



MULTIVERSE OF LEGENDS

**UGC Metaverse
where culture meets blockchain**

Who we are



Nick Lysytskiy
Author and CEO

MagicWorld UA is an initiative aimed to digitalize Ukrainian mythology and include it in the global cultural context.

We have been developing edutainment, visual, media and gaming products since 2020.

with the support of UKRAINIAN
CULTURAL
FOUNDATION

Find more:
magicworld.com.ua

Objective

MULTIVERSE OF LEGENDS

With our new project, the Multiverse of Legends Metaverse, our goal is to develop a platform for collaboration within the European creative and cultural sectors.

We also aim to provide innovative ways to preserve and transition intangible cultural heritage to the digital era by leveraging technology and creative approaches.

Market

**>\$120
billion +**

Investment in 2022 *

59%

of consumers are excited
about transitioning their
activities to the metaverse

**~ \$5
trillion**

Potential economic
value by 2030

57%

of metaverse-aware
companies say they
are adopters

**Feb
2023**

Japanese Tech and Finance
Giants Launch Japan
Metaverse Economic Zone

* Value creation in the metaverse. McKinsey & Company, 2022

Idea



Play



Explore



Create



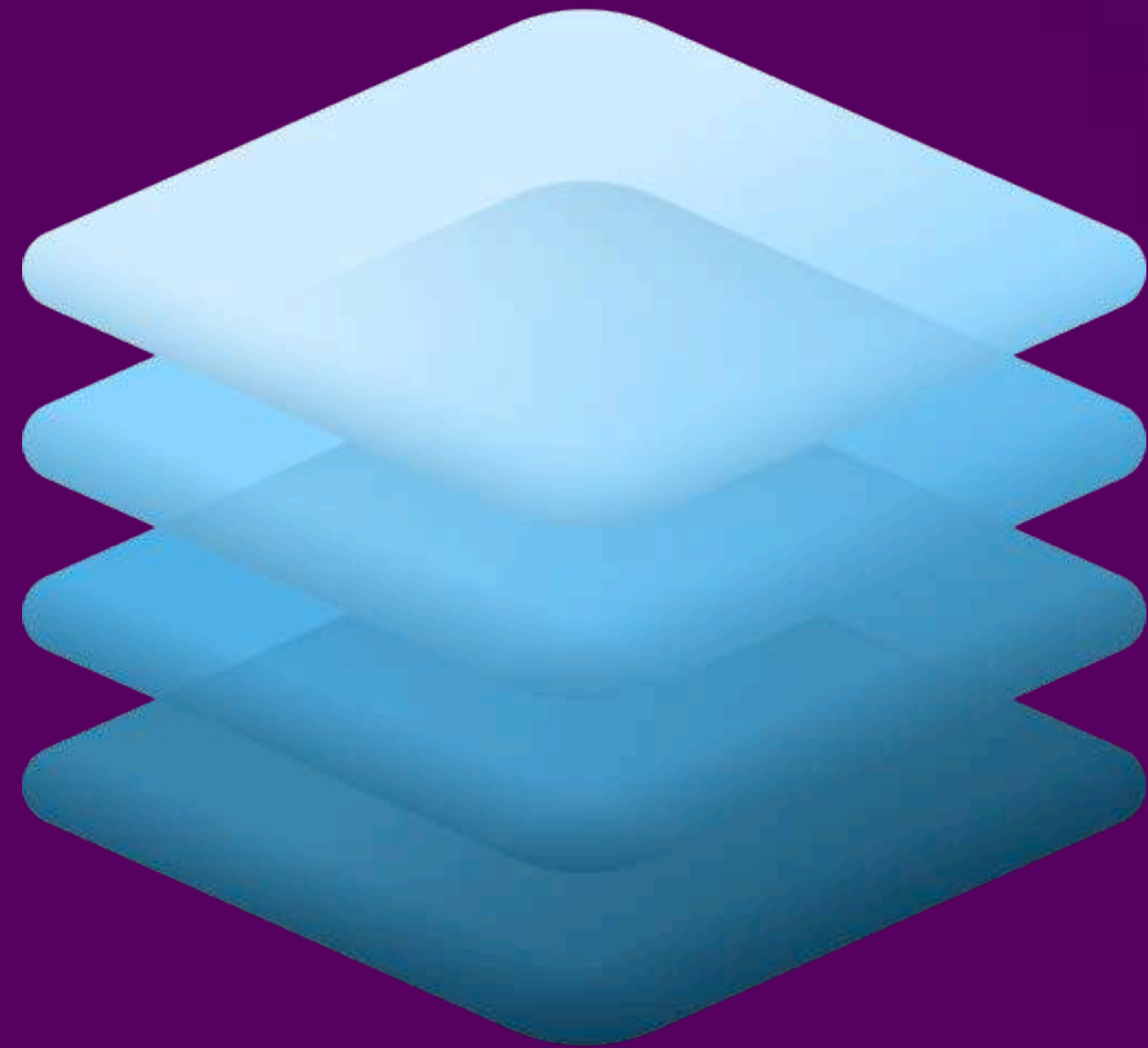
Earn

Multiverse of Legends is a unique Web3 project that embodies mythological heroes, legends of the past, old traditions, rituals, and artifacts in the metaverse of the future.

This platform provides an opportunity for professionals from the creative and cultural sectors to interact with the audience and be rewarded for their work.

It's a gamified metaverse built on blockchain technology where users from around the world can play, explore, trade, and earn.

Overview



1

Platform for creators

2

Environment & content

3

Infrastructure

4

Blockchain

5

Economy

Business model



Owned by community

Every asset created on the platform is minted as an NFT. This means that creators and players will own almost all parts of the Metaverse. Metaverse DAO will be established to make decisions on development and expansion.



Pay-to-play, play-to-earn

The Metaverse will be free to access for everyone, but to fully experience it, players will need to buy NFTs. Ownership of these NFTs will not only allow players to participate in the game, but also give them the opportunity to earn.



Metaverse token

Following the Metaverse launch in-game currency will be issued. Token will be listed at cryptocurrency exchange platform.

Community



ICH practitioners



Heritage professionals



Artists



Musicians



Storytellers



Educators



Filmmakers

Impact

- ❖ We believe that our project will facilitate collaboration among creators and cultural workers from different European countries, helping to transition intangible cultural heritage to the digital era.
- ❖ European intangible cultural heritage will be represented in one digital Universe, that will preserve, demonstrate and promote it as an organic whole in a Web3 environment of the future.
- ❖ The global audiences will be able to immerse themselves in the gamified world of European folklore, mythical heroes, legends, artifacts, traditions, and arts.

Join us



We are the team of digital producers, artists, writers, software and blockchain developers located in Ukraine.

We are looking for partners:

- with expertise in communication with creative and cultural sector organizations within the EU,
- who have a proven track record of connecting with EU-based creative and cultural sector organizations.

Thank you!



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