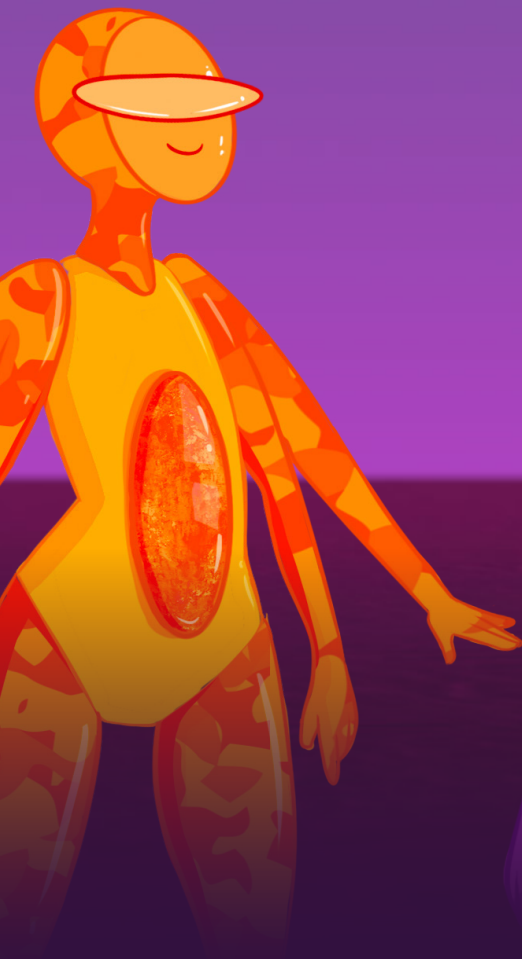


soulmates

What if Earth was dying,
but Humanity could survive?





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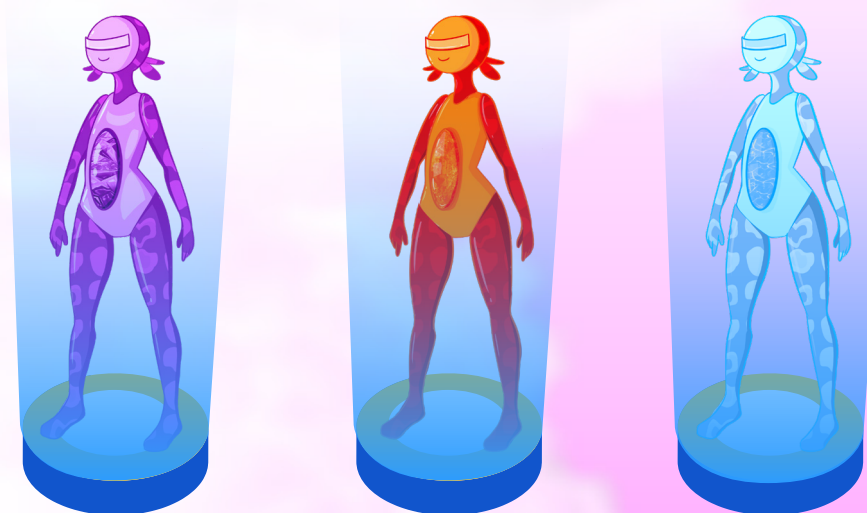
INTRODUCTION

SOULMATES is an exploration of individuality, community, and collaboration through the creation of a unique set of NFTs which will bring to life the story of how a future version of Earth will try to save Humanity.

Through this project and its story, we aim to reach audiences outside of the core demographics that NFTs and crypto have attracted to date. As our SOULS discover their new home and learn to survive there, they will be presented with opportunities to practice critical thinking and problem solving. We will embed activities and thinking that encourages an interest in STEM (science, technology, engineering, and math).

Part of our goal is to play a small role in helping to address the inequity present in underrepresented groups in STEM education and engagement. Women constitute 48% of the total workforce but only 34% of the STEM workforce. Latina, Black, and Indigenous women represent less than 10% of the STEM workforce but make up 17% of the population (source: NGCP). We are seeking partnerships with organizations already engaged in this work.

As the world of SOULMATES develops, we see the ability to work with our community to create entertainment & educational projects that will attract the interest of school age children and help bridge the STEM gaps early.





The Origin Collection of SOULMATES will consist of 2,080 NFT SOULS. Each SOUL will have 9 different physical attributes and 18 different personality attributes.

Prior to mint, your specific answers to our unique personality quiz will directly shape your SOUL and their matchability with their future MATE by becoming part of each NFT's metadata.

The minters of these SOULS will need to find their predestined match and unlock the ability to create the next generation together in a unique cooperative social experiment. This will involve an innovative exercise where each SOUL will need to locate their SOULMATE (match) and create the next generation together in a first of its kind cooperative social experiment.

SOULS will evolve on the blockchain, with each holder's individual and cooperative activities affecting their metadata over time, with the goal of creating the strongest lineages and survivability.

A community-based platform will be developed allowing holders to create additional AI-powered activities (art, gaming, etc) for SOULS to participate in, in and outside the metaverse, to further each generation.

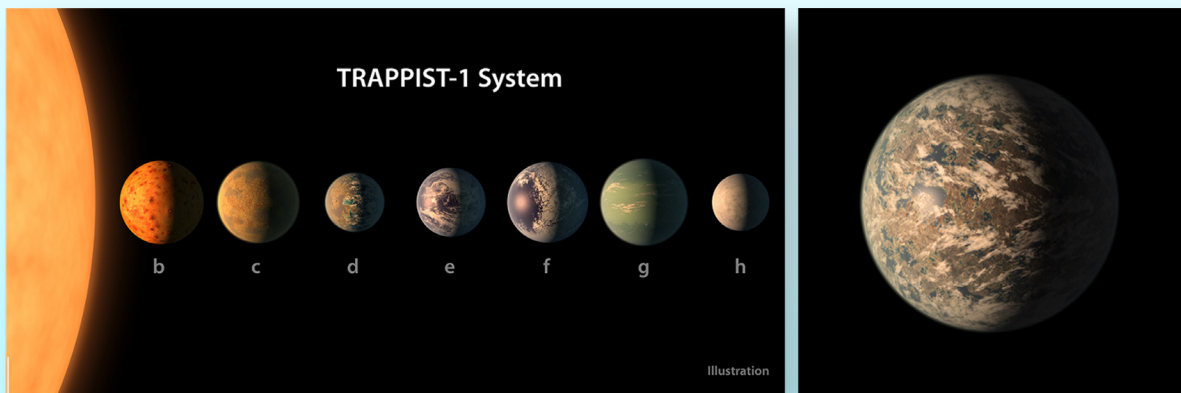
The world of SOULMATES will also expand to produce physical collectables, games, art, book, podcast, tv, and film concepts, starting with an educational children's book around STEM and an audio drama.

Join us on our mission to Galeria...



ORIGIN OF S.O.U.L. + M.A.T.E.S.

The discovery of [Trappist-1e](#) was revealed on [February 22nd 2017](#). The announcement was met with an initial burst of excitement by the general public, which quickly dwindled. With a distance of 40 light-years away, the chances of exploration in the near future were slim to none.



Credit: NASA-JPL/Caltech

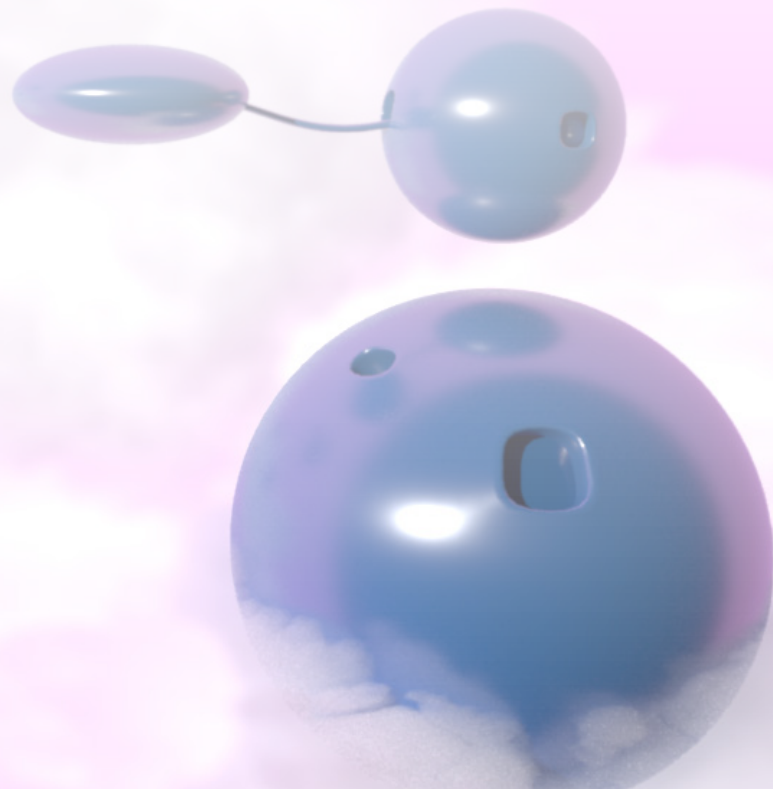
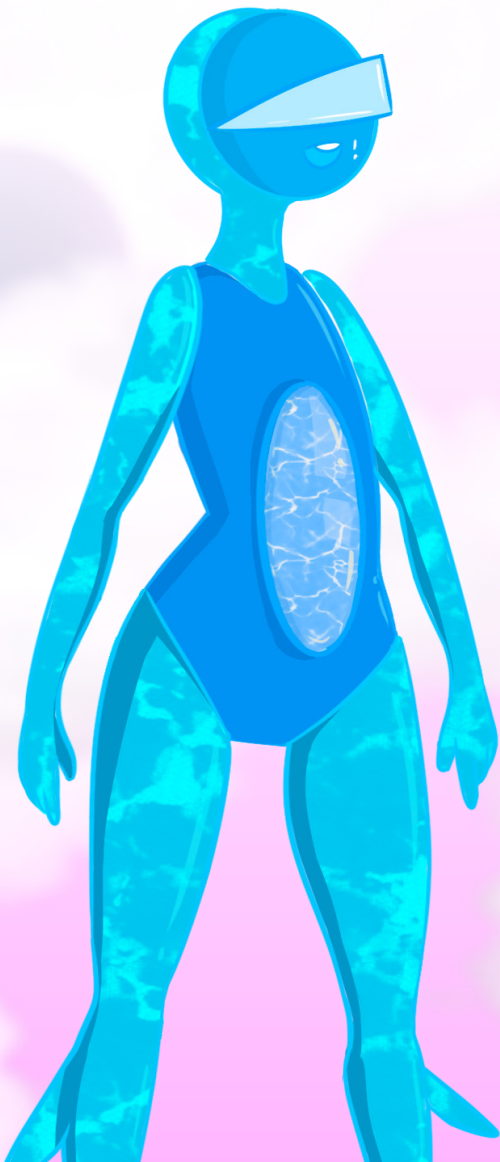
Dr. Sandra Dono began her research in 2026. While a grad student at MIT, she gained entrance into the elite [Marsboreal Greenhouse](#) project, which after starting in 2019, had grown to become the preeminent post-grad program for anyone interested in contributing to the Outlive Earth Movement (OEM).



The OEM dramatically increased in popularity in 2028 with the election of President Eliza Sonders-Rolins. Despite President ESR's best efforts, the "war" against climate change had taken a dark turn in 2030, leading to unfathomable planetary changes. Those who associated themselves with the OEM were dedicated to ensuring that even if the human race itself perished, the collective learning and knowledge that had been created over millennia wouldn't be lost.

Dr. Dono had initially focused on understanding collective conscious transfer. When breakthroughs in organic material re-generation became commonplace, she realized that the applications of her dissertation research could be re-applied to enable extreme generative growth, effectively combining conscious mind transfer with vestigial embryonic development.

As the Earth deteriorated, efforts accelerated within the OEM to replicate the human soul, the undefinable characteristic of what separates us from other mammals. Dr. Dono spearheaded this effort, working tirelessly to absorb all of what it meant to be human and process it through the best collaborative thinking in generations in order to create a binary representation of humankind.



By 2040, the technology to launch an interstellar lightonium rocket had been established, and the OEM decided to send 1,000 pre-embryonic self-opening undefined live sentients (S.O.U.L.S.) via a SpaceX payload to Trappist-1e, which was renamed Galeria in 2031.

After landing on Galeria, the SOULS would spend 40 years developing in their capsules from Dr. Dono's re-search, individualistically growing into their own sentient, human-like organic beings. This genesis group would provide the foundational layer to re-creating the most idealistic aspects of what humanity had established prior to its destruction.



The SOULS sent to Galeria, while organically created beings, needed to be designed and adapted to survive the more extreme conditions compared to Earth. The project's scientists spent five years understanding the differences in Galeria's atmosphere, topography, and composition to create genetic formulas that would produce more extreme physical traits. The traits would help the SOULS navigate the more inhospitable oceans, mountains, and deserts of Galeria.

Each SOUL was also injected with the best of humanity, from music to art to athletics and more. However, as individuals, the genesis SOULS of Galeria could only grow so far. To flourish, they needed to find their M.A.T.E.S. (matching algorithm to ensure survivability) and begin to populate Galeria. Each match would be facilitated by Dr. Dono's research of what type of pairings would ensure long-term physical and relationship survivability to build and stabilize the new society for future generations.

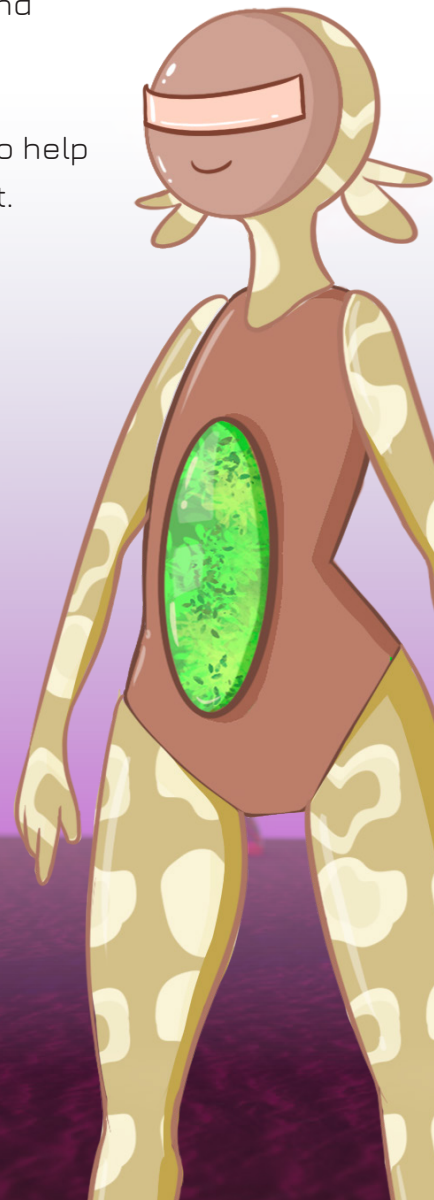
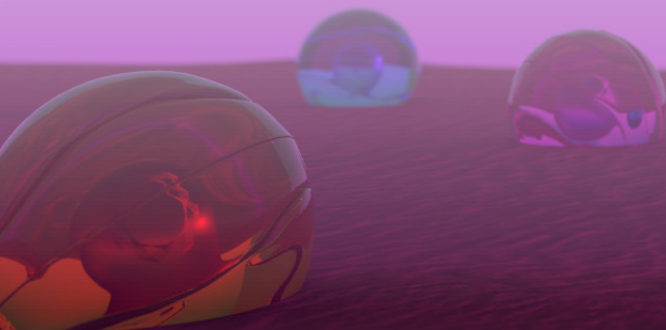
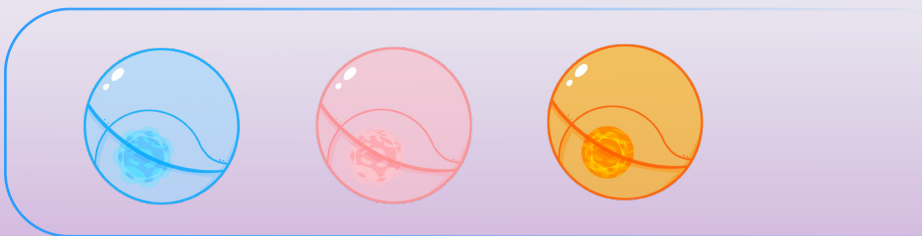
A perfect, predestined by the universe match would unlock, accelerate, and establish the best of what it meant to be human in the new alien yet Earth-like inhabitation of Galeria.

The OEM was determined to set the SOULS up for success and avoid repeating the disastrous irrational decision making that had befallen humans and led to the earth's destruction.

They recruited some of the last remaining scientists, thinkers, and creatives on Earth to undertake Dr. Dono's conscious transfer. This allowed their knowledge to be preserved via a custom Automated Distributed Visionary Information System (A.D.V.I.S.), which could be queried on-demand by the SOULS as they sought their MATES and created the first generation of Galerians.

Six of these ADVIS members decided to make the trip to Galeria to help the SOULS establish themselves, a courageous and final last act.

S.O.U.L. + M.A.T.E.S. begins as ADVIS lands on Galeria in 2080...





GALERIA

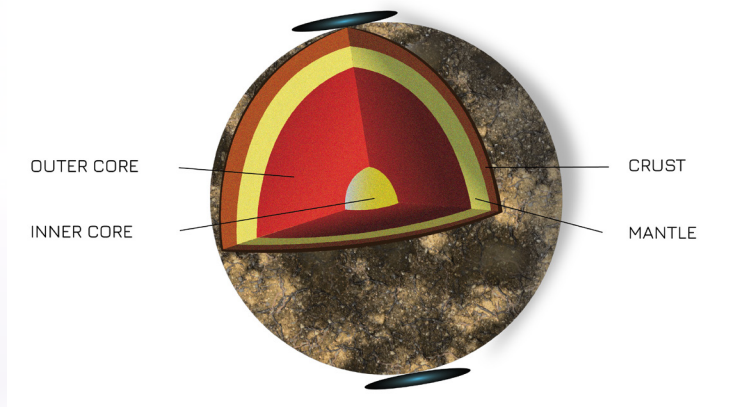
Being 40 light-years away, Trappist-1e / Galeria was too far for the OEM to fully explore prior to sending the SOULS.

However, two exploratory probes had been sent, enabling the OEM to gather the necessary data to inform the genetic adaptations essential for the SOULS' long-term survival.

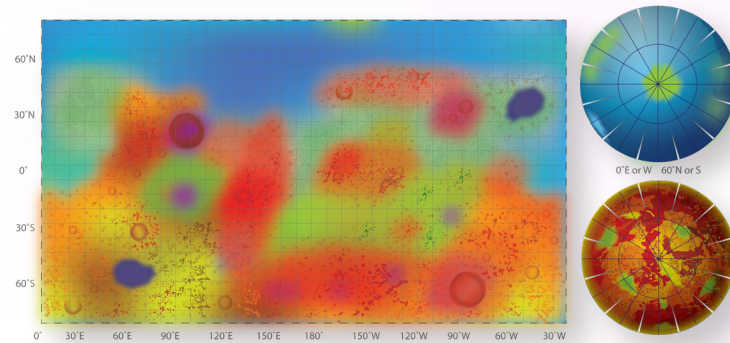
While Galeria's atmosphere was similar to Earth's in that it could sustain carbon-based life, it was also more extreme, with a wider range of temperatures and harsher environments. Raging rivers of ice chunks flow broken off from glaciers that tower above anything on Earth. Oceans boil close to Galeria's equator but become more temperate towards the poles.

- Ancient volcanoes that erupted regularly and carved lava luges down their mountainous sides have been re-placed with lush green valleys and spring water flowing through the previous molten tracks.

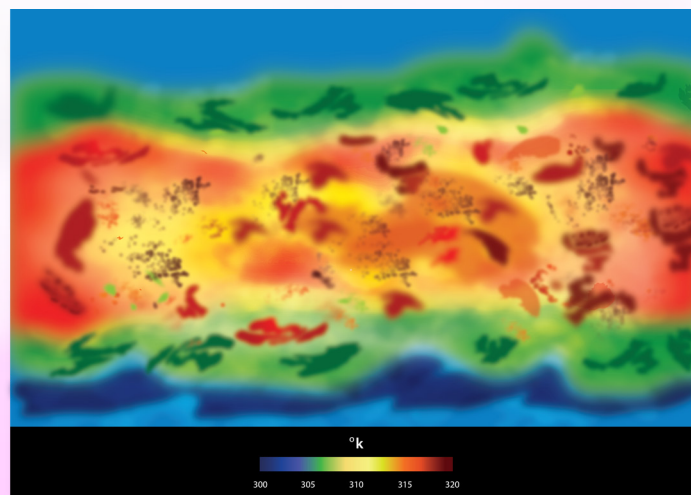




Galeria's Crust & Core



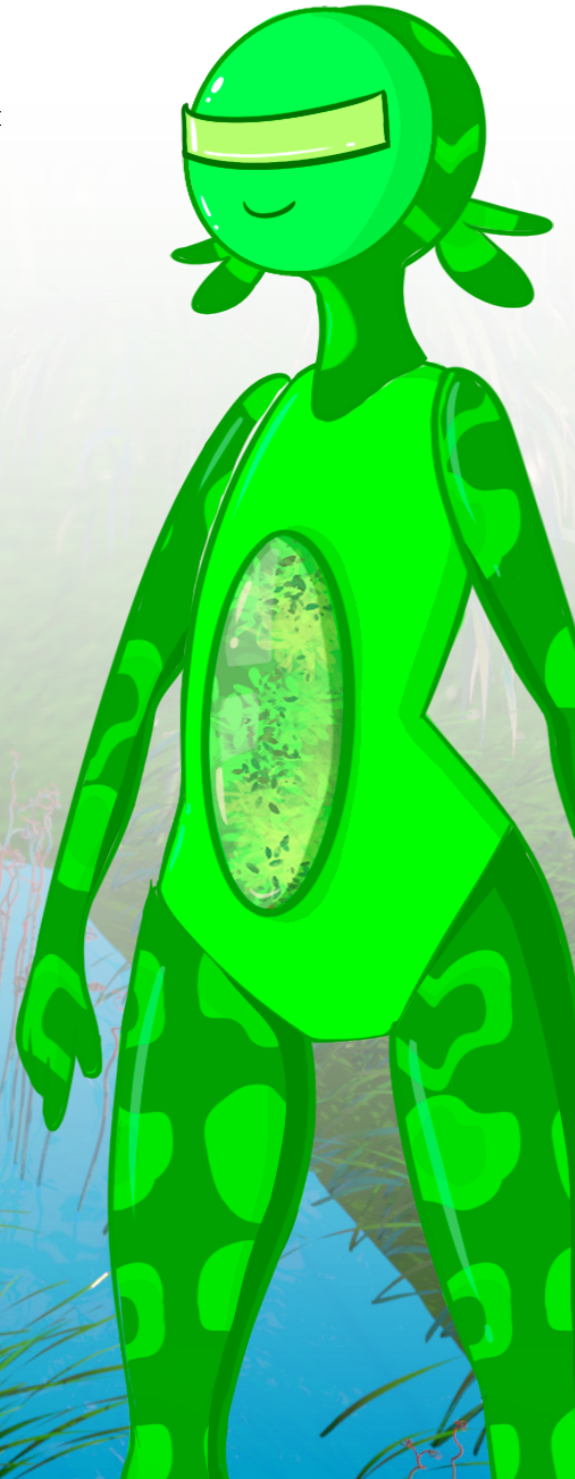
Example of Galeria's Topography



Galeria's Temperature Zones

THE REBIRTH OF HUMANITY

Over the long term, OEM hopes that what the SOULS learn on Galeria can be used to create technology sent back to Earth to restore its habitability. Along with the SOULS, OEM sent a bank of human embryos to Galeria that could one day be used to re-populate humankind back on Earth...





TEAM: MEET OEM & ADVIS



Dr. Sandra Dono

Head of OEM

DOB: 5/09/2005

Age: 35

Dr. Sandro began her research in the year 2026. While a grad student at Stanford, she worked on several cognitive neuroscience brain-split projects.

She joined MIT to pursue a PhD in Neuro-cognition, including the SAGE center program (2030). Through a break-through, a creative and innovative competition conducted by NASA and NIA gained entrance into the elite ex-traplanetary exploration Marsboreal Greenhouse Project, established in 2019 and has since become the preemi-nent post-grad program for people interested in contributing to the Outlive Earth Movement (OEM).

She discovered a novel concept of a binary representation of humankind and conscious transfer and was rewarded with two Nobel prizes for this discovery. Later, she was appointed as the Head of OEM by President Eliza Sonders-Rolins and NASA. Dr. Sandro also received several awards for her neuro-cognitive research, tangible psy-chological theories, and ground-breaking conscious transfer technology by the Inter-National Science Community.

Dr. Sandro Dono was officially selected by NASA in the year 2026 and was handed over the crucial responsibility of saving humankind through OEM. She came up with the collective transfer theory while completing her academic thesis during her PhD years. She initiated the team A.D.V.I.S (Automated Distributed Visionary Information System) and 1,000 pre-embryonic self-opening undefined live sentients (S.O.U.L.S.) projects to save the last bit of humanity and humankind.



Professor Alfredo Murado
Chief Engineer, ADVIS

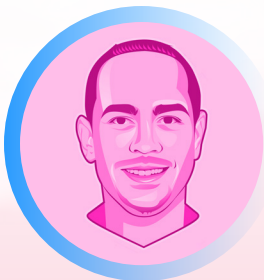
DOB: 9/03/1992

Age: 48

Professor Alfredo Murado was the first person selected by the OEM team to undertake the “Conscious Transfer” technology for the A.D.V.I.S mission. Alfredo completed his bachelor’s from the California Institute of Technology (2013) and completed his Master’s/PhD from MIT (engineering) in 2020.

In 2021, NASA selected Alfredo for the MARS JK-999 Exploration Program. Alfredo designed the most powerful rockets and instruments for deep space exploration to observe the atmosphere of a far planet during his college years. He was awarded the Drucker Medal, the Bessemer Gold Medal, and the British Engineering Excellence Award for his advanced automated thermal space rockets with their outstanding engineering design and innovative contribution to the field of applied mechanics.

Alfredo was selected for the ADVIS mission to Galeria/Trappist-1e because of his extraordinary work and expertise in the engineering field and nuclear fusion. He was appointed to a chief engineer post as decided by the OEM team and NASA. Alfredo has completed four space flight missions totaling 546 days, including STS919-XNAS, which was co-conducted by SpaceX and NASA.



Dr. Charles Obstansa
Commander, ADVIS

DOB: 8/05/1996

Age: 44

Dr. Charles Obstansa was selected by NASA in the year 2023. He completed his bachelor’s in aeronautical engineering from the Georgia Institute of Technology (2016). The Washington native also earned an MD in medicine and a doctorate in biochemistry from Stanford University in 2022.

He was appointed as a Commander for Duty in August 2023 by NASA for the NASA SpaceCrew99 mission to the International Solar System, which launched on November 25th, 2023. Dr. Charles has served as a commander for more than 400 combat and space operations and has been awarded three golden stars, two silver stars, and one bronze star with Combat “K.”

Due to his expert knowledge, qualifications, and interstellar mission experience, the OEM team and NASA selected him for the A.D.V.I.S mission to the exoplanet Galeria/Trappist-1e. He was appointed as commander for the ADVIS mission to Galeria.



Sadie O'Harris
Astrobotanist, ADVIS

**Lead, GreenHab at
Mars Desert**

DOB: 17/08/2008
Age: 32

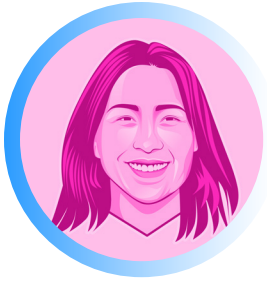
Sadie O'Harris was selected by SpaceX for the 2031 Perseverance-Ingenuity-Human-Exploration-X21 mission. She has completed her Master's in Hydroponics from the University of Michigan in the year 2027 and has also earned a PhD in Bioastronautics from Harvard-MT in the year 2030.

Sadie O'Harris has more than five years of training as an astro-botanist candidate in outer space. She was in the on-lead position on the mission Mars Desert Research Station (Utah)-GreenHab. Sadie O'Harris conducted her graduate research on the abiotic organic molecules formed in star regions and rocky-gusty planets of the Trappist-1e system using Spitzer's data and James Webb Space Telescope's data.

She observed the Hubble team's, Spitzer's, and James Webb Space Telescope's data and analytics and revealed that the planets of Trappist-1e have an atmosphere that is 70% similar to the Earth's atmosphere. She has also worked in an ISS program initiated by NASA for life support management and water recycling during her college years and came up with the innovative idea of building a bio-tech-chemical plant that extracts the hydrogen that is found in the atmosphere and treats it with chemical plants and oxides to generate liquid water.

She was appointed to the position of astro botanist for the ADVIS mission to Galeria by the OEM and NASA. Professor Motoko Kiko was selected by NASA in the year 2035. She completed her bachelor's in 2026 from Cornell University and her Master's in Philosophical Theology from Oxford University. She also earned a PhD/MD in psychology and medicine, respectively, from Harvard in the year 2034.

She was selected by Nasa (2035) for the Survival-Human-Expedition-99-45/54 program.



Professor Motoko Kiko
Psychologist, ADVIS

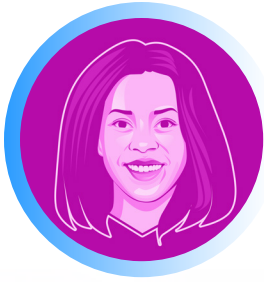
DOB: 16/06/2006

Age: 34

Professor Motoko Kiko has worked on the Earth Cimate-Scenario-78 project with famous scientist Dr. Khushi Gupta and has commented upon Earth's critical ending situation. She was the first person who sequenced and structured artificial conscious DNA in space.

She has expertise in topics like psychotherapy, adaptation, communication, meditation, and medicine. She was awarded the Bigelow Aerospace and Ansari X Prizes for her outstanding work and research in 2036. Motoko served at the International Space Centre for the SpaceX-99-Mars exploration mission.

She has more than 5 years of training in flight surgery and space flight medicine practice. She has more than seven years of spaceflight experience. Motoko Kiko has written several theses on psychotherapy, psychological therapies, and advanced space medicine, which were rewarded by UNESCO. Professor Motoko Kiko was selected for the psy-chologist position for the ADVIS mission to the Galeria/Trappist-1e by the OEM team and NASA.



Marie Odwayo
Deputy Commander,
ADVIS

DOB: 25/06/2003

Age: 47

Marie Odwayo was selected by NASA in 2029. She completed her bachelor's at Northwestern in the year 2024. She also holds a Master's degree in Artificial Intelligence from Carnegie Mellon University (2026).

She began her professional career at the Johnson Space Centre (JSC) in the year 2026 as an engineer and deputy commander for the international space shuttle program. She has more than five years of training and experience as an AI flight engineer.

She has written for several academic journals and has expertise in topics like computer engineering, bio-organic interfaces, and augmented reality. In the year 2029, Marie developed an AlphaBetaFold9 program that revealed protein-folding-molecules-problems.

In 2032, Marie came up with robots and automated software named Tars-X and Case-Y to assist astronauts or engi-neers on the International Space Station. Marie Odwayo was awarded the Nobel Prize, the Turning Award, and the Turning Talk Award in 2033 for her fantastic robotic creation and work in machine learning, neural networks, AI, object recognition, and cognitive science.

She has worked as an AI engineer, flight engineer, and deputy commander with JSC, NASA, and SpaceX. She was appointed as a Deputy Commander for the ADVIS mission to the Galeria/Trappist-1e by the OEM team and NASA.



Dr. Alejandro Curez
Specialist, ADVIS

DOB: 27/12/2002

Age: 48

Dr. Alejandro Curez was selected by NASA in the year 2032. Dr. Alejandro completed his bachelor's at the University of São Paulo in the year 2024. He holds a PhD in Geosciences, completed at Princeton in the year 2032.

He has written several academic journals and theses on topics focused primarily on geology, topography, cartography, meteorology, and survival skills. Dr. Alejandro revealed in his thesis that the exoplanet Trappist-1e/Galeria doesn't have any hydrogen-dominant atmospheres, which indicates the planet's compatibility and hydrogen-free atmosphere during his college years.

He also revealed in his 2027 journal that the exoplanet Trappist-1e/Galeria has transiting geological and atmospheric conditions. His research, academic journals, and thesis were appreciated and awarded by the Geological Society of America with the Arthur L. Day Medal and the G. K. Gilbert Award. He was selected by NASA in the year 2032 for the NASA SpaceX Crew-99 mission to the ISS (international space station). He has more than 3 years of space flight experience.

Dr. Alejandro has expertise in understanding climate or atmospheric patterns, temperature variations, and the planet's atmosphere. He was selected by SpaceX for the "Lost, Found, and Habitable" project in the year 2025.

Dr. Alejandro Curez was appointed to the Specialist position for the ADVIS mission to the exoplanet Galeria/Trappist-1e by the OEM team and NASA.



GENERAL MECHANICS

The first generation will be 2,080 SOULS, with the possibility of 1,040 MATES (Origin Collection).

The stewards of these SOULS will need to find their predestined match in order to unlock the ability to create the next generation together in a unique cooperative social experiment.

When minting a new POD/SOUL, users will be given access to a personality quiz. Entries into this quiz will inform the non-physical personality attributes of each newly minted SOUL. The personality quiz will be a re-quirement to mint each SOUL.

Each mint would provide the minter with 1 SOUL POD, and the matching mechanism would facilitate the search until each SOUL has a match.

Each SOUL will need to find their predestined match in order to unlock the ability to create the next generation together in a unique cooperative social experiment.

The Origin generation will mature through two phases, POD to ADULT. Each ADULT pair will be able to pro-create a certain number of times, based on the cooperation between the two SOULs' stewards and the rarity of the match determined by their combined characteristic score.



Each SOUL has 9 physical characteristics with 5 to 20 variations each and 18 personality attribute genes. This results in the make-up consisting of 59,976,000 physical combinations, over 5 quintillion personality combinations and the possibility of over 300 septillion unique SOULS.

The distribution of the PODs is random, so no one knows which will hatch the most unique SOULS.

Phases of the Origin Experience

- 1 **PODS.** Mint your PODs, which will have different levels of rarity based on how the characteristics are defined



- 2 **SOULS.** Watch your PODs hatch into their unique SOULS



- 3 **Find your SOULMATE.** The specific matching mechanism will be created where you'll find your SOULS perfect MATE in collaboration with other SOUL holders

- 4 **Grow your Lineage.** Work through a series of activities to improve your chances of you and your SOULS' MATE creating successive generations. These activities will be created with input from the community. The greater and stronger the generations, the greater the participation in future upside and sub-game opportunities



5 Generations. Build out an entire generation of SOULS, potentially matching with other lineages to improve characteristic scores. Characteristics could become their own sub-games or NFTs. A genetic algorithm would be created to combine characteristics and pass them down.

6 Population Metaverse. Transition the generations into an ongoing game and/or metaverse environment. Actual SOULMATES participants (stewards) could be communicating IRL.



Once the initial generation of SOULS match, they will be able to combine to create the next generation (**Expansion Collection**).

The second generation will be 8,000 SOULS, with the possibility of 4,000 MATCHES. That generation will also mature through 2 phases, PODS and ADULT.

Future generations will also be able to match, creating a multi-generational lineage.



M.A.T.E.S. GAMEPLAY

M.A.T.E.S. (matching algorithm to ensure survivability) is a HTML5 browser based asymmetrical pick up + put down game with the goal of each SOUL finding their ideal MATE in order to create the next generation of inhabitants of Galaria.

At heart, M.A.T.E.S. is a collaborative game built off community and growth. Using their POD as a foundation, each SOUL will build a home base by collecting primary resources native to the planet, and specific to their parcel of land (eg. vegetables that only grow in lava, sea shells, or the feather of a desert bird).

Galaria is divided into a grid. Each SOUL can see if other squares are inhabited by SOULS which might be their most compatible MATES. Given the extreme topography of Galaria, the space your POD lands in will affect your gameplay.

Collection is done via dailies, microgames (small thematically relevant puzzles that can be completed in ~1 minute), and sending their SOUL to autocomplete tasks which are finished in set periods of real world time. (ie. digging for a particular crystal in their backyard will take 3 real life hours).

By developing their home base, each SOUL can process primary into secondary resources (fuel, food, lightbulbs, equipment). When interacting with their neighbors, each SOUL can make trade offers, or play microgames that give both players resources (these represent acts of community eg. clearing land, building structures, shoeing the lava slugs off the lawn, etc).

The main goal of the game is to find your MATE. As you interact with your neighbors through trading and acts of service, you slowly learn the other



avatar's traits (the ones determined by the initial questionnaire) and your compatibility.

Once relationships reach a certain threshold, the game will reveal what aspects of each SOUL are compatible with your own (star sign, disposition, love type). In the meantime, you build community and friendships with your neighbors, which results in a more enjoyable and productive experience on Galeria (ie. trading resources has less of a cost, you are able to trade more valuable items).

Anytime you are neighbors with someone and have completed at least one interaction, you'll be able to recognize all of the previous analyzed traits, in the new neighbor. Process of elimination can also be improved via helping them with their POD, which can open up tools to travel farther across Galeria, obtain more resources, or identify personality traits without the need to trade with new neighbors.

At any point, a SOUL is able to pack up their POD and move to a different square. The mechanical benefits of finding your SOULMATE vs making friends should encourage both traveling and the creation of emergent/de facto communities, as having multiple adjacent neighbors is efficient, but limits who you can meet and what types of resources you can get.

Once each SOUL has made enough friends, they'll have a complete list of properties their SOULMATE will have. This system of narrowing things down in a game where compatible players are seeking each other out will quickly lead to the bulk of SOULS finding each other.

In the event that the holder of a SOUL opts not to play the game, after a certain timeframe, an automatic play mode will activate, in which the remaining unmatched SOULS will find their MATES.

After all SOULMATES are found, this round of the game is effectively "won", and the SOULS will be ready to create the next generation based off their combined personality and physical traits.



Physical Attributes

Characteristic	Options
Background	5
Body	21
Arms	7
Legs	8
Ears	12
Head	4
Mouth	2
Eyes	4
Texture	17
59,976,000 total combinations	





Personality Attributes

Characteristic	Options
Birth Sign (1)	12
Love Type (1)	6
Blood Type (1)	8
Four Humors (1)	4
Archetype (1)	12
Intelligence Quotient (1)	21
Intelligence Type (Pick 2)	8
Philosophical Leaning (1)	10
Personality - Interactivity (1)	2
Personality - Decision Making (1)	2
Personality - Intuition (1)	2
Personality - Gather Info (1)	2
Virtues (Pick 2)	20
Left Brain (Pick 2)	13
Right Brain (Pick 2)	13
Aptitude (Pick 2)	11
STEM Style (Pick 1)	9
Name (Random)	2400
>5 Quintillion total combinations	

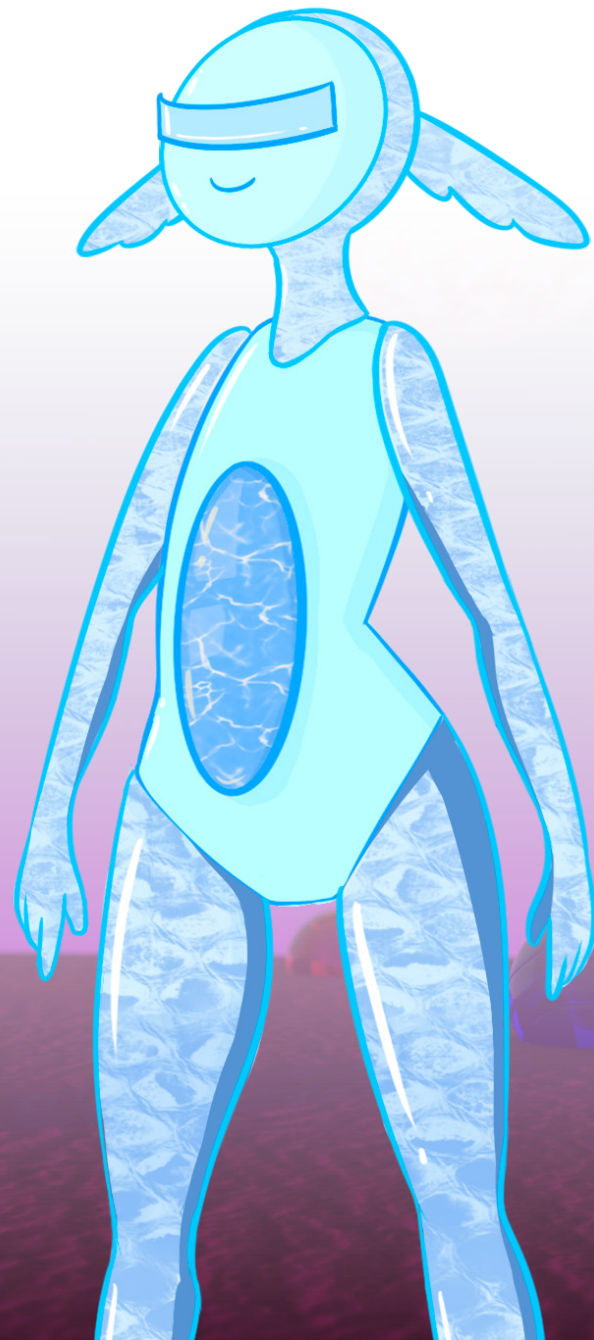


PROJECT DIRECTION

The S.O.U.L. + M.A.T.E.S. team is made up of a unique combination of entertainment, marketing, technical, creative, and statistical experience. We aim to create an entire universe of IP opportunities that can spawn various subsequent projects created by the team and, eventually, the community.

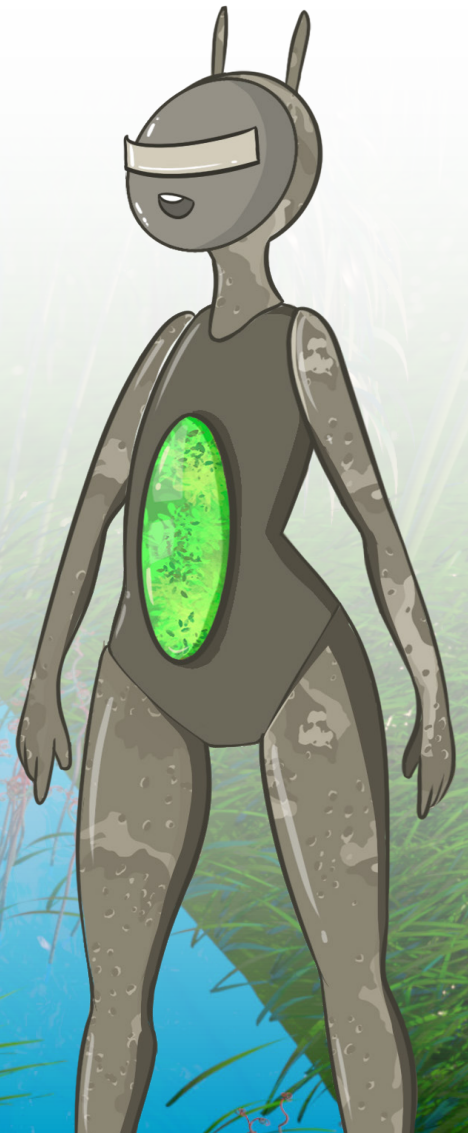
This ecosystem will aim to produce additional NFTs as well as art, book, podcast, tv, and film concepts. Additionally, we hope the decentralized nature of the project will enable participants to benefit from a shared success model.

We have charted a full proposed roadmap for the project; however, we won't be afraid to adjust our plans as we receive feedback from those who chose to join the S.O.U.L. + M.A.T.E.S. project.



We see S.O.U.L. + M.A.T.E.S. as pushing the boundaries in a number of ways:

- Prior to mint, your answers to our personality quiz will directly shape your SOUL and their matchability with their future MATE.
- Origin holders will share in some form in the success of all future SOUL generations.
- The mating of SOULS requires the participation of two separate wallet holders, and their interactions potentially determine the level of the future success of the lineage.
- SOULS will evolve on the blockchain, with each holder's individual and cooperative activities affecting their characteristic scores over time, to create the strongest lineages.
- A future community-based platform will be developed, allowing anyone to create additional activities (art, gaming, etc.) for SOULS to participate in and outside the metaverse (Decentraland, Aether, NETVRK, Sandbox, etc.).





OUR ROADMAP



Phase 1: Origin Collection (2,080 total mint)

● Presale

Matching attribute quiz to feed mint.

Sample 3D model of 2 Adult SOULMATES.

2D models created - SOULMATES in PODS.

2D models created - Adult SOULMATES.

● 25%

Giveaway for all current SOULMATES Origin holders.

Gaming advisor added to the team.

● 50%

Generational aging unlocked (POD -> ADULT).

2D models distributed - ADULT SOULMATES.

● 75%

AI module unlocked enabling you to interact with your SOUL.

● 100%

3D models for Adults created for future GaleraVerse.

Matching mechanism released.

Metaverse plot(s) purchase.

Phase 2 expansion 2D model examples created.

Audio podcast script created for "Mission to Galeria".





Phase 2: Expansion Collection (8,000 total mint)

☒ Presale

2D models created.

☒ 25%

Giveaway for all current SOULMATES Expansion holders.

"Mission to Galeria" audio podcast produced & released.

☒ 50%

Generational aging unlocked (POD, ADULT).

AI module upgrade enabling you to interact with your SOUL as well as SOULS to interact with their MATES.

Staking mechanism released.

☒ 75%

Physical 3D models of Origin Creation available to purchase.

Robot companions / equipment released for Origin & Expansion via airdrop.

Additional gaming advisors recruited.

☒ 100%

3D models for Expansion created for future use.

SOULMATES mobile gaming experience designed & launched.

IRL meet-up planned.

First collaborative module created.

Generative AI-based art created between MATES.

Graphic novel produced & released.



Phase 3: GaleriaVerse & Beyond

- SOULMATES treasury deployed across metaverse into land sales and community pitched projects.
- SOULMATES and Galeria IP developed into further entertainment concepts (novels, podcasts, series/films).
- SOULMATES gaming expanded.





MISSION CONTROL



Amber Baris
Artist

Amber is a 3D Artist and CGI Generalist who has a degree in computer animation. She is currently working on feature films as a pre-visualization artist at Technicolor.

[Website](#) | [Twitter](#)



Mike Weber
Marketing & co-founder

Mike is a branding expert, data-inspired strategist, storyteller, and c-suite advisor with more than 15 years of consulting experience. He has successfully built and led agencies, analytics practices, and multi-functional client consulting teams across the world.

[Twitter](#)



Patrick Price
Smart Contract Engineer

Patrick is a software consultant and Solidity programmer. One of Patrick's first computing projects was setting up a Bitcoin node in 2011 and he's been following crypto since. In 2021, Patrick left his day job working on camera gimbals for military-grade surveillance drones to work in web3. Patrick's hobbies include backpacking around the PNW, martial arts, and gaming.

[Website](#)



Peter Conerly
Web3 Developer

Peter majored in biochemistry and switched to software engineering with the help of his computer science brother. He has spent a decade doing web development and enjoys making tools that help people solve problems. In his spare time, Peter hikes, runs, weight lifts, and plays FPS games.

[Website](#)



Ryan Chanatry
Creator & co-founder

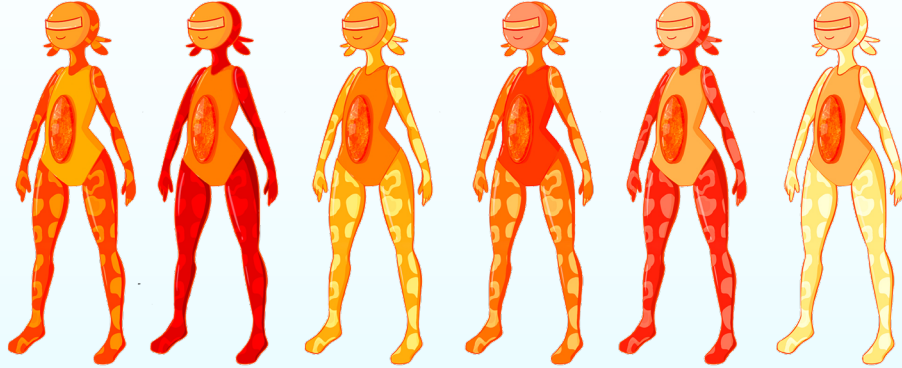
Ryan is an Academy Award & Emmy nominated Executive Producer, having overseen more than forty series, films, and shorts. His experience spans entertainment, media, marketing, and analytics.

[Website](#) | [Twitter](#)

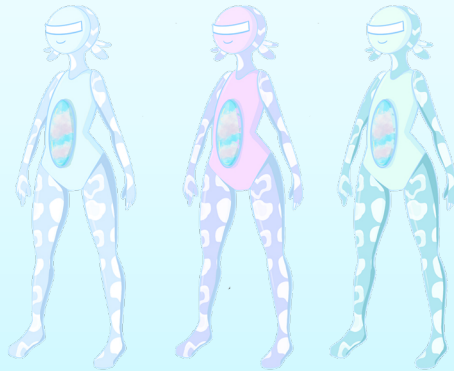
SOUL TYPES

Examples (Colors)

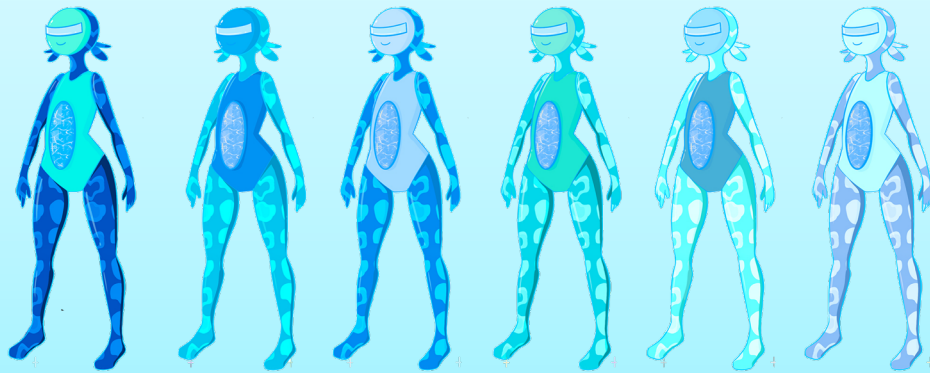
Fire



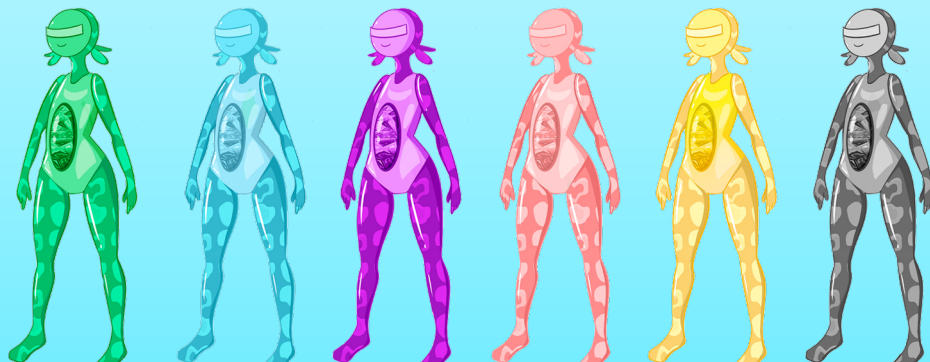
Air



Water



Earth



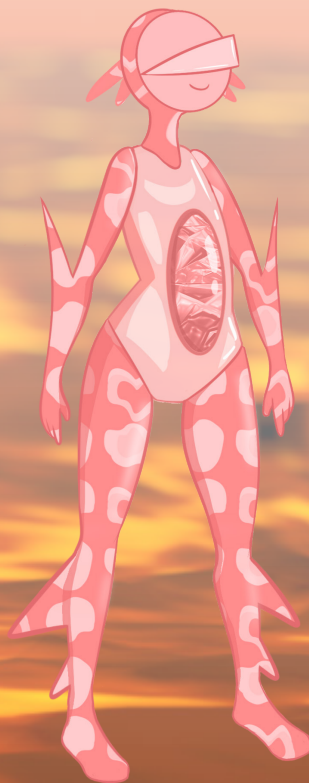


JOIN US

We can't wait to bring the story of SOULMATES into the world. We believe our unique approach to the NFT and smart contract space will push the boundaries of what is possible while creating and rewarding our community over the long term. We hope you join us on our mission to Galeria.



2D POD Design



2D SOUL Design



3D SOUL Design



MEET SOUL #123

Chaanaan

Personality Attributes



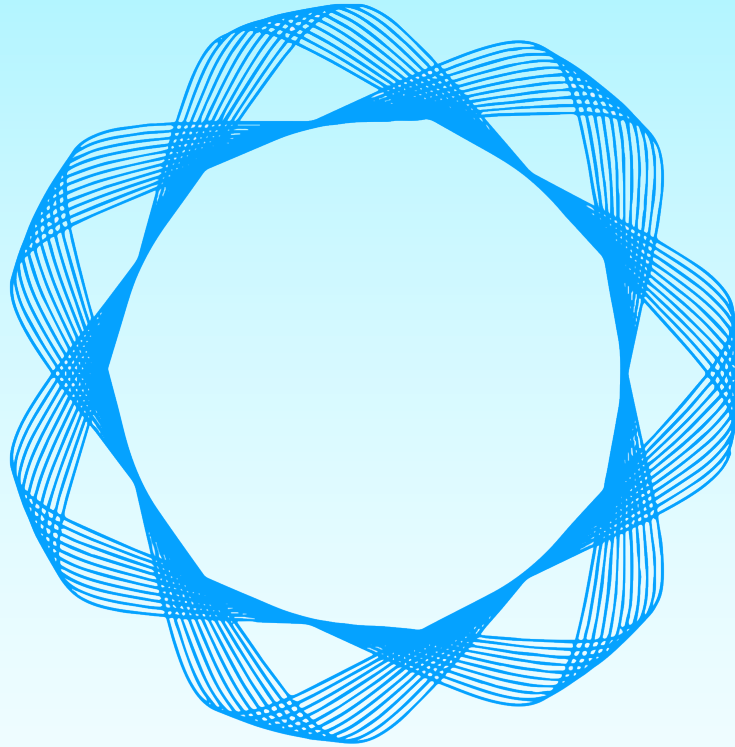
3D SOUL Design

Characteristic	Options
Birth Sign (1)	Aries (Ram)
Love Type (1)	Agape
Blood Type (1)	A+
Four Humors (1)	Red Blood
Archetype (1)	Ruler
Intelligence Quotient (1)	100
Intelligence Type (Pick 2)	Visual – Spatial Bodily – Kinesthetic
Philosophical Leaning (1)	Nihilism
Personality – Interactivity (1)	Introvert
Personality – Decision Making (1)	Deep Thinker
Personality – Intuition (1)	Judging
Personality – Gather Info (1)	Sensing
Virtues (Pick 2)	Compassion Courage
Left Brain (Pick 2)	Pattern perception Detail orientated
Right Brain (Pick 2)	Emotional & social intelligence Social intelligence
Aptitude (Pick 2)	Verbal & Numerical
STEM Style (Pick 1)	The Teammate
Name (Random)	Chaanaan

Physical Attributes

Characteristic	Options
Background	Water
Body	H2
Arms	A1
Legs	B8
Ears	C1

Characteristic	Options
Head	D2
Mouth	K3
Eyes	E3
Texture	J11



soulmates



Join the mission: <https://soulmatesmission.com>