



METAVVERSE™
COMIC CON
TOKENOMICS



OVERVIEW

THE TOKENOMICS OF THE CCMV (COMIC CON METaverse) ARE INTENDED TO SUPPORT A GROWING, STABLE ECONOMY. The CCC (Comic Con Coin) is the utility token driving the value exchanges of the community. There are a wide variety of participants in the CCMV economy including artists, developers, fans, sponsors, producers, and more.

The sustainability of the economy derives from having sufficient perpetual value options that users are motivated to acquire and/or consume. These options should ultimately be created by the community and not just the CCMV organization. A percentage of all economic activity will be used for burning (to control inflation) and to fund the treasury (to be used as governance processes decide).





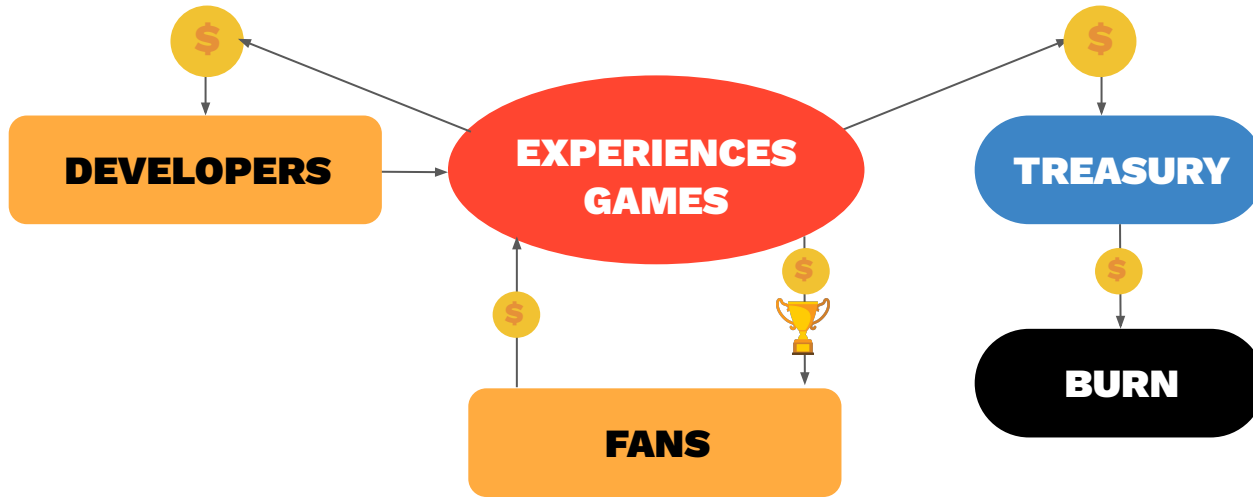
EARNING

Earning CCC in the CCMV will provide users and creators opportunities to participate in the ever expanding metaverse and real world experiences. There are many ways in which individuals and groups can earn these coins. For example, participation in activities, playing games, offering services, selling art, teaching, entertaining, and more.



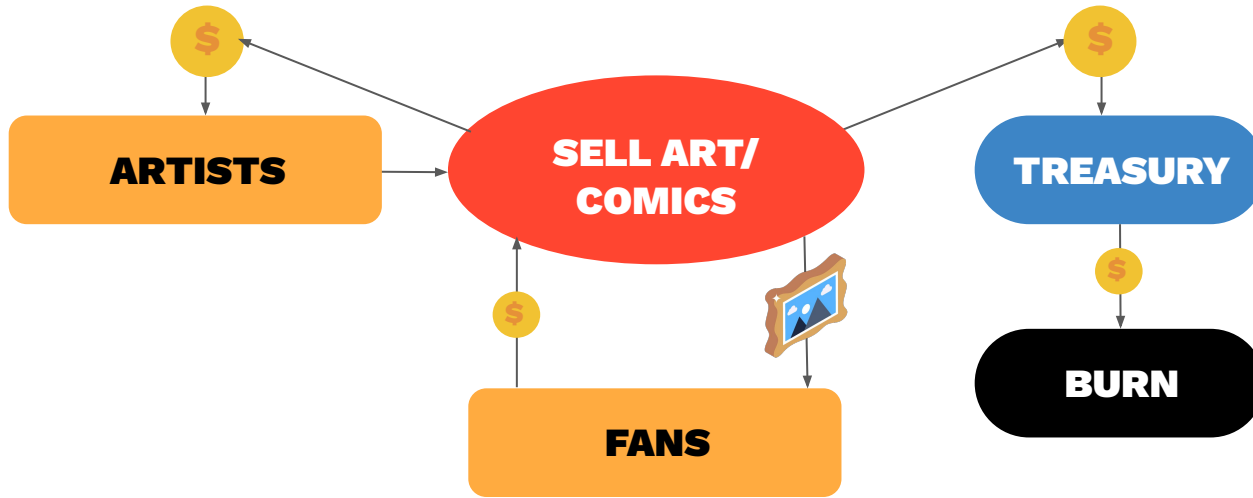
CREATORS

Creators in the CCMV will receive CCC and other rewards for the experiences and art they create. Creators include developers and artists who add to the overall CCMV experience.



DEVELOPERS

CCMV will provide opportunities for software developers to collaborate with teams, or to individually create exciting interactive experiences inside of the metaverse. All development will be built within provided frameworks and environments that enforce the tokenomic rules. For example, a game creator can create a game without having to create the fee/reward functionality. They can simply configure these aspects of the experience.



ARTISTS

This metaverse provides an environment for artists around the world to showcase and sell their work in return for CCC and other rewards.

SPENDING

THERE ARE A VARIETY OF WAYS THAT USERS CAN SPEND THE TOKENS THAT THEY HAVE EARNED.

Some experiences will include the opportunity to earn rewards. Some experiences will require a fee (in CCC) to participate. Additionally, there will be a large market of world-class artists selling original work to extremely passionate fans for CCC. The items for sale will include both virtual and real offerings.

CCC will be useful in both virtual and real world experiences. Those who decide to accept CCC as payment are contributing and supporting the growth and value of the overall economy. This decision benefits all who believe in and value the system. With enough believers and enough activity, the CCMV economy will become a self-sustaining, decentralized entity.



STAKING

IN ORDER TO INCENTIVIZE USERS TO REMAIN INVESTED IN THE CCMV ECONOMY, an opportunity for staking will be provided. Creators and users will participate in the CCMV economy in exchange for rewards and CCC. The rewards for participating in the economy will be determined by the length and value of their contributions.

GOVERNANCE

THE BUILDING, EXPANSION AND ONGOING MAINTENANCE OF CCMV WILL REQUIRE A CONTINUOUS PROCESS OF PRIORITIZATION AND DECISION MAKING. Some of this will be best done by the CCMV founding team working with the experts in various disciplines. Other decisions will be put to the community to be decided upon. Not everyone's vote is created equal. The governance system will provide more power to those who have proven they deserve to have more influence. For example, a very active member of the community who has spent many hours exploring and contributing to the metaverse will have more input on decisions in that realm. This model will depend on both a dedicated governance token (in addition to the CCC) as well as a way of tracking relevant individual metrics.



