



[www.metafame.com](http://www.metafame.com)

# META Fame

**METAFAME** is a metaverse where anyone can be famous! Compete against other players to curry the favors of celebrities and secure your place among the MetaFamous. Build friendships with influencers and celebrities, earn rewards, and gain your own notoriety in the metaverse. The spotlight is waiting for you in MetaFame!





# THREE FACTIONS

Create a character from one of the three factions, Agents, Fans, or Photographers. Compete with the opposing faction to gain favors with your chosen celebrities and earn rewards.

## The three factions:

- Start as a caretaker and grow into an agent.
- Start as a crazy fan and grow into a bodyguard.
- Start as a paparazzi and grow into a photographer.





# GAME DESIGN SUMMARY

PLATFORM	PC/Mac/Mobile
GENRE	Love Simulation + RPG
ART STYLE	3D Cartoon
MULTI-PLAYER	Asynchronous Turn-Based PVP
MONETIZATION	Pay to acquire Celebrities, draw from lootbox, purchase gift, reproduction fee.



# GAME DESIGN WHAT IT'S LIKE



## WHAT WE LIKE:

### **Pokémon GO's**

- Core gameplay, Battle Control.
- Progressing System.

### **Leisure Suite Larry's**

- Gaming Experience

### **Axie Infinity's**

- Monetization
- Reproduction System

## NEW GAME DESIGN:

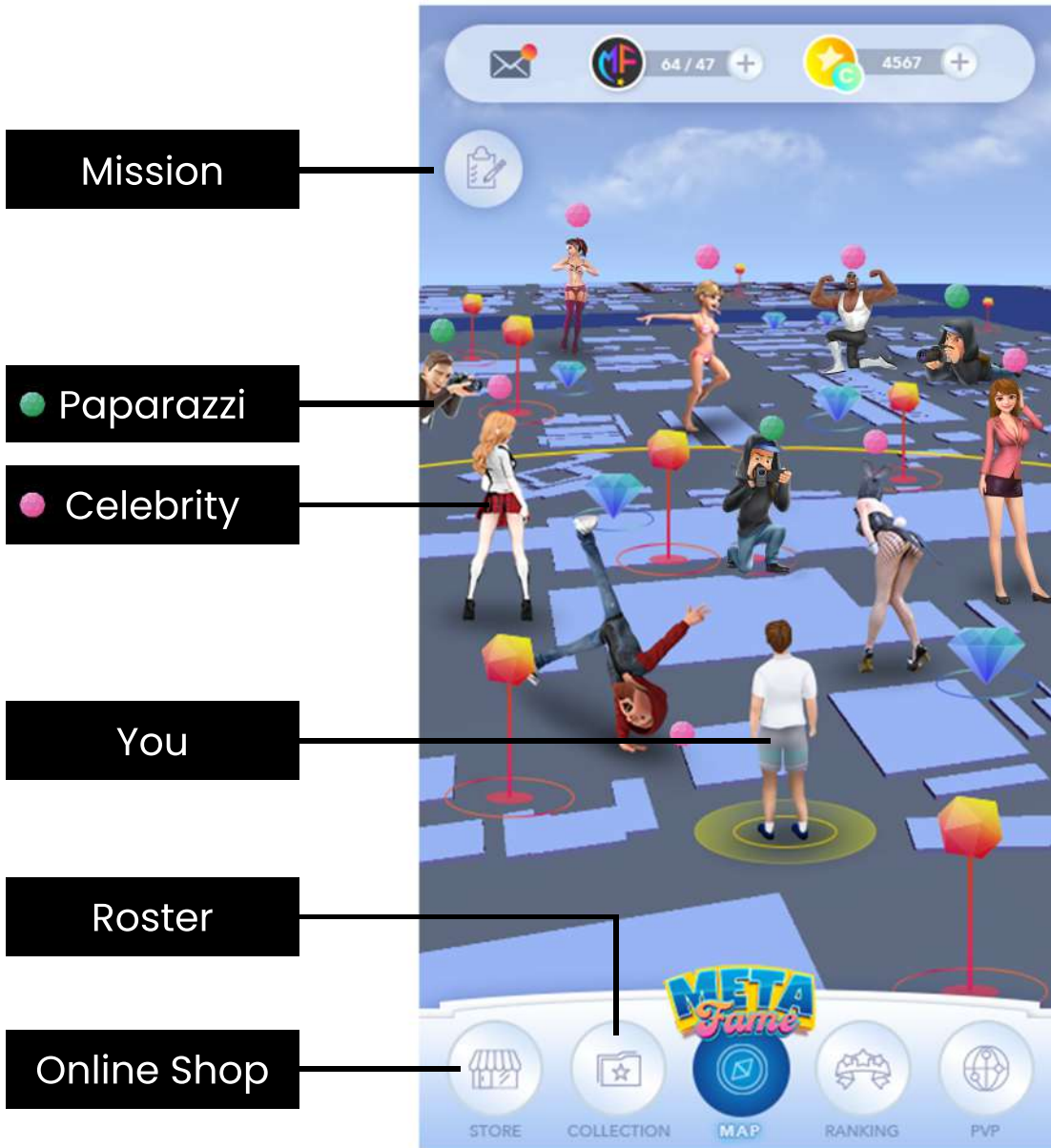
- Deeper and richer core gameplay tactics compared to Axie Infinity.
- Top visual quality fitted and optimized on all platforms.
- Diverse character progression.
- Enhanced monetization with crypto currency.



# WORLD VIEW: MODERN

## NEW GAME DESIGN:

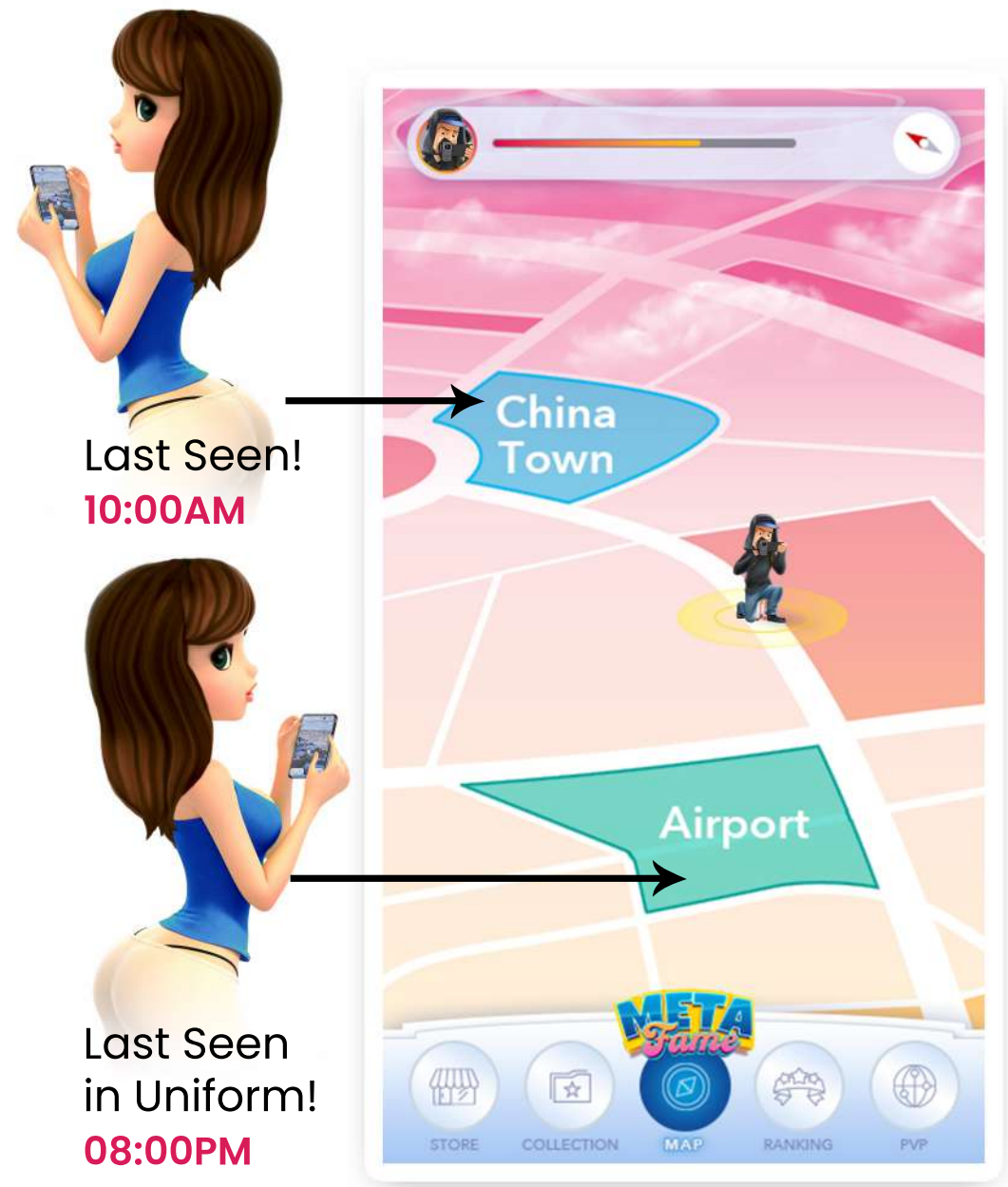
- A world view is created from integration with Google Map, OpenStreet Map, or a Virtual Map. There will be a virtual joystick to control player movements.
- Players/NPCs from the opposing faction and celebrities can be found on the world map. Celebrities will appear more frequently when there are few competitors in the vicinity.
- The player's objective is to drive away as much of the competition as possible and befriend the celebrities.



# GAME LOBBY: AREA OF ACTIVITY

## FIND YOUR CELEBRITIES IN DIFFERENT AREAS

- Finding specific celebrities in different areas.
- The map is segmented into different areas like Chinatown, Little Tokyo, etc.
- The player may need to rent special vehicles (e.g. boat, helicopter, limo...etc) to travel to different areas.
- The game algorithm will determine when and where a celebrity will appear in what sort of outfits.





# CORE GAMEPLAY I: DRIVE AWAY

## DRIVE AWAY YOUR COMPETITION

- Tap on a competitor on the map to drive them away.
- The player must collect weapons at supply points before engaging the competitor in combat.
- Upon victory, the competitor will flee and drop supply or valuable items of a celebrity.

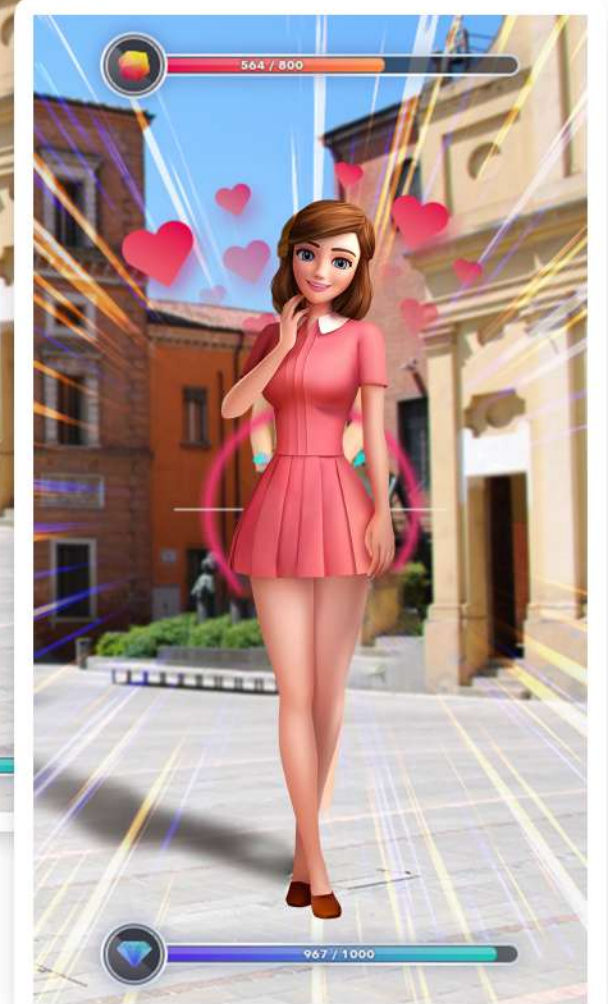
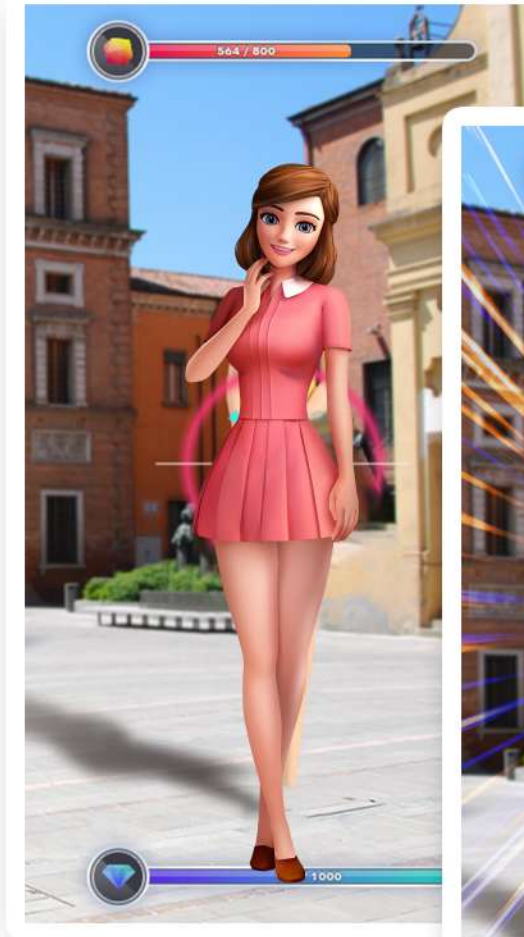


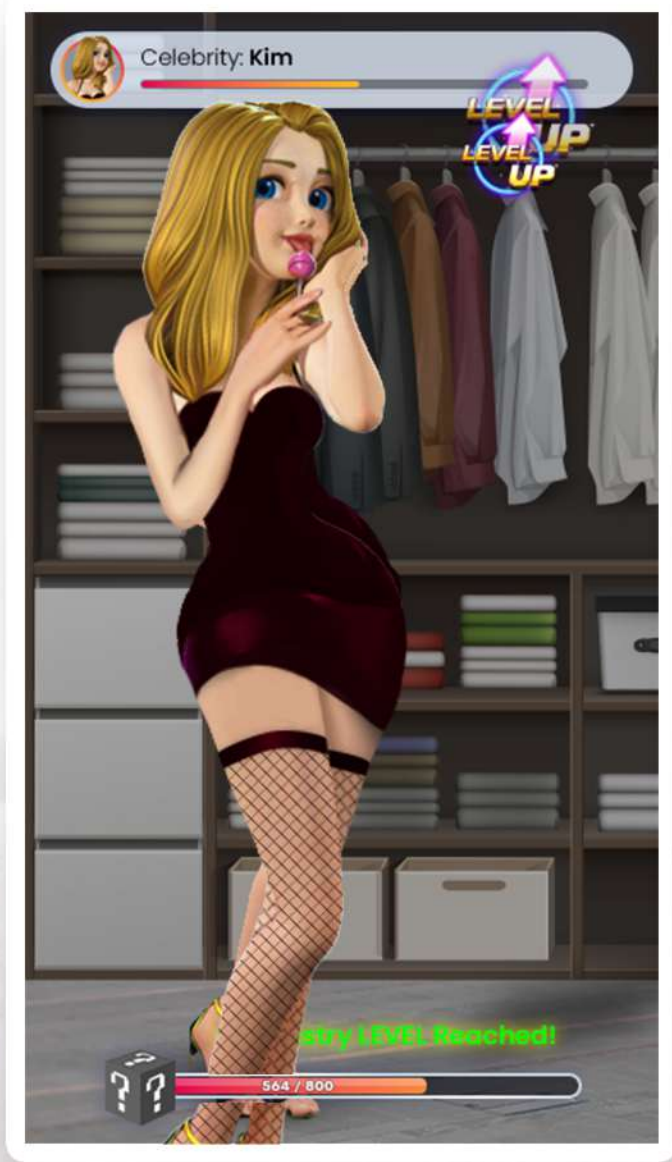
# CORE GAMEPLAY II: BEFRIEND

## BEFRIENDING A CELEBRITY

- When the player taps a celebrity on the map, the game will enter the gift-giving scene.
- The player needs to select a gift and tap on the celebrity to give gift. The goal is to fill up the good-vibe meter for the celebrity.
- Once the good-vibe meter is filled, the player will successfully befriend the celebrity. Otherwise, the celebrity will flee the scene.

### Good Vibe Meter





# CORE GAMEPLAY: EARN SPECIAL GIFTS

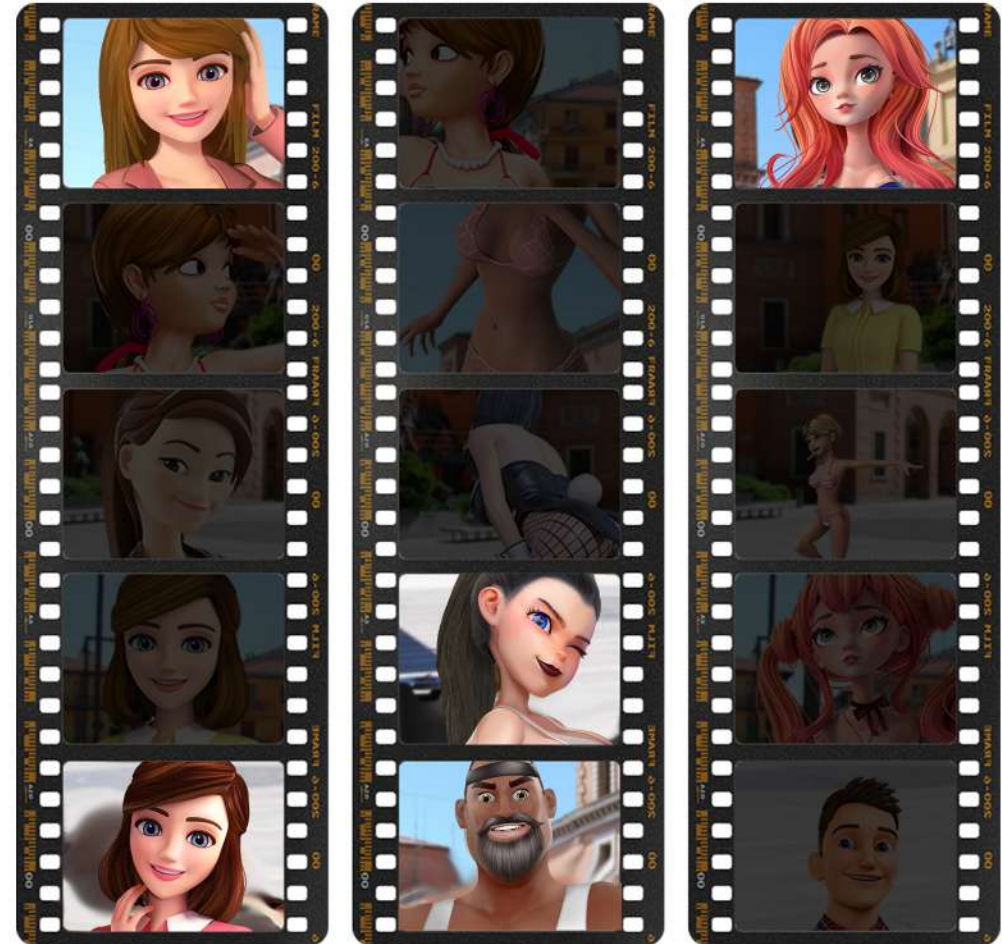
## EARN SPECIAL GIFTS

- Collect multiple instances of the same celebrity to level up the celebrity.
- Leveling up the celebrity will increase their attributes, making them stronger in combat.
- The Good Vibe meter will show the current relationship status a player has with the celebrity. The meter is slightly filled each time the player level up the celebrity.
- Once the meter is 100% filled, a black lootbox will be rewarded to the player, and the meter will reset to 0%. The player has a chance to draw a rare celebrity NFT film piece from the black lootbox.

# THE PRIZE REWARDS

## NFT FILM PIECES

- Each film piece can be an exclusive one of a kind or a limited set of copies. There are 5 rarity categories: **Black** (0.1%), **Platinum** (2%), **Gold** (10%), **Red** (30%), **Blue** (90%)
- These film pieces can be traded and sold on the NFT marketplace.
- Each film piece contains a private photo of the celebrity with unique digital signatures.
- Owning more than x copies of the same celebrity will unlock an ultra lootbox. The lootbox may draw the celebrities NFT videos.





# CORE GAME LOOP

1

DRIVE OFF THE  
COMPETITION AND  
BEFRIEND CELEBRITIES.

2

COLLECT RESOURCES:  
COMPLETE MISSIONS TO  
EARN DAILY REWARDS.

3

IMPROVE RELATIONSHIPS  
TO EARN PRIVATE NFT  
FILMS.

4

COLLECT CELEBRITY FILMS TO  
MAKE A PROFIT AND REACH  
HIGHER RANKINGS.



# GAME GOALS

**MAKE \$**

**COLLECT FILMS**

**BUILD CHEMISTRY**

**MEET & BEFRIENDS**

ULTIMATE GOAL

LONG TERM GOAL

SHORT TERM GOAL

The short-term goal is to drive off the competition, gift the celebrities, and earn their friendship.

Long term goal is to build chemistry with the celebrities to receive private NFT films.

Ultimate goal is to profit from trading NFT films.

# GAME ECONOMY

## The Problem With AXS Economy

### PROBLEM 1

Too expensive to play this game. You need to spend a small fortune to play.

### PROBLEM 2

AXS and SLP are volatile. SLP should not affect gameplay experience. It doesn't have to be a crypto token.

### PROBLEM 3

Inflated number of Axies. Number of Axie can't grow indefinitely. So is the price of AXS.

Many Gamefi economies are designed solely for play-to-earn players. This makes them difficult to grow. We need a model which welcomes free-to-play, play-to-compete and play-to-earn players as part of this community.



# CURRENCY TYPES



## BMF:

- BMF is created to govern the MetaFame project. Anyone who holds BMF is a constituent to the organization. Every BMF owner has a voice in the project direction for the future.
- BMF is an organizational utility token that incentivizes players to play the game or hold on to the token. The main utilities are 1) Staking or maintaining ownership to earn additional rewards, 2) The ability to vote on how to use the tokens that are in the treasury wallet.
- After the game is launched and when over 50% of the BMF tokens are minted, BMF token holders will have the right to decide what to do with the revenue earned in the treasury wallet.
- BMF is also a functional utility token used within the game. In-game systems such as synthesis mechanism, transaction fee, and some important item purchases are required to be paid using BMF. A portion of the BMF earned from these systems will be deposited into the treasury wallet.



## Clout:

- Clout is a non-crypto utility token, its main utility is to serve the pay-to-play and play-to-earn operation.
- Clout is used in-game to reward high ranking players, staking, synthesize NFTs, and upgrading characters.
- Clouts will have no maximum supply cap, and the rate of minting may be adjusted dynamically overtime to benefit the ecosystem.
- Clout can be exchanged for BMF .





# CURRENCY TYPES



## MCash:

- MCash is NOT a crypto token but an in-game only utility coin.
- MCash is a token mainly used in free-to-play operations.
- MCash is used in-game as a part of daily rewards, to reward lower ranking players, purchase characters, participate in battle or tournament.
- The players can also purchase consumable items using MCash. These consumable items don't impact the overall economy. They serve as an incentive to players to speed up progression temporarily.
- MCash is used to attract non-paying gamers and grow the community organically.
- MCash will have no maximum supply cap and no minting is required.
- MCash can be exchanged for Clout with some transaction restrictions.

# PVP: THE FILM BOOSTER



CELEBRITY: **KELLY**



**BLACK FILM PIECE #001**

STRENGTH + **200%**

HP + **88%**



**GOLD FILM PIECE #103**

ATTACK + **20%**

STRENGTH + **20%**

**BOOST**

PLAYER: **XYZ**



Total Strength + **220%**

Total HP + **88%**

Total Attack + **20%**

Total MP + **0%**

Total Power Attack + **0%**

- The film piece collection will boost players' battle attributes.
- We may adjust the boost value of the film piece from time to time depend on the Celebrity's activity and popularity.



# CELEBRITY TYPES

1

**Athletic**



2

**Goofy**



3

**Gold Digger**



4

**Friendly**



5

**Intelligent**



- During account creation, all players' basic attributes will be the same.
- Aside from having the basic attributes, the celebrity will also come with a type setting.
- A type setting will be stronger or weaker to another type. Counteract each other.
- These basic attributes play an important role in befriending celebrities, fighting off oppositions, and PVP combat.

# THE BATTLE OF OWNERSHIP AND CONTROL

- Fight against other factions to gain ownership and control over nightclubs and performance venue to earn performance right for your celebrity and income reward.
- The PVP (Player versus Player) battle is in an asynchronous turn-based battle design.
- In a PVP battle, every character's action is controlled by a cool-down meter, the meter must be filled before an action can be taken.
- In battle, every character has the option to execute a basic attack or use unique skills. These skills are strategically design to effectively counter specific types of opponents.
- The battle is over when all combatants on either side is eliminated. The winning side has the right to stake their celebrity at the battle venue for rewards.



# RANKING AND SEASONS

- PVP ranking are seasonal. Each season is X month and the score and ranking will be reset at the end of each season. Rewards will be distributed according to the current ranking of the players.
- An ELO rating system will be used to promote fair matchups.
- The ratings are calculated based on an adjusted accumulated score and the player's personal score. The player will be assigned to different tiers according to their PVP score.
- A global ranking list will showcase the leaders and top players during an ongoing season.







# PARTNERSHIPS STRATEGIC PARTNERSHIPS

- The MetaFame project will establish direct partnership with influencers and celebrities, including and not limited to performers, live streamers, reality show stars, Youtubers, etc.
- Create virtual influencers (with voiceover), NFT photos, films, and collectibles for the game.
- To strengthen the community, a portion of the NFT sale proceeds will be contributed back to the influencers.

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