Next-gen deflationary token coupled with Ultra-HD metascanning technology
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Executive Summary

Have you ever wanted to ready-player one yourself? Soon you’ll be able to make an ultra-HD scan of yourself and your real-world assets and move everything into the metaverse.

Metahero brings to the market 3D scanning and modeling technology that generates ultra-realistic 3D avatars and virtual items to be used across games, VR, social media, and online fashion. The tech also allows for the creation of NFTs from real-world works of art and collectibles.

We have partnered with the world leader in 3D scanning: Wolf Studio. Their cutting-edge technology was extensively tested and used by big industry names; Most recently, CD Projekt created characters for their hot new release, CyberPunk 2077.

We’re merging this powerful tech with a marketplace and a novel deflationary token-based ecosystem to offer users, gamers, artists, and entrepreneurs direct access to virtual opportunities of the future. Wolf Studios’ genius and next-generation technology coupled with our expertise in building tech startups from the bottom up will make Metahero one of the hottest projects of 2021/2022.

What makes us different

Metahero begins with a substantial $10M in self-funding from our founder Robert Gryn. It will help kickstart the project and will also help finance and engineer the second-gen ultra-HD 16K metascanners. Our first-gen 4K chamber is already functional and will soon be moving from Warsaw, Poland, to Qatar’s capital, Doha.

We have the experience taking multiple startups from self-funding and seed funding to ranking second on the Financial Times 1000 fastest-growing companies list. We built Codewise, the second fastest-growing company in Europe, with a revenue increase of over 13000%.

Our founder and CEO, Robert Gryn, recently applied his tech and business acumen to the crypto space with a successful release of Tenset, which since April 2021 became the second most traded asset on CoinGecko.

Furthermore, his extensive marketing experience and ownership of the gaming advertising platform Fluid, will enable the Metahero message to reach billions of people.
Our Mission

Our ultimate mission is to take crypto adoption to the next level.

We believe blockchain is the most important invention of our time, perhaps equal only to the worldwide web. And just like the Internet, blockchain has the potential to give humanity the means to make the world a better place.

Cryptocurrencies empower all of us to create independent and more equitable ecosystems and build new opportunities. Our goal is to move this future forward by finding new and engaging ways to accelerate mass adoption and bring non-crypto people on board.

Our Vision

Metascanning will become an everyday part of the metaverse. A bridge between reality and the digital realm. Our next-generation technology will engage and connect gamers, artists, entrepreneurs, and users in never-before-seen ways.

Through building profitable businesses powered by a decentralized economy, we raise awareness and present the real-world utility of crypto tokens beyond the speculative bubble.

Our initial goal is to bring in 10M users into crypto through Metahero, a real business use case that combines the market interest (gaming, social, & art), powerful tokenomics, and our metascanning ecosystem that utilizes the HERO token.

One of our long-term goals is to create the largest database of 3D scanned real-world objects and people comparable to what Sony did with Audio with their Sony Pictures Audio Library.

Scanning real-world art into ultra-HD 3D NFTs is a revolutionary concept on its own. It gives anyone in the world the opportunity to view artwork and allows cultural treasures to be eternally digitized. It also offers artists, art collectors, and museums a way of making additional revenue.
A Note from the Founder

Welcome and thank you for considering joining Metahero on this exciting journey!

For startup veterans like us, operating in the crypto space is a breath of fresh air. It allows you to focus on creation and development without bureaucracy or politics.

We’ve all seen the incredible growth of decentralized finance (DeFi) in 2020 and 2021 and could experience firsthand the speed at which new solutions emerge when the incentive is right. In crypto, projects that would take years to launch can be built and released within months.

Taking a proven next-generation technology and bringing it to market via a token-powered ecosystem allows us to reach audiences, investors, supporters, users, and fans who normally would not be able to join our vision, let alone help build it.

We want to empower our users to find new ways to leverage our tech in their personal and professional lives as artists, gamers, influencers, marketers, collectors, investors, or businesses and entrepreneurs.

What distinguishes us from other projects is our 10+ years of experience as a team, building and solving complex problems at scale. Most of our team comes from Codewise, one of the most successful startups in the advertising technology space of the past decade.

We bring the know-how, strategic partnerships, and relentless energy to make any project a reality.

We have the funds and the experience;
Professional team and partners;
Tech and the vision.

All that is left is for you to join us as we embark on the journey of making Metahero the next biggest thing in crypto.

Pura vida

Founder & CEO Metahero
Market Backdrop

The Metahero project aims to encompass several major markets. Some markets and target audiences that already expressed interest in our technology include:

- Gamers
- Artists
- Celebrities & influencers
- Marketing professionals
- Professional athletes
- Online fashion platforms

NFT Market

2021 is often referred to as the year of NFT. Q1 alone saw $2B in NFT sales, a 2100% increase from 2020. In February, a plot of virtual land within the game, Axie Infinity, sold for an equivalent of $1.5M in ETH. In March, a now-famous art piece by Beeple called ‘Everydays: The First 5000 Days’ sold for $69.3M.

Gaming Market

Globally, there are about 2.7B gamers. In 2020 they spent around $159B on games, a number estimated to grow to at least $200B by 2023.

In-game Items Market

The market for virtual game items is currently estimated at $50B. Many items are sold on third-party platforms.

VR/AR

The worldwide augmented and virtual reality markets are currently estimated at $30.7B and predicted to grow exponentially to $297B by 2024.

Metaverse

In 2019, 10.7M people attended a virtual concert inside Fortnite’s game universe by Epic Games, featuring real-world DJ, Marshmello. Another gaming universe builder, Roblox, is already worth $30B. But it’s the decentralized games on blockchain like Axie Infinity and Decentraland that allow gamers to directly make a living while playing.

Metascanning

This is where we will be pioneering and creating a market by commercializing and tokenizing Ultra-HD 3D scanning for all imaginable purposes. The bridge between reality and the digital realm.
The Metaverse

Despite Elon Musk’s efforts, the final frontier might not lie in space but on servers, clouds, and the blockchain, within the metaverse: a mixture of enhanced physical reality, AR, XR, VR, and the Internet.

The colonization of virtual worlds has only just begun with many games and platforms providing entertainment, alternative lifestyles, creative marketing, augmented ads, and new sources of revenue. But the true potential of the metaverse is yet to develop and mature.

If we learned anything from the recent pandemic, it’s that digitization is the crucial next step for humanity, and it still has a long way to go. Education, remote work, social interactions, virtual galleries and concerts, can all benefit from the development and mass adoption of metaverse technologies.

The 3D models have applications in art, fashion, medicine, engineering, product design, and more. VR and AR are already used to train professional pilots and walk engineers through the maintenance of ultra-complex systems.

The Seven Layers of the Metaverse
Metaverse and Blockchain

The utilization of blockchain adds other dimensions to the Metaverse saga:

1. It makes 3D objects stored on blockchain virtually indestructible and eternal. The decentralized character of the blockchain with its copies stored on millions of private machines around the world means there will always be a copy of the NFT somewhere. Blockchain is more resilient than cloud or server data centers.

2. It offers intrinsic economies and new sources of revenue. NFTs (non-fungible tokens) are not only certificates of ownership and authentication of digital art and collectibles. They are also smart contracts that allow their creators to collect royalties from the future usage of their avatars, art, or other 3D models. By introducing the HERO token, we are creating a complete settlement ecosystem and a new metaverse-centric economy.
How it works

3D Avatars

Metahero 3D chambers placed around the world allow anyone to scan anything, including themselves, in ultrahigh-definition.

A user simply needs to install the Metahero app and have the appropriate amount of HERO tokens to pay for the scan on site. Metahero avatars are generated within minutes.

3D NFTs

Scanning artwork into 3D NFTs will be done in a similar fashion where usage time with our metascanner will be paid for using our native HERO token alternatively paying per scanned item.

Other use cases which have already been done are using the metascanner to film next-generation music videos, animations, or as CD Projekt, to create characters in their game Cyberpunk 2077.

We are developing a mobile metascanner that will frequently travel around the world to various locations where we secure deals with artists, museums, and galleries. Just imagine being able to pay a small sum of HERO to view a virtual art gallery in the comfort of your own home.
The Metascanning Technology
Photogrammetry 3D Metascanner

 Specifications

- Outer diameter: 4.2 m
- Height: 2.5 m
- Space required for lighting: diameter 7 m
- 16 mobile columns with a server unit, 4 cameras each
- The entire chamber consists of 64 apparatuses
- Simultaneous triggering of cameras - full synchronization
- Flash and constant lighting
- Time of taking the measurement (photograms): 1/120 second
- Model production time: 15 minutes - 1 hour
- Output file format: OBJ, FBX + PNG, BMP, JPG texture file
- Purpose: scanning moving objects, people and animals
- The maximum number of people in the chamber: 4 (depending on the adopted pose)
- Adaptation to scan positions: T-pose
- Complete mobility of the set thanks to the system of folding columns - quick assembly and disassembly
- Possible branding of the chamber according to the customer’s wishes
- The chamber is operated by at least two people

Applications

- Animations
- Games
- Medicine
- Virtual fitting rooms
- Creating your avatar
- 3D printing
Metascanner Use Cases

Wolf Studios’ first-generation metascanning tech has been trialed and tested commercially since 2017 by the likes of CD Projekt, Ferrari, musicians and artists. Commercial use cases so far have included:

- Music videos (example)
- Fashion (example)
- 3D printing
- In-game character creation (Cyberpunk 2077)
- Scanning artwork

We are already working on our next-generation metascanners which will have many improvements over the first-gen model:

- 16K Ultra-HD quality
- Easier to calibrate and operate
- Foldable and mobile design to enable easy transportation, shipping and setup
- Integrated photogrammetry head scanning with ultra-realistic facial mimicry

Future use cases

Imagine you’re playing Cyberpunk 2077, you go to switch guns and look down to notice hands that look very familiar. “Wait a second” you say, “these look like my hands” you think to yourself. Quickly it sinks in, they are your hands. Instead of the standard game avatar, you decided to visit one of our metascanners. By paying $200 worth of HERO with the app you created your Ultra-HD avatar. You now have your avatar on the Metahero app, and can now upload it to any compatible game, where you can be your own hero. Gaming has never been more real.

Our marketplace will allow you to license your avatar to be used in games and other applications such as medicine. Setting such permissions will allow you to monetize your avatar which would be paid automatically in HERO anytime your avatar would be used in any way. Game developers such as Rockstar could utilize avatars in their next Grand Theft Auto game. Clothes manufacturers could use avatars from a given country to determine the appropriate size of their clothes for that market. The use cases range as far as the imagination goes.

As an artist, if you were looking to earn extra revenue for your work, you’d take your art to a nearby metascanner. After paying HERO to book a time slot you’d be able to create NFTs of your work to place on the Metahero marketplace or elsewhere. You can set a variety of settings including getting paid royalties any time your work would be displayed in a virtual gallery or exhibition. Metahero plans to host virtual galleries and exhibitions to allow millions of people to enjoy art virtually that would otherwise physically be impossible.
The HERO app will be an integral part of the project and will be developed in stages.

The initial version will be designed for HERO holders and investors to track relevant metrics of their HERO holdings and rewards.

In the first stage, purchasing HERO tokens will require some technical steps, namely acquiring BNB on the Binance Smart Chain and purchasing HERO via Pancakeswap. We will be creating materials to help investors navigate this process.

The next step will introduce a built-in secure wallet and the ability to purchase HERO tokens directly through the app.

We are already in talks with an on-ramp partner to add payment capabilities and enable users to purchase HERO within the application itself. This feature will remove the barriers to entry and massively boost adoption and the use of HERO.

We will also be integrating with Visa to enable HERO holders to have the possibility of spending their HERO tokens for daily expenditures.

Our plan with the app is for it to become the entry point to the Metahero ecosystem and a one-stop shop for everything HERO token related.
The Metahero Token (HERO)

We’ve built the HERO token on the Binance Smart Chain (BSC) to ensure that our project is scalable and that investors of every size can partake. We believe in inclusivity, decentralization, and efficiency, which is why we’ll be launching our public sale on Pancakeswap v2. We will strive to make this project an integral part of the Binance ecosystem.

HERO is a proprietary deflationary token that’s been built for maximum efficiency and utility. The main functions are outlined below.

- **Deflation:** HERO is a deflationary token with a 5% fee added to every transaction

- **Smart Staking:** 1% of each transaction is proportionally distributed among all holders as a passive reward. Our Smart Staking mechanism has been built from scratch for maximum efficiency and security.

- **Burn:** 1% of each transaction is forever burned, ensuring an ever-decreasing supply of HERO

- **Auto Liquidity:** 3% of each transaction is automatically added to liquidity on Pancakeswap v2. This will allow our project to be autonomous without the need to pay any exorbitant CEX listing fees to ensure proper liquidity

- The liquidity is permanently locked; however, the token has a built-in function that can release part of the liquidity to buyback & burn (described below)

- **Buyback & Burn:** This function can be initiated when total liquidity (on Pancakeswap) exceeds $10M. Excess liquidity is released where the HERO tokens are burned, and the BNB is used to buyback and burn even more HERO. This function will be initially enabled by the team with the community’s approval.

- **Utility:** The HERO token will be the exclusive token to be used within the Metahero ecosystem. That includes transacting on the 3D NFT Marketplace, paying for scans, paying royalties, as well as paying for Metahero 3D scanners (franchise model)
Tokenomics

3D NFT transaction

User

Wallet

Fee 0%

3D NFT Marketplace

CEX/DEX

Fee 5%

1% reward

HODLers

1% burn

Burn

1.5% HERO exchanged to BNB
+ 1.5% HERO to auto liquidity

Liquidity > $10M

Yes

( optional ) Buyback & Burn

No

Locked

LP on Pancakeswap v2
The Game Plan

We plan to have the initial 12 Metahero 3D chambers built and installed across the globe:
The Game Plan

The metascanners will be maintained and manned in collaboration with our partners at various events and venues.

In each of these locations, around 100,000 people every year will be able to metascan themselves and create personalized 3D avatars and virtual items for games and social media.

We are in talks with global partners, influencers, and celebrities who will be the first to use and promote personalized avatars across social media platforms, games, streams, and VR.

The next step will be introducing a franchise model of our 3D metascanning technology and expanding our reach to more locations and events.

We are also reaching out to galleries, artists, and museums to use our technology to digitize and immortalize art collections and to earn extra revenue.

Longer-term, we envisage our 3D scanning technology to be used not only in gaming and social but also in fashion and medicine. Our 3D Chambers create extremely accurate models of people’s bodies that can be used for virtual online clothes shopping, medicine, and other use cases.

The Metahero Business Model

We believe businesses should make revenue and become profitable as soon as possible to create a sustainable foundation to grow. Too many crypto projects are based on promises and hype, and as a result are purely fuelled by speculation.

Metahero is a business, based on already functioning technology. This tech has real-world use in exciting and robust markets from art and collectibles, social, to gaming, and the metaverse where all the hottest tech trends converse: augmented reality, virtual reality, metaverse games, virtual lands and cryptocurrencies.

Currently, custom-made, full-body avatars can be created individually by designers at a price of up to $700. We will offer quick and Ultra-HD realistic avatars for $200 at our global locations. We understand that this price may make scans out of reach for average users but this is a premium offering unlike any other and prices will go down with scale and time. Each of our chambers can scan around 200-400 people a day which is around 150,000 annually. That translates into revenues of up to $30M annually per metascaner. Below you can see our forecast based on getting 12 metascanners in place in 2022 and many more through our franchise model the following years.
Outside of the initial 12 chambers, we will offer to license our equipment and technology to our franchise partners for events like comic cons and conventions, or full-time.

There are 2.7B gamers worldwide, many of them already tech-savvy enough to maneuver the basics of cryptocurrency markets. There are around 4B people using social media. In the first stage of our project we aim to bring just 10M people from these two groups into our ecosystem which is a small fraction of 1% of total users. By first targeting well known gamers, streamers, influencers and celebrities we will create massive awareness and interest in our offering and will kickstart the growth of the Metahero platform and the HERO token.

The HERO token will be used for all scanning payments and other transactions within the Metahero ecosystem.

The Metahero revenue sources include:
- 3D Chamber scanning fees (including % of franchised metascanner revenues)
- NFTs generation fees
- NFTs rolling royalties
- Metahero NFT marketplace transaction fees (X%)
- Partner licenses for 3D Chamber franchise

Metahero ongoing costs include:
- Building and launching metascanners
- App and tech development
- Ongoing Marketing
The HERO Launch

The Metahero launch phase will be divided into parts. Firstly our founder Robert Gryn will be providing $10M of seed capital in order to secure the project’s business foundations, which include:

- Team
- Partnerships
- Smart contract
- Website
- App

We will be running a private presale where our close network of strategic high-net-worth individuals will be invited to partake in the project. We are only taking on board investors that we personally know, bringing to the table a skillset or network beneficial to the project.

This presale will be followed by a public presale which will be exclusively available on Tenset Gems Platforms. Anyone with 1000 or more TOSET tokens can register to partake and will have the opportunity to buy HERO tokens for up to 10 BNB (2M HERO).

Both private and public presales are priced the same, and we will be raising exactly 10,000 BNB for 20% of the HERO supply.

In early July, we will be launching HERO publicly on Pancakeswap v2. All of the raised 10,000 BNB will be added to liquidity and locked permanently with another 20% of the HERO supply.
Token Distribution

The total supply of HERO is 10 billion and of that 4.5 billion will be locked and released over time.

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<th>Pools</th>
<th>Tokens</th>
<th>Locked</th>
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<tr>
<td>Private Presale</td>
<td>1,000,000,000</td>
<td>Locked</td>
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<tr>
<td>Public Presale</td>
<td>1,000,000,000</td>
<td>5y lock - 10% every month</td>
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<tr>
<td>Liquidity pool</td>
<td>2,000,000,000</td>
<td>50% locked - 10% every month</td>
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<tr>
<td>Company Reserves</td>
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<td>50% locked - 10% every month</td>
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<td>Exchange Listings</td>
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<td>50% locked - 10% every month</td>
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<tr>
<td>Marketing</td>
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<td>50% locked - 10% every month</td>
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<td>Strategic Partners</td>
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<td>30m lock - 10% every 3 months</td>
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</tr>
<tr>
<td>Total</td>
<td>10,000,000,000</td>
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**Roadmap**

**Q1 2021**
- Setup up legal entity
- $10M seed funding from Robert Gryn
- Market research
- R&D confirming the feasibility of the project
- Validating business model
- Testing 3D scanning technology
- Securing strategic partners & advisors
- Creating proprietary smart contract architecture
- Core team formation
- Creating marketing strategy
- Establishing 5 year plan & vision
- Premium brand creation

**Q2 2021**
- Initial talks with high-profile investors
- Stress test smart contracts
- Expand core team
- Verify metascanner locations
- HERO app development
- Website V1
- YouTube channel rebranding
- Awareness marketing & PR campaigns
- Private presale
- Public presale registration
- AMA with Robert Gryn
- Pre-launch marketing campaigns
- Opening whitelist
- CertiK audit
Roadmap

Q3 2021
- Public Launch on Pancakeswap v2
- HERO Android app release
- Post launch marketing campaigns
- Metahero iOS app release
- First delivery of Metahero 3D chamber
- Initiate negotiations with CEXs
- Implementation of community voting
- Negotiations with onramp partners
- Metahero added to major rating websites
- Launch Metahero podcast
- Announce artist partnerships
- Listing on first CEX

Q4 2021
- Expanding team
- Website v2
- Sponsorship of crypto & gaming events
- Explore game studio/developer partnerships
- Join prestigious global business organizations
- Onboarding strategic investors
- Growing international HERO communities
- Officially install public Metahero 3D chamber
- Metahero 3D NFT marketplace
- Further CEX listings
- Metahero mobile app V2
- Implementation of fiat to HERO onramp
Roadmap

Q1 2022
- Launch Metahero 3D franchise
- Further Metahero 3D chamber locations
- Blockchain meetups
- Gaming conferences & expositions
- Expanding team
- Expanding global presence & awareness
- Adding multi-language support
- Strategic gaming & crypto partnerships
- HERO Visa partnership
- Publish 2022 roadmap
- Publish 10-year plan to scale to 100M users
Robert Gryn  
Founder & CEO

Robert Gryn is the youngest self-made entrepreneur to make the Forbes 100 Richest list in Poland. He's the former CEO of Codewise, the 2nd fastest growing company in Europe. After selling Codewise he shifted 100% of his attention and focus to crypto. His new mission is to help accelerate the mass adoption of this revolutionary technology. Like many, he believes that blockchain will make the world a better and more equitable place.

Core team

Stanisław Głogowski  
CTO

Staszek has over 15 years of software development experience, including 4 years in the Ethereum ecosystem. He specializes in smart contracts development. He is the author and creator of the technology behind the Pillar Smart Wallet and Payment Network.

Jeremy Lopez  
COO

(Ex-Codewise) With 15 years focused on early-stage tech startups, Jeremy brings a wealth of experience and vision in marketing strategy, business operations, lead generation, and hypergrowth antics. Jeremy has held Director and C-level positions in 8 startups, 5 of which have gone on to a profitable exit.

Alex Gryn  
Chief Biz Dev Officer

(Ex-Codewise) Alex has always been interested in new technologies from gaming to blockchain. From a marketing and business background, Alex has 17 years entrepreneurship and management experience in the IT and sales industry.

Piotr Harwas  
Chief Engineering Officer

The one and only, Piotr is the mastermind behind the Metascanner. After years of R&D his vision was made a reality and now partnering with Metahero Piotr will be able to realize his dream of commercializing the technology and bridging reality with the metaverse.

Marcin Grajačar  
Head of Product

(Ex-Codewise) Marcin has 10 years of product management executive experience in the AdTech and MarTech industries. Passionate about building digital products and is excited to apply his expertise and fresh perspective in the crypto space.

Konrad Sobczak  
VP Business Operations

Konrad's everyday role is COO of the Wolf Group. His expertise and attention to detail in operations allow the organization to scale and run smoothly. His experience will be crucial in getting our Metascanners delivered around the world.

Mateusz Strzałka  
Creative Director

(Ex-Codewise) Mat is a full-time filmmaker with a decade of experience in videography. His creative genius was behind building one of the top YouTube channels and podcasts in Poland. He has a very unique ability to send a strong message without words.

Marketing Director  
Bartłomiej Towarosz

(Ex-Codewise) With over 10 years of experience in internet marketing and SEO, Bart bridges products with clients. He's able to reach the right people at the right time with the right message to make scaling a breeze.
Fernando Marzan  
**Strategy Director**  
Crypto day trader and corporate strategist focused on cryptocurrencies, tech start-ups, and replacing obsolescent social, economic, and political systems through technology. Advocate of DeFi, transhumanism, entropianism, and the metaverse.

Rafal Skalny  
**Developer**  
(Ex-Codewise) Rafal has over 15 years of engineering experience in IT. He’s a highly experienced developer and architect in a wide range of technologies including backend, frontend, databases and cloud solutions.

Aleksander Sadecki  
**Developer**  
(Ex-Codewise) Over a decade in the business, the last few years working mainly in the affiliate marketing industry. Focused on Java-based technologies, with experience in cloud solutions and databases. Learning frontend frameworks and well on his way to become a full stack man.

Kamil Kalandyk  
**Developer**  
(Ex-Codewise) Kamil has more than 10 years experience in the IT industry, mainly in Java ecosystem, cloud solutions and databases. He enjoys taking part in the entire software engineering process. From design to development, deployment on production and maintenance.

Jan Bożek  
**Media Production Specialist**  
(Ex-Codewise) Jan has over 7 years of experience in digital content creation. Jan has developed his post production skillset working on big projects with leading global brands as a post production and video content creation specialist.

Przemysław Trybuś  
**Lead Designer**  
(Ex-Codewise) Przemek was one of the earlier joiners at Codewise. His multifaceted skills helped build one of the fastest growing companies in Europe. From design, UI to the creative vision, there isn't a task that's out of depth.

Serafin Saj  
**Director of Community**  
(Ex-Codewise) Although Serafin is the youngest on the Metahero team, he might just be the hungriest too. His ability to tackle tasks rapidly and competently makes him a key player. His attention to detail does not impede his execution.

Mateusz Popek  
**UI/UX Designer**  
(Ex-Codewise) With a decade of experience in design, Mat has developed a unique ability to quickly create stunning and usable interfaces enjoyed by thousands of users. His talent does not end there as he is able to continually improve them when you thought they couldn't get any better.
Disclaimer

Participation in an ICO is a high-risk activity. Our offer is directed to experienced professionals familiar with Blockchain technologies, cryptocurrency trading, and other financial instruments, such as stocks or forex.

By participating in this ICO, the investor should accept the security risks and potential financial losses. The participant declares that he is aware of the legal uncertainty related to this type of service and that he has conducted his own examination of the compliance of the services offered by Metahero with the applicable law.

Anyone who buys HERO tokens acknowledges the project’s technological and economic uncertainty presented in the White Paper. Therefore, participants are aware of the lack of possibility to take any legal action against the company in the event of the project's failure or non-performance, and the event of a decline or even total loss of value of HERO. The purchase of a HERO token allows you to use the created Metahero.io services. No other rights are transferred to the token holders. More specifically, the company’s sole responsibility is to distribute the HERO tokens under the conditions set out in the White Paper.

During the ICO, the company cannot be held responsible for any of the following:

- Use of the service not in accordance with applicable terms
- Error, failure, malicious activity, or breach of the White Paper by the user, third party or third party controlled service
- All direct or indirect damages that may occur during the operation: cryptocurrency losses, financial gains or losses, or other damages of this nature
- Loss of control for any reason (loss, hacking, unwanted disclosure, or technical failure) of users’ login details that could lead to fraudulent use of tokens;
- Temporary or permanent suspension of the service, for whatever reason, especially at the request of public authorities, judicial authorities, or a third party
- Computer failure resulting in loss of data
- Professional activity of users