

# **Project Overview**

Meta Warriors is online multiplayer open world 3D Zombie shoot-to-earn game on blockchain that captures the essence of Finding Treasures and Fights for survival. Meta Warrior has 3D NFT characters which gamers can play within the game. We have two main parts of the game:

#### Lands:

### Zombie City

Where gamers can kill zombies and earn rewards as NFT and Tokens (WarX, MWS. It has modes like player vs environment.

- a. Story Mode (PVE)
- **b.** Quest Mode (PVP)
- c. Tournament Mode

#### Survivors Island

It's a nonviolent zone where gamers can buy/sell lands, organize events, build shops, play mini games etc.. It also has VR compatibility.

### **In-Game Tokens:**

### Meta Warriors Token

This will be used for governance and to buy/upgrade epic NFT's.

### WarX Token

This is the reward token given to gamers. They can upgrade their character, buy common or uncommon NFT in-game assets.

## Potential Market

Mobile gaming is a 106 billion market as of now and is expected to reach 272 billion by 2030. Compound annual growth is around 20% which is phenomenal and is likely to rise up more in the near future. Comparing it with PC and console games the adoption is 3 times higher.

### 2012-2021 Global Games Market

Revenues per segment 2012-2021 with compound annual growth rates



# **Game Story**

Following a global pandemic known as ZFY-55, vaccines were quickly manufactured by the newly formed pharmaceutical start-up, Quantum Corp, and hastily rolled out to allay society's fears, protect the elderly, heal the sick, and subsequently make Quantum Corps the largest and most profitable company on the planet. Only once 90% of the population had been vaccinated did ZFY-55 disappear, and everything went back to normal. For a while -

Ten years later, The Change began. At first, the local government quickly dismissed a few isolated cases as the resurgence of rabies or perhaps even another pandemic, but soon humanity's worst fears were founded. The vaccine had indeed eradicated ZFY-55, but something much worse had mutated in its place. The first known case emerged in Wichita Falls, TX, where a 12 yr old boy was caught eating his younger brother.



From there, a reign of terror spread across the state like wildfire. Humans were sick, really sick...Humans were devolving...Humans were no longer Humans but Zombies. Within six months, the majority of Texas had been affected. All except those who were unvaccinated, to begin with.

## 1. Zombie City

The horrific land flooded with gruesome and bloodthirsty zombies - who, when given the chance, would love nothing more than to bust your brains. Over the course of the last two years, these zombies have evolved into horrific monsters, each with their own unique ability, making Zombie's Land the most dangerous place on Earth to be.

## 2. Survivors Island

Forbidden from leaving Texas completely, survivors of the outbreak quickly began to set up Metaverse Island - hosted on a remote island in the middle of the Toledo Bend Reservoir. There they were safe from harm, or so they thought.... No Zombies have been discovered on Metaverse Island...yet.

# Meta Warrior NFTs

There will be two main categories of NFT in Meta Warrior Game.

## a. NFT Character

#### 8,888 Genesis Characters — -

Each NFT character will get one maxed out Gun in the game but all other guns will be Level 1 at the start and he/she will be able to upgrade them.



**Jack** 4,444 NFTs

**Jennifer** 4,444 NFTs

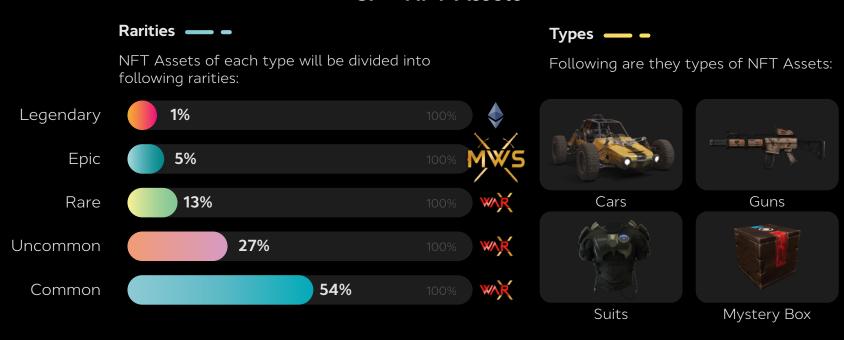
### Male/Female Guest Characters — -

Users will be given base characters for free in order to complete the first story level to get WarX tokens as rewards and upgrade their character with. Users will only be able to upgrade their character with WarX Token.

New Players will be able to utilize most of the game features by playing in Offline/Testnet mode. They won't be able to earn Mainnet NFT or WarX Token, Will only be able to experience the whole game as a guest player.

# Meta Warrior NFT

## b. NFT Assets



# **In-Game Economy**

Meta Warriors includes two in-game tokens - MWS & WarX token. MWS is a governance while WarX is a reward token that can be used for different rewards.

#### 1. MWS - 100 Million — -

#### i. DAO Governance

Investors who own more than 500,000 MWS will be given governance authority to cast vote on proposals and will be a part of the decision making board.

## ii. Staking Reward

Staking rewards will be given on locking Meta Warrios (MWS). In staking rewards pool we have added 16% of MWS total supply along with 50% Epics NFT revenus, 50% transaction fee revenue and 50% lucky spin revenue in MWS. These staking rewards will be distributed in 3 years time. The following equations will be used to calculate rewards:

M/TLV (Monthly Total Value Locked): Amount Staked Token x Days Staked A/TLV (Aggregate Total Locked Value): The sum of all M/TLV from all individuals MSR (Monthly Staking Reward): How much MWT will be distributed in a month SR (Staking Reward): How much an individual will earn at the end of the month

"SR = MSR x M/TLV ÷ A/TLV"

An individual may lock staking MWS at any time. The minimum locking period is 1 month. An individual may unlock staked MWT at any time after 1 month. However, locking MWT for a longer period gives a bonus to M/TLV.

After 2 months, locked tokens will be valued at 1.2 After 3 months, locked tokens will be valued at 1.4 After 6 months, locked tokens will be valued at 1.6 After 12 months, locked tokens will be valued at 2

# In-Game Economy

## iii. Player Upgrades

Players with upgraded these aspects will be having an edge over others, they will be able to play better & last longer in fights

- Stamina
- Health
- Speed

## iv. Buy NFT Assets

Users will be able to buy Epic & Legendary NFTs only with MWS.

# **In-Game Economy**

- 2. WarX Token (Unlimited Supply & Continuous Burning)
  - a. Rewards: (Mint WarX Tokens)
    - i. Daily Active Rewards (Proof of Play)
       Users will get 10 WarX Tokens per day if they play for 3 or more hours.
    - ii. Multiplayer Quest Mode

Two players will stake the same amount of token and one will get 90% of the total WarX tokens as winner and the rest of the 10% will be burnt.

iii. Story Mode Rewards

You will be rewarded with WarX Tokens upon completing a certain level in Story mode depending upon the difficulty of that level. Alongside WarX Tokens, you will also find Rare NFTs throughout the Story Mode.

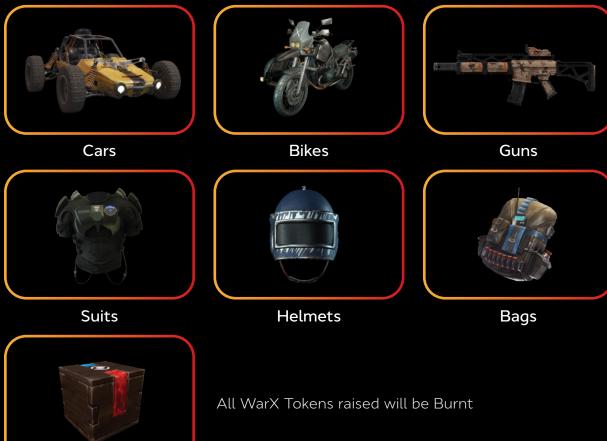
- iv. Single Player Quest Mode
  - WarX Token Reward depends on how complex the quest is.
  - Players will need to pay 25% of the total winning rewards as entry fee for the quest.
  - If the player loses then those tokens will be Burnt.
- v. Spectator Mode Betting

You don't need to actually play the tournament to win WarX tokens. Instead, you can act as a spectator and bet on players. In the tournament mode, you can join and bet against others. If you win, you will get 90% of the betting tokens and 10% will be burned.

## b. Buy/Upgrade NFT Assets: (Burn WarX Tokens)

Below are some Rare, Common, and Uncommon assets that users will only be able to upgrade via WarX tokens.





Mystery Box

# **Revenue Streams**

### Legendary & Epic NFT Assets Sale/Upgrades

Players will be able to buy legendary NFT Assets with **ETH.** 

Players will be able to buy these 3D NFT Assets with **MWT**.

#### **NFT Transaction**

All NFT Characters and NFT Assets have a 5% Transaction fee in Meta Warrior.

## **Lucky Spin for NFT Assets**

MWT cost will depend on the category of asset, whether it's for Car, Guns, Suit, Helmets, bag etc...

## Land Sale

10,000 Plots (2,500 Plots / Region)

#### **Rent Genesis NFT Characters**

10% of the total rent will go into Company Funds.

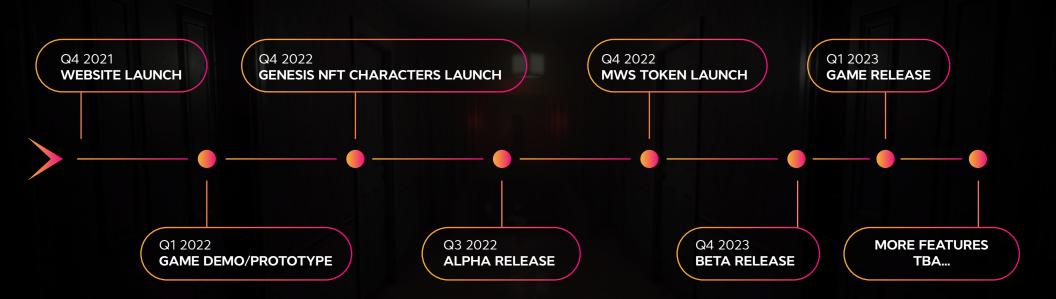
#### **Genesis NFT Character Sale**

8,888 NFT

## **Advertising Revenue**

We can add in-game ADs to generate advertising revenue.

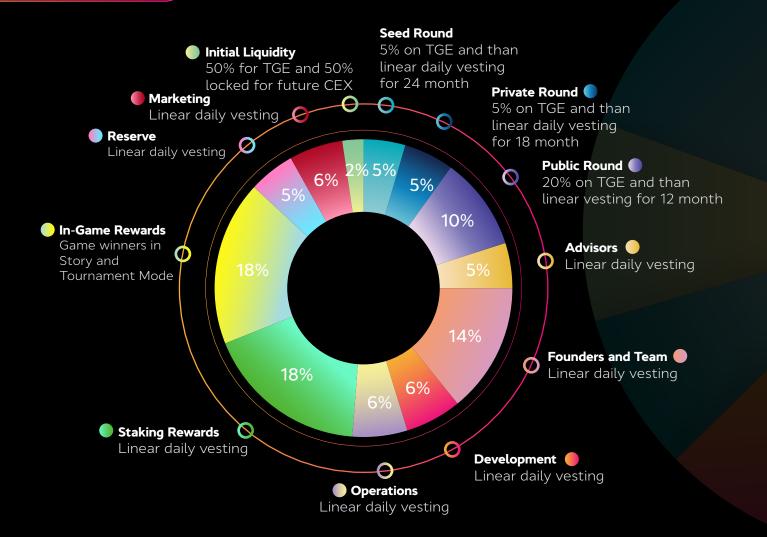
# Roadmap



# **MWS Tokenomics**

Sector	Allocation	Tokens	Price	Total \$	<b>Lockup</b> (Months)	<b>Vesting</b> (Months)	Comments
Seed Round	5%	5,000,000	0.04	\$200,000	8	24	5% on TGE, 8 months lockup and than linear daily vesting for 24 month
Private Round	5%	5,000,000	0.06	\$300,000	4	18	5% on TGE, 4 months lockup and than linear daily vesting for 18 month
Public Round	10%	10,000,000	0.095	\$950,000	-	8	20% on TGE and linear vesting for 8 months
Advisors	5%	5,000,000	n/a	n/a	8	24	Linear daily vesting
Founders and Team	14%	14,000,000	n/a	n/a	12	36	Linear daily vesting
Development	6%	6,000,000	n/a	n/a	-	48	Linear daily vesting
Operations	6%	6,000,000	n/a	n/a	-	48	Linear daily vesting
Staking Rewards	18%	18,000,000	n/a	n/a	6	36	Linear daily vesting
In-Game Rewards	18%	18,000,000	n/a	n/a	6	48	Game winners in Story and Tournament Mode
Reserve	5%	5,000,000	n/a	n/a	24	30	Linear daily vesting
Marketing	6%	6,000,000	n/a	n/a	-	48	Linear daily vesting
Initial Liquidity	2%	2,000,000	0.1	n/a	n/a	n/a	50% for TGE and 50% locked for future CEX
	100%	100,000,000					

# **MWS Tokenomics**



# **Project Comparison**

Mobile Support
Metaverse
3rd Person Shooter
Open-world
3D Game
Staking Reward
Multiplayer Quest Mode

Meta Warriors	Illuvium	Guilds Of Guardian	Axie Infinity
	×		
✓	×	×	<b>✓</b>
<b>⊘</b>	×	×	×
<b>⊘</b>	<b>✓</b>	×	×
<b>⊘</b>	<b>⊘</b>	<u> </u>	×
$\checkmark$		<b>✓</b>	<b>✓</b>
		✓	$\checkmark$

# Links



Gameplay

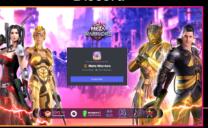


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Click here to watch



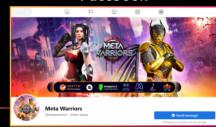




**Twitter** 



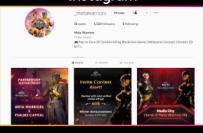
**Facebook** 



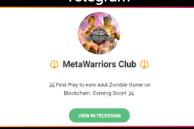
Youtube



Instagram



**Telegram** 



**Tiktok** 



# Our Team - Higher Management



**Muhammad Mousa** Founder & Blockchain Expert



**Talha Javaid Malik**Chief Technology Officer



**Khizar Sattar** Blockchain Project Manager



**Hamza Mir** Game Lead Developer

# **Partnerships**

# - — Strategic Partners — -



Applicature



mempool ventures

**Applicature** 

Magnusmage

**Mempool Ventures** 



Metabase



Headgames



GotBit

# - — Launchpads — -











**BSCLaunch** 

SuperPad

GameStation

**ERAX** 





GAGAZIN

**DareNFT** 

**Genesis Shards** 



**NFTB** 

Gagarin

WaysPad

# Some of our Previous Work

NFT Projects — -









Gaming Projects — -









Blockchains — -



