

Hi guys, heres my first report on a game I think could be something special, let me know if theres anything I need to add as im fairly new to all this.

Name of the game:

Solice

Brief breakdown: Solice is the first open cross platform 3D world platform VR metaverse on Solana where users can play, build, own, socialize, and monetize their immersive virtual experiences on the Solana blockchain

Market cap: \$3,024,000

Token contract: TBD

Private market price: \$0.04

Public market price: \$0.05

Initial circulating supply: \$43,200,000

Ticker:SLC

Is the project innovative:

Yes and no- The project seems a lot like other metaverses although its Cross platform on solana allows users to use different hardware, software and operating systems which enables customers to connect with friends and family who may not have the same.

Users generate revenue by creating their own revenue models; Entrance fees to a plot of land or a building are a simple model but the model could be used to monetize art galleries or live concerts etc.

You can also earn for example by clearing dungeons, mini-games and rewards.

Everything will be sold in the open marketplace allowing users to see everything they want to buy in 3d VR which will give it more of an immersive experience.

- Land plots
- pets
- special avatars
- buildings
- pet eggs
- gemstones
- raw materials
- crafted items

Token distribution will be as follows:

Reserve– 20%

Private sale– 17%

Team– 15%

Community & marketing– 15%

Ecosystem– 10%

Platform reward– 7%

Seed– 6%

User incentive– 5%

Advisors– 3%

Public sale– 2%

The Roadmap can be found here- <https://docs.solice.io/more/roadmap>

Major partnerships or backing venture capital?

Yes, please view on their website- <https://solice.io/>

CEO- Christian has a crypto-native background getting involved since 2016. Christian's experience is from both the institutional as well as the retail investment side. Previous experiences from Fantom, LTO Network, and Solanium have developed his expertise in various aspects. Solice is his vision and he is responsible for designing, mapping out the architectural feature requirements, and building a specialist team to make Solice a successful metaverse.

Lead VR developer- Simon has extensive experience gained over 5 years in VR development. He is also the Co-founder & COO of VSWORK, a VR/AR/XR development company based in China. VSWORK had finished series their A funding of 20 mil RMB (over \$3 mil USD) and has served clients including China telecom, Huawei, Alibaba, and JD.com. Simon's experience also includes Alibaba's very first VR shopping project and JD.com's "Smart logistics VR course".