



# DARKPAPER

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# 1. Executive Summary

Meta Warriors is a revolutionary online multiplayer fully decentralized post-apocalyptic Play-to-Earn Zombie killing game, set two years after the spread of a deadly virus that has wiped out millions of people within a matter of days.

You can immerse yourself in this challenging yet fun and mind-blowing experience that'll literally sweep you right off your feet. From blowing zombie brains to competing against other players for high-stake rewards to diving into the revolutionary Meta Warrior metaverse, we're on a mission to change the gaming industry forever with blockchain.

Our vision is to not only deliver a breathtaking game but also build a highly interactive VR functionality which will provide an immersive experience. We want to build you a home away from home.

**Meta Warriors - is divided into two parts:**

- **Zombie City - Story Mode & Quest Mode**
- **Survivors Island - Metaverse**

**In the Story Mode**, you can dive right into **Zombie City** by selecting your NFT character - where you can slash zombies, blow their heads and enjoy the most engaging storyline in the history of gaming. As they progress, you will be rewarded with rare NFT and warX tokens.

**In the Play Quest mode**, players can find themselves in Zombie City competing against each other and participating in quests or special events to earn rewards in the form of NFTs and tokens.

Lastly, you can also dive into the deep and engaging **Survivors Island - Metaverse**, where it's possible to travel across the island building up your own little world to participate in fun. You can buy land to advertise and build shops to buy/sell digital assets or real-life goods. At the same time, it's a place where you can socialize, chat and even enjoy a music concert with your friends. The game also includes VR functionality where you can experience the metaverse in a more interactive and immersive way.

Survivors Island is a virtual representation of a real-world island like Bali Indonesia, Mallorca Spain, Dalmatian Croatia, where you can mimic real-world activities in a virtual world. Survivors Island is an MMORPG idea - but obviously - violence, gunplays, or fights are not allowed here for that you have to dive into Zombie City.

We want you to join the crypto revolution and finally say – I've made it. It's a online multiplayer post-apocalyptic Play-to-Earn zombie game where you can use real-world money to buy land, build a shop, and upgrade your characters. This can further be used to win exciting rewards in the form of Rare NFTs or MW/WarX Tokens. From players to land to shops to literally anything in the game is available in the form of NFTs and you can use these NFTs to either upgrade your characters or can trade them in the secondary market for profits.

NFTs can actively be traded, bought and sold on OpenSea for:

- \* Meta Warriors (MWS) - Set at a total supply of 100 million.
- \* WarX Token - Unlimited supply, yet continuous burning.



To build a rock-solid foundation and turn our long-term vision into reality, we've laser-focused on the following areas:

- **Play to Earn Mechanism** – Meta Warriors isn't just another one of those all-talk, no-action games that has been developed just for the sake of developers to earn money. We believe – if you are spending your precious hours playing our game, you should be incentivized. That's the reason we've implemented a serious Play-to-Earn Mechanism where you can earn money while also having fun.
- **High Accessibility** – Meta Warriors will be available as a web application and across Android and iOS devices, making it accessible to everyone looking forward to getting their hands on the game.
- **Multi-mode Gameplay** – You can immerse yourself in three fun, breath-taking, and thrilling gameplay modes:
  - o **Single Player Quest** - In single-player mode you can select your NFT character and jump right into the story.
  - o **Multiplayer Quest** - In multiplayer quest mode you can compete against other players including zombies.
  - o **Metaverse (Multiplayer)** - A multiplayer, open-world environment where you can socialize, buy, build, create your own little worlds and do so much more.
- **Focus on Player Interactivity** –Meta Warriors is more than just a game, it is a place where the players can socialize and live a completely digital life. While you can build your empire within the game, you have the option of interacting with other players, perhaps even forming alliances.
- **Seamless Registration Process** –You will be able to register into our game only with email and password and don't need to remember or maintain your seed or private keys personally. All will be handled on a consensus layer in a decentralized manner.

From socializing with other players to tapping into one of the three game modes to building your own properties within the Meta Warriors metaverse to advertise and sell different digital services including NFTs, Meta Warriors is set for release in Q4 2022 and is the fully decentralized game that you have been waiting for.

And with the crypto industry at its peak, all the economies of Survivors Island depend on two tokens - Meta Warrior & WarX, which you can buy from DexTools or earn as in-game or staking rewards or loot from Zombie City.

The Meta Warrior token is the game's primary token and can be used to buy Legendary and Epic NFT assets, upgrade player's health, stamina, powerups which will help you directly win battles . On the other hand,



the game's reward token - The WarX Token - is available as loot in the Story Mode and as Daily Rewards. Whereas, in the Quest Mode, you can participate in quests or special events using the WarX Tokens as a fee for each match and can earn rewards either in the form of NFTs or Tokens itself. At the same time, you can buy land and build shops (in the form of NFTs) and actively sell or trade them in the marketplace to earn real-life money.

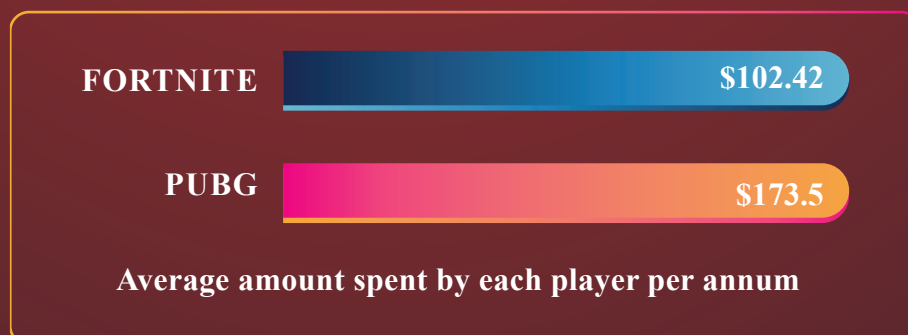
Meta Warriors is developed and published by Softtik Technologies. As a blockchain development service provider we have helped countless numbers of businesses to achieve their financial goals and to develop the best market fit products related to blockchain tokens, NFT and gaming space.

The entire team at Softtik Technologies are super-excited to roll out this revolutionary game that has been positioned to change the gaming industry forever.

## 2. Potential Market

Mobile gaming is a 106 billion market as of now and is expected to reach 272 billion by 2030. CAGR is around 20% annually which is phenomenal and is likely to only speed up more. Comparing it with PC and console games the adoption of mobile games is 3 times higher.

**Spending Per Player in following and Total Players:**



### 2.1 Problem

Even with such a potentially huge market, the industry is only starting to wake up to the issues that have long plagued it. The most often discussed issue is the pay to play nature, where players are forced to shell out money to unlock advanced levels of the game or acquire items that can help them progress. Other issues include:

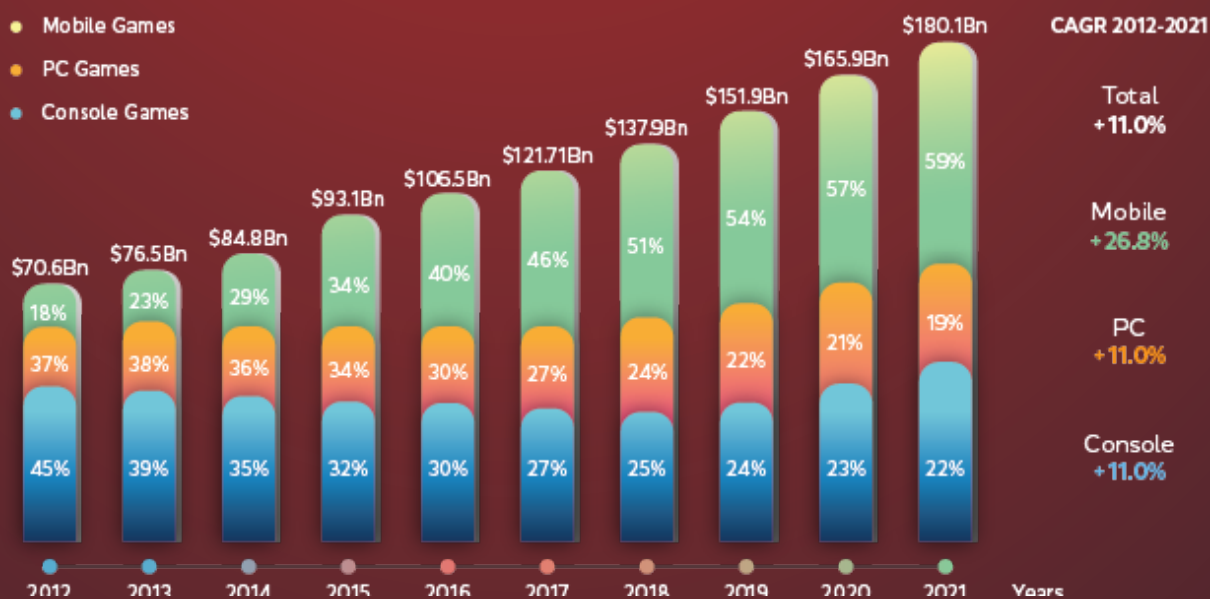
- Players spend a significant amount of time on the games and get no monetary benefit from it.
- In-game assets remain the property of the developers and players are essentially paying for digital items that they can never truly own.
- Blockchain games that counter these issues are plagued with their own set of issues, such as slow throughput, high gas fees and an immature gaming environment.





## 2012-2021 Global Games Market

Revenues per segment 2012-2021 with compound annual growth rates



## 3. Zombie City - Gameplay

### 3.1 Overview

Introducing 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.

Following are the two gameplay modes set in the Zombie City:

- **Story Mode** - In the Story mode, players can dive right into Zombie City by selecting their - where they can slash zombies, blow their heads and enjoy the most engaging storyline in the history of gaming. As they progress, they will be rewarded with NFTs and tokens.
- **Quest Mode** - In the Quest mode, players can find themselves in Zombie City competing against each other and participating in quests or special events to earn rewards in the form of NFTs and WarX tokens.

Following is the Core Gameplay Loop of Meta Warriors Game:

- ▶ You will earn rewards in Story Mode as you progress.
- ▶ You will earn rewards in the Play Quest mode by competing against other players.
- ▶ You can also buy the MW & WarX Tokens to purchase in-game NFTs.
- ▶ You can either use the rewards you earn to upgrade your NFT characters or can sell them.

### 3.2 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.



**The task is simple:**

*“Punch in, find the antidote in the laboratory where the virus originated, kick some zombie ass and punch out.”*

Unbeknown to all except a very select few within Quantum Corp, the company had engineered a strain of the vaccine to mutate over the course of the recipient’s lifetime.

Of course, this was done In order to forever make society periodically sick and in need of new vaccines that could profit Quantum Corp even further. A secret trial took place in Quantum Corps hometown so they could observe the effects up close. So - the big question is:

However, Quantum Corp hadn’t foreseen the mutation causing zombification, and their secret potentially getting out - ruining the company and landing its founders in prison.

In a last-ditch attempt to control the outbreak from going nationwide, and then global and stop their dirty secret from being revealed, Quantum Corp persuaded the government to close off the state and allow them to hand-select any individual currently uninfected and incarcerated to fight the zombies on their behalf.

The selected individuals would be given a chance to win back their freedom by bringing the zombies to a halt, and this band of individuals was called ‘The MetaWarriors.’

### 3.3 Modes:

Step into the Zombie’s Land by tuning in to one of the two modes:

#### 3.3.1 Story Mode

The Story Mode is a single-player mode where the player selects the avatar and jumps right into the game. The story starts with JACK, our male character, who visits the abundant city to save survivors, uncover the reason behind the apocalypse and save the human race from total DOOM.

You will land in a certain area close to the police station with the basic objective of making your way to the church. Throughout your journey, you will find certain rare NFT assets which can be used in the game and can also be sold in the secondary marketplace.

As the story progresses, other in-game NFT assets will be unlocked - which can be bought.

**Following are the Gameplay Mechanics of Story Mode:**

- A joystick for movement.
- You can look and move the camera 360-Degree.
- Primary attack is shooting (e.g. using a shotgun) and secondary will be attacking either by using a primary weapon, especially when out of ammo (e.g. knife on the gun) or a secondary weapon (e.g. an axe or army knife etc.).
- There’s a timer for time-based levels.
- Apart from primary and secondary attacks, you can also use grenades.

- You will have to reload whenever the clip is empty.
- You will die if the health goes to zero and will have to restart from the last checkpoint.
- You can jump on/over certain obstacles and props, but cannot jump on certain fences/objects and get out of the playable area.
- You can crouch.
- You can hide behind certain objects/walls.
- You can access all the weapons during the mission through inventory.
- You can pause the game anytime, restart or quit.

### 3.3.2 Quest Mode

The Quest mode combines the two elements of PVP and PVE, where players can compete against other players or roam about the open environment, finding different tasks that they must complete for rewards. Every task and tournament in the Quest Mode requires WarX tokens as an entry fee. However, if the player completes and wins the assignments, they are rewarded with WarX or NFTs, making it worth the money spent. The winnings can be used to upgrade your character, either by using the NFTs directly, or the winning WarX tokens to acquire the items you want.

To make it entertaining, quests will be created using the latest crypto market news or the entertainment world. Each season of quests will carry rare and legendary NFT items.

The quests and their winnings will be decided upon by the DAO members, meaning that players will be in total control of the seasons and the reward selection.

Quests are further divided into three categories and players can partake in each of these:

**(i) Single Player Daily Quest:** A PVE mode, you will be facing a single strong bot controlled Zombie or a horde as you run against the allotted time and kill all the undead. Winning will get you 2x of your fee as a reward. If you lose, your fee will be burnt. New quests will be available every 24 hours so the more you play, the more you win!

**(ii) Multiplayer Quest:** This is battle arena mode where you will compete against other players. You can choose 1 on 1 mode, team mode or free for all mode. Winner will get 90% of the total tokens and 10% will be burnt as a fee. And the loser will lose it all.

**(iii) Tournament Quest:** Tournaments will be offered after every eight weeks. Top leaderboard players will be rewarded in Meta Warriors (MWS).

**Basic gameplay controls and mechanics remain the same as the story mode except for a few notable changes:**

- You cannot pause the game during the quest mode.
- You cannot buy or upgrade once the quest has started.
- You can either use a certain amount of WarX Tokens as an entry fee for the quest or can bet any of the NFT he/she owns.
- The fee (tokens) goes to the reserve.
- In case of winning, you get a fixed amount of tokens credited directly to your wallet.
- In case you lose, your staked WarX Tokens will be burnt.

## 3.4 Heroes:

### 3.4.1 Meet Our Heroes



#### Jack

Before ZFY-55 was even the stuff of nightmares, Jack and his wife Emilia had their dream wedding, and as a gift, she gave him his beloved Labrador, Alfie. As much as Jack loved that dog, he secretly hoped to become a father soon after the wedding.

Two years later, on their way back from their 6-month pregnancy scan at the hospital, Emilia was snatched by the first Alpha Zombie and carried off into the night before Jack could even blink.

Despite desperate attempts for the last two years since to find her, Jack has been left still searching. He wondered if she and the baby survived...knowing deep down that they probably didn't.

Now looking for answers, Jack knows the only way he'll get the weapons he needs to continue his search is by volunteering for Quantum Corps 'Metawarriors' program.

Jack and his fellow Metawarriors are tasked with going back inside Z-One as the last bastions of hope to reclaim the city and get the answers everyone wanted. Luckily, he has his trusty dog, Alfie, by his side.

#### Jennifer

When Quantum Corps' main shareholder, Marty Goldsmith, and his wife went missing, Quantum Corps framed their daughter Jennifer Jacobs for murder rather than admit there was a problem at the main production plant.

All those convicted of murder are automatically signed up for Zombie fighting duties as Metawarriors, so Jennifer is not only looking to survive but find out what happened to her parents and bring those responsible to justice..





### 3.4.3 Hero Properties

Each of the two heroes will have a unique set of properties – which make every single one of them stand out. They'll have their own unique playstyle and at the same time strengths and weaknesses. Players can fight, shoot and kill zombies or other players – depending on the gameplay mode using primary or secondary weapons. Apart from these, they can also use grenades to get the job done. Each hero will have its own strengths, weaknesses, and unique skill set.

## 3.5 Zombies:

When you punch in the world of Meta Warriors, these are the five monster types that'll try to hunt you to death:



### The Alphas

With a seemingly telepathic communication with the rest of the zombie horde, the Alpha Zombie is the brains of the brain-eaters. The Alpha Zombie controls everything from his position somewhere in the center, a true behemoth of a creature.

At first, your mission is to get to them and destroy them and stop the other zombies from continuing their rampage, but eventually, you'll realize who they used to be and why you need to take them alive.



### The Walkers

Every army needs its grunts, and Walkers are the cannon fodder of the Zombie population. Relentless and made up of most of the city's previous population, Walkers will come and come again to defend Quantum Corps HQ and reduce the Metawarriors to a pulp.



### The Betas

Second-in-command to only the Alphas, the Betas are arguably just as dangerous. Able to use weaponry and even Richard T Hazard, he believes these could be the remnants of his platoon and hopes to find a way to return them to former glory. Strategic masters and formidable foes, the Betas will prove difficult opponents, becoming more prevalent as you advance in the game.



### The Runners

It's said that Runners must have been society's fittest - they're fast, deadly, intelligent, and deranged. Able to mimic and learn from the player's actions and strategies, Runners are a constant thorn in the side of the MetaWarriors and must be stopped if they are to have any chance of uncovering Quantum Corps secret.



## Dog Zombies

Sadly, even the animals were not immune to The Change - possibly due to the vaccine getting into the air, water supply, and food chain. Once beloved pets, these zombified canines are the most prevalent and dangerous of the animals gone bad.

Still loyal to their owners, they protect, attack, and fetch (your body parts) on command....



## The Keepers

These are the Alpha Zombie's right-hand men and women. Set to guard important outposts, they'll use any of the other types of zombies to stop you, but if they don't - they're pretty happy to take on killing duties for themselves.

If you ever encounter one (or more!), you know you're close to finding something good - goods, information, or weaponry.



## Z-Freaks

The so-called Z-Freaks are a collection of Zombies so hideous that they no longer resemble humans or animals but are outright monsters.

Rumored to be the results of Quantum Corps experiments to cure the zombification (at even greater profit...as was their plan all along), Z-Freaks include -



## Bats

What's worse than a Zombie? A Zombie that can fly and pick you out even in the dark thanks to sonar radar.





## Spiders

Truly the stuff of nightmares, Zombie spiders scuttle quickly across land, up the sides of buildings, and even along the ceiling...



## Millipedes

Impervious to most ammunition (except a good old flame-thrower!) Millipedes will strip you of any health and ammo really fast - and maybe your face if you're really unlucky!



## Snake

Known for its snakes, Texas during a zombie outbreak is a thousand times worse. These chemically modified monsters will poison you with one bite and hunt you down on command from the Alphas as you furiously try to find an antidote.



## Vultures

Feeding on rotting Zombie flesh isn't the best diet for any creature, and it has made the Vultures of Texas less scavengers and more outright attackers. Large creatures that will circle and shriek overhead before swooping to rid you of body parts, usually when you're deep in the middle of a skirmish.

## 3.6 Upgrades

### 3.6.1 Overview

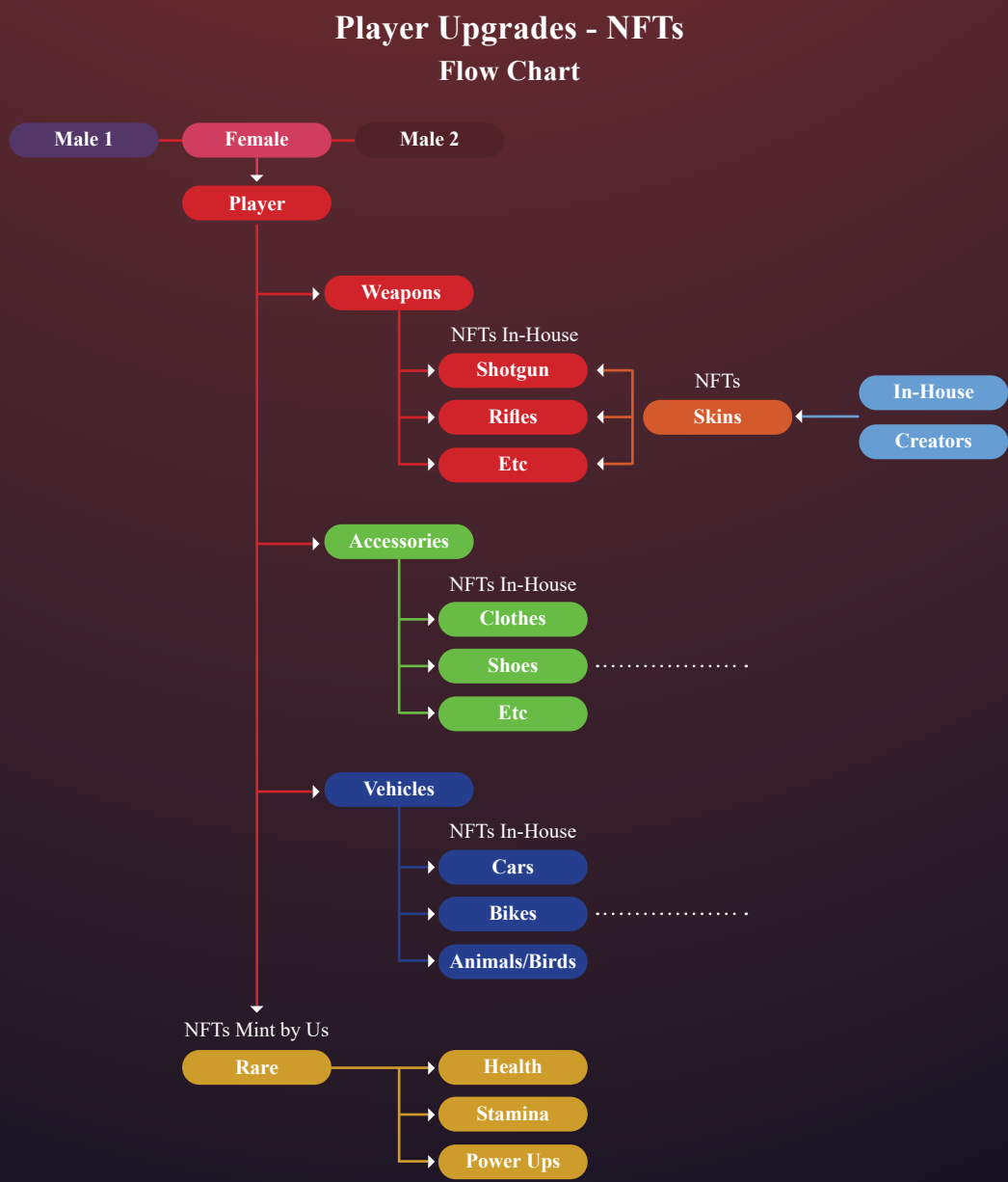
From players to land to shops to literally anything in the game is available in the form of NFTs. Rewards reaped across different modes can be used to either upgrade their characters or for trading and selling.

### 3.6.2 Types

#### 3.6.2.1 Meta Warriors NFT Assets

Jack, Jennifer, and Richard are the three playable NFT characters - the heart and soul of the game. As you progress through the story, you'll unlock different weapons, accessories, and vehicles throughout the game in the form of NFTs. Different NFT skins are also hidden in the story mode which you can find and attach with your weapons.

Players upgrade are defined in the following flow chart:



## Weapons



## Accessories



## Vehicles



Rare NFTs like Health, Stamina & Power-Ups can be found in the Meta Warriors universe - but those are rare. At the same time, these rare NFTs are also available in the marketplace - sold by developers. You can use these rare NFTs to upgrade your characters and improve your gameplay experience:

### i. Health:

Zombies and opponents will be trying to take you down. Higher health means you can take a larger beating and have more chances to kill off the opponent.

### ii. Stamina:

The more stamina you have, the more intensive tasks such as running and jumping can be performed. Upgrading your stamina just might mean the difference between outrunning or getting your brains eaten by the zombies.

### iii. Power-ups:

You need strength to hit back. Different power-ups from physical strength to temporary weapons upgrades can help you win the quests and different rounds.

The more upgrades you have, the more chances of winning tougher tasks

### 3.6.2.2 Community NFT Assets

Apart from the in-game Meta Warriors NFTs, we have a living and breathing engaging creator community that can build their own assets - like weapon skins, clothes, and more - which can be found in the form of NFTs. These NFTs are rare and can be traded, bought, or sold in the marketplace, giving creators an opportunity to earn their living through their talent, contributing to the Meta Warriors ecosystem.



## 3.7 NFT Utilities

### 3.7.1 Play with NFT Characters

Jack and Jennifer are waiting for you. Hop into the most horrific yet thrilling experience by minting your NFT character.

#### i. 8,888 Genesis NFT Character

There's a fairly limited supply of the three Genesis Characters. These NFT Characters will have leverage over the guest players early on in the game:

- ▶ Jack - 4,444
- ▶ Jennifer - 4,444

Each of the NFT characters gets one maxed out gun - which you can use to slash zombies or compete against other players. However, other guns that you possess will be at Level I initially - and as you progress, you can upgrade it down the road with different categories of NFT assets.

#### ii. Male & Female Guest NFT Character

As the three main protagonists NFTs are rare in nature, you can also access the game without them - as you'll get a base character for FREE - where you will be able to enjoy the story and get daily rewards in the form of WarX Tokens. However, if you want to fully unlock the potential of Meta Warriors Game, we'd advise you to enjoy the thrilling experience with one of the main protagonists.

However, if you choose to go with a free base character, then you can progress and upgrade them on your way with WarX Tokens. This process may take some time, so you can also upgrade them by purchasing NFTs from the secondary market.

You will be able to experience most of the game features by playing in **Offline and Testnet Mode**. You'll, however, not be able to earn Mainnet NFT or WarX Token, but you can at least experience the whole game and see the possibility of you winning NFTs and earn WarX Token.

### 3.7.2 Upgrade NFT Character

All aspects of your character, including the weapons, can be upgraded through NFT power-ups and in-game items. These can be acquired by winning the different quests or simply heading to the Meta Warriors marketplace and buying these using your WarX tokens. Upgradable items include weapons (guns, grenades etc.) and character health and stamina.

### 3.7.3 Exclusive Entry

Buyers having Genesis NFT Character will be eligible automatically for NFT Giveaways and Raffles.

## 4. Survivors Island - Metaverse

### 4.1 Overview

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.

Those fortunate enough to avoid The Change gathered whatever they could and fled for Metaverse Island - believing zombies would be unable to cross the water.

Together they plan and construct each of the five initial locations, utilizing the skills of the builders, carpenters, electricians, and other tradespeople that survived.

### 4.2 Regions

#### 4.2.1 Media City

Never one to miss an opportunity, as their profits went on a serious decline due to the zombie outbreak, Quantum Corp knew there would now be a worldwide demand for news of the Zombie outbreak. Therefore, they set up a fully-fledged 'Media City' on Metaverse Island to employ survivors to relay 24/7 news around the world and bring in that all-important advertising revenue.

Also the home to MetaWarrior HQ, where new MetaWarriors are selected and paraded in front of the cameras like characters in The Running Man movie, Media City is ultra-modern, technologically equipped, and work-focused.

There's no time to play games or take in the scenery here!

#### 4.2.2 The woods

Those not equipped to deal with the fast-paced lifestyle of Media City may instead opt to take up residence in The Woods.

The combination of nature and a slower pace of living is ideal for recovery from those traumatized by events back in Z-One. However, there is still room to hone your hunting skills with archery practice, hog hunts, and even a coliseum for training/sparring bouts!

The architecture in The Woods is more traditional wooden-based structures, utilizing nature itself in the construction of houses that merge into the ground itself, treehouses, log cabins, etc.

Due to the lack of modern tech, it's often not popular with younger demographics, but if you want to brush up on your basic survival skills, there are worse places to position yourself and your family.

### 4.2.3 Yippieland

Even during the worst times in human history, they still know how to have fun...

Yippieland attracts those who wish to blow off some steam after the nightmares they've endured and offers a place free from rules and regulations...for the most part.

Designed with a cyberpunk vibe, full of neon colors and trippy backdrops, Yippieland is a much more social part of Metaverse Island and offers a non-stop party playground.

There are spas, exclusive member clubs, pools, jacuzzis, nightclubs, pubs, as well as beach huts, and sports on offer.

Yippieland is the place to be for the young, trendy crowd.



### 4.2.4 Wonderland

This part of the Island has been developed to appeal to families and represent a kind of 'Disneyland Lite'. A place where you can forget about the horrors back home and just get back to good old-fashioned fun.

As well as providing themed accommodation for families, there are rides, playgrounds, fair games, and toys galore available here.

Expect colorful, family-friendly environments with no fear of rowdy gatecrashers, or weaponry!



### **4.2.5 Bliss Bash**

For those who like to party, but still prefer to be in nature rather than in a bustling city (think ‘Burning Man’ or ‘Glastonbury’ crowd), Bliss Bash is the destination of choice.

Rolling fields, huge sound systems, tents, lakes, and weird and wonderful costumes are the order of the day on this part of the island.

Mainly populated by a combination of hippie types and mad max-esque techno warriors, Bliss Bash is akin to a crazy traveling community who sees any piece of open land as their home.

## **4.3 Metaverse Features**

### **4.3.1 Socialize**

While building this game, one of our focus areas has been to implement a full-fledged communication functionality, which allows amazing people like you to talk with each other, see each other’s avatar and activity, chat with one another, sit together and have a meeting, and lastly, attend concerts! How exciting attending concerts together is! We can’t wait to see you in one :)

### **4.3.2 Build**

Throughout the game, you can buy land across different metaverse cities, build shops to sell NFT and advertise your business. You can sell your digital or real-life assets through your shop. In the case of real-life assets players can buy while paying in crypto then you can ship it to their physical address.

## 5. In-Game Economy

Meta Warriors employs a two token system to manage the economics of the game. This is to ensure that there is liquidity available and the DAO operations are smooth and at the same time there is no friction within the game and enough tokens are available to make sure the game can still operate.

### 5.1. Meta Warriors Token

The total supply of Meta Warriors (MWS) is 100 Million. It's the game's governance token and numerous economies of the game depend upon the Meta Warriors (MWS). You can either buy or sell the Meta Warriors (MWS) on exchange or you can stake them to earn reward.

The Meta Warriors (MWS) are not available as loot throughout the Story or Play Quest Mode. These tokens can only be used to buy or sell Epic NFTs.

Meta Warriors (MWS) is an BEP20 token built on the BSC Blockchain with following utilities:

- **DAO Governance** - We want to make sure that it's our community that drives the major decisions - and not us. We want our game to be community-focused, and our development team at Survivors Island are only the drivers - and not the owners of the game. Whether it's a small update or a major addition, we want you to make the decisions. That's the reason investors with more than 500,000 Meta Warriors (MWS) will be a part of the decisions and can vote on the proposals.
- **Staking Reward** - Staking rewards will be given on locking Meta Warriors (MWS). In staking rewards pool we have added 16% of MWS total supply along with 50% Epics NFT revenues, 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 MWS will be distributed in a month
- ▶ **SR (Staking Reward):** How much an individual will earn at the end of the month

$$\text{“SR} = \text{MSR} \times \text{M/TLV} \div \text{A/TLV”}$$

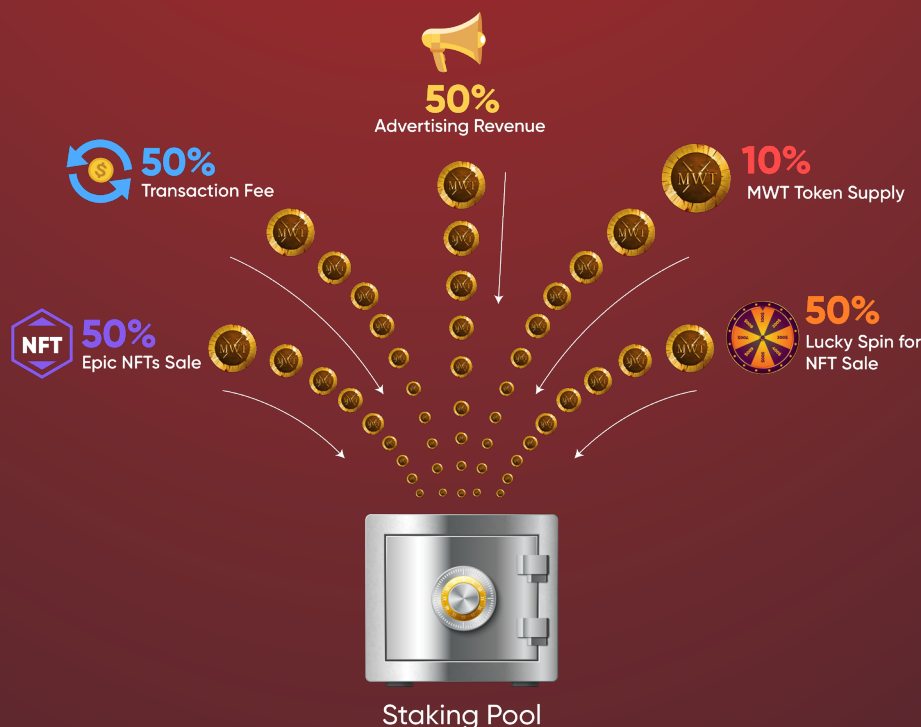
An individual may lock staking MWS at any time. The minimum locking period is 1 month. An individual may unlock staked MWS at any time after 1 month. However, locking MWS for a longer period gives a bonus to M/TLV.

*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*

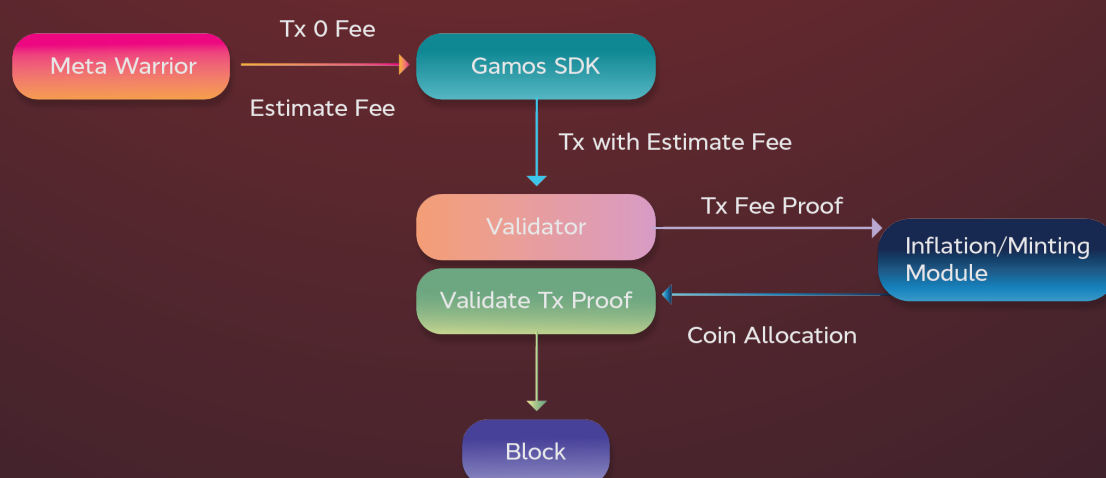


- **Player Upgrades** - Want to upgrade your character to make sure that it helps you win the battle against horrifying zombies or other players? With the Meta Warriors (MWS), you can upgrade your players to help them last longer. With the Meta Warriors (MWS) you can upgrade your character's:
  - o Stamina
  - o Health
  - o Speed
- **Buy NFT Assets** - Epic NFT assets are available to buy with Meta Warrior (MWS).
- **In-Game MWS Reward** - Meta Warrior (MWS) are given as reward in Story Mode and Tournament Quest Mode.

## Mera Warrior Tokenomics (100 Million Total Supply)

Sector	Allocation	Tokens	Price	Total \$	Lockup (Months)	Vesting (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
	<b>100%</b>	<b>100,000,000</b>		<b>\$1,450,000</b>			





## 5.2 WarX Token

WarX Token is the in-game reward token for Meta Warriors and unlike its MWS counterpart, has an unlimited supply balanced with a continuous burning mechanism. Players can acquire WarX by playing both Story and Quest Modes.

WarX Token can be used to buy/sell Rare, Uncommon and Common NFT assets like cars, bikes, common guns, helmets, etc. Following are the utilities of reward token:



### 5.2.1 In-Game Rewards:

- **Daily Active Reward**

Upon playing the game for more than 3 hours daily, you will be rewarded with WarX Tokens.

- **Multiplayer Quest Mode**

As mentioned before, you can participate in quests or special events using WarX Tokens as a fee for each match. Two players are required to stake the same amount of WarX Tokens. Upon the conclusion of the match, the winner will be rewarded with 90% of the total token amount and the rest **10% will be burned**.

- **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.

- **Single Player Quest Mode**

The amount of WarX Tokens you are rewarded will depend on the difficulty of the quest you're involved in. To participate in a single player quest, you need to pay 25% of the winning reward - in the form of Meta Warrior (MWS). If you win, you'll receive 4x of the tokens; however, upon losing, all the tokens will be burned.

### 5.2.2 Buy/Upgrade NFT Assets:

Lastly, you can buy/upgrade rare, uncommon and common NFT assets with WarX Tokens which will enhance your character. To buy or upgrade there will be different in-game merchandise for both aspects. Some different types of NFT assets are Cars, Bikes, Guns, Suits, Helmets, Bags and Mystery Box, etc.

## 6. Revenue Streams

Meta Warriors has five Revenue Streams where players and creators can exchange Meta Warriors (MWS). Here's how it will be allocated:

<b>Land Sales</b>	<ul style="list-style-type: none"> <li>• 10,000 plots will be sold in auction sales and proceeds go to the Company's Treasury.</li> <li>• 2,500 plots will be available per region. Each region will be sold in phases.</li> <li>• Primary Land Sale will be done in ETH.</li> </ul>
<b>Genesis Character NFT Sale</b>	<ul style="list-style-type: none"> <li>• 8,888 Total NFT Characters distributed into 2 main characters. More in-game assets will be added down the road.</li> <li>• NFT Characters will be sold in ETH in the Primary market. Whereas, for renting, 10% of the total rent will go into Company Funds</li> </ul>
<b>3D NFT Assets Sales/Upgrades</b>	<p>NFT assets in the Meta Warriors verse are divided into:</p> <ul style="list-style-type: none"> <li>• <b>Legendary</b> - 1% Players will be able to buy legendary NFT Assets with ETH.</li> <li>• <b>Epic</b> - 5% Players will be able to buy these 3D NFT Assets with Meta Warrior Token. <ul style="list-style-type: none"> <li>• 50% for Staking Pool</li> <li>• 50% for Company Funds - Foundation.</li> </ul> </li> <li>• <b>Rare</b> - 13%, <b>Uncommon</b> - 27% &amp; <b>Common</b> - 54% Players will be able to buy these 3D NFT Assets with WarX Token. And all those tokens will be burned.</li> </ul> <p>There will be In-Game Merchandise Shops to sell these NFT Assets.</p> <ul style="list-style-type: none"> <li>• <b>Ammo Seller:</b> Will sell all types of Ammo.</li> <li>• <b>Drug Seller:</b> Will sell health, stamina, income increase (increase chances to win NFT).</li> <li>• <b>Upgrader:</b> To upgrade guns and drugs.</li> </ul>



<b>Transaction Fees = 5% of any Meta Warrior NFT</b>	<p>Transaction Fees to be restructured as 5% of all transaction volume carried out in Meta Warriors (MWS).</p> <p>It includes transactions related to sales and rental transactions of LAND (from TSB to players and from players to players in the marketplace), NFT transactions (from TSB to players and players to players in the marketplace), peer-to-peer in-game payments (e.g., entrance fees for game experiences), player subscription fees and advertising fees</p> <p>50% allocated to the Staking Pool as rewards for token holders that Stake Meta Warriors (MWS);</p> <p>50% of all Transaction Fees shall be allocated to the “ Meta Warrior Foundation”</p>
<b>Advertising Revenue</b>	<p>We can add in-game ADs to generate advertising revenue. We will buy back Meta Warrior (MWS)quarterly to add in staking pool rewards.</p> <p>50% allocated to the Staking Pool as rewards for token holders</p> <p>50% allocated to the “ Meta Warrior Foundation”</p>
<b>Lucky Spin for NFT Assets</b>	<p><b>The</b> Meta Warriors (MWS) cost will depend on the category of asset, whether it's for Car, Guns, Suit, Helmets, bag etc.</p> <ul style="list-style-type: none"> <li>• 50% for Staking Pool</li> <li>• 50% for Company Funds</li> </ul>

## 7. Roadmap

- **Q4 2021 - Website Launch**

- ▶ Development of both the Meta Warriors website and the game structure.
- ▶ Release of WP and the game tokenomics.
- ▶ Genesis NFT Character information.

- **Q1 2022 - Game Demo/Prototype**

- ▶ Beta version of Abandoned City and its first three Story Mode levels.
- ▶ Puzzle-solving, zombie fights, Church fights and Alpha Zombie.
- ▶ Feedback from Beta players to improve the game.

- **Demo/Prototype Features**

- ▶ Zombie Shooting Functionality
- ▶ Three Sub-section of Zombie City Environment
- ▶ UI of Game Menu

- **Q4 2022 - Genesis NFT Characters Launch**

- ▶ Limited Edition Genesis NFT Characters Launch on Ethereum.
- ▶ One weapon maxed out.
- ▶ Better health and stamina.

- **Q3 2022 - Alpha Release**

Meta Warrior will enter the Alpha Stage. This will help the devs ensure that the designed and developed product has met all the designed and planned criteria.

### Alpha Version features

- ▶ Story Mode Episode 1 Gameplay
- ▶ Ethereum Testnet Blockchain Integration with NFT and BEP20 Tokens
- ▶ Single Player Quests
- ▶ Metaverse Demo
- ▶ Levels system, news alert
- ▶ Android, iOS, & WebGL

- **Q4 2022 - Meta Warriors (MWS) Launch**

IDO will be launched and Meta Warriors (MWS) will be listed on DEX.

- **Q4 2023 - Beta Release**

Meta Warrior will enter the Beta Stage. This will help devs identify any bugs ahead of the release and fix them for a streamlined and smooth delivery.

### Beta Version features

- ▶ Play to Earn Functionality
- ▶ Story Mode Episode 2 Gameplay
- ▶ Multiple Player Quests
- ▶ Metaverse City
- ▶ Survivors Island
- ▶ Buy Lands and Build Shops on Metaverse
- ▶ Advertise and arrange concerts with VR Functionality

- **Q1 2023 - Game Release**

The full version of the game will be released with all NFT characters, ability to buy/sell/trade Meta Warriors (MWS), maps, modes - you'll have the full polished game ready to play.

**Beta Version features**

- ▶ Multiple Metaverse Cities
- ▶ Game Improvements and Updates

- **More Features TBA...**

Post-release, we'll work on adding different features, enriching the gameplay experience, identifying and resolving bugs, and most important of all, listening to the community. As we move ahead, we'll not only keep ourselves updated with the latest trends and market demand, but we will also listen to the community and our team of dedicated experts will start implementing the features or changes to deliver the most realistic and fun game experience ever.



## 8. Technology

Meta Warriors (MWS) and WarX Tokens are BEP20 utility tokens built on the BSC Blockchain. They serve as the basis for different transactions across the Meta Warriors universe.

This play-to-earn AAA zombie killing game will be rolled out as a web application and across Android and iOS devices.

### **Blockchain Technology:**

- o Ethereum Layer 1
- o Polygon

### **Frontend Tech:**

- o Unity3D version (2019.4.17f1)
- o ReactJS Dashboard for API Management & Reports
- o Parseplatform (User Management Dashboard)

### **Backend Tech:**

- o NodeJS (ExpressJS Based Server)
- o Socketio or Websockets
- o Parseplatform (User Management & APIs)

## 9. Conclusion

Step into the revolution with the Meta Warriors. From horrific zombie-themed cities to giving players the chance to travel the world, Meta Warriors is the revolution that the gaming community has been waiting for. As we mentioned before, the Meta Warriors is a fully-decentralized AAA zombie-killing game with a community-driven approach.

We've grand plans for this game - with several additions and bonuses for amazing players like you. So, what are you waiting for?

Be a part of the revolution!