

# META FIGHTER

THE STORY OF THE CHAMPION

The First Fighting Arcade  
Blockchain Game



# Table of Contents

<b>Table of Contents</b>	1
<b>Summary</b>	2
What is MetaFighter   A Story of Champions	3
Crypto Monetizing Game Play	3
<b>Market Opportunity</b>	3
Market Size & Growth	4
Market Trends	5
<b>Intro (Main Story)</b>	8
Game Components	10
The fighter	11
Game Map	12
Game Mode	12
NFTs	14
Marketplace	17
The Token	17
Staking	18
Monetization	19
For Players	20
Platform	20
Legal	21
<b>Tokenomics</b>	23
Token allocation	23
Vesting schedule	24



## Summary

### A Story of Champions

MetaFighter is a skill-based Play-to-Earn fighting game in Binance Smart Chain Network which captures the essence of arcade fighting classics like Street Fighter, Virtua Fighter and Soul Calibur, while delivering an in-game economy that rewards players for their combat prowess.

Players can purchase, lend or rent fighters and the arenas, the skins they adorn, and the superpowers they use to overcome their opponents. It comes with a vibrant NFT marketplace and lets players stake \$MF tokens to gain an edge on their opponents.

Fight to Learn. Fight to Earn. Fight to Gain. It's the ultimate metaverse fighting championship.

The fighters vying for the MetaFighter title aren't just the greatest of their time, but the greatest of all time.

On a cursed world once inhabited by an elder alien civilization, time portals that link the past and future collide. Through these portals, the MetaFighters arrive to show that they truly are the best out there, whilst sharing their intriguing history. Some come freely, some are forced – but all must fight. For the winners, unimaginable rewards await. For the losers, their fate is worse than death. The title of champion of the metaverse is on the line, and a new challenger emerges...



## Crypto Monetizing Game Play

More than 2 billion people play video games. That's more than one-quarter of the Earth's population. It's a \$170+ billion industry experiencing 10-12% annual growth. An enormous amount of value is created every day by both developers and players, alike. Until now, there has been no convenient way for players to monetise that value.

MetaFighter means you no longer have to be a professional to make money playing video games. The thriving amateur Fighting Game Community scene is one of the most famously passionate in the world, and MetaFighter can be the catalyst for its exponential growth. It will give those players that have kept ancient games alive so long something back, and in doing so bring the rewards of the blockchain to one of the most fanatic fanbases in all of gaming.

MetaFighter is the first of its kind arcade fighter game on blockchain. It is not just fun and exciting, but it revives the classic fighting game experience and offers players the opportunity to earn \$MF token while competing with other players around the world.

Blockchain technology and a specialised gaming cryptocurrency take video games to a whole new level, allowing players to actually make money playing video games, whilst guaranteeing a transparent and finite supply of tokens.

Using a compliant cryptographic token called FIGHT, MetaFighter provides a comprehensive game economy that uses the power, trust, and transparency of blockchain to facilitate economic transactions within the MetaFighter arcade game.

Players using a Blockchain wallet are able to purchase \$MF tokens. They can then stake them in the game in match-ups against other players around the world to add an extra thrill to proceedings and unlock the amateur scene. \$MF tokens can be used to purchase NFTs within the MetaFighter championship, such as new MetaFighters, artifacts to customise their look, new skill sets for them, or the rights to choose the map. Players can win \$MF tokens from opponents in single game fights or participate in tournaments and win the prize money for a tournament in \$MF token and cash in their winnings by withdrawing their token from the platform.

The \$MF token value is based on its:

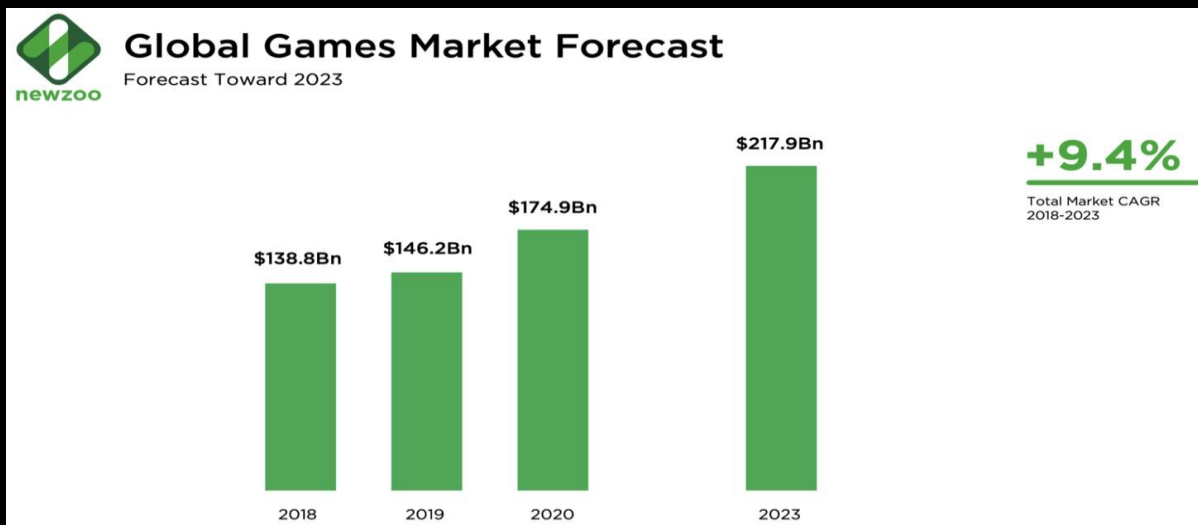
1. Utility – players need \$MF tokens to play with and buy in-game assets



# Market Opportunity

## Market Size & Growth

The global gaming market (hereafter referred to as the market studied) was valued at USD 176 billion in 2020 with 2.7 billion gamers globally, and it is expected to reach a value of USD 217.9 billion by 2023, registering a CAGR of 9.4% over 2018-2023. Over the same period, the blockchain gaming market, which is currently valued at \$1.6 billion is expected to grow to \$50 billion by 2025. There are currently over 1042 blockchain games in the market. 'Play-to-Earn' has unlocked a new understanding of what players should expect from their experiences, and meteoric growth in early Play-to-Earn gaming experiences suggests massive interest from the gamers about how the communities they build should reward them. This trend will only increase.



Due to global lockdown measures, these platforms are attracting more than hundreds and thousands of new visitors in online traffic as people look for ways to pass the time. There has been a massive surge in consumer interest in video games, even from non-traditional demographics. Companies like Microsoft, Nintendo, Twitch, and Activision have posted record numbers. In April 2020, Microsoft reported that subscribers to Xbox Game Pass, a Netflix-like subscription service, topped 10 million. Among those subscribers, Microsoft also reported a 130-percent increase in multiplayer engagement across March and April.



## Market Trends

Smartphone gaming has increased in the past couple of years. The mobile gaming market was valued at \$79 billion in 2020 with a global average of 1.5 million mobile game players in 2020. This increasing demand for mobile games directly results from various technological advancements such as AR, VR, cloud gaming, and 5G. This trend is not surprising, considering the mobile game industry primarily relies on new technology.

### Blockchain Gaming Market

The blockchain gaming market is currently relatively small, yet the idea of Play-to-Earn in games is as old as video games itself. In Mario Bros, you collect coins. In Sonic, rings. Collecting in game is a primal acquisitive urge of the human psyche. Later gaming economies had gold, like in WoW, ISK in EVE online, and vBucks, in Fortnite - with various levels of sophistication and the ability for the players to 'buy' assets (that they never own).

Many have been monetised, but only ever at the expense of the player - not for them. While some larger gaming companies - such as Ubisoft and Square Enix - have begun dipping their toes into blockchain-based games, most development has been led by crypto native companies, who understand the value in surrendering custody of the economy to the players.

For players, blockchain gaming has the following key benefits:

1. **Digital property rights:** in traditional games, players purchase digital items (e.g., skins in Fortnite) and then can really only use these items in-game. Through the creation of NFTs facilitated by blockchain technology, these purchases transform an expense into an asset, creating actual secondary value from these purchases. These assets can be sold on the open market with the players earning directly from their abilities.
2. **Provenance:** virtual goods can now have rich histories and individuality. Imagine being able to own the exact, signed skin your favorite esports players used to win the world championship. In MetaFighter, the challenger who wins the tournament can actually take the loser's belt. The histories of those who held championship belts will illuminate the hall of fame.



3. **Security:** The decentralized nature of most blockchains means players don't need to trust any single developer. Their virtual goods can be demonstrably scarce, highly secure goods operated on a cryptographic, decentralized blockchain.
4. **Interoperability and composability:** while it will take time, blockchain technology has the potential to allow interaction across ecosystems by leveraging existing building blocks. Imagine players wearing their Fortnite skins in League of Legends.
5. **Increased financialization:** players can use their virtual items like traditional assets as collateral for usage in DeFi. For example, a player could secure financing for their next battle pass by lending out their high-end weapon.
6. **Financial alignment in game economies:** gamers can now participate in the economics of games they love. Developers can share a portion of their revenue with the game's supporters by issuing tokens. Developers are also incentivised to continue to improve the game collaboratively to grow the value of the underlying token.

These benefits also affect creators and developers of blockchain games. Blockchain games provide a healthier game economy with the opportunity to monetize more players versus the free-to-play gaming model, as well as the chance to preside over a burgeoning ecosystem whose implicit value grows over time and organically.

In traditional free-to-play models, less than two percent of players are converted to paying customers of in-game items. In Play-to-Earn models, players are incentivised because of their ownership rights and the fact they can earn more through their skills.

Moreover, sharing a portion of the economics with gamers means less acquisition cost to get players onto your platform, as well as better economic alignment between gamers and developers.

These are early days for blockchain gaming. More blockchain games will be developed that capitalize the benefits listed, with more complex games tapping into the world of blockchain enabled virtual economies.

There is currently a huge gap in the market. Games of skill like fighting games have extremely devoted players, and there is a huge underground fighting game scene with amateur and professional tournaments all around the globe - and this

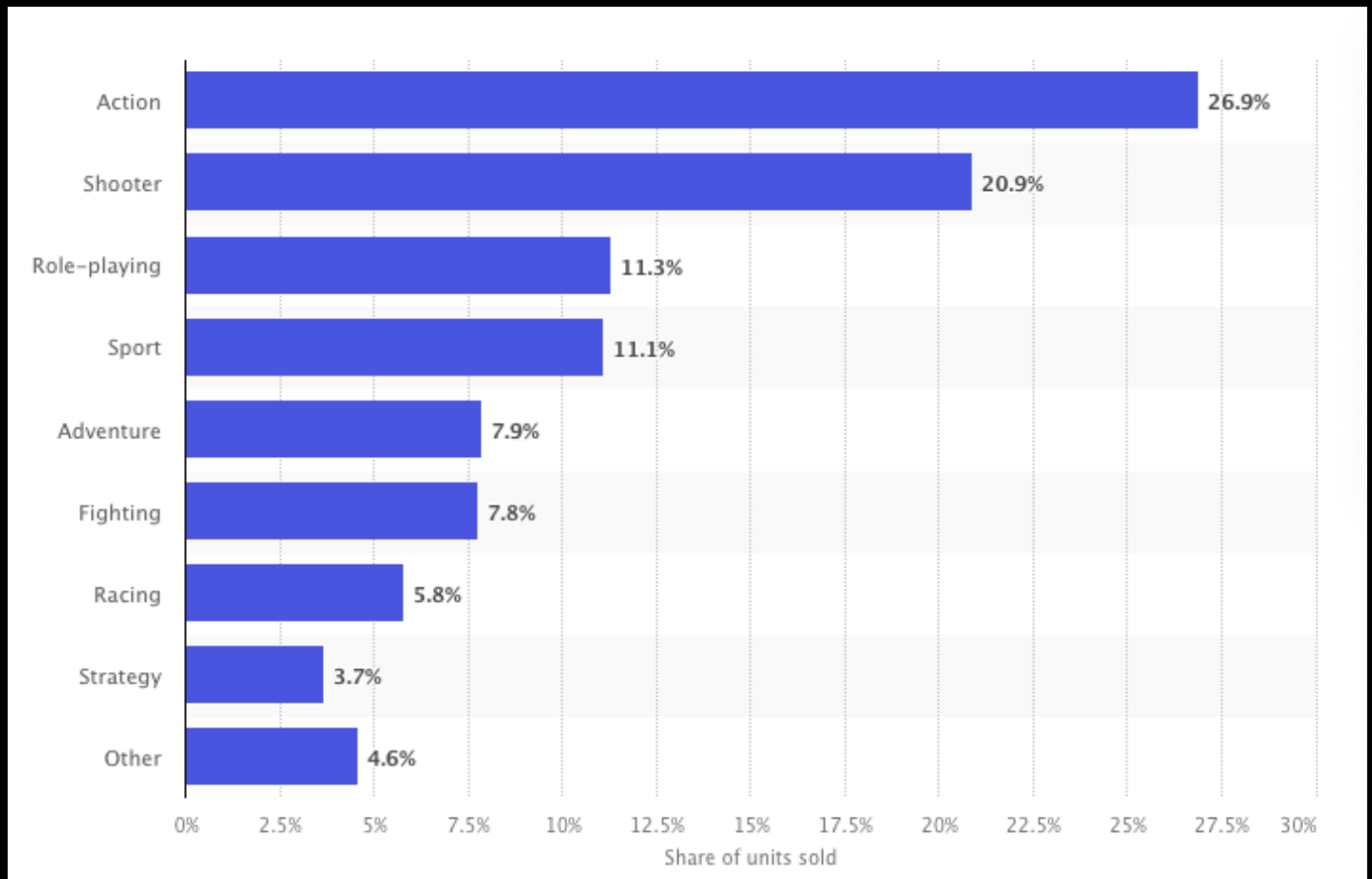


is without the support of any developers promoting the space. The games are naturally competitive, and most who play them chiefly enjoy that aspect.

This represents ample opportunity to develop a game where two players match-up against each other and determine a winner based on skill, with the benefits of earning tokens for each match-up. Players are able to monetise their skills and benefit from the blockchain-enabled virtual economy.

The fighting game scene is hugely active, and it is the 6th most popular category among video gamers with a larger unit market share than Racing or Strategy games.

### Video Game Sales in the United States in 2018 by genre







The top 10 fighting games tracked by Eventhub record 60K players competing in online multiplayer or tournaments against each other. If people do not want to compete in the actual games, they can still be part of the action by following the fights and tournaments in of the 43K streams per week covering the fighting game scene. Total viewer hours amount to 3.7M per week for the Fighting Game scene, compared to c. 17M viewer hours per week for Action RPG games.

Consequently, Fighter Games provide a great opportunity for game developers, as they have a strong cult-like following and attract lots of gamers around the world. The MetaFighter game seeks to tap into that vibrant and enthusiastic amateur playing base and let them earn the reward for all their hard work, as well as adding an extra thrill to the already ultra-competitive genre.

MetaFighter is the world's first Arcade Fighter game to use cryptocurrency to fuel its economy. The first mover advantage, strong name recognition, and the world class fighting game being developed under the hood, puts it in pole position to capture this huge and growing market and revivify the notion of playing fighting games to earn your living.

## Intro (Main Story)

MetaFighter is about champions from different eras fighting each other on a cursed planet for the title of the best fighter of all time. The civilization inhabiting these lands have discovered a portal that allows them to open connections to distant timelines. Diverse characters from the past, present and future populate this lively world - with players never sure who is entering through the portal next. The fighter dominating all other fighters in the game will be the Greatest Fighter of All Times (GFOAT).

Players opening the game app will be greeted with a start screen providing three (3) options to choose from. Clicking on 'Play' takes the player to the map view, where the player gets to see the map with all of its regions. Here they can choose the arena they want to fight in. A blockchain connection will check user's wallets in the background to determine whether NFTs or \$MF tokens are held. Once the arena is selected, players will have the option to choose between three fight modes:

1. **Free to Play:** player competes against another player in an online multiplayer mode or against the CPU
2. **Fight to Earn:** player competes against another player in an online multiplayer mode



3. **Fight to Gain:** player competes against another player or against the CPU for experience points, without needing any \$MF tokens

From time-to-time players will be able to partake in tournaments held in various arenas on the map. The tournaments will be advertised within the community. When a tournament is taking place, players will travel to tournaments by clicking on 'Play' on the start screen. On the map, arenas where tournaments are held will be highlighted. Upon clicking onto the arena, the player will be placed into the tournament.

On the start screen players have two more options to choose from when opening the game app. Players who do not wish to compete in a fight, can select 'NFT Marketplace'. This takes them to the marketplace where they can sell NFTs of their characters or other digital artifacts in the game they own or buy new NFTs, skins and other customization elements for their characters, experience booster packages for their fights, or other artifacts offered for sale by members of the community.

Lastly, the third option on the start screen is staking. Players get to the staking menu, where they can choose between (1) Staking for Skills or (2) Staking for NFTs.

## Game Components





## 1. The MetaFighter

Each Fighter originates from a different time period.

It allows for a diverse range of characters to suit every possible player taste and fulfil every popular archetype (especially as more MetaFighters are introduced), with epic unique backstories that bring their own timeline to life.

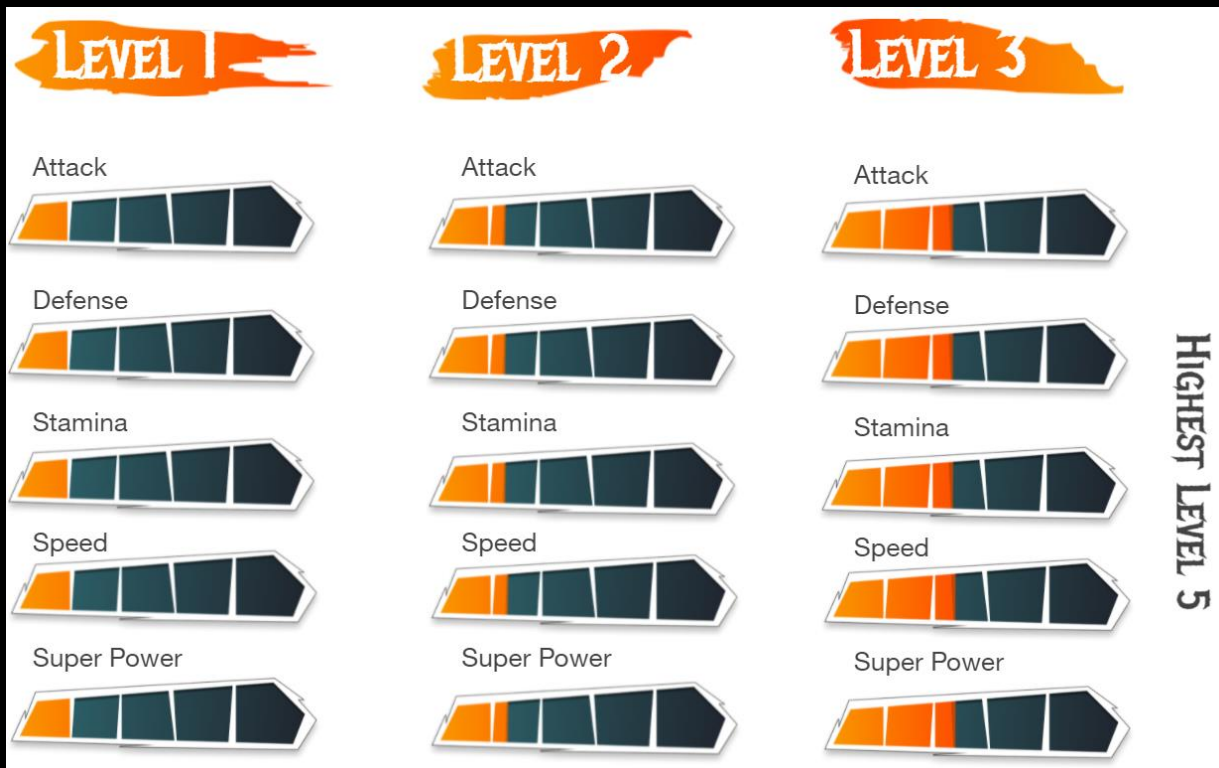
MetaFighters have different strengths and weaknesses paired with special powers. Each fighter has unique characteristics, and differs in design, fighting, skills, and animation. Players can level up or develop the fighter by collecting EXP and developing their characters skills through the Fight-to-Gain, Fight-to-Earn and tournament game modes. It adds an RPG-like attachment to each fighter, synthesised in the value of the asset-add of their NFTs, which incentivises play time but also the desire to unlock new characters and build them up for other, newer, more casual players to get a headstart - without upsetting the ranking.





Character attributes are different for each character in the game. Some characters will have stronger attack attributes and others will be better in defence. The game will ensure that the attributes of a fighter character are well balanced, thus the outcome of a fight between two characters will be decided based on the player skills and not character attributes.

MetaFighter aims to develop a fair balancing of each character to prevent non-talent based competition. Matchmaking will be created and a ranking system introduced to ensure a fair fight between players, and prevent experienced players from disproportionately dominating inexperienced players.



Attributes: Attack, defense, speed, stamina, special power

Level: 1 = lowest Level, 5= Highest Level

EXP (Skills) will be balanced based on accuracy of punch, defense, combo and winning which will be controlled by the game mechanics. A more thorough presentation of the EXP mechanism will be provided later on.



## 2. Game Map

The adventure starts on MetaFighter's game map. The game map is the metaverse and allows players to navigate through the fictional world of MetaFighter. A player can move from one arena to another to look for opponents in those arenas.

Arenas will be spread out across the map and any players will be able to select specific arenas to fight in. Each arena will have a minimum token amount defined for fights that take place in that arena in case of Fight-to-Earn.

Players can either select to play for the minimum amount or increase their wager. The map is expandable and any expansion will be governed by the time it takes to develop.

## 3. Game Mode

MetaFighter is an arcade fighting game, where players choose characters and fight each other until they defeat their opponent or the time runs out. Every fight consists of two (2) rounds, with each round lasting 45 seconds. It follows the rules of most arcade fighting games.

The winner of two rounds wins the overall fight. If the fight is tied at the end of the second round - with each player winning one round - a third and final round will take place to determine the match winner. Players are able to choose between different game modes and fight for tokens or for experience points to gain skills.

REQUIREMENTS		Tokens   NFT	NFT	NFT
		1x EXP	0.75x EXP	1.25x EXP
GAMEMODE	Free to Play	Fight to Earn	Fight to Gain	Tournament
GAMEPLAY	PvCPU 1vs1	PvP 1vs1 3vs3	PvP PvCPU 1vs1 3vs3	PvP 1vs1 3vs3



### Fight to learn (PvCPU)

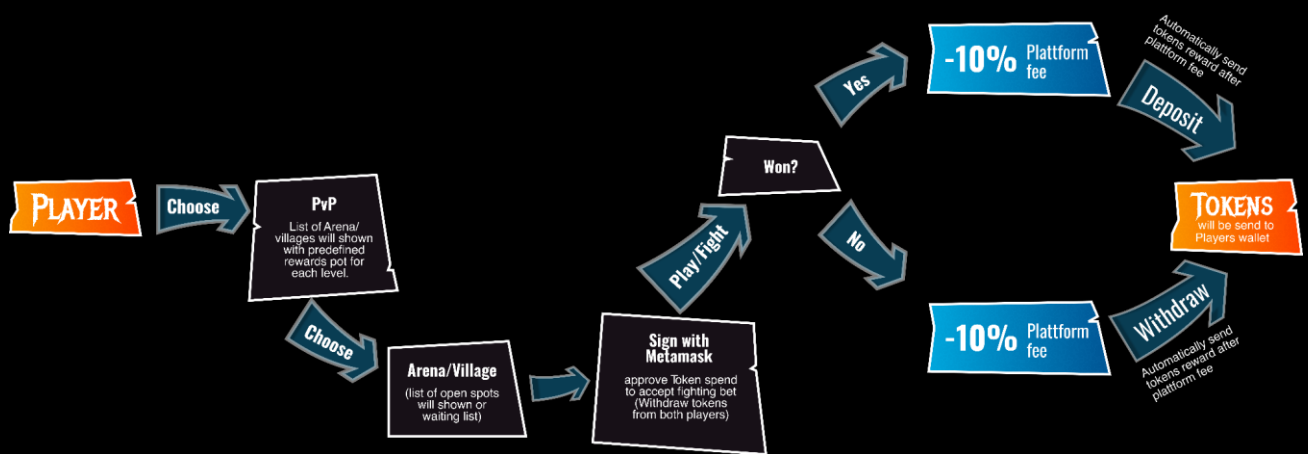
Players can play MetaFighter without the need to purchase an NFT fighter. Player visits the game website or downloads the game from the Appstore or the Google Play store and selects 'play game' and will be directed to the character selection map.

In the 'Free-to-Play' version the player will have the option to choose between two basic random Fighters. The game will be played against a CPU character or any other Player through the multiplayer mode. Allowing for a free game option will give the player the option to get acquainted with the game before purchasing a NFT fighter.

### Fight to earn (PvP)

Players can earn \$MF tokens by accepting a rewarded fight. The amount of \$MF tokens up for grabs will be defined by MetaFighter in order to minimize the risk of total loss. Once a player has accepted the game mode fight-to-earn, the defined FIGHT

token amount will be deducted from Players cryptocurrency wallet and escrowed safety and specially designed smart contract until the fight has been ended.







### **Fight to gain (PvP & PvCPU)**

Players can earn Experience points (EXP) in order to level up their fighters. Players will also be able to fight against AI. Match ups against an AI will have lower EXP reward, while a multiplayer fight will have more due to the difficulty.

### **1vs1 (PvP & PvCPU)**

Game Mode available for: Fight to Gain (PvP & PvCPU) & Fight to earn (PvP). Players will be able to fight others in the world. Each player can only fight against the same Level fighter (e.g. Level 2 vs Level 2). Higher EXP fighters will be able to fight for higher prize pools and gain access to special tournaments.

### **3vs3 (PvP & PvCPU)**

Game Mode available for: Fight to Gain (PvP & PvCPU) & Fight to Earn (PvP). Play as a team against 1vs1 mode. Each team who wins at least 2 fights in a 1vs1 mode will win the challenge.

### **Tournament**

Based on special events and sponsorships, tournaments will be a special part of the game mode where Players can win a huge prize. The most experienced and advanced players will be invited to special events with high stakes and special prizes. Special events will not just be developer-led, but community led too. As MetaFighter develops, players will be able to stage their own tournaments by staking \$MF tokens. It will breathe life into the amateur scene and give back to the FGC community.

## **4. NFTs**

Each asset in the Game is represented as an NFT (Non-Fungible Token) which can also be controlled outside of the game to attract collectors on the secondary market. MetaFighter uses NFTs to allow Players to hold their game assets decentralized in their wallets in order to underline the freedom of play. Most utilities of the MetaFighter game will only be available when Player holds the appropriate NFTs.



One of those NFTs represents a Fighter character in the game which has different attributes stored on the Blockchain. MetaFighter NFTs will be minted at an NGE (NFT-Generation-Event) when they are purchased on the market place, or by participating in airdrops or community activities. The following NFTs are part of the MetaFighter game:



- **Fighter**

Each Fighter in MetaFighter will be held as an NFT and can have many copies. There will be in total at least 20 different Fighters available in the MetaFighter universe which are completely unique in Art and fighting skills.

Every new minted fighter NFT starts with Level 1. The highest level a Fighter can achieve is Level 5. The NFTs themselves will display all relevant stats of a Fighter shown so they can be advertised easily to competitors and potential buyers.





- **Skins / Equipment**

Cosmetic related assets will make your Fighter have a unique look. Each fighter NFT has a base Design characteristic. All Skins NFTs will add to each Fighter's look. There will be limited skins and equipment which will increase the rarity of the Fighter's look - it won't just be for those who can afford it, but for those whose skills warrant it. NFTs for skins can just be purchased through the MetaFighter Marketplace.

- **EXP Booster**

MetaFighter game mechanics are built on Experience points (EXP) to level up your fighter and progress in the game mode development. Each fighter has different strengths and weaknesses on experience points (EXP) will be applied automatically. Holding a EXP Booster NFT will allow Players to leverage their EXP earnings and get a faster improvement/development for the Fighter. There are 2 different Booster NFTs which leverage your EXP earnings by x2 and x4. EXP booster NFTs are only distributed through staking.

- **Superpower**

Every Fighter in MetaFighter Metaverse has 3 different superpowers which gives up to 10% advantage in a fight. Each superpower will have different effects in the game, like reload health, super punch strength, speed increase etc. which are time limited (10 seconds) in action and can just be used one time in each fight.

- **Arena**

A place where players are able to fight each other. Each arena has its own unique location design and animation. Arena NFTs will be owned by MetaFighter and rented out over time to other players or companies.



## 5. Marketplace

While NFTs have a special role in the MetaFighter World's ecosystem, the aim is to provide an in-house developed Marketplace. All MetaFighter in-game assets exist on the blockchain as an NFT. The MetaFighter Marketplace will be one of a few ways to purchase in-game assets.

Players of MetaFighter can buy, sell or mint their NFT assets easily by favorable transaction fees through the Polygon and Binance Smart Chain. Useful items for sale will also include protective armour, punch and kick booster, accessories, and other character customization elements. Players cannot lose any of the items they have bought even if they are defeated.

The Marketplace will be easy to use with a smooth interface, filters and sorting functions. Any exchange on the Marketplace can be made with \$MF tokens as the only in-game currency.

## 6. The Token

The \$MF token is on Binance Smart Chain and it is used for the different functionalities in the MetaFighter game. It will be used as an in-game currency and also allow player to earn NFTs or leverage EXP by staking \$MF tokens.

- **In-Game currency**

With \$MF tokens the player can purchase NFTs on the MetaFighter marketplace and sell NFTs against \$MF tokens.

- **Fighting Rewards**

Players are able to fight against any opponent and get rewarded with \$MF tokens. In the gamemode PvP, there will be predefined fighting Arena's with different prizes for players to fight for.

- **EXP Leverage**

The amount of \$MF token holding in Players cryptocurrency wallet will affect their EXP bonus, rewarding players who put the time in with the ability to level up quicker. The MetaFighter platform will check Players \$MF token holding every fight in order to allocate this bonus.



The EXP Boost tier list is as follows:

50,000	\$MF	tokens	-	multiple	x1.5	EXP	boost
100,000	\$MF	tokens	-	multiple	x2.0	EXP	boost
150,000	\$MF	tokens	-	multiple	x2.5	EXP	boost
200,000 \$MF tokens - multiple x3.0 EXP boost							

Exclusion: Staked \$MF tokens are not counted towards EXP Boosts (see Section 7. Staking for more details).

- **Governance**

MetaFighter wants the community to help decide the development priority of upcoming MetaFighters and Arenas. The top 20 \$MF token holders will be snapshot every month (last day end of months) before the next game development objectives are announced.

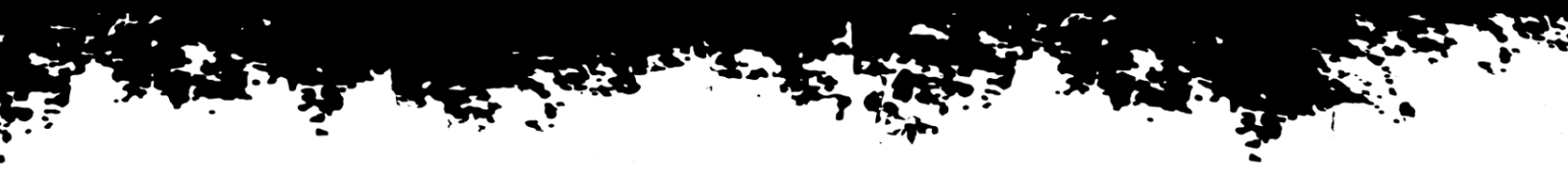
Every new fighter and every arena will be uniquely presented to this community before going into 2D and 3D development. After this, the DAO government will be able to vote for the CONCEPT ART for the next round of development. This will allow passionate players to help sculpt the gameworld they are building and strengthen ties between the community - rewarding them for their participation and incentivising them to play more.

## 7. Staking

Another important core function will be staking \$MF tokens. In order to reward loyal \$MF token holders, players have the possibility to earn NFTs or activate EXP boosters through the staking program.

- **Stake for EXP**

Players can activate an EXP booster by staking their \$MF tokens. The EXP booster is timewise limited and valid for the staking time. The duration of Staking time allows the Player to gather more EXP according to the leverage factor of x2 or x4. Requirements for staking are as follows:





-> 30 Days Staking, minimum staking amount 100.000 \$MF tokens, activation of EXP booster for 30 days of factor x2

-> 90 Days Staking, minimum staking amount 75.000 \$MF tokens, activation of EXP booster for 90 days of factor x4

- **Stake for Fighter (NFT)**

The staking for fighter NFTs is one of two ways to earn a new fighter for the MetaFighter game. After a staking duration time of 50 days, the player will get a random in-game Fighter with a level 1 and basic skin.

- **Stake for Skins (NFT)**

With a staking duration time of 30 days, players can earn by staking their \$MF tokens, different skins or equipment as an add-on on your basic fighter.

- **Stake for Superpower (NFT)**

With a staking duration time of 45 days, players can earn a superpower after staking their \$MF tokens, or the superpower NFT of a fighter they already hold. The superpower NFT is a special feature to get an advantage in a fighting match up.

## Monetization

MetaFighter Game has different channels of revenue streams for players and companies. Based on Eventhub Stats, growth projections for MetaFighter and its share of online players are based on conservative conversion rates of 1.5% and 100% growth.

MetaFighter expects approximately 905 players per day and 27.135 in the first month after full game release. The first forecast of total commission per month will be 162.812 \$MF token out from any fight-to-earn match. Detailed player forecasts and expected revenue from player wagers can be found [here](#).



## For Players

Every Player in MetaFighter game can participate of the in-game ecosystem

- **Selling NFTs**

By selling of owned NFT assets, Players are able to trade them on MetaFighter marketplace or on a third party platform (e.g. OpenSea etc.).

- **Lend a NFT Fighter**

Every Player who owns a NFT fighter can easily lend their NFT to any other player. A lending smart contract will be used for the lending confirmation. The player who has rented the NFT Fighter needs to pay a commission (of 20%) to the NFT owner whenever they win \$MF tokens in a Fight-to-Earn match. Later on, MetaFighter will present different lending models based on lending time and commission.

- **Staking tokens**

By staking \$MF tokens Players can earn new NFT assets which can be used or sold.

- **Renting Arena NFTs for Advertising**

Players or companies are able to rent a fighting arena and offer advertising. In each arena will be fixed spaces for advertisements (banners, logo, or GIFs) which can be used by players once they hold an arena NFT. These can always be rented for a certain time (10-30days) for a one time fee payable to the MetaFighter platform.

- **Fight to Earn**

Every player can fight for \$MF tokens and increase their token amount, whilst tokens can also be sold via any of the supporting exchanges.

## Platform

Like any economically driven company, it is also important for MetaFighter platform to define and expand long-term sources of income.



- **Advertising in Arena and On the Map**

Some spaces and places in the MetaFighter game will be used to offer advertising. Those spaces are reserved in arenas or on the map for banners or company logos.

- **Lend a Arena NFT (to companies or player)**

MetaFighter aims to lend Arena NFTs to Players or Companies for a specific time and receive a rental fee for that. By time after the game has been successfully released and a constant player base is established, MetaFighter will offer different advertising options.

- **NFT Sale on Marketplace**

Every NFT asset for the MetaFighter game will be offered and sold by MetaFighter, besides any community airdrop. There will be a total supply defined depending on demand of players within 12 months of game development to create value in rarity and through long-term holding a MetaFighter NFT.

- **Platform fee**

For each transaction on the NFT marketplace and from each Fight-to-Earn match, MetaFighter will deduct a fee of 10%.

## Legal

MetaFighter is a game of skill with no element of chance. The outcome of each match-up is determined by the skill of the player, including the physical ability to control the character, and the mental ability to follow through. There are no randomly generated elements in the game mechanics.

Therefore, no licensing or registration of players is required in any jurisdiction, unless implicitly stated otherwise in the laws of the respective country. No such country or territory is known to the authors of the game at the time of publication of this whitepaper.

As the game economy is based on an internal \$MF token which has no other monetary value outside the game, no taxes are applicable to holders of \$MF tokens.



However, if a holder of a \$MF Token chooses to sell his or her tokens for fiat or digital currency, he/she may be subjected to taxation, depending on jurisdiction of residence. MetaFighter bears no responsibility for any taxation issues arising from surrendering of \$MF Token on a secondary market.

## Roadmap

### Q3 2021

- Market research
- Team acquiring and build up
- Evaluating game concepts and mechanics, coding architecture
- First fighter art NFT drafts
- Fighter concept (balancing of attributes, skills, AI concept)
- Brand research, evaluation and planning (mockup of promotion materials & website)
- Blockchain use cases evaluation

### Q4 2021

- Launch website and social media channels
- Whitepaper and pitch deck finalization
- First NFT fighter arts created (2D)
- Main story and lore finalization
- Game concept finalization
- Smart contract development / CI configuration and deployment
- Finalizing and documentation high level of Game Coding architecture

### Q1 2022

- Smart contracts audit and deployment
- Token generation event
- Token listing on DEX
- Listing on CoinGecko and CoinMarketCap
- NFT fighter minting and selling event



- Battle and online coding (first battle prototype)
- UI Integration and first version release
- World map and first fighting arena release
- Blockchain in-game integration (token and NFT)
- Staking platform release

#### Q2 2022

- Fighter details page and NFT management tool
- NFT marketplace beta release
- Onboarding partners and sponsorships for special events/tournaments
- Influencer marketing
- Online battle coding and multiplayer server balancing
- Improved animation of fighters and special effects

#### Q3 2022

- Beta Game release and community testing (advanced basic fighting game modes)
- Bug fixing
- Closing sponsorships and advertising game components
- Improved online battle coding and multiplayer server balancing
- Improved online battle coding (all screens, NFT part integration, FX work)
- New fighter character NFTs and arena locations

#### Q4 2022

- Full game release
- Special event and tournaments
- Improved online battle coding (all screens, NFT part integration, FX work)
- New Fighter chars and NFT and Arena location (total of 20 fighters & 10 Arenas)
- QA: polishing, optimizing, and bug fixing



Telegram  
[t.me/metafighter\\_official](https://t.me/metafighter_official)



Twitter@  
[MetaFighter\\_NFT](https://twitter.com/MetaFighter_NFT)



Discord  
[discord.gg/HQRtUVfkfE](https://discord.gg/HQRtUVfkfE)