



METAVERSE KOMBAT

WHITEPAPER





MetaVerse Path



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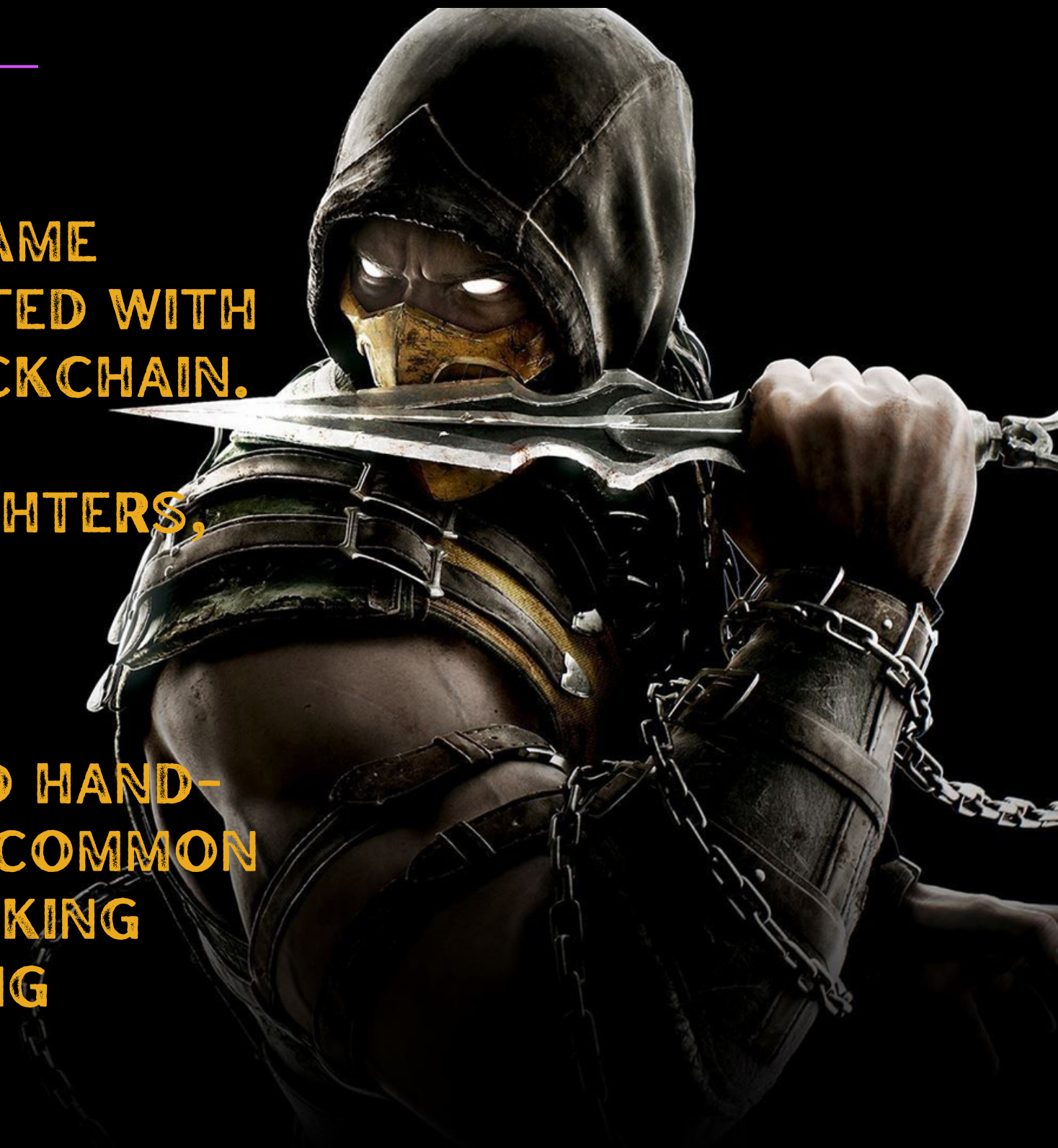


INTRODUCTION

METaverse KOMBAT IS AN IMMERSIVE 3D FIGHTING GAME CREATED FOR NOSTALGIC GAMING EXPERIENCE BOOSTED WITH METaverse THEME AND LINKED TO THE BINANCE BLOCKCHAIN.

PLAYERS CAN CHOOSE FROM A DIVERSE RANGE OF FIGHTERS, DYNAMIC STAGES AND PLAY IN SINGLE-PLAYER OR MULTIPLAYER MODES.

GAMEPLAY IN METaverse KOMBAT REVOLVES AROUND HAND-TO-HAND COMBAT. THE SYSTEM IS BUILT TO MIRROR COMMON FIGHTING GAMES IN THE SENSE THAT THERE ARE BLOCKING MECHANICS, THROWING MECHANICS, GROUND FIGHTING ABILITIES AND BLOCKING ABILITIES.





HOW DOES IT WORK ?

PLAYERS ENTER THE ARENA FOR A 3 ROUND FIGHT BY SELECTING THE CHARACTER THEY HAVE UNLOCKED BASED ON THEIR TIER. FIGHTERS ARE DIVIDED INTO 4 SKILL LEVEL CATEGORIES COMMON, RARE, LEGENDARY & EPIC.





METAVVERSE KOMBAT GAME MODES

ONE PLAYER GAME MODE

A ONE PLAYER GAME PUTS PLAYERS AGAINST A FORMIDABLE CPU-CONTROLLED OPPONENT.

MULTIPLAYER GAME MODE

PVP MODE ALLOWS YOU TO PLAY WITH OTHER PLAYERS ALL OVER THE WORLD.

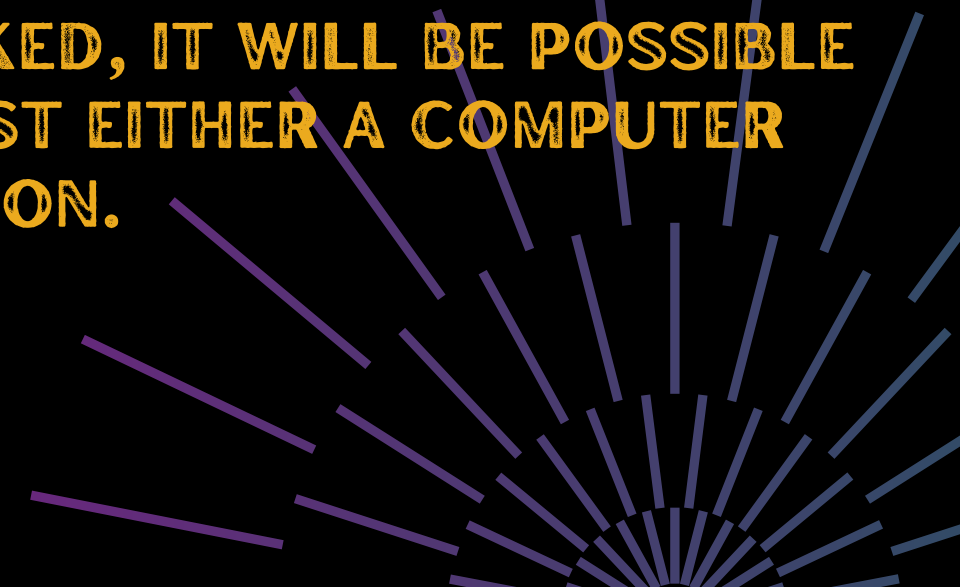


GAMEPLAY

A BLOCKCHAIN-BASED GAMING WORLD THAT OFFERS ROBUST REWARDS FOR PLAYTIME. A GAMING WORLD DESIGNED BY GAMERS, FOR GAMERS. METAVERSE KOMBAT THAT TAKES PLACE IN A CYBERPUNK METAVERSE IS ALL ABOUT REAL-TIME FIGHTING.

THE PLAYER IS EMBROILED IN A DEADLY GAME OF POLITICS AND PRIVATE FIGHTS WHERE THEY ARE FORCED TO BECOME BRUTAL KOMBAT PLAYERS IN ORDER TO SURVIVE. THE SYSTEM WORKS BY HAVING TWO PLAYERS IN AN ARENA AT ANY GIVEN TIME, AND THEY WILL THEN BATTLE EACH OTHER IN A STUNNING DISPLAY OF COMBAT. THE ROUND ENDS WHEN EITHER THE TIMER IS ELAPSED FOR THE ROUND, OR ONE PLAYER HAS LOST ALL OF THEIR HEALTH AND BEEN DEFEATED.

PLAYERS WILL BE ABLE TO UNLOCK CHARACTERS AS PER THE ALLOCATED TIER . ONCE THE CHARACTER HAS BEEN UNLOCKED, IT WILL BE POSSIBLE TO TAKE SAID CHARACTER INTO BATTLE AGAINST EITHER A COMPUTER CONTROLLED PLAYER (CPU) OR ANOTHER PERSON.





GAME RULES

THE GAME ITSELF IS BROKEN UP INTO THREE ROUNDS. THE METHOD OF WINNING IS TO HAVE A MAJORITY VICTORY - MANAGING TO WIN 2 OUT OF THE 3 ROUNDS. ALL CHARACTERS WILL START WITH FULL HEALTH, AND WILL FIGHT UNTIL THE HEALTH OF ONE FIGHTER IS REDUCED TO 0. ONCE THIS HAS HAPPENED, THE CHARACTER IS CONSIDERED KNOCKED OUT, AND THE ROUND IS LOST. WHEN THE TIME LIMIT FOR THE ROUND IS REACHED, THE VICTORY IS AWARDED TO THE PLAYER WITH THE MOST HEALTH.





ROADMAP

Q1 & Q2 2022

- ★ Social media platforms ready
- ★ Website Launch
- ★ Game concept
- ★ Team creation – Game development, Art, Story & Blockchain development

Q3 & Q4 2022

- ★ Smart contract development & testing
- ★ Blockchain and commercial partnerships
- ★ Community Growth through Marketing.
- ★ Seed sale

Q1 & Q2 2023

- ★ Character development
- ★ Stage design and development
- ★ Private Sale
- ★ Partnerships with gaming platforms
- ★ IDO on Launchpads
- ★ Listing on DEX

Q3 & Q4 2023

- ★ Beta Testing
- ★ Listing on CEX
- ★ Marketing
- ★ Game Launch.
- ★ Roadmap 2.0V



TOKENOMICS

Token Distribution

Ecosystem/ Marketing	10%	P2E	30%
Liquidity Launch	10%	Staking Rewards	19%
Airdrop	2%	Advisors	8%
Seed Sale	3%	Team	10%
Private Sale	3%	Public Sale	5%





MVK Token Utility

GAME PARTICIPATION

STAKING REWARDS

MVK HOLDERS REWARDS

INGAME PURCHASES





Sale Details

TOTAL SUPPLY: 300,000,000

SEED SALE: 0.05

PRIVATE SALE: 0.065

PUBLIC SALE: 0.08

INITIAL MARKET CAP: 240,000





MVR Token Vesting Schedule

SEED: 10% FIRST MONTH, THEN 15% MONTHLY.

PRIVATE: 20% FIRST MONTH, THEN 20% MONTHLY.

PUBLIC: 25% FIRST MONTH, THEN 25% MONTHLY.





MVLR Token Vesting Schedule

**AIRDROP: 25% FIRST MONTH THEN
LINEAR 25%**

**LIQUIDITY: 40% ON TGE THEN 10%
MONTHLY**

**MARKETING: LOCKED FOR 2 MONTHS
THEN 10% MONTHLY**

**TEAM: 1 YEAR FULLY LOCKED, THEN
10% MONTHLY**

**ADVISORS: 1 YEAR FULLY LOCKED,
THEN 10% MONTHLY**

**P2E: 10% AT TGE THEN 10%
MONTHLY**

**STAKING: 20% AT TGE THEN 10%
MONTHLY**

Detailed Release Schedule

SEED: 5% AT TGE, 5% ON DAY 10, FROM 2ND MONTH 5% RELEASED EVERY 10 DAYS.

PRIVATE: 5% AT TGE, 5% ON DAY 10, 10% ON DAY 20, AND EVERY 10 DAYS FOR THE NEXT 4 MONTHS (E.G., 5% ON DAY 30, 5% ON DAY 40, 10% ON DAY 50, ETC.).

PUBLIC: 15% AT TGE, 10% ON DAY 10, FOLLOWED BY RELEASE EVERY 10 DAYS FOR THE NEXT 3 MONTHS (E.G., 5% ON DAY 30, 10% ON DAY 40, 10% ON DAY 50, ETC.).





Official Links



Metaversekombat.io



<https://t.me/MetaVerseKombat>
Official



@MetaVerseKombat



business@metaversekombat.io

@METAVERSEKOMBAT



THANK YOU