

WEEDO VERSE

GROW YOUR WEED & EARN CRYPTO MONEY
SHOPS & PARTIES IN YOUR METAVERSE



DID YOU KNOW?

Most of today's P2E Games are too complicated to play or simply **not fun**, causing projects to lose players in the longrun

52% of blockchain activity come from game Dapps

\$2.5 billion was raised by DeFi games and Metaverse projects in Q1 2022



2.7 million peak users in November 2021

1.5 million peak users on 28th March 2022



AND DID YOU KNOW THAT?

A lot of Gamers are Cannabis Users.

2.69B
gamers in 2020



209M
Cannabis users
worldwide



54% of
Cannabis users
Play video games*



CANNAGAMERS

CannaGamers will integrate P2E Games as long as they are **easy to play** and make them **earn money** to **buy cannabis** or **other type of products**.

*Found by a survey from Brightfield Group

WHY WEEDOVERSE

MADE TO BE **FUN AND EASY**
FOR ANYONE WHO WANTS TO
PLAY ACTIVELY OR **INVEST**
PASSIVELY TO MAKE INCOME

OWN WEEDOVERSE THROUGH **NFTS**,
GET INVITED TO **IRL EVENTS**, VOTE
YOUR PART IN THE **DAO**

QUICK ACCESS, ZERO BARRIER ENTRY
P2E GAME & METAVERSE FOR THE
RISING COMMUNITY OF **CANNAGAMERS**



WHAT IS WEEDOVERSE ?

A PLAY TO EARN GAME & METAVERSE DEDICATED TO CANNABIS

WeedoVerse is a Metaverse where Gamers will **PLAY** diverse Weed themed P2E mini-games, **CHILL** in virtual concerts and events, **EARN** through playing our P2E Game : WeedoFarm and **SHOP** real life cannabis and other products using the High-Dol Token.

WEEDOFARM : AN EASY TO PLAY WEED FARMING GAME

Inspired by **Farmville**, WeedoFarm is the **Signature Game of WeedoVerse** where players can build their own **cannabis farm**, smoke weed (in game) to access **Special Mini-Games & Rewards** or sell buds to get the \$WDV Game Token. WeedoFarm will make the complex Web3 Ecosystem as discreet as possible, and the set-up of a player's integrated wallet will be almost unnoticeable during the beginning of the player's adventure.

WEEDOTOWN : THE MAIN CITY OF WEEDOVERSE

WeedoTown is the heart of WeedoVerse, where everybody can **meet and have fun** in a Cannabis themed Metaverse. There you can relax, dance, meet people, buy land, build your property, sell your IRL products through VR shops, and much more. **The WeedoShops** will be owned by real companies who will sell their own goods listed with IDOL token in their **VR Metaverse Stores**.

The P2E and Gaming Market Today

The **global gaming market** was valued at USD **202.64 billion** in 2021 and is expected to reach USD **232.02 billion** in 2022.

Countries and their Percentage of People who have played P2E:

1. India : 34%
2. Hong Kong : 29%
3. United Arab Emirates (UAE) : 27%

Those who plan to play :

1. Nigeria : 16.9%
 2. Peru : 16.3%
-









- **Blockchain gaming** activity has **grown 2,000%** from 2021
- The global **play-to-earn market** is valued at **776.9 million US dollars** in 2021 and is expected to reach **2845.1 million US dollars** by 2028.

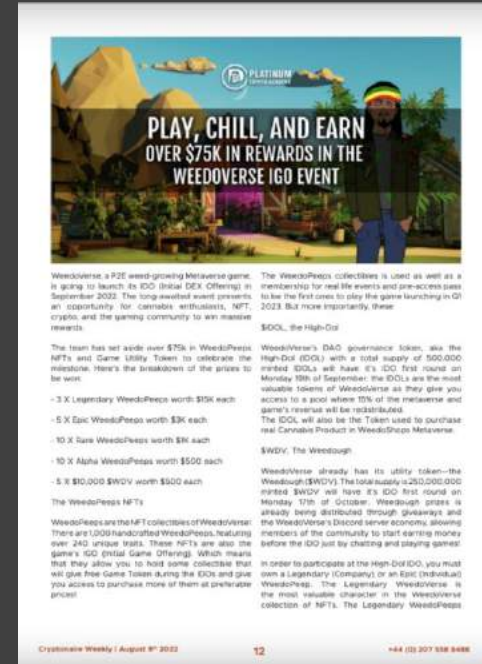
(source : DappRadar)

Target Audience

	P2E Gamers	CannaGamers	Farming Gamers/ Casual Gamers
Age	Although our clients' age ranges from 18 to 55 years old, WeedVerse's quick access and zero barrier entry allows everyone to step into Web3 and P2E without noticing.		
Gender	Despite P2E being predominantly male, we are expecting an increase of females joining over time		
Geography	India, Asia Pacific, North and South America	USA, Canada and Europe	All over the World
Social class	WeedVerse attracts a wide range of social class. There is a specific economy incentive mechanism that can cater to any player's average income and their preference on either playing or investing		
Desire	Play to Earn they are here to play WeedFarm and P2E minigames in the most efficient way possible to make the biggest stable income	MetaVerse/Cannabis Community They are the ones using their high-dol to buy their Cannabis and goods in WeedShops + participate actively in the WeedVerse	Play, Chill, Earn they look for a fun and easily playable Farming Game to start earning real money doing what they love

Achievements

-  **Mint 1k WeedoPeeps NFTs**
-  **Over 25,000 US\$ of NFTs sales**
-  **4 000 Members on Discord**
-  **9 000 Followers on Twitter**
-  **4 250 Followers on Facebook**
-  **6 500 Members on Instagram**
-  **1400 Demo Game Downloads (without marketing)**
-  **P2E Game Whitepapers and Tokenomics**



WeedoVerse gains visibility with multiple press releases, including full cover page of Famous French newspaper "La Tribune" as well as a 4 page article on the most followed Crypto Magazine, the "Cryptonaire Weekly Mag".

Strategy

Initial Phase		Consolidation phase	Expansion phase
OBJECTIVES	Build and strengthen traction channels	Generate more traction and brand development	New exchange listing
	Generate a quick sales cycle through IGO NFTs	Grow community base	Expand market size to new countries
	Building Weedoverse's core community members	Acquire more active players, create loyalty and obtain more partners.	Exponential users growth
			Increase in total value locked on the platform
STRATEGY	Giveaways and challenges	Virtual events within our unique metaverse	Maintain high in-game rewards
	Win \$WDV tokens through discord activity	Bigger partnerships with cross marketing	Expansion of Weedoverse with more P2E minigames to keep players entertained
	Use of influencers/KOL and project collaborations	More publications and expand our marketing team for more frequent content	Increase in Weedoshops quantity and diversity
	Demo Game release	Our own Podcast/show	More well-established partnerships
	Extremely attractive rewards for early members	Unconventional PR to grab the audience's attention	

SECURITY, AN ESSENTIAL

Crypto investors lost over \$14 billion to scams in 2021
2.8 billion being lost to "Rug Pulls" in Defi

We guarantee Weedoverse's investors that no one is running away with the bag

- Weedoverse's funds are kept in a **secure escrow wallet**, funds will be released quarterly according to the budget
- We are not anonymous, we show everyone who we truly are
 - Token storage is split in 4 cold wallets
distribution needs all 4 co-founder's signature

Smart contracts and Defi Security are and will be audited by the best of the best



Proofed
by Hacken
Smart Contract Audit




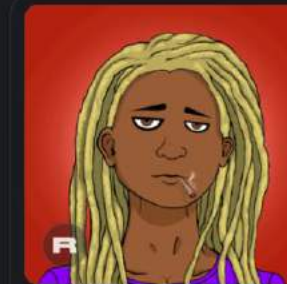



CERTIK

HOW TO JOIN WEEDOVERSE?

1. INITIAL GAME OFFERING = WEEDOPEEPS NFT

For early Members and VCs, we have created a collection of **1000 NFT Collectibles** on **Polygon**. There are 4 Rarity Levels depending on how you wish to take part in the Game.

					Floor	56 USD
Rare Weedopee... Price: 0.08 ETH	Weedopeeps #... Price: 0.035 ETH	Rare Weedopee... Price: 0.05 ETH	Weedopeeps #... Price: 0.045 ETH	Legendary Wee... Price: 11 ETH	Volume	18,100 USD
					Items	1K
					Owners	139

Weedopeeps NFT Utilities

- Legendaries and Rare Weedopeeps contains Highdol and Weedough when bought during IGO
- Rentable NFT membership for IRL Concerts and Events and festivals
- Exclusive access playing the P2E Beta Release

HOW TO JOIN WEEDOVERSE?

2. HIGH-DOL ICO

WeedoVerse's DAO TOKEN

STAKING = VOTING ABILITY + REWARDS

15% of the Game Revenue will be distributed to High-Dol Stakers

ICO R 1 / 2 / 3 starts after **US\$ 100K** raised through IGO & Investment Pack

Public ICO start 3 weeks after R1-2-3



3. WEEDOUGH ICO

WeedoVerse's utility token
the **more Weedough** you hold
the **faster you expand** your WeedoFarm,
the **more you produce**, the **more you earn**. Weedough **Staking** rewards are earned through **Weed Growing**
Weedough ICO will follow the High-Dol ICO



HIGH-DOL ROI



EVERYBODY WANTS TO STAKE IDOL

To get voting power and your share on 15% of the Game's Revenue through staking

REVENUE PROJECTION YEAR 1:

Average Players / month = 100,843

Average Spent by 1 player / Month = from 5.40 to 8.80 US\$

Revenue Projection Year 1 = 9M

Rewards Pool = 1.35 M

POTENTIAL ROI = 25%++
the first year if 500,000 IDOL Staked

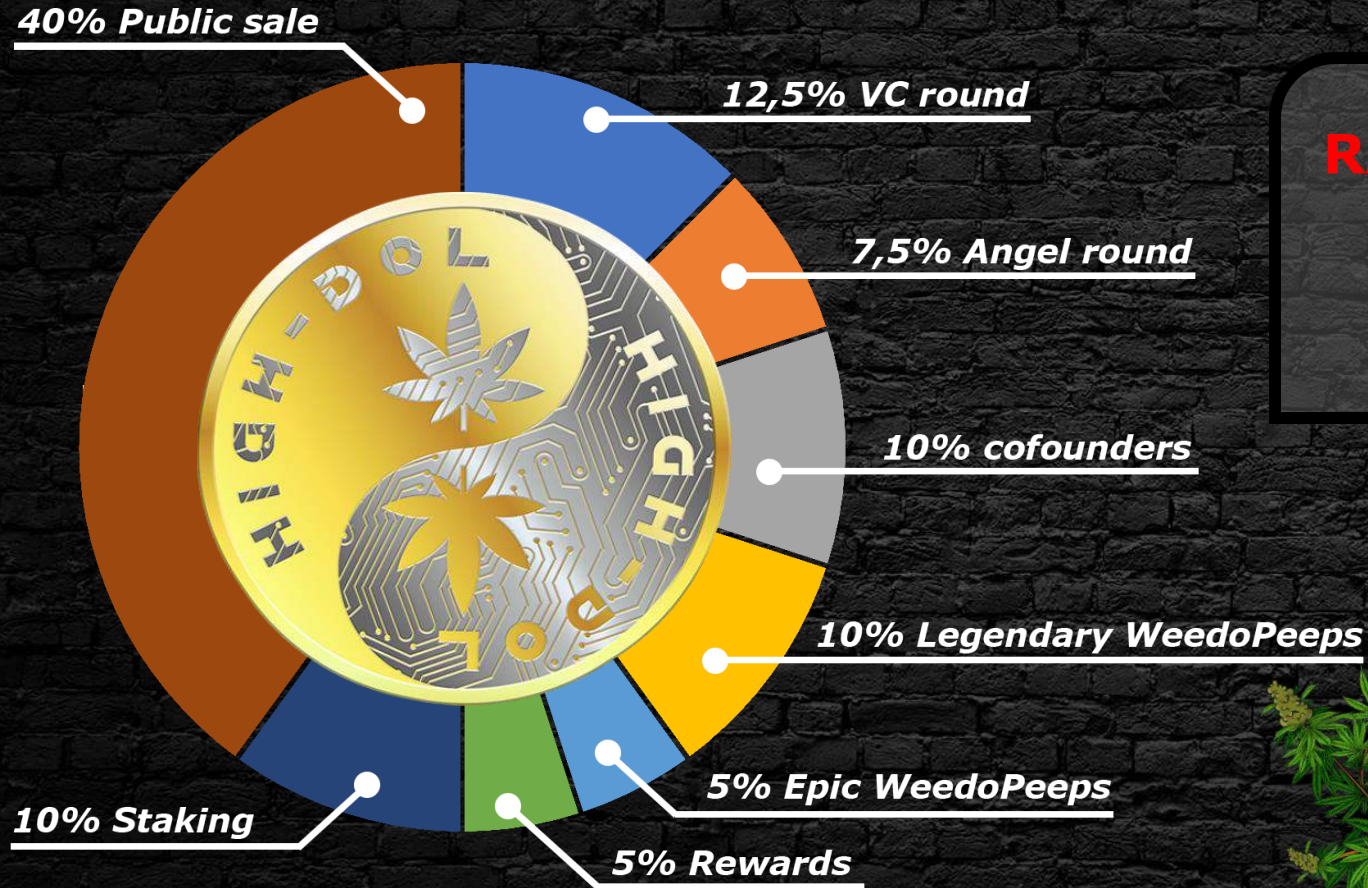
EVERYBODY NEEDS TO SPEND IDOL FOR:

- Lands in WeedoVerse
- Rent or buy VR Shops
- IRL Event Tickets
- IRL WeedoShop Products
- Rare NFT items

100x
ROI POTENTIAL



HIGH-DOL (IDOL) ALLOCATION



RAISED FUNDS ALLOCATION

Game Development 50%
Operational Expenses 30%
Liquidity & Exchange 20%



Staking your High Dol will give you **voting power** in the DAO,
Staking Rewards + 15% of the Game's Revenue will be distributed
amongst stakers every 3 months from the Reward Pool

HIGH-DOL (IDOL) PRE-SALE

TOKEN SUPPLY : 500 000

TOKEN PRE-SALE

ICO Round 1 : Team & Founders

Locking Period 31 weeks

ICO Round 2 : Private & Angels

Locking Period 29 weeks

ICO Round 3 : Venture Capitals

Locking Period 26 weeks

ICO/ IDO Round 4 : Public

Optional Staking 24 weeks

HIGH-DOL ROUND 1 : TEAM AND FOUNDERS

TOTAL TEAM TOKEN AMOUNT

125 000 

TOTAL LOCK REWARD AMOUNT

2000 

When round 1 ends, All tokens will be locked for 31 weeks into one secure wallet that shares a **Reward of 2000 IDOL** released at the end of the **Locking Period**

4 COFOUNDERS	50,000 IDOL	10%
40 LEGENDARY	50,000 IDOL	10%
250 EPIC WEEDOPEEPS	25,000 IDOL	5%

High-Dol Round 2 Private and Angel

Reserved for the WeedoPeeps
Collectors, Angel Investors
and the WLS Holders
Locking Period : 29 Weeks
Locking Reward : 2000 IDOL

Total Tokens	37 500
Token value R2	\$5
Total Funds	\$187 500
Min Purchase	10
Min Price	\$50
Max Purchase	5 000
Max Price	\$25 000

High-Dol Round 3 Companies & VCs

Reserved for the Cannabis
Companies and VCs of the
Gaming industry
Locking Period : 26 Weeks
Locking Reward : 2000 IDOL

Total Tokens	62 500
Token value R3	\$7,50
Total Funds	\$468 750
Min Purchase	500
Min Price	\$3 750
Max Purchase	12500
Max Price	\$93 750

High-Dol Round 4 Public

Open to anyone who wants
to join project and stake
IDOL until Launch
Locking Period : 24 Weeks
Locking Reward : 3000 IDOL

Total Tokens	200 000
Token value R4	\$10
Total Funds	\$2 000 000
Min Purchase	5
Min Price	\$50
Max Purchase	12500
Max Price	\$125 000

IGO PACK : WeedoShops

Price : ~~10 000~~ 5 000 US\$

Reserved for the Companies who desire to sell their products in WeedoVerse. **5 PACKS ONLY**



WEEDOSHOPS

PACK INCLUDES

The full creation of your own
Virtual online store in VR / AR
With full E-commerce integration

Rare land NFT to integrate your
3D shop in the heart of WeedoVerse

+

WEEDOPEEPS NFTs :

1 Epic = **100 IDOL**

2 Rare WeedoPeeps


3 Alpha WeedoPeeps

+

- ✓ EXPOSITION OF YOUR BRAND IN GAME
- ✓ Announcement on social Networks
- ✓ Exposition on WeedoVerse Website...
- ✓ Direct sales at WeedoVerse Virtual Events

IGO PACK : WeedoAngels

Price : 30,000 US\$




6,350 HIGH-DOL (IDOL)

ANGEL INVESTORS

1.25%

OF TOTAL DAO TOKENS



**WEEDO
VERSE**

WEEDO ANGELS

The WeedoAngel Pack is for the individual and Angel Investors willing to join our project. We are limited to **5 PACKS ONLY**

PACK INCLUDES

WEEDOPEEPS NFTs :

1 Legendary = **1,250 IDOL**

1 Epic = **100 IDOL**

2 Rare WeedoPeeps

3 Alpha WeedoPeeps

+

5,000 IDOL

Round 2 @5\$ Each

First Payment of 5,000 US\$ to Buy All WeedoPeeps
Second Payment 25,000 US\$ for 5,000 IDOL at Round2

IGO PACK : WeedoVCs

Price : 225 000 US\$

Reserved for major investment groups in Web3, Gaming and Cannabis who wish to get the maximum Token. **5 PACKS ONLY**

WEEDOVC

26,750 HIGH-DOL (IDOL)

COMPANIES & VCS

5.3%

OF TOTAL DAO TOKENS



**WEEDO
VERSE**

WEEDOVCS

PACK INCLUDES

12,500 IDOL Round 3

+

12,500 IDOL Round 4

+

WEEDOPEEPS NFTs :

1 Legendary = 1,250 IDOL

5 Epic = 500 IDOL

10 Rare Weedopeeps

10 Alpha Weedopeeps

+

MARKETING PACK :

- ✓ Your logo on all communication materials
- ✓ Your Logo on wall and background during Events
- ✓ 1 Building+ 1 Street at your Name in Weedotown
- ✓ Insertion Logo in all Games
- ✓ Your Booth at all our Virtual Events

First Payment of 6,250 US\$ to Buy All Weedopeeps
 Second Payment 93,750 US\$ for 12,500 IDOL at Round3
 Third Payment of 125,000 US\$ for 12,500 IDOL at Round4

WeedoVerse Co-Founders & TEAM

WeedoVerse is being developed by **GAME3 Studios Ltd**, a limited company registered in **Hong Kong** and own equally by the **4 co-founders** of WeedoVerse who will vote for the Project's development until the **DAO** is released. Their **Core Team** is composed of 15 community employees, 5 Game Dev, 2 Metaverse/Blockchain Expert and 3 Marketing Collaborators.



Aiden Alexandra
Co-Founder CEO

Aiden is already at the lead of 3 projects, all related to the game today. He is the team leader to develop WeedoVerse's game concepts and metaverse.



Cedric Alexandra
Co-Founder CTO

Cedric is the father of Aiden, with 15 years of web expertise and 10 years in event management, Cedric supervises the website, strategies and the use of blockchain tools.



Damiano Raveenthiran
Co-Founder CMO

Damiano is the CEO of Startup Slang, with his team of Web3 and marketing experts, he will supervise blockchain protocols as well as drive the marketing team to promote the project.



Andrew Tadeo
Co-Founder CCO

Andrew is Aiden's Mentor and a professional photographer, 2D & 3D artist skilled in NFT Creation. He is the Designer of the WeedoPeeps and most of the NFTs of the games.

WEEDOVERSE ROADMAP

1st QUARTER 2022

- ✓ Project Presentation
- ✓ Register Name
- ✓ Rolling Paper V1.0
- ✓ Create Roadmap
- ✓ Create Discord
- ✓ Create Social Network
- ✓ Create website

2nd QUARTER 2022

- ✓ Create Alpha Weedopeeps Collectibles
- ✓ Create the Game & DAO Token
- ✓ Find Partners, Advisors
- ✓ Final TOKENOMICS
- ✓ Pre-Sale 1000 Alpha Start June 17 2022
- ✓ Finalising Game Dev Team

3rd QUARTER 2022

- ✓ Player HUD Concept
- ✓ Game wire-frame and paper prototype
- ✓ Art Work, Creative Development and animation using Unity
- ✓ Finalize all Utilities NFT
- ✓ Game Programming Initialization

4th QUARTER 2022

- ✓ Development Game Back-end and Admin Panel
- ✓ Sound Effect & Music
- ✓ 1st TESTING DEMO 09/ 22
- ✓ Metaverse Environment Creation
- ✓ Pitch Deck 1st Virtual Event

1st QUARTER 2023

- 1st Virtual Event
- ICO : IDOL DAO TOKEN
- ICO : \$WDV GAME TOKEN
- Game Store UI/UX Design Conceptualization
- Finalization Game Back-end and Admin Panel

2nd QUARTER 2023

- Integration of Moralis Web3 Development Platform
- Finalization In Game Store UI/UX Design
- PR & Branding Engagement
- Internal Beta Game Testing
- Beta Game Open For Alpha Testing

3rd QUARTER 2023

- Feedback and game modification
- Final Frontend and Backend Design
- Preparation of Launch Event
- Sponsor research
- Public Launch Marketing
- Integration Metaverse Shops

4th QUARTER 2023

GAME & METAVERSE PUBLIC LAUNCH

MAIN GOALS

- ✓ **GAME DEMO TESTING IN SEPTEMBER 2022**
- **GAME BETA VERSION TESTING BY ALPHAS 2nd QUARTER 2023**
- **GAME PUBLIC LAUNCH 3rd QUARTER 2023**

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