DaMetal
THE FUTURE IS HERE AND IT'S
PURELY
METAVERSE
DaMetal V3.2.3

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INTRODUCTION

DaMeta1 is an evolving immersive platform that unites AI, Web3, the Metaverse, and Virtual/Mixed Reality to deliver secure, scalable environments for education, enterprise, entertainment, and creator communities.

Market Landscape

2025 AR/VR/MR Market Size:

USD 253.5 billion

2032 Projection:

USD 1,625.5 billion (CAGR 30.4)*

Drivers:

- 5G connectivity
- cloud VR streaming
- AI-driven personalization
- affordable headsets

* https://www.fortunebusinessinsights.com/extended-reality-market-106637

CORE CAPABILITIES

COMMUNITY-DRIVEN CONTENT ECONOMY

Users and creators have access to integrated tools to develop, deploy, and monetize their own content inside DaMeta1. This fosters a decentralized, participatory digital economy that rewards contribution and creativity.

Core Functions:

Creator tools for 3D assets, NFTs, and experiences

Revenue sharing and tipping mechanics

Metaverse + AI Integration

DaMeta1 is envisioned as an ecosystem powered by a deep integration of AI and Metaverse frameworks, extending beyond basic 3D environments. AI drives personalization, learning automation, smart avatars, and predictive UX, enabling scalable collaboration across educational and professional use cases.

Use Cases:

AI-generated tutors and mentors

Predictive learning paths and content

Adaptive virtual environments based on user behavior

Immersive VR/MR Environments

DaMeta1 delivers a highly interactive experience through Virtual Reality (VR) and Mixed Reality (MR) environments. These are designed for immersive learning, enterprise simulation, and social engagement, with an emphasis on professionalism and knowledge-driven experiences.

Key Features:

Multi-continent immersive world

Modular zones with tailored interactions

Evolving as cross-device compatible (VR headsets, MR wearables, desktop)

Extended Reality (XR)

MARKET 2025 32

OUTLOOK

Positioning DaMeta1 within the Future of Immersive Technologies

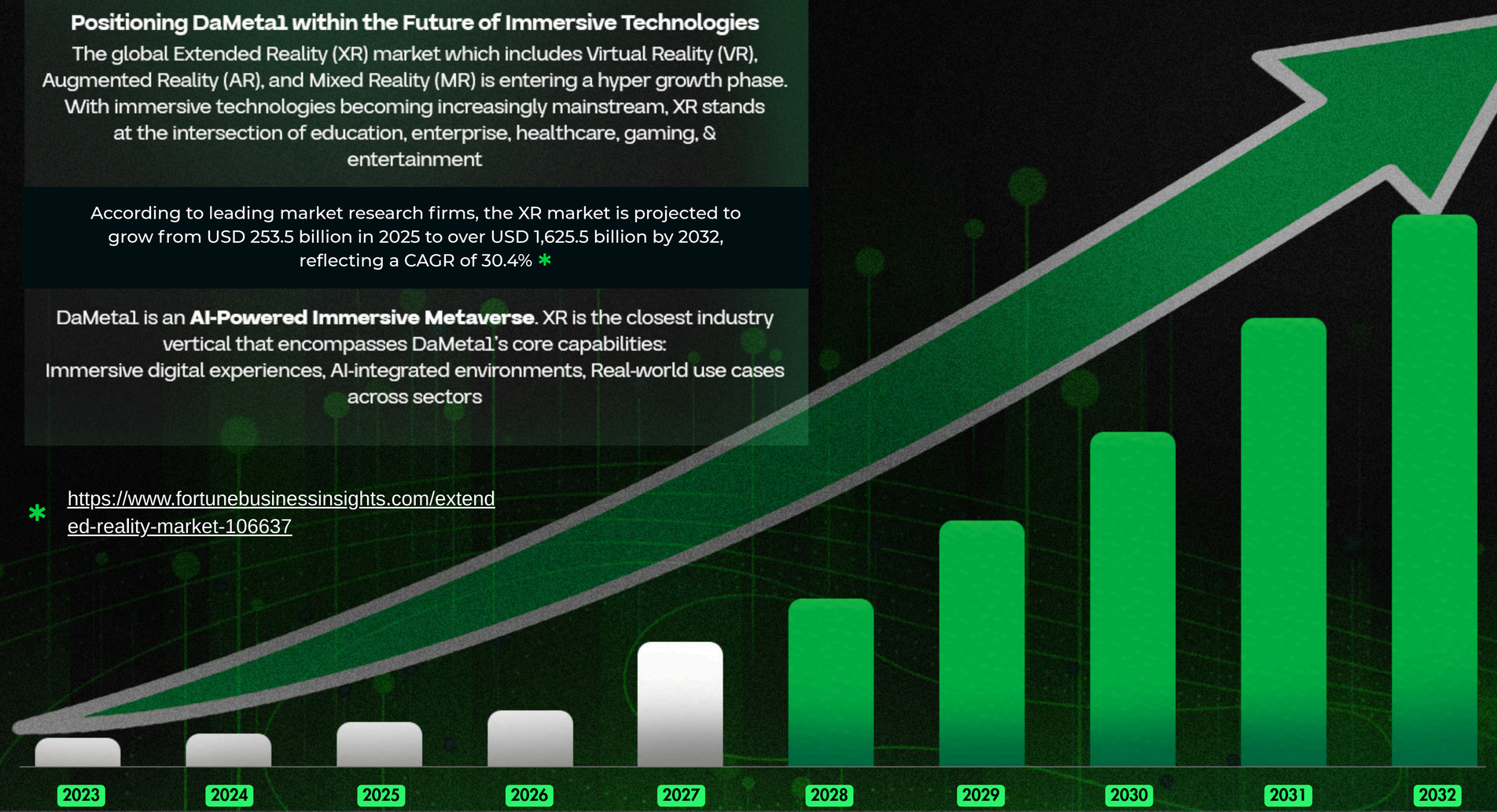
The global Extended Reality (XR) market which includes Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) is entering a hyper growth phase. With immersive technologies becoming increasingly mainstream, XR stands at the intersection of education, enterprise, healthcare, gaming, & entertainment

According to leading market research firms, the XR market is projected to grow from USD 253.5 billion in 2025 to over USD 1,625.5 billion by 2032, reflecting a CAGR of 30.4% *

DaMeta1 is an **AI-Powered Immersive Metaverse**. XR is the closest industry vertical that encompasses DaMeta1's core capabilities: Immersive digital experiences, AI-integrated environments, Real-world use cases across sectors

The following chart highlights the market **trends and predictions for VR/MR technologies as we move towards 2030.**

* **USD 1,625.5 billion**



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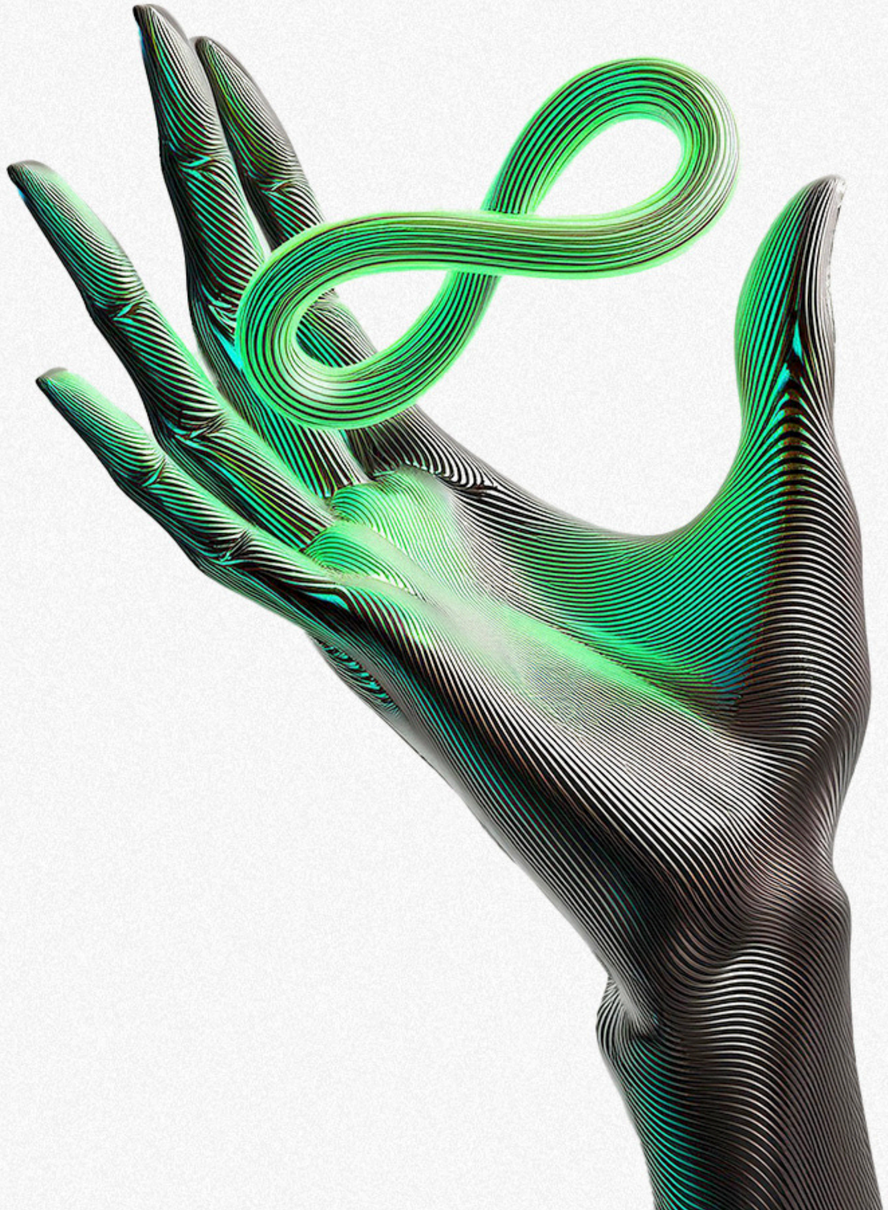


ABSTRACT

As the world accelerates toward digital-first solutions, immersive technologies are reshaping how we learn, work, and interact. The limitations of conventional platforms exposed during the pandemic have created demand for virtual environments that are not only interactive but intelligent, secure, and scalable

DaMeta1 is an AI-powered metaverse platform integrating VR/MR/AR & Web3 technologies, envisioned to deliver unified, exclusive experiences across education, enterprise, and entertainment as the platform continues to evolve

By bridging physical and digital ecosystems, DaMeta1 addresses the fragmentation of traditional platforms offering users a seamless environment for learning, collaboration, asset ownership, & professional growth. Powered by intelligent infrastructure and a tokenized economy, DaMeta1 sets the stage for the next era of digital interaction.

Platform Differentiators

DaMetal is organized into five continents, each a specialized virtual ecosystem

Dalilmverse AI-powered education and Virtual Campus

Business Bay Corporate real estate, events, and digital commerce

Gameaholic Play-to-earn gaming and user-created experiences

Dope Live entertainment: concerts, sports, and cinema

Eureka Creator and developer hub for community generated content

Technical Architecture

AI Integration: Adaptive learning algorithms, AI tutors, predictive UX

Blockchain Backbone: On-chain credentials, verified ownership, tokenized assets

VR/ MR / AR Compatibility: Spatial simulations, immersive training, enterprise collaboration

SECTOR WIDE ADOPTION

SECTOR	APPLICATION OF VR/MR
Education	Virtual classrooms, AI tutors, immersive learning labs
Enterprise	Digital twins, remote collaboration, 3D presentations
Retail & Commerce	Virtual storefronts, try before you buy experiences
Entertainment	Gaming, concerts, live events, and esports

DaMetal is strategically positioned at the convergence of these growth vectors offering a vertically integrated metaverse infrastructure with functional, real-world utility across all major VR/MR sectors.

MIXED REALITY (MR)

INTEGRATION

DaMeta1 pioneers the convergence of physical and digital realities through advanced Mixed Reality (MR). Designed to support real-world interactions from within the platform, DaMeta1 creates immersive yet practical experiences that merge virtual activity with day-to-day life

CORE FUNCTIONALITIES:

IoT Integration – Sync with external smart devices and real-time data inputs
Real-World Utilities – Experience education, business trading, interact with live environments
Hybrid Experiences – Use MR to combine spatial learning, virtual offices, and live event participation

This defines DaMeta1's approach to VR 2.0—where immersive environments extend into functional reality, enabling users to take meaningful actions in both worlds.
With AI at its core and MR at its edges, DaMeta1 offers an experience that is immersive, intelligent, and anchored in real-world utility.

STRATEGIC IMPACT

Transforming Education & Professional Training
DaMeta1 redefines education by combining immersive technologies with AI-driven customization. It addresses the limitations of both traditional classrooms and static e-learning platforms by offering:

Dynamic virtual campuses and AI-guided learning.

Simulation-based, hands-on education across disciplines.

Tools for institutions to scale learning models globally.

For enterprise, DaMeta1 delivers virtual onboarding, remote collaboration, and AI-enhanced skill development at scale.

DaMetal

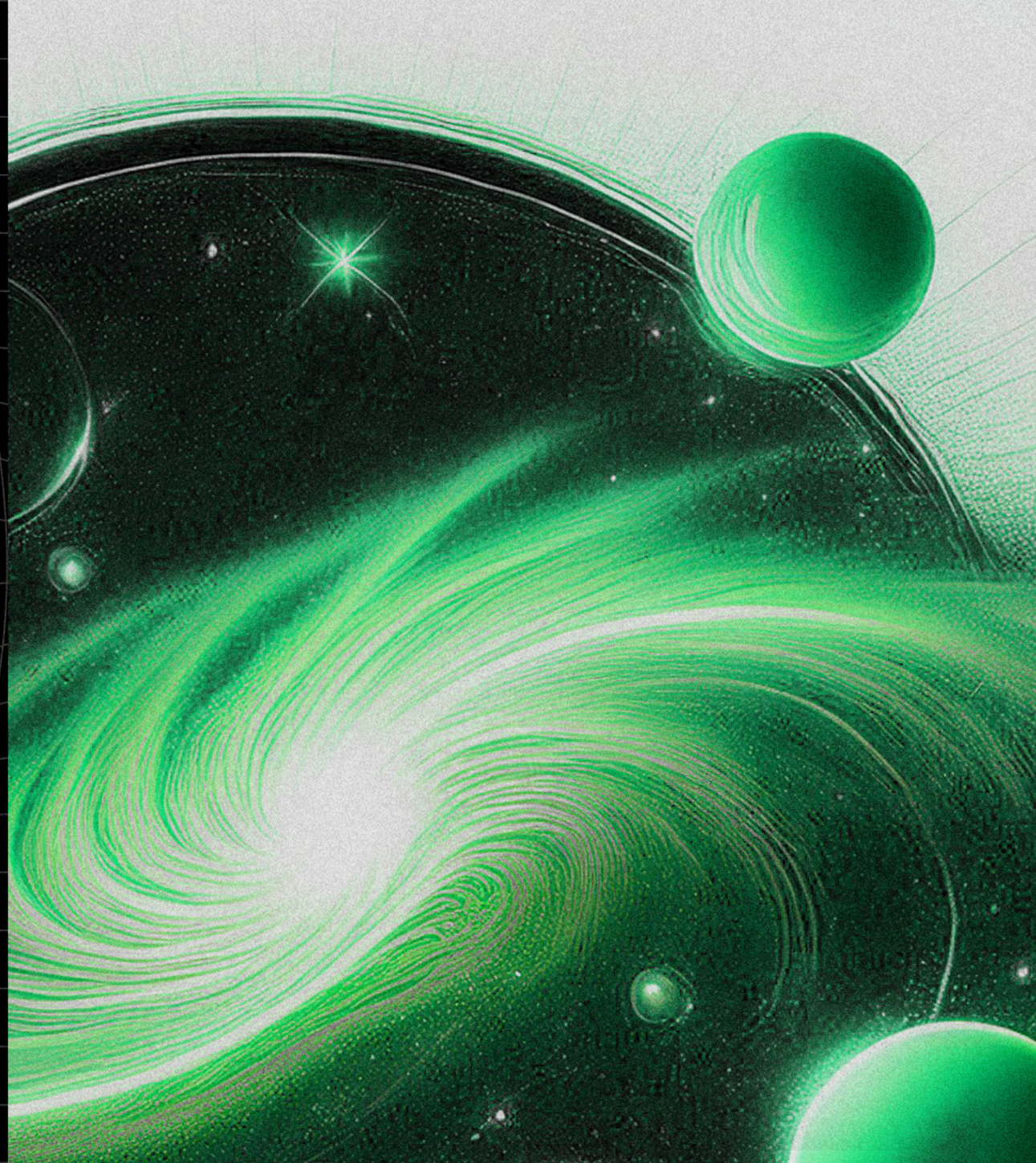
CONTINENTS

DaMetal's world is crafted from a collection of five distinct continents, each offering a unique experience. As detailed earlier, users initiate their journey on each continent from the Heart Zone, the central hub where exploration begins. These continents are designed to provide specialized environments for education, innovation, entertainment, and more.

DaMetal

ACCESSION

Accession is where it all starts. After logging in, the user enters Accession where they can find guidelines, maps, and tours for DaMetal World along with Marketplace, Interactive advertising billboards, and customizing Epitomes.



CONTINENT	FUNCTION
Dalilmverse	Immersive education via AI-powered virtual campuses and classrooms
Business Bay	Virtual real estate, corporate meetings, e-commerce, and digital expos
Gameaholic	Play-to-earn (P2E) gaming, user-created games, and immersive tournaments
Dope	Entertainment: concerts, sports arenas, streaming events, cinema halls
Eureka	Creator hub for building, sharing, and monetizing community-generated content

DaMetal
EPITOMES

In DaMetal, users are represented by modifiable 'Epitome' avatars, which are more than just digital representations. These avatars act as guides, learning from user behaviors and suggesting new experiences and spaces within DaMetal to enhance engagement

DaMetal
TERMINALS

Navigating through the vast World of DaMetal is seamless, thanks to the advanced terminal systems. Whether it's moving between different zones or across entire continents, users can use Zonal Terminals for local transit and Continental Terminals for intercontinental travel

CONTINENTAL TERMINALS

These terminals allow for transportation across the different continents of DaMetal, expanding users' opportunities to explore the world within DaMetal.

Dalilmverse

Dalilmverse is a groundbreaking educational Metaverse platform that leverages virtual reality (VR) and artificial intelligence (AI) to create immersive, future-ready learning experiences. By enhancing not only the academic knowledge but also the mental attitude and skill-set of children, Dalilmverse prepares students to thrive in a rapidly evolving digital world. The platform offers interactive virtual classrooms with AI-powered teachers, dynamic learning environments, and a virtual campus where students can explore complex concepts in a highly engaging and effective way. Through cutting-edge technology, personalized learning paths, and real-time feedback, Dalilmverse nurtures resilience, adaptability, and creativity, key skills needed for future success. With Dalilmverse, education becomes an empowering journey, transforming how students learn and grow for tomorrow's challenges

IMMERSIVE LEARNING ENVIRONMENT

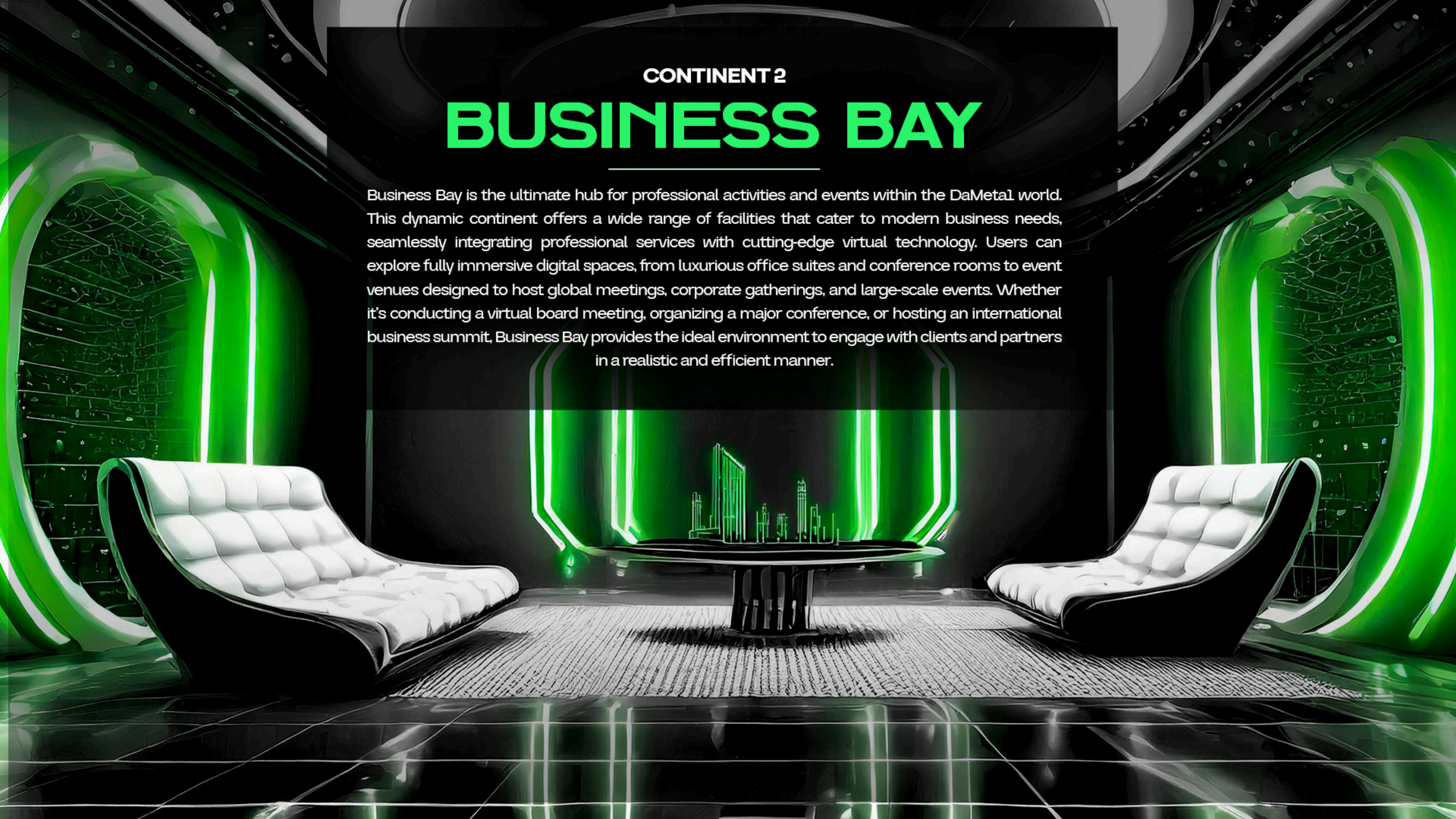
Dallmverse creates immersive learning environments that transform how students engage with educational content. Using advanced VR technology, these environments simulate real-world scenarios and interactive simulations that make learning more tangible and understandable. Students can conduct virtual experiments, explore historical sites, or dive into intricate biological systems, all within a controlled and safe virtual space. These immersive experiences are designed to stimulate curiosity and deepen comprehension by allowing students to learn through exploration and hands-on activities. The result is a more engaging and significant educational journey that goes beyond traditional textbooks and lectures

VIRTUAL CAMPUS

The virtual campus of Dallmverse is a comprehensive educational Metaverse ecosystem where students can access a wide range of educational resources and activities. This virtual campus replicates the social and collaborative aspects of a physical campus, providing spaces for group projects, study sessions, and social interactions. Students can navigate through various virtual buildings, such as libraries, labs, immersive learning environments and Al based virtual teacher classrooms, all designed to facilitate a seamless learning experience. The virtual campus also includes forums and discussion boards where students can interact with peers and instructors, fostering a sense of community and collaboration. By offering a holistic virtual environment, Dallmverse ensures that students have access to all the support and resources they need to succeed academically and socially

VIRTUAL AI-BASED TEACHER CLASSROOMS

Da1llmverse offers a revolutionary approach to education with its virtual AI-based teacher classrooms. These classrooms are designed to provide an interactive and engaging learning environment where students can interact with AI-driven virtual teachers. The AI teachers are equipped to deliver personalized lessons, answer questions, and provide instant feedback, making the learning experience more dynamic and responsive to each student's needs. Through VR technology, students can participate in immersive lessons that bring subjects to life, enhancing their understanding and retention of complex concepts. This innovative approach will nurture a more engaging and effective educational experience, breaking down traditional barriers to learning.



CONTINENT 2

BUSINESS BAY

Business Bay is the ultimate hub for professional activities and events within the DaMeta1 world. This dynamic continent offers a wide range of facilities that cater to modern business needs, seamlessly integrating professional services with cutting-edge virtual technology. Users can explore fully immersive digital spaces, from luxurious office suites and conference rooms to event venues designed to host global meetings, corporate gatherings, and large-scale events. Whether it's conducting a virtual board meeting, organizing a major conference, or hosting an international business summit, Business Bay provides the ideal environment to engage with clients and partners in a realistic and efficient manner.

CONTINENT 2

BUSINESS BAY

In addition to professional services, Business Bay offers users the ability to invest in physical real estate by exploring VR replicas, and to invest in digital assets. within the Metaverse. Virtual properties within Business Bay can be acquired, leased, or managed, allowing users to expand their digital presence and establish a foothold in this thriving virtual economy. The continent also features a vibrant, vertical marketplace, where users can shop, network, or enjoy casual meet-ups at stylish cafes and lounges.

Beyond the business focus, Business Bay invites users to explore cultural and historical exhibits within virtual museums, making it a multifaceted destination for both professional endeavors and personal enrichment. Discover Business Bay and elevate your professional experience in DaMetal's innovative Metaverse, where business meets possibility.

CONTINENT 3

EUREKA

Eureka in DaMeta1 is the dedicated continent for content creators and developers, built to harness the power of community-generated content. This vibrant hub will offer state-of-the-art tools and technology, enabling creators and innovators from across the globe to collaborate in a single, immersive environment. Eureka will nurture a thriving ecosystem where creativity knows no bounds, providing the perfect platform for individuals to develop, share, and bring their ideas to life. With its emphasis on innovation, Eureka encourages users to push the boundaries of what's possible, making it the ultimate destination for those looking to create and contribute to the future of DaMeta1.

CONTINENT 4

GAMEAHOLIC

Gameaholic is the ultimate virtual gaming hub within DaMeta1, offering a complete and immersive gaming experience. From Play-to-Earn games to user-created adventures. Designed to be a thriving community where gamers, developers, and creators will be able to connect and compete.
With regular gaming tournaments, users will be able to showcase their skills and earn rewards, while socializing in virtual lounges and networking with like-minded gamers. Gameaholic will offer endless opportunities for both casual and competitive players, making it the go-to destination for all things gaming in the DaMeta1 Metaverse.

CONTINENT 5

DOPE

Dope is the premier entertainment hub within the DaMetal universe, offering an expansive array of entertainment options. This vibrant continent will feature sports arenas, live TV broadcasts, music concerts, and cinema halls, all designed to provide an unparalleled entertainment experience. Users can immerse themselves in a rich tapestry of cultural and musical events, purchasing tickets and passes to explore everything Dope has to offer. From electrifying live performances to thrilling activities, Dope will ensure a continuous stream of excitement and entertainment.

DaMetal

EXPERIENCE

AI-ENHANCED
VIRTUAL REALITY (VR)

Artificial intelligence accelerates the evolution of VR, making it a driving force behind the growth of immersive environments. DaMetal integrates AI into its VR ecosystem, creating dynamic, AI-assisted virtual worlds that respond to the data provided by users. This fusion allows for personalized and adaptive experiences, where AI can generate custom environments tailored to each user's needs. Whether it's crafting a personalized learning space based on an individual's curriculum or building immersive scenarios for gaming, AI enhances VR by understanding and adapting to user input, ensuring a seamless and enriching experience. DaMetal's AI-driven environments not only create an interactive world but also empower users to expand and evolve it, free from external control or interference, offering a secure, flexible, and immersive experience.

KEY CAPABILITIES INCLUDE:

Personalized Learning Spaces – AI curates academic journeys based on individual profiles
Smart Gaming Environments – Dynamically generated levels and interactive scenarios
Predictive User Interfaces – UX elements adapt based on user history and learning patterns

This fusion of VR with intelligent automation ensures that user experiences are not only immersive but also responsive, evolving, and deeply customized. Users are empowered to expand their digital presence with minimal friction and full autonomy.

DaMetal APP

AR-ENABLED ACCESSIBILITY

The DaMetal App extends the platform's functionality beyond immersive hardware, offering a seamless, mobile-first interface powered by Augmented Reality (AR).
Users can Access platform updates and notifications

Manage their epitomes, virtual assets, and profiles
View AR previews of digital real estate, NFTs, and event spaces
Participate in lightweight interactions without VR headsets
Designed as a true digital companion, the DaMetal App ensures 24/7 access to core features—regardless of device or location.

Notification

Bookmarks

Messages

Marketplace

Epitome

Achivement

KEY ADVANTAGES OF DaMetal

Moreover, XR-based training within industries can significantly enhance the analysis of customer demands, classify industry requirements, and implement sustainable value proposition design strategies. With DaMetal's industrial design assembly system, entire factories can be visualized through simulations. Global teams can collaborate seamlessly in real-time using various software packages to design and plan the factory. Additionally, planning experts from around the world can be trained and involved in testing new designs through DaMetal.

Industry-Driven Utility

Visualize smart factories, test workflows, and train globally distributed teams in real time

Collaborative Design

Empower R&D with immersive prototyping & cross-border project rooms

Immersive Commerce

Host product launches, investor demos, or branded expos in Business Bay

Virtual Real Estate

Own, lease, or build programmable digital properties (offices, studios, event venues) backed by on-chain ownership via NFTs

Decentralized Property Economy

Businesses and creators can monetize space usage, offer rentals, and develop branded virtual zones—without physical overhead.

KEY GROWTH DRIVERS

AI Integration

AI-powered content personalization and adaptive virtual environments

5G Connectivity

Enabling real-time, high quality streaming for immersive experiences

Enterprise Demand

VR / MR / AR adoption in employee training, simulation, and collaboration

Immersive Learning

Increased demand for virtual education and upskilling tools

PLATFORM-LEVEL BENEFITS

Advantage	Description
Verified Ownership	All digital assets and profiles are secured on-chain, ensuring authentic and permanent ownership
Secure Monetary Trading	Fast and accurate asset transfers through tokenized mechanisms with embedded smart contract logic
Community-Centric Network	DaMetal supports advert-free, tracking-free social interactions—prioritizing trust and transparency
Token-Gated Access	Only eligible users (holding $DMU Tokens) can unlock specific zones, treasures, and community tools

DaMetal UTILITY TOKEN

The DaMetal Utility Token (DMU) serves as the fuel powering every functional interaction within the DaMetal Metaverse. It is designed to enable seamless transactions, incentivize participation, unlock premium content, and support value exchange across the platform's five core continents: Dalilmverse, Business Bay, Eureka, Gameaholic, and Dope.

Functional Use Cases of DMU

DMU is a **multifunctional token** that operates across all layers of the DaMetal ecosystem

Function	Utility Enabled by DMU
Early Access Card	Enable users to purchase early access card/NFT
Short Course Enrollments	Users can enroll in certified short AI/web3/metaverse courses via Dalilmverse using DMU.
NFT Minting & Certification	Used to mint NFTs such as "Meta Guru" certificates, land ownership, and creator badges.
In-App Purchases	Purchase immersive experiences, avatars, 3D assets, tools, and upgrades across continents.
On-Chain Subscriptions	Schools, creators, and businesses can subscribe to premium plans using DMU.
AI Credit System	Schools, students and general users buy AI credits using DMU to activate AI-based services like timetable generation analytics, academic advisor, real estate property advisor etc.
Event Ticketing & Entertainment	Access concerts, conferences, sports, and digital expos in Dope via DMU-based ticketing
Marketplace Transactions	Enables peer-to-peer and business-to-user purchases in Business Bay and Eureka.
Rewards & Loyalty	Distributed as incentives for content creators, educators, and learners.
Voting on Creator Challenges	Community uses DMU to vote on featured creators or educational projects in Eureka

ECOSYSTEM COVERAGE

DMU spans across all five DaMeta1 continents and fuels interactions in each:

- Da1ilmverse – Course access, educational NFTs, school subscriptions
- Business Bay – Office rentals, product launches, event ticketing
- Eureka – NFT minting, creator tools, voting and grants
- Gameaholic – In-game purchases, tournaments, P2E rewards
- Dope – Tickets, fan engagement, live streaming unlocks

REAL TOKEN CIRCULATION MODEL

DMU is embedded into a circular economy:

- Users purchase DMU to engage with products/services.
- DMU is spent on access, upgrades, subscriptions, and NFTs.
- DMU is redistributed via bounties, rewards, staking, and achievements.
- Businesses and institutions acquire DMU for bulk subscriptions and utility access.

FUTURE EXPANSION POSSIBILITIES

As DaMeta1 evolves, DMU's role will expand to include:

- Staking for in-game or learning advantages
- Fractional ownership of metaverse real estate
- Cross-chain utility across other metaverse ecosystems
- Bridging into real-world utility via partner integrations (e.g., event passes, retail)

Ticker

$DMU

Total Supply

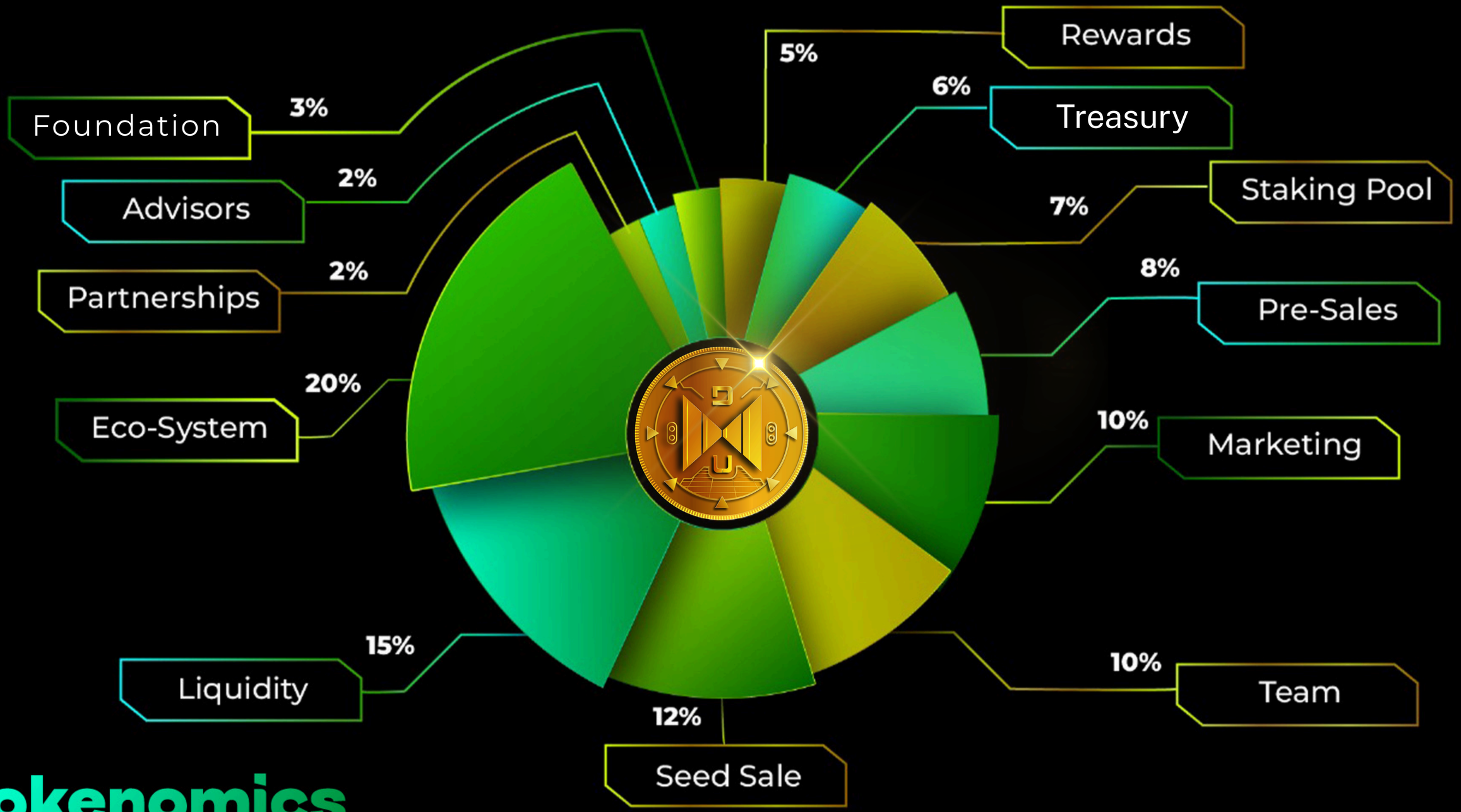
5,000,000,000

Network

Ethereum (ERC-20)

Token Type

Utility


Rewards
5%
6%
Treasury
Staking Pool
7%
8%
Pre-Sales
10%
Marketing
10%
Team
12%
Seed Sale
15%
Liquidity
20%
Eco-System
2%
Partnerships
2%
Advisors
3%
Foundation

Tokenomics

TOKENOMICS MAPPING

Category	Supply %	% TGE unlock	Cliff (m)	Vesting (m)
Seed Sale	12%	10%	0	24
Presale	8%	10%	0	18
Liquidity Provision	15%	20%	0	12
Treasury & Reserve	6%	0%	9	36
Team	10%	2%	12	36
Advisors	2%	2%	6	24
Foundational Contribution	3%	1%	6	36
Ecosystem Development	20%	3%	0	60
Marketing & Growth	10%	3%	0	60
Community Rewards	5%	5%	9	48
Staking Pool	7%	0%	3	24
Strategic Partnerships	2%	2%	3	24

ROAD MAP

LEAP2025

2022

- Idea Inception
- Whitepaper V1 internal released

2023

- Launch of DaMeta1 Website
- Acquisition of Ilmversity Foundation of Da1ilmverse
- Microsoft GrowthX Award & $300k Benefits
- AWS EdTech Acceleration & $200k Benefits

2024

- Ilmversity crossed 250 School SignUps with 200k user base
- Da1ilmverse Alpha Prototype Released
- Business Bay Alpha Prototype Released
- DaMeta1 Abu Dhabi Road Show
- DaMeta1 Silicon Valley Tech Crunch Exhibition USA
- DaMeta1 Whitepaper V2 internal released

2025 Q1-Q2

- Da1ilmverse Beta Released
- Business Bay NFT-Backed Property (Prototype)
- DaMeta1 Riyadh LEAP Exhibition
- Da1ilmverse Pilot in Partner Schools
- Da1ilmverse joined AWS Education Equity Initiative
- DaMeta1 Utility Token (DMU) - tokenomics finalization
- DaMeta1 V3 WhitePaper Public Release
- DMU Website Launched
- DMU community campaign initiated
- Ilmversity crossed 350 School SignUps with 300k user base

ROAD MAP

2025 Q3-Q4

- Launch of AI-Powered Features in Da1ilmverse
- Business Bay – VR Property Expo campaign
- DMU Smart contracts deployment on testnet
- DMU Smart Contracts Audit and Team KYC
- Air Drop
- DaMeta1 Early Access Card NFTs via DMU
- Da1ilmverse short courses with NFT-backed certificates via DMU
- Ilmversity AI Credit Purchase by DMU
- DMU Seed Round Fund Raise
- DMU Pre-Sale
- DMU TGE & DEX Listing
- DMU staking and reward model activation
- Publication of Da1ilmverse Trials Research Paper
- Business Bay beta: NFT-backed property showcase & sales in VR

2026

- DMU POTENTIAL CEX Listing (Q1 of 2026)
- Introduction of In-App Purchases with DMU
- AI Powered Teacher, Admin & Student Assistants.
- Da1ilmverse: AI-Powered Virtual Teacher
- Business Bay: AI-Powered Real Estate Property Advisor
- DaMeta1 Mobile App Launch – AR-Enabled Accessibility
- Da1ilmverse & Business Bay launch on VR App Store
- Business Bay: Automation of Physical Property Replica in VR
- Business Bay: Launch of Real Estate Property Expo in VR
- DaMeta1 User Base Crosses 1 Million
- Follow up marketing initiatives for DMU
- DaMeta1 Equity Token Launch
- DaMeta1 DAO/Governance Development

2027

- Da1ilmverse: Auto-Generated VR Environments Using AI
- Business Bay Ecosystem Expansion Beyond Real Estate
- Launch of GameAholic and Dope Continents
- DMU used across multi-continent
- DaMeta1 User Base Crosses 3 Million
- Launch of DaMeta1 DAO/Governance
- DMU Expansion Across Multiple CEX Platforms
- Native chain or L2 implementation for DMU scalability

2028

- Eureka Continent launch
- Dynamic Expansions and updates in all Continents
- DaMeta1 User Base Crosses 10 Million
- DMU long-term vesting starts completing
- Cross-Chain Expansion
- Hybrid Utility System Planning for DMU

DISCLAIMER

Legal and Regulatory Caution

DaMetal is currently undergoing a thorough legal and regulatory review regarding the intended functionality of its utility token. As a result of this process, DaMetal may update aspects of the token's design to comply with applicable laws and evolving regulatory frameworks. Any future changes will be reflected in an updated version of this whitepaper, which will be made publicly available through official channels.

Participation in the DaMetal ecosystem may be impacted by future regulatory actions, which could include restrictions on the ownership, use, or transfer of digital tokens. DaMetal reserves the right to revise its token mechanics to align with applicable regulatory requirements or market conditions

Forward-Looking Statements

This whitepaper contains forward-looking statements, which reflect current expectations regarding the development and future performance of the DaMetal platform. These statements may include, but are not limited to, expectations about product features, market expansion, token utility, and user adoption.

Words such as “anticipate,” “aim,” “believe,” “estimate,” “expect,” “intend,” “may,” “plan,” “project,” “seek,” “will,” and similar terms identify these forward-looking statements. These statements are inherently subject to risks, uncertainties, and assumptions, many of which are beyond DaMetal’s control.

Actual results may differ materially from those expressed or implied in forward-looking statements due to a number of factors, including but not limited to: changes in technology, regulation, competition, market acceptance, and overall economic conditions. Participants and stakeholders are advised not to place undue reliance on forward-looking statements. These statements are not guarantees of future performance.

Risk Disclosure

- This whitepaper is for informational purposes only and does not constitute legal, financial, tax, or investment advice.
- It is not intended to serve as a solicitation to purchase DaMetal Utility Token or participate in any token sale.
- No guarantees are made regarding the performance or value of DaMetal Utility Token.
- DaMetal Utility Token is not intended for speculative purposes or investment returns.
- Acquisition and use of DaMetal Utility Token should be driven by platform utility, not expectation of profit.
- Any participation in DaMetal token-related activities is done at the user’s sole risk.
- As of this publication, DaMetal Utility Token is intended exclusively for use within the DaMetal ecosystem.

Cautionary Note

- DMU is strictly a utility token intended for access and transactions within the DaMetal ecosystem.
- It does not represent equity, shares, or securities of DaMetal or its affiliates.
- Token holders should not expect profits or returns from holding DMU.
- Participation involves risk, including potential loss of value, market volatility, regulatory uncertainty, and technology adoption challenges.
- DaMetal and its affiliates assume no liability for losses incurred.
- By acquiring or using DMU, you acknowledge and accept these risks.

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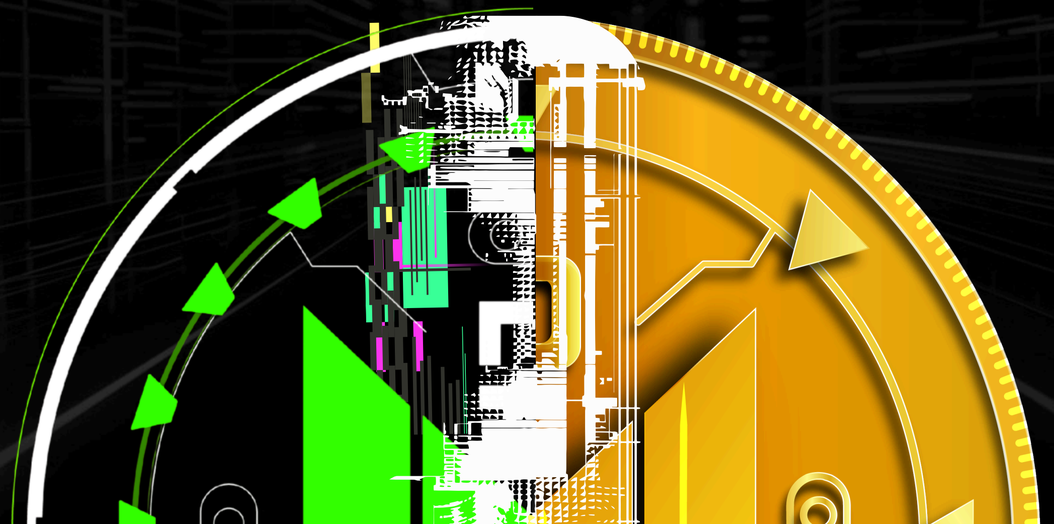
DaMetal makes no representations or warranties regarding the suitability, legality, or functionality of its currency outside the intended platform use cases. Participation in any token-related activities should be approached with caution and thorough understanding..



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