amount of land sold and the number of unique people who own that land. Using common growth measurement rules in the industry, within 12 months of launch Earth 2 is one of the most successful consumer startups in history in terms of user adoption, revenue, user to user sales and engagement rates.

It is impossible to ignore the fact that the Metaverse space is an exciting one, with a growing number of reasons as to why reputable companies such as JP Morgan are claiming "it will become a trillion dollar market opportunity in yearly revenues"[1], but at this early stage the metaverse space is convoluted and is fast becoming a difficult area for people to understand, navigate and most importantly, discover.

WEB3, THE METAVERSE, & EARTH 2

Web2, or the internet as we know it today, is largely represented by search engines and applications (Apps) that people utilise to find, view and interact with content displayed on mostly 2D webpages controlled by centralised sources.

There is popular discussion around what Web1, Web2 and Web3 are, and the next expert in the field will provide a slight variation to the previous definition each and every time. There is, however, a general consensus that:

- Web1 was launched in the mid to late 80s and was created to be used by mostly large corporations and not for individuals – the Read era.
- Web 2 began somewhere in the first 5 years of the 2000s and due to a more widespread learning of programming languages, frameworks, tools and networking, more people were able to build on the web which in turn increased user to user interactive websites, games, content creation and social media services all delivered in a progressively graphically appealing 2D styled environment – the Write Era.

1. Lau, Y., Fortune, "JPMorgan bets metaverse is a $1 trillion yearly opportunity as it becomes first bank to open in virtual world", https://fortune.com/2022/02/16/jpmorgan-first-bank-join-metaverse/amp/

- And now there is general consensus that Web3 will be heavily focused on the introduction of a decentralised web that functions around decentralised applications, decentralised finance and irrefutable ownership provided by various block chains. The user becomes the owner - the Ownership Era.

It is also widely accepted that Web3 will include the broader introduction of immersive 3D experiences as opposed to the current 2D format provided in Web2. Long term, it is anticipated that most experiences inside of Web3 will take place in 3D environments as evidenced by the natural association people have formed between Web3 and the Metaverse. There is no doubt that Web2 is the current on-ramp for the transition into Web3, but Earth 2 is positioned to introduce ways in which Web2 and Web3 data is represented in visual maps, locations and 3D-centric environments, and will focus on capitalising on this opportunity. Displaying and connecting Web3 and external metaverse-driven experiences is one core area that Earth 2 will leverage to cement itself into the broader progress and representation of Web3.

Exciting projects whether they be Web3 driven, Metaverse driven or somewhere in between, emerge daily around the world. It is difficult to discover these projects and even harder to ascertain which of them are popular and may spark the viewer's own personal interest. Discovering these projects on 2D Web2 websites also leaves a lot to be desired.

Earth 2 is the biggest central point of ownership for virtual real estate in the world and our vision is for the growth we have experienced, the technology we have been building, and our passionate community to assist us in achieving our next goal. Earth 2's goal is to become a central point for Web3 and other metaverse projects by providing the ability to display, link and create visual representations of them and their data within the Earth 2 Metaverse and the 3D, digital, Earth-sized world we are building.

Without early users, subsequent users do not join a platform. Those early users are often rarely recognised and certainly not significantly rewarded or compensated inside Web2. It is the early adopters, the pioneers, that drive the popularity of a service or the success of a product. Web3 provides a way for projects to reward those early adopters with the likes of Tokens and NFTs, so when the project wins, so do its greatest supporters.

Even as the centralised platform it is currently, Earth 2 has uniquely been able to achieve this mutually beneficial relationship with our Players, resulting in tens of thousands of Players not only making, but being paid out over $14M USD to date, for trading virtual land and assets on the Earth 2 platform. This has all been achieved inside a fiat driven environment and it is anticipated that the introduction of Web3 to Earth 2 will see an exponential growth in all metrics while allowing us to continue rewarding our early adopter Players in addition to the early rewards claimed through land ownership alone.

This Draft Update marks the beginning of the much anticipated move to decentralisation and tokenisation of digital assets inside Earth 2. The first step will see the tokenisation of the core Player element, Essence, followed by plans to decentralise the ownership of close to 100 million player-owned tiles to date, by minting the digital assets as NFTs, on-chain.

> "I see Web3 going as far as possibly correcting some of the global distribution of wealth and providing more opportunities for the average person who spends time online to become part of that distribution. I have no issue with large corporations becoming part of Web3 and building inside the Metaverse, in fact they need to have a presence there which will be extremely beneficial for them, but that presence should be directly aligned with the Players and Consumers through decentralised asset ownership. So part of this scenario would see them operating the Metaverse on an open and permissionless basis, as we see with many other Metaverse projects but which is not currently the case for them, and partaking in the game and platform as an autonomous entity to work or trade with other Players to achieve their ambitions and more. This is the reason we have implemented a very simple Token Allocation system that provides most of the Tokens back to the Players as rewards through Play-to-Earn inside Earth 2's Metaverse. This is also one of the reasons we are introducing the definition of 'the People's Metaverse', given Earth 2's plans to create an in-depth governance system that will see land tiles becoming NFTs that feature multidimensional voting rights and invites large corporations to work alongside us, as the Players, instead of above us."
>
> - Earth 2 Founder , Shane Isaac

SECTION 2

THE EARTH 2 PLAYER

SECTION 2

THE EARTH 2 PLAYER

THE PLAYER

People accessing Earth 2 are known as Players. The Player is the most important part of Earth 2 and each Player has the opportunity to participate in all Earth 2 activities. There should be a constant reminder that each Player inside Earth 2 represents a soul in real life and as a fellow citizen should be treated with respect and courtesy.

We initially expect 5 types of Players to exist within Earth 2. Inside and between each group we anticipate alliances, collaboration, guilds and more to form. In some cases one Player will spread expertise across multiple groups, but in most cases we expect groups to collaborate in order to achieve mutually beneficial results in a predominantly play-to-earn ecosystem.

2.1 THE BASE PLAYER

The Base Player profile represents what every Player inside of Earth 2 will have access to or will be able to do, whether they branch into other Player categories or not. These Players will predominantly be consumers looking for experiences, representation, socialisation, play-to-earn opportunities, competition, rewards, and more.

Base Players can:

- Create a free account
- Create their own Avatar
- Customise and Accessorise their Avatar
- Travel / Move around via foot or vehicles
- Limited Storage dependant on their form of transport
- Store Essence and $E
- Access to a balance history sheet
- Carry devices for exploration or game play
- Access the MarketPlace, Bazaar and Bidding Hub
- Play-to-Earn

2.2 THE LANDOWNER

The Landowner is a Player who owns land on Earth 2. Landowners will have direct access to the following unique gameplay and features:

- Voting (every unique Player inside Earth 2 will have voting rights, but Landowners will have additional voting power. Please see Voting for more information);
- Building – placement and display of various roads and buildings (EcoSim, Holo, User Created, Mentars, and more);
- E-ther Detection which leads to Essence processing, production and collection;
- Resource detection and production;
- Jewel Production;
- Advertising;
- Trade;
- Storage;

- Base for the Economic Simulator;
- EPLs – Earth 2 Property Locators work like URLs and create an alphanumeric link to that property;
- Customisation and modification of the land;
- Leasing Land;
- Hiring Players to manage your Property;
- Hiring Players to defend your Property from attacks in PvP mode ; and
- Play-to-Earn

THE ECOSIM PLAYER

The EcoSim Player is a Player who specialises in various forms of the Earth 2 Economic Simulator system. These Players usually possess a unique skillset and knowledge on how to get the most out of a property, among many other things. Land Owners will be able to hire and collaborate with EcoSim Players and allow them to run their properties with an customisable, binding and enforceable automated contract in place to split yield from properties the EcoSim Player runs:

- Resource Production;
- Resource Management;
- Resource Trading;
- Resource Transportation (where relevant);
- EcoSim Buildings, Research and Management;
- Inventory Management;
- Property Management;
- Jewel Harvesting;
- Jewel Crafting;
- Jewel Slotting;
- E-ther to Essence Production;
- Resource Exploration;
- Build automated Defence Systems for Properties; and
- Play-to-Earn

THE GAMER

The Gamer is a Player who specialises in playing the real time traditional video games that will exist as PvP options inside the Earth 2 Metaverse. These are usually talented individuals with good cognitive skills, a great asset depending on what type of game they are playing.

The first PvP game inside Earth 2 will be an updated and modified version of the Sci-Fi real time shooter, DRONE the Game.

The Gamer can:

- Create and customise DRONES for specific purposes inside the game
- Fly DRONES to attack or defend properties inside a Battle Arena
- Create and Manage Guilds
- Harvest in Game, Steal, Pillage
- Determine Vehicle Classes and Objectives
- Control Territory / Properties
- Work as a Gamer and earn Red Co-Op Energy / Currency
- Master Jewel slotting on vehicles
- Play-to-Earn

More activities will be made possible as more games are introduced and made available within Earth 2.

THE CREATOR PLAYER

The Creator Player is a Player who specialises in areas of creativity within Earth 2. These Players possess a unique level of creativity and have the ability to produce things of interest anywhere they go. One of our core beliefs is to support Player creativity and User Generated Content wherever possible. We expect the creative component of Earth 2 to become widespread over time, giving Creator Playors various opportunities to play-to-earn from the content they create.

Creator Players will be able to create and earn from the following:

- Megacities
- Holobuildings
- Customised EcoSim buildings
- Customised Residential and Commerce buildings
- Customised Emotes
- Mint your creations
- Battle Arena creation
- Video and Photo content (via Earth 2's Social Media network)
- Advertisements / Logo Creations
- Portal Customisation
- External NFT collections
- Working as a Content Creator each time you successfully sell one of your Creations you will earn Yellow Co-Op Energy
- Play-to-Earn

SECTION 3

EARTH 2 ECONOMY

SECTION 3

EARTH 2 ECONOMY

3.1 THE E-DOLLAR (E$)

E-Dollars is a stable in-game currency pegged to the USD value. Real world fiat currency can be used to purchase E-Dollars. E-Dollars are presently used to purchase new land, land from other Players, Player traded Jewels, EPLs and HoloBuilding Constructions. We plan to replace E-Dollar payment for some of the purchasable digital assets in favour of Essence, however, E-Dollars will remain an option to purchase new land for a longer term in order to provide new Players with a low barrier entry into asset ownership and subsequent gameplay inside Earth 2.

E-Dollars can be withdrawn back into USD via one of the internal Earth 2 withdrawal systems. Earth 2 has a large full-time customer support and accounting team to process withdrawals and has processed Player withdrawals totalling over $14M USD to date.

3.2 THE LAND (VIRTUAL REAL ESTATE)

Earth's entire area is divided into 10 x 10 metre tiles which are the basis of everything on Earth 2. Players can buy a single tile or a continuous cluster of up to 750 tiles to form a Property.

What makes each Property distinct is their shape, size, character of its landscape and the Buildings placed upon it. Landowners (owners of a Property) have sole discretion on what can be built, advertised or utilised on their Property. A player cannot build on another players' Property unless there is permission granted by the Landowner to do so.

TIER 1 AND TIER 2 PROPERTIES

Properties inside Earth 2 are presently split into two Tiers: Tier 1 and Tier 2. Tier 1 Properties represent any Property purchased by a Player up until early December 3rd, 2021. After this date, Tier 2 properties became the standard property type of all new land purchases. Various key attributes differentiate Tier 1 and Tier 2 Properties and this is detailed as follows:

Tier 1 tiles have guaranteed E-ther to Essence conversion and Essence generation while for Tier 2, the conversion and generation is unpredictable. In addition to guaranteed Essence generation, Tier 1 tiles have other generative abilities that Tier 2 tiles do not. In the future, Tier 1 Property Owners will have full access to discoverable resources while for Tier 2 tiles, access would be restricted. Resource saturation for Tier 1 is also boosted compared to the standard saturation for Tier 2. Tier 1 tiles will also continue to generate LIT (Periodic Bonuses) and have the ability to assign EPLs while Tier 2 tiles will not. Tier 1 tiles will retain their land classes under Tier 1, while Tier 2 tiles will be labelled generally and no longer be distinguished by classes.

TIER 1 VS. TIER 2 OVERVIEW TABLE:

For further information about Tier 1 and Tier 2 Properties, please see: https://earth2.io/edc

FEATURES	TIER 1	TIER 2
Ways to buy the Tile	Marketplace (Player-to-Player) / Upgrade from Tier 2 (Future Feature)	E2 / Marketplace (Player-to-Player)
Tile Price	Pricing Structure Remains as is.	An affordable Base Class Tile with limited attributes starting at E$0.10.
LIT (Periodic Bonus)	Yes	No
EPL	Yes	No
Land Class	1-5	No
Promised Essence (EDC)	Only for ORIGINAL Tier 1 properties assigned by Earth 2 (not upgraded Tier 1 properties)	No
Essence Generation	Guaranteed	Unpredictable
Jewel Spawning	Yes	Reduced
Jewel Slots	5 or more	3
Referral Code Bonus	7.5%	5%
Referral Code Name	Cutomisable	Randomly Generated
EcoSim Building Cap*	No	Yes
Discoverable Resources*	Full	Restricted
Resource Saturation*	Boosted	Normal
Governance*	Full	Diluted
Will be able to support Ads*	Yes	No
Additional Bonuses to be released progressively*	Yes	Limited

* = coming soon / to be revealed at a later date

3.3 ESSENCE

The foundations of Earth 2 are intrinsic to the attributes of our physical Earth, yet there are some notable differences in how natural resources can be gathered, processed and produced.

From an environmental perspective inside Earth 2, Essence allows inhabitants to make our cake and eat it. After Earth 2 was created, one core piece of technology was quickly discovered, the Elementarizer. It was capable of reading the string echoes of atoms, and creating Essence from the highly concentrated Hydrogen amounts found inside E-ther from which it could then reproduce any other material. All of a sudden, Players could produce raw materials seemingly out of thin air, so long as these raw materials could be found in the ground close by, and in sufficient amounts.

Elementarizers soon became what we now know as Mentars and Players started to construct and place them on their properties. In addition to E-ther detection, it wasn't just rare earth or oil that Mentars could help replicate; limestone, water, even wood could be produced in excellent quality. Interestingly, withdrawing Hydrogen from the atmosphere in huge amounts made it necessary to "refill" it by taking water from the oceans, helping keep the rising sea levels at bay.

However, there are limits to this technology; the string echoes need to be validated to function properly. In other words, a Player is unable to simply put a piece of gold in the ground and expect it to multiply. The replicated material requires official validation by the Earth 2 Keepers. This validation causes the binary representation of soil around the resources to evaluate the compatibility of the replicated material within its binary core and recognise it as a resource, otherwise the reproduction will not work.

There currently exist hundreds of millions of validated Resources inside of Earth 2, however, a Player will sometimes have the opportunity to claim and validate the existence of a resource that the Earth 2 Keepers may have missed. This is known as Resource validation and is described further in the Resources section.

To summarise, Essence is the direct by-product of E-ther created through the process of transforming E-ther, which evaporates from Player-owned tiles and is detected by the Mentar. Essence utility inside the Earth 2 Metaverse is vast and will become an ERC-20 utility token on the Ethereum blockchain.

WAYS TO GET ESSENCE

Essence is something that, for the most part, needs to be earned through labour and effort by the Player inside Earth 2. Essence can be earned through regular game activity but Players can maximise their Essence income through strategic play.

There will be 3 primary ways for a Player to acquire Essence on Earth 2 at an entry level.

1. OWNERSHIP (Via Earth 2 Land)

Currently, the only way of obtaining Essence in Earth 2 is through the construction and use of Mentars on Player properties to detect and quickly transform E-ther into Essence.This is the entry method of Essence generation for Landowner Players and this method will distribute enough Essence for Earth 2 to function as a Metaverse.

The logical formula for earning Essence from Land is :

Tiles Owned x Time Passed x Player Activity x Quality of Play = Essence

TILES OWNED	TIME PASSED	PLAYER ACTIVITY	QUALITY OF PLAY
The amount of E-ther evaporated is directly and linearly tied to the amount of tiles owned by a Player.	E-ther is evaporated every 24 hours.	The Player is required to actively claim E-ther and convert it to gain Essence. E-ther that is not claimed will vanish after a time, requiring a Player to remain vigilant in order to make progress in Earth 2.	Before E-ther can be claimed, it must be detected by the Mentar. Good play will increase E-ther evaporation and maximise E-ther detection.

2. ENGAGEMENT (Via Earth 2 Rewards)

Rewards are separate Essence gains tied to a specific game activity and actions inside the Earth 2 Metaverse.

There are currently no Essence Rewards implemented. However, future game modes will lean heavily on Essence as a reward for collaboration and cooperation between Players to achieve a common goal.

There are two examples of this upcoming Essence bonus Reward system within Earth 2. The first will focus on rewarding Players who correctly validate Resources on properties staking claim on the Player Resource Validation system. The other will focus on further rewarding unique Players who actively process E-ther into Essence on adjacent properties regularly. The most active countries will receive the Essence bonus distributed among the most active Players and Co-Op groups (i.e MegaCities) inside each winning country.

There will be scores of new Reward systems added to Earth 2 over time based on the Play-to-Earn concept of rewarding Players for their participation in specific in-game activities.

3. ADOPTION (Via Airdrops)

Airdrops are isolated Essence rewards given by Earth 2. These are usually retrospective rewards tied to prior Player activity but they can also be tied to a new feature, service, or promotion. Airdrops will not follow a strict or foreseeable schedule to avoid conditioning Players to expect them which diminishes both the value of the airdrop and that of the game activity it is rewarding.

The first and only airdrop to date has been the Essence Distribution Commitment which was a gift to the early adopters. 20% of the gifted Essence was handed out immediately, with the remaining amount being distributed as guaranteed Essence yield tied to their Tier 1 properties.

There will be additional airdrops in the future and if a Player expects to be part of a retrospective airdrop they will need to have, at a minimum, an account on Earth 2. Accounts on Earth 2 are free to create.

Aside from the above 3 entry points, the only remaining way to acquire Essence will be to purchase it from another Earth 2 Player selling it on a decentralised exchange. Once a Player owns Essence there will be other ways to increase their holding, via Staking, interactive game play with other Players, and other mechanics yet to be released.

ESSENCE UTILITY

Essence provides utility inside Earth 2 and that utility will continue to expand across new features, gameplay and even entirely new future products. Several notable existing and soon-to-be-released features where Essence can and will be spent are as follows:

1. EPLs (Earth 2 Property Locator) – Existing

   Essence can be used to purchase or rename an EPL.

2. Jewels - Existing

   Essence is necessary for improving a Player's Jewels. See Jewels for more information.

3. Resources (Upcoming)

   Essence is necessary for the production of Resources. See Resources for more information.

4. Upgrading T2 Properties to T1 (Upcoming)

   Essence will be required to upgrade Tier 2 Properties to Tier 1. The price to upgrade a T2 Property to a T1 Property will be pinned to the T1 E$ value of the land in that country. The amount of Essence required will be determined by the value of Essence on the decentralised exchanges.

Further use cases for Essence will be released, including validation of Resources on a Property and the construction of Holobuildings.

SECTION 4

ECONOMIC COMPONENTS

SECTION 4

ECONOMIC COMPONENTS

4.1 THE MENTAR

The Mentar is a building that is essential for the gameplay in Earth 2. They detect E-ther when it evaporates from the land on the property they are built on and turn it into Essence.

Mentars also have the ability to be slotted with Jewels. The bigger the property, the larger the slot range on the Mentar. Slotting Jewels on your property improves its performance of production of Resources and Essence through the Jewels' modifier effects.

4.2 E-THER

E-ther is an unstable, difficult to detect and somewhat mysterious matter that evaporates from Player-owned land inside Earth 2. Theory has it that when virtual land is claimed and a Player's presence is recorded in the binary code of that land, the land itself commits to improving its own environment to the will of the Player who owns it. E-ther cannot be captured or stored naturally, but can be detected by a Mentar, and if processed quickly enough by that Mentar, can convert into the very storable and collectable Essence.

Enough is not yet known about E-ther but it would seem that not all E-ther is identical, which is evident in the varying E-ther to Essence conversion yields. We know that when captured early enough, E-ther always yields some Essence, but never more Essence than E-ther.

4.3 JEWELS

Jewels have a certain chance of spawning on a Player's Property at varying rates and must be claimed within a limited period of time, after which they vanish again. Jewels are distinguished by Tiers and each Tier has additional levels of quality, which all affects the Jewel's value.

Players can collect Jewels, craft them into higher tiers and quality levels, slot them into their Mentars and use them to improve and better target their EcoSim production. Jewel utility will expand into other areas of the Earth 2 Metaverse as new features and products are released.

Depending on the size, tier, and tile class of a property, the Mentar will have between 1 and 15 slots that can be slotted with Jewels. Jewels have a number of effects on the EcoSim of a property, and the effectiveness is dependent on their color, tier and quality attributes. These include:

- Increasing the effectiveness of producing a certain Raw Material;
- Accelerating production of certain Building Blocks;
- Increasing the chance of E-ther detection rate;
- Increasing the yield of Essence when reaching certain stages in the EcoSim;and
- Reducing research and/or construction times and costs.

JEWEL CRAFTING

Jewels have a crafting system that allows Players to experiment with combining them to create Jewels of higher tiers. The quality and tier of a crafting outcome will depend on the quality and tiers of the jewel used in the crafting process. Over time players will discover new recipes they can use to ensure the quality and accuracy of their EcoSim production.

JEWEL CRAFTING CONTINUED...

There are undiscovered effects from not so obvious recipes which may create a single Jewel with combined effects that otherwise would use a higher number of slots. Such jewels require an explorative mind to find them and will carry the name of their discoverers in the future. These recipes will be part of an ongoing design effort as the EcoSim develops and matures.

Crafting is available as a tab in the Jewel Storage Window. With this feature, players are currently able to:

- shatter Jewels into Shards;
- improve Jewels with Shards and Essence;
- craft new Jewels using Shards or multiple Jewels from their Inventory, and
- discover, unlock, and browse Jewel Recipes.

JEWEL SLOTTING

The Slotting tab of the Jewel Storage Window is where Players can slot Jewels from their Jewel Inventory into their properties' Mentars. As mentioned previously, Slotted Jewels will affect a property's E-ther detection rate, resource production, and other property related production, in the future. The Jewel Slotting window also shows critical information needed for Players to make decisions on what Jewels and Jewel combinations to slot into their properties' Mentars.

4.4 RESOURCES

Forget all you know about how Resources are mined on our physical Earth. Inside Earth 2 they are no longer dug up, snatched from a pillaged soil or stolen from an exploited Earth, as there are no more mines!

The first set of Resources to exist will be:

- Oil
- Coal
- Gold
- Limestone
- Freshwater
- Wood
- Sand
- Iron

In Earth 2, Resources are replicated - not mined- into Raw Materials. This process requires Essence as a critical source of data to complete successfully. Raw Materials are replicated from the core binary code that is found under or on the soil of a Property - or from what grows on it. Mentars process the E-ther that evaporates from the ground and turn it into Essence. The Weaver, located inside the Mentar, evaluates the binary representation of soil around the Resource contained within the captured Essence, and uses that data - if compatible - to replicate the Raw Material.

The more advanced this technology is, the smaller the amount of a particular raw material can be whilst still being readable and replicable by the Weaver. Everything is woven primarily from hydrogen, but also contains carbon dioxide and other atmospheric gases. Hydrogen alone makes up about 3% of the mass of the Earth's crust. In total, the Earth is estimated to contain about 1.8*1018 tons of hydrogen (it would take the world's 2011 concrete production 500 million years to equal that amount). But lessons have been learned: technologies to restore hydrogen from waste are already under development. Hydrogen should not become a finite resource.

Raw Materials are a core part of what everything is built from in Earth 2. Almost every type of building developed inside of Earth 2 needs Raw Materials for construction. They have a fixed place in both the production chain and the economy of Earth 2.

Raw Materials are copied from the existing Raw Materials of a property. Once they exist in their pure form, Raw Materials can be traded and used for other types of production. In fact there can be no building production without Raw Materials in their pure form present in the location where the production is taking place. While Raw Materials will mostly be used to construct EcoSim Buildings and produce Building Blocks, they will also be necessary for research, upgrades and maintenance.

RAW MATERIAL TIERS

The diversity of Raw Materials used for the EcoSim will grow over time in technological tiers.

There will be 8 Raw Material types to begin with, but over time it is planned for this number to grow into the 2-digit numbers, and possibly beyond. Raw Material tiers serve a number of different purposes:

- introducing a development hierarchy into the building component of the Metaverse,
- supporting early diversification and specialisation,
- supporting the development of a special class of Players who will have the opportunity to work their way up until they can afford their own land and assets without the need to outlay any initial funds and without running the danger of being exploited and held asset-poor and dependent, safeguarding this Play-to-Earn opportunity.

A more simplified initial gameplay will be introduced in this specific area, teaching Players how to play the game during the first technological tiers, and then widening the possibilities significantly so as to increase the complexities of managing larger landownerships by a single person, thus creating a need for cooperation and collaboration on Earth 2.

Progressively, we will introduce a very broad Raw Materials tree, which will make it very difficult for a single player to successfully produce all the different kinds of raw materials, especially ones of higher tiers.

The specialisation of Players in particular areas will force trade to be a necessity in order for them to achieve the most out of the Earth 2 EcoSim. Creating a hierarchy of raw materials will encourage Player-to-Player trading and the development that will continue over years to come will involve Players in the process via voting rights, where possible.

MECHANICS

Weavers of a certain tier will use Essence to produce a set amount of Raw Material (measured in Storage Units) per tile. Let's say, in tier 1, that amount is 100 Storage Units.

1. Each Raw Material exists in the ground in a relative ratio to all other detectable Raw Materials. This ratio is called "Occurrence".
2. The respective number of units per tile will be turned into this Raw Material. For example, if a tile has 12% wood comparative to all detected resources, 12 Storage Units of wood can be produced if the Mentar has a Jewel socketed which primes the production of wood.
3. Each Raw Material is produced in various cubic metre amounts per Storage Unit.
4. All detectable Occurrences combine to make up 100% of the producible Raw Materials. Thus in a new tier the Occurrences must be added to the old tiers and then weighted to make up for 100% of the producible units.
5. A heatmap will display the distribution of raw materials that exist on players owned properties.
6. With each new technological tier the Weaver will need to receive an update to allow access to the Raw Materials in the new tier:
    - Access to old tier Raw Materials will remain.
    - These Raw Materials will be added to the possible ground yield in the Raw Materials heat map.
    - The addition will subsequently alter the Occurrence of all other Raw Materials.
    - The overall production capabilities of the Weaver will increase.
7. Once the research and construction of the next tier Weaver is complete, the Weaver can produce these Raw Materials according to their new Occurrence in the respective property.

INITIAL CREATION OF OCCURRENCY RESOURCE DATA (RESOURCE VALIDATION)

The magic and intrigue of the Earth 2 Metaverse is that the place where you stand on the real Earth is represented in the exact geolocation inside of Earth 2. This bridge between the two worlds is fundamental for establishing and setting the foundations and various components of Earth 2. Thus the accurate implementation of Raw Materials and Resource location was a crucial factor for Earth 2.

A significant amount of time was spent to ensure that the placement of key Resources was as realistic as possible. We achieved this both internally and via silent partnerships and have a base for Resource locations consisting of over 200 million datapoints measuring in over 500 giga-bites in size. But for us, this was still not accurate enough and the PRV program we have developed will allow Players to claim and validate real world Resource locations over a select period of time, strengthening the existing data implemented.

At a very high level this collaborative effort will see Earth 2 provide :

- A Claims Manager where players can see all Claims and create their own Claims
- A map representation where Players can see areas with open Claims
- An internal tool where E2 staff can monitor insights about claims, identifying claims with higher validations and reviewing for potential approval

This will be one of the first Essence Reward systems where Players can earn additional Essence for correctly validating Player created claims. Read more on this process here https://earth2.io/news/progress-update-on-resources and we will release further details once the validation process begins.

SECTION 5

THE ECOSIM (ECONOMIC SIMULATOR)

SECTION 5

THE ECOSIM (ECONOMIC SIMULATOR)

THE ECOSIM

Properties inside Earth 2 have the natural ability to produce E-ther and Jewels. These basic digital assets enable Players to start their journey into the EcoSim and will enable them to use their properties to produce different types of Resources in the future. Within the EcoSim, Players are able to:

- Earn Essence by claiming E-ther;
- Earn Essence from reaching certain development states in the EcoSim (Rewards);
- Process Raw Materials by using Essence as the core part of the transformation dependant on which Resources the Property has access to; Build Blocks by processing Raw Materials and upgrade developed Building Blocks into more advanced Building Blocks.Player will need to research and construct the appropriate production buildings to do this.

The EcoSim will develop over multiple stages as the Earth 2 metaverse continues to develop and will eventually reach a state where hundreds of different resources and buildings are available.

However, each property will have limited types and amounts of resources available for production, making trade between Players necessary and a core component of the overall Earth 2 Metaverse design. Having the right products at the right time could make a Player's fortune.

All resources and products will be tradable in the Bazaar, but there are plans to slowly decentralise these core elements of the EcoSim in the future, much in the same way we are tokenising Essence and implementing the ability to mint Earth 2 Land as Non-Fungible Tokens (NFTs).

Most of the Player's control of the EcoSim will be facilitated via a central building, the Mentar, which can be bought or built by the Player over time. The Mentar can be stacked with different kinds of Jewels to improve the production of Resources, detection of E-ther, and other available resources in the future.

5.1 ECOSIM BUILDINGS

EcoSim Buildings are a special, pre-configured type of building with a specific purpose inside the Economic Simulator. They can be categorized as follows:

- The Mentar, which transforms Resources and yields Essence through the detection and conversion of E-ther.
- Storage Buildings consisting of a certain number of Storage Units, which translate into a set volume of Resources that can be stored. (Players with Holobuildings placed on their Properties will receive backdated storage capability, as well as the direct ability to transfer their Holobuilding Storage size into Storage Buildings when they are released)
- Industry Buildings, which convert Resources into Building Blocks and other assets.
- Research Buildings, which are needed to research and learn Blueprints, see Blueprint definition.

5.2 ECOSIM COMPONENTS

Storage Unit

A Storage Unit is the unit of measurement for storage space on a property. Freshwater and Gold, for example, have a vastly different value to volume ratio. To make storage capacity a factor for both resources equally, storage capacity is measured in Storage Units instead of cubic meters. Furthermore, every Resource has its own volume to Storage Unit conversion rate, ensuring storage room is a valid factor during gameplay for every Resource, instead of being irrelevant for some and completely useless for others.

Blueprints

To create Assets from Building Blocks, the corresponding Blueprint must be researched first. Blueprints can be researched through Research Buildings at a cost of Resources and Essence.

Assets

An Asset is the umbrella term for singular finished products physically present on properties, e.g. a house, a drone, a marketing billboard, or a pen. They are created from Building Blocks through Industry Buildings and can be traded on the Bazaar.

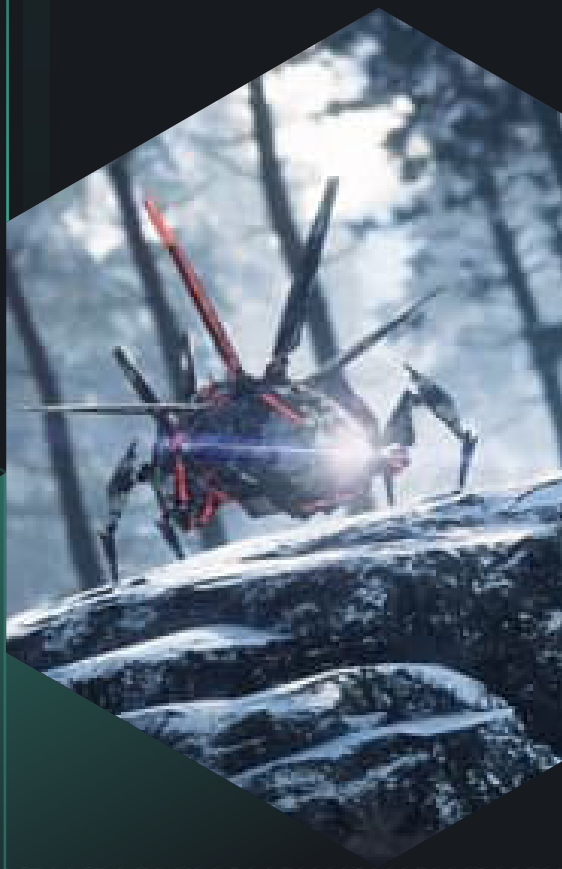
Building Blocks

A Building Block is a prefabricated part needed to create an asset, e.g. steel beams or bricks.

They are created from Resources through Industry Buildings and will be tradable on the Bazaar.

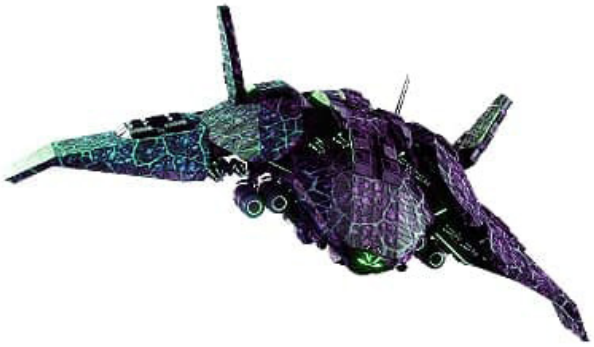
SECTION 6

PLAYER TECHNOLOGY



SECTION 6

PLAYER TECHNOLOGY



6.1 PLAYER VS. PLAYER

The expansion of PvP gaming inside of Earth 2 is a major long term initiative for the Earth 2 Team. The Metaverse should be built around gaming and 3D digital experiences, not the other way around. This is why the Earth 2 Metaverse will contain familiar gamelike ideologies at every possible point, whether it is for inside a game or not.

Over time, Earth 2 will build a system which will allow developers and creators to link external games and experiences into the Earth 2 Metaverse and become part of the EcoSim and EcoSystem. In 2021, Earth 2 acquired the game and technology behind DRONE The Game and will use the technology to introduce building tools and the first 3D environments into Earth 2, as well as the game itself, to introduce the first official real-time 3D PvP game play into Earth 2.

More information about this acquisition can be found here : https://earth2.io/news/earth-2-announces-acquisition-of-3d-fast-paced-sci-fi-vehicular-combat-game-drone

REAL TIME ACTION 3D SCI-FI SHOOTER GAME

Earth 2's acquisition -DRONE The Game- will become the first official example of how a stand alone PvP game can be built into the Earth 2 Metaverse, its EcoSim (including Virtual Land), and more. This example will see an initial suite of APIs created that will set the standard for facilitating external game developers to link their ideas into the Earth 2 Metaverse.

DRONE will be modified to fit into the Earth 2 Metaverse concept and will support a Play to Earn purpose which will allow Players to attack, defend and pillage areas inside of Earth 2. PvP Players will have the ability to create guilds and put their skills and assets up for hire. PvP Players will also be able to control territories and gain rewards for the control of that territory that may include percentages of production of the property control. There will be a system that records flight and battle history of PvP Players and they will be able to align with Landowners to work together for mutual benefit.

The narrative will be based around Players who remotely control Player Created Vehicles from afar to carry out battles, missions and other tasks inside of Earth 2. There will be reasons for PvP Players to interact with all other Player types (LandOwners, EcoSim, Creator) inside of Earth 2.

6.2 CONTENT CREATON

Earth 2 is committed to building products and services that support the creative Player who wants to build, design, deliver and provide content inside of the Earth 2 EcoSystem. This will include additional platforms which will allow external creativeness to enter into Earth 2 as well.

TILE ART FROM ETHEREA UNDERWATER COLONY

TILE ART

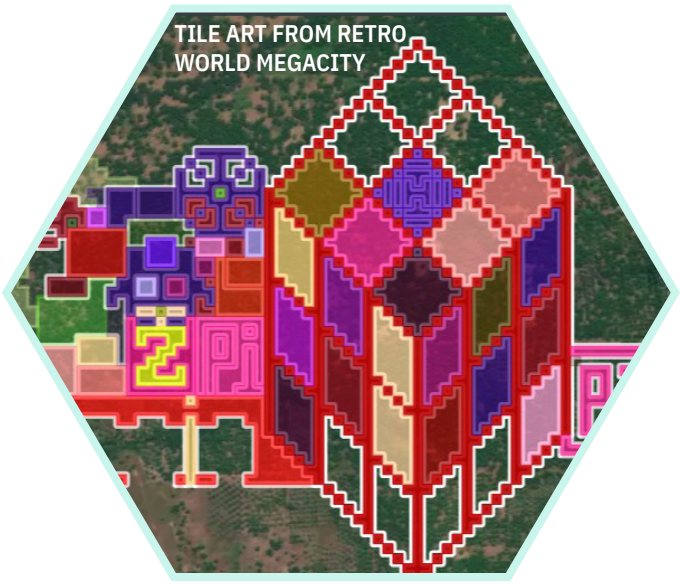
Tile Art is another example of a form of creativeness inside of Earth 2. This form of creativity developed as a community driven discovery and saw Players collaborate to purchase tiles in close proximity to one another, in patterns and designs that formed incredible styles of Tile Art over the Earth 2 map view.

MEGACITIES

Along with Tile Art, Megacities are the purest form of organic community discovered and driven creativity inside of Earth 2. It is difficult to say where Megacities began, but there are those in the Earth 2 community who would know. They are the result of a massive cooperative effort between Players to plan, design and create tile-centric blueprints and layouts of mega cities and collectively own or sell ownership to those Players who want to be part of the city and its vision.

There are over 100 community created MegaCities inside of Earth 2, many of which can be found over a number of different web pages such as https://earth2.guide/cities/ and numerous other websites. Earth 2 recognises this community driven development and is excited to be releasing an official Verified MegaCity Index in Q2 this year.

To date, Earth 2 has already demonstrated its commitment to assign development resources into building products that Players can use to be creative with and benefit from. One such product that may not immediately stand out has been the introduction of Jewels. Players are able to collect Jewels and craft them into different types using special recipes that need to be learned. Players have crafted and sold Jewels to other Players for over $1M in Player owned value to date.

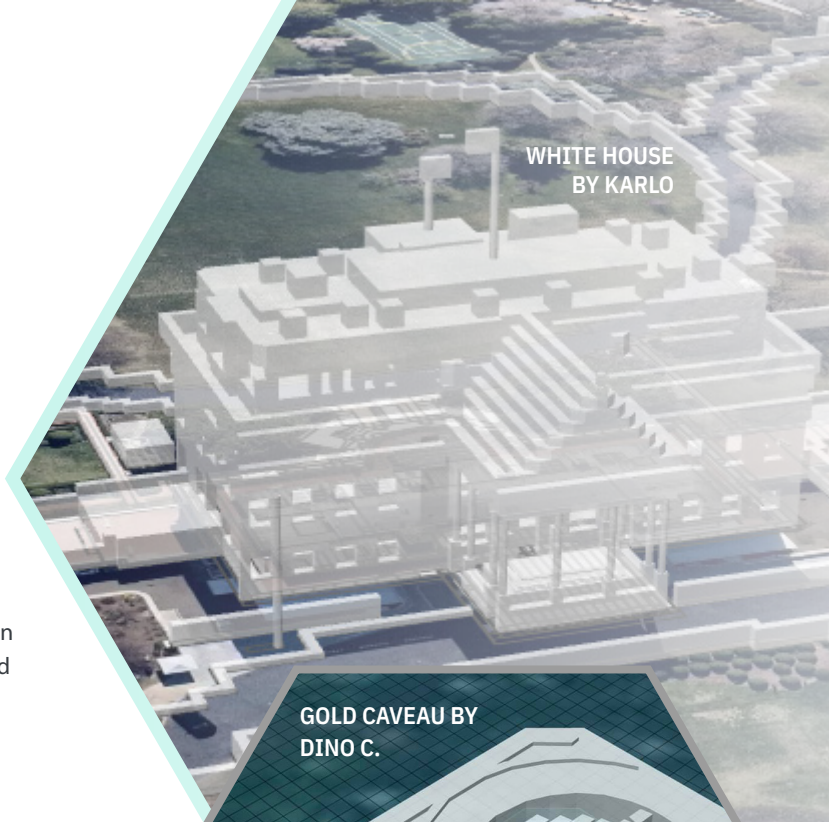


TILE ART FROM RETRO WORLD MEGACITY

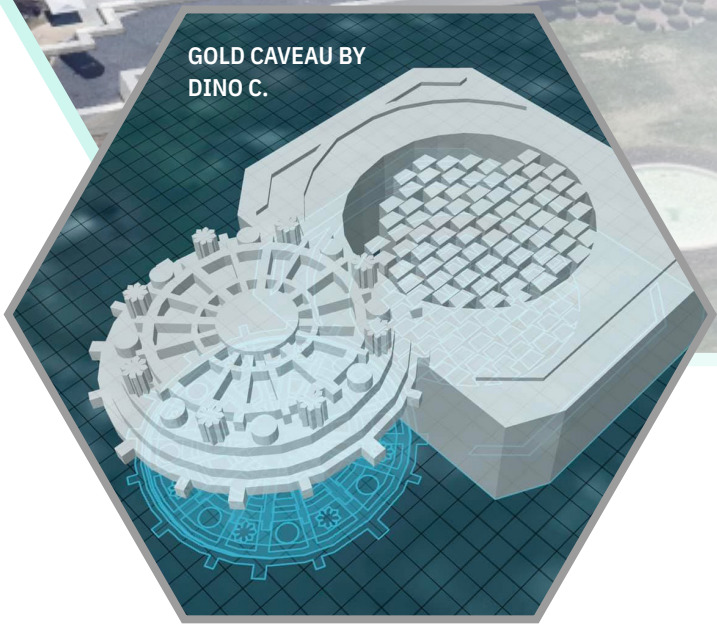
HOLOBUILDINGS

HoloBuildings are completely Player created 3D buildings and structures that can be saved as unique blueprints and placed on land to customise a properties appearance. Earth 2 developed and provided the holobuidling editor as a tool Players could use to make their own creations and has been committed to the ongoing improvement of the product, releasing numerous updates and fixes since the original version.

Earth 2 is committed to further developments of the Holobuilding product with plans to release a security implementation which helps to prevent the copying of Player Holobuildings. We also plan to implement the ability for Players to sell their Holobuildings to other players soon and a longer term goal to allow Players to mint their Holobuilding creations on chain making them a utility NFT that can actually be placed, used and experienced inside of Earth 2.



WHITE HOUSE
BY KARLO



GOLD CAVEAU BY
DINO C.

6.3 OFFICIAL EARTH 2 SOCIAL MEDIA PLATFORM

A large part of the Metaverse is about bringing people together, online. For this reason Earth 2 will be releasing its own official Earth 2 Social Media Platform later in 2022. This platform will include initial features such as :

- Encrypted calls / video calls
- Encrypted chat + walkie talkie, photos, videos, file transfer and more

MILLENIUM FALCON
BY LUMINA

- Friend and Follower System
- User Profile Page
- User Gallery (with full privacy)
- Public photo / video feed
- Friends / Following Feed
- Upload Video and Video Scroll Section
- Augmented Reality, Geolocational Photo / Video Drops
- Playback Messaging
- Invisible Data Files (encrypted data that can be stored on your phone virtually undetectable)
- Invisible Chat (encrypted, anonymous chat that can be stored on your phone virtually undetectable)
- Contact Storage / Auto Link Friends via Phone Number
- And more

Once released, this social media platform will be expanded with motivation aimed toward Web3-centric features and will be positioning to cement itself as a free, non-intrusive, player friendly, 'different', metaverse social media platform alternative

SECTION 7

TOKENOMICS

TOKENOMICS

We chose to go with a disinflationary model where there is a cap on the total supply of Essence that can be generated. There will be a supply total of 5,000,000,000 Essence as an ERC-20 utility token on the Ethereum blockchain.

The game introduces Essence into circulation through Land Management Income from the EcoSim and Rewards (Play to Earn). It then takes Essence out of circulation by establishing it as a resource that needs to be spent to play the game - a Utility. While Rewards are fixed Essence gains solely tied to a player's immediate actions and accomplishments, Land Management Income mechanics - like E-ther Evaporation - are based on the amount of Essence that is not yet in circulation. This means, the more Essence that is spent by the players, the stronger the overall income mechanics will become.

As Essence is needed to play the game, this mechanic is intended to provide the necessary starting capital for every Landowner to start playing and enough circulation of Essence to support other Players and activities inside the Earth 2 ecosystem. By tying the strength of Income to the yet uncirculated amount, the system balances itself: If the amount of Essence in circulation is too low, it will automatically increase; if it is too high and in danger of reaching the cap, it will automatically reduce itself. Together with the amount of Essence needed to create a day's worth of Resources being in relation to the average Essence yield per tile on any given day (instead of it being a fixed cost), the game and the tokenized currency are shielded from each other: The game experience is not dictated by the inherent volatility of the currency, and the currency's value can freely develop without a fixed value being suggested by Resource costs during gameplay.

In the near future, additional Reward and Income mechanics will be added to supplement this basic supply and add more options for players that might want to take different approaches towards obtaining Essence.

The tradable supply of Essence in the market is equal to the circulating supply and the Current circulating supply of Essence that will be unlocked by users at launch being a total of approximately 112M at this point in time, 22-02-2022.

To understand ways a Player can earn Essence, please read the description and details provided under Essence in this document. Outside of Play to Earn, the only other way to acquire Essence is on-chain, directly to a Player's blockchain address. From there it can be subsequently transferred for use in Earth 2 through the connection of a Player's wallet to the Earth 2 platform.

7.1 TOKEN ALLOCATION

When considering the token allocation we wanted to ensure we assign a major percentage of tokens to a pool that can be accessed and earned by Players and the people who will build Earth 2. Earth 2 is in the unique position to forgo a public pre-sale of the Essence token as we are currently in a position to self-fund the Earth 2 project and can pass this benefit onto our Players.

It should be noted that the initial circulation of Essence will be completely Player owner Essence currently earned by Players inside Earth 2. This total sits at around 112 million today. Team allocated tokens will vest over an extended period of time and be released in small increments meaning the majority of external trade of Essence will be Player Earn Tokens from inside Earth 2. This decision was made to put the Players who remained dedicated and spent the time earning Essence, in control of the initial circulating supply.

51% - PLAY TO EARN FOR PLAYERS, COMMUNITY REWARDS

These rewards will be achievable via P2E rewards, in game asset ownership management, trade, game play and a staking pool (by locking up assets) to secure the Earth 2 protocol. Inside this draft Document you will find numerous examples of game activity that will earn Rewards for a Player. This list will continue to evolve over time.

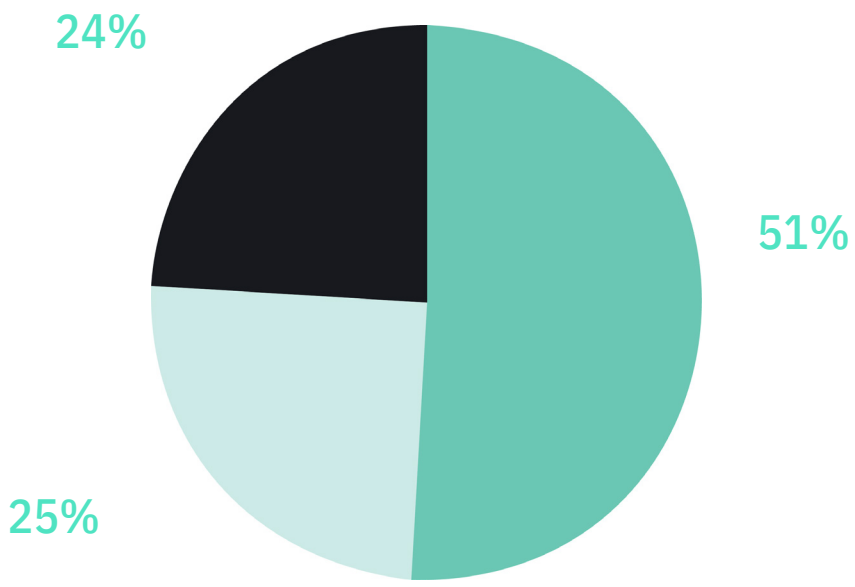
Players will be rewarded with additional Essence tokens for staking their Essence. This helps secure the native Earth 2 token, providing it price stability while rewarding the most loyal community members.

25% - TEAM

– Including but not limited to Senior Team Members, Junior Team Members, Community Managers, MODs and so forth. These tokens will vest with periodic releases over a 36 month period. Frequency and percentages to be unlocked will be released in the official White Paper.

24% - REMAINING

The allocation for the remaining 24% will be released with the official White Paper closer to when the Token goes live and will be allocated to areas which will benefit Earth 2 expansion and it's Players, such as : an Ecosystem Fund (community proposals, disbursements, developer driven projects), Advisory Allocation (Advisors, Partners, Strategic Allignment), Operational Costs (ongoing Operational Costs for Earth 2 so it can run forever), E-Sport Sponorship Programs.



SECTION 8

DAO

SECTION 8

DAO

After we have successfully launched the Earth 2 Essence Token, we will focus on providing the process of minting tiles on Earth 2 into NFTs which will in turn serve as a Decentralised Autonomous Organisation (DAO) governed by the owners of land inside Earth 2. Each Essence Token will also provide a voting right inside the DAO but at a lower voting ration than Earth 2 land tiles.

Land Tiles will be claimable for ERC-721 tokens minted on an EVM compatible Network. This will allow users the opportunity to mint an immutable asset, correlated to their tile. This will be the first step of fully integrating land tiles on-chain.

Holders of these NFT's will be able to participate in governance decisions brought up for voting inside the Earth 2 Metaverse. Holders will be able to submit DAO proposals, and will be able to vote on those proposals as well.

A higher level of detail will be released about the Earth 2 land DAO closer to this process going live, but some high level details are offered below to give Players an idea on what type of voting rights their land tiles will give them:

1. Every Player inside Earth 2 will have the ability to vote, whether they own virtual land or not. However, owners of land will have much higher voting rights and voting power. T1 land will have more voting rights than T2 Land.
2. Tile owners will have 5 different areas they can cast their votes. They will be able to vote themselves or assign their vote to another Player. They will be able to vote once with their full voting power for every voting issue raised inside each voting area. Each tile owner will be able to vote on :
    - Earth 2 voting issues on a global scale
    - Voting issues located in the country the tile is owned for country level voting issues
    - Voting issues for the state or territory the tile is owned for state / territory voting issues
    - Tile owners can assign voting power to one megacity and vote on megacity voting issues
    - Tiles owners can assign voting power to one guild and vote on guild voting issues

SECTION 9

THE TEAM

SECTION 9

THE TEAM

https://earth2.io/our-team

A more detailed version of our team will be released with a subsequent version of this document.

SECTION 10

ROADMAP

This Roadmap provides an indication on when Earth 2 expects to deliver various features and technology developments into Earth 2. As it is presented with previous updates deployments, we expect future predicted deployments to include more than what is listed in this document. Some features have intentionally not been listed. Some features listed in the "Coming" section may be scheduled for earlier delivery but we have chosen not to display when that delivery is to be expected.

Some descriptions inside the Roadmap are intentionally vague due to confidentiality reasons.

EARTH 2
THE PEOPLE'S METAVERSE

DRAFT ONLY

ROADMAP

NOV 2020

- Official Launch of Earth 2 Platform and entire suite of base features
- Earth 2 Inception video created in October, 2020

DEC-JAN 2021

- Extensive Performance Updates
- Earth 2's very first Dev Stream live on Twitch, YouTube, Twitter & FaceBook

JAN 2021

- Automated Referral Code System &
Market Place Filters

FEB 2021

- 2FA Security
- New Login
- New Payment Processing System
- Official video release of Earth 2's Terrain Engine System in 4K
- Earth 2's second Dev Stream (Terrain Video Live)

MAR 2021

- Heatmap View
- Bot Prevention
- Map Based Promos
- LIT Upgrade
- Dubai Opening

MAR 2021 CONT'D

- New Support Page
- New FAQ Section
- 1st Version Auto Credit Card Payout System

APR 2021

- Upload Verification Documents
- New Username Selections
- Block Bids under 30% Solution
- Pagination & Loading Speed Improvements
- 3D Map View with Choropleth

MAY 2021

- Grid and General UI Updates
- Profile Page Banners
- Phone Number Field Filter

JUN 2021

- Revamp of Automated Credit Card Withdrawal System
- Released Earth 2 Virtual Card
- Official video release of Physics inside the Earth 2 Terrain Engine

JUL 2021

- Introduction of Jewel System
- Major Upgrade to React Framework
- Introduction of the Bazaar

JUL 2021 CONT'D

- Introduction of automated KYC System
- Restrictions on Non-KYC User to User Trading
- Introduction of Holobuilding Editor (Blueprints)
- E2 Landing Page update to React

JUL 2021 CONT'D

- Added How-To, Careers & Partners Sections
- Leaderboard & Notification Improvements
- Withdrawal Improvement

SEP 2021 CONT'D

- Added Space Virtual Wallet
- Added Filters to toggle Advert,
- Mentar & Holobuilding Display
- Bazaar UI Update
- 3D Mentar Model Grid Display
- Holobuilding Vertex Increase Support

SEP 2021

- Introduction of EPLs
- Updated Real Time Price Change Detectibility on Listed Properties
- Introduction of Notification Hub
- Introduction of Holobuildings Placement inside Earth 2

AUG 2021 CONT'D

- Bidding System Improvement
- Slotting Expansion
- Partnership with Jumio, provider of AI-powered verification technology

AUG 2021

- Introduction of Mentars
- Introduction of E-ther being processed into Essence
- Introduced Jewel Slotting into Mentars

EARTH 2
THE PEOPLE'S METAVERSE

DRAFT ONLY

ROADMAP

OCT 2021

- Alphabetic filter for Jewel Slotting
- EPL Management for Projects / Megacities
- Heatmap Upgrade
- Introduction of Game Activity Ticker
- MultiColour Property Display
- Portfolio UI Update with more Filters

NOV 2021

- Introduction of Jewel Crafting to the Resource Section
- Added Jewel Shards
- Introduction of Tier 2 Jewels
- Introduction of Jewel Qualities
- Essence Record Update to Transaction Page

DEC 2021

- DRONE acquisition and plans to incorporate tech within Earth 2 with Official Announcement Video
- Introduction of Gift Feature
- Gift Feature Email Delivery System
- Holobuilding Update
- Landing Page Update

DEC 2021 CONT'D

- Major Partnership with Polygon Studios
- Omar Rahim joins Earth 2 as Strategic Advisor

DEC 2021 CONT'D

- EDC Released
- Essence Drop Distributed to Players
- Introduction of Tier 1 and Tier 2 Land
- Numerous other major updates from EDC

JAN 2022

- Introduction of Tier 3 Jewels
- Release of Tier 3 Jewel recipes
- Over $1.3M in fiat worth of Jewels sold to date in P2P trading
- Live Game Activity integrated into the website header

JAN 2022 CONT'D

- Tier 1 distinguishable from Tier 2 properties as brighter colour on the Map
- Expansion on Game Activity Feed Data

JAN 2022 CONT'D

- Second Earth 2 Egg Hunt 2022 with prizes in E$ and NFTs
- Map / Tile / Grid Optimisation Update
- Updated Mobile-friendly layout

FEB 2022

- Customisable referral codes for Tier 1 property owners
- 7.5% discount/refund for Tier 1 custom referral codes
- Introduction of E-ther heatmap
- Progressive release of Locked Countries over Q1

FEB 2022 CONT'D

- Progress update on Resources
- First winners of Egg Hunt 2022 announced
- Market Place Update for Bot Protection

Q1 2022

- Bidding Hub 2 Major Update Player to Player Bidding
- New Leaderboards
- EPL flagging/removal function

Q1 2022 CONT'D

- Notification Hub 2
- Further Essence Generation Updates as part of prepartion to list Essence as a Token
- Holobuilding Security Update Copy Prevention

Q2 2022

- Resources Release (Part 1/2)
- Earth 2 Player Resource Validation System
- Player to Player Holobuilding Trade
- Community Gallery page displaying all types of Player creations from Earth 2

Q2 2022 CONT'D

- Official White Paper Release
- E2 physical Mastercard release
- First Essence Rewards System (Collaboration Driven)
- Verified MegaCity Index

Q3 2022

- Essence Token Launch (may be earlier)
- Integration of Essence Live Trading Price into Earth 2
- Resources Release (Part 2/2)
- Resource Production Begins
- T2 to T1 Upgrade using Essence
- Gifting (v2)

Q3 2022 CONT'D

- Second Essence Rewards System (Web3 Paired Initiative)
- Portals
- Official E2 Social Media Platform
- Landowners Lease Land (Landowner and EcoSim Player Contract)

EARTH 2
THE PEOPLE'S METAVERSE

DRAFT ONLY

ROADMAP

Q3-Q4 2022
- Earth 2's Digital World (v1)
- Tier 1 EcoSim Buildings
- Global Scale 3D Egg Hunt (v1)
- E2 Launcher (v1)
- Vehicle / Ship Creator (v1)

Q3-Q4 2022 CONT'D
- Earth 2 Land NFT claimable on ERC-721 tokens minted on an EVM compatible Network
- MegaMarket (v1)
- Earth 2 DAO

COMING
Earth 2 PvP (v1)

COMING
HoloDecks(v1)

COMING
Avatars(v1)

COMING
3D Customised Buildings (v1)
(Residential and Commercial Airports, Ports, Roads)

COMING
CNPCS

COMING
MM

COMING
IRM

COMING
EMM

COMING
Voting System (v1)

COMING
DAILYN

COMING
WP

COMING
E2 Streaming

COMING
E24E1

COMING
Ads Market Place

PHASE 3

THE END GOAL?

So what is the end goal inside of Earth 2? What should I be doing or striving to do?

First of all, long term you should be looking to create your own space. A space where you can escape and feel happy. Where you can look at the digital things you own and the things you've created and reflect on what each one is and how you came to acquire it. How they make your space into what you want it to be.

For others, Earth 2 will be a place to flex. To play the game and not only collaborate but to compete with others. To be better than the next Player and to have more than the next Player. To be one step ahead. To show off their trophies and designs and travel Earth 2 in style. To have a visual aura around them which speaks volumes of their presence.

It will be a place where all Players who believe in the Metaverse and the value of digital and virtual items and worlds can come together with a common understanding and common ground, without needing to say a word. Web3 has given a glimpse into what commonly accepted value lies in virtual and digital goods and Earth 2 will become an axis which brings all such things into one place with the ability to build, display, hold, use, link, discover, experience all by which solidify the value and worth of everything that exists within Earth 2.

It will be a place where a Player can start from scratch, without land, without assets, by simply creating a free account and putting in some dedication, time and effort to make their way. It will be a place to conquer, avenge, ally, trade, build, play, fight, create, express, connect and so much more.

Because of all this, traditional commerce will follow. People and businesses will create 3D environments inside of Earth 2, not only to sell digital wares, but physical wares too. People will advertise, hustle, bustle and suddenly we have a buzzing world but a world where the extraordinary can and will happen every day. A place where the virtual you can live forever.

Would you like to join us?

We are creating a second Earth, Earth 2, a geolocational Metaverse of the real world and a place that will transform into things we have not yet envisioned. Earth 2 - The People's Metaverse.

Player, thank you for Playing.