META Fame

www.metafame.com

BlueZilla · VP · GAME ZONE · PulsePad · MetaVPad · Swapz · WAGYU SWAP

PROJECT OVERVIEW

META Fame

A Web3 platform built for celebrity and fan interactions!

MetaFame is a Web3 platform simplifies the complex process of creating NFTs by being the platform for celebrities to easily create their NFTs and the gameplay elements will retain their values.

With a vast range of celebrities from athletes, musicians, YouTubers, influencers, and much more. Celebrities will be able to engage with the fans in new ways and the fans will also have fun building friendships while earning rewards.

WHY US?

MetaFame , incubated by BlueZilla , is a venture between Moregeek and Velas with proven foundation and strong community support.

Moregeek Entertainment is a leading independent game studio that has developed over 20 game titles over the past decade. As a trusted developer with proven success, Moregeek has experience with industry giants such as Yahoo! Japan and with Columbia Pictures on the MIB movie IP and Paramount Studio's Top Gun Maverick game.

Velas is the world's first fastest EVM - compatible blockchain with over 124K members in its community. The chain is capable of processing up to 75,000 transactions per second with low fees and Solidity support. Velas was founded in 2019 by Alex Alexandrov, co - founder and CEO of CoinPayments , the number one payment gateway for cryptocurrencies since 2013.

CURRENT STATUS

Private Round and IDO.

1. **Private Round** completed. Backed by BlueZilla and Velas' fund.

2. **Initial Dex Offered** on **Binanace Smart Chain** and **Velas Chain**. On chain support from the Swapz, Wagyu Swap, MetaVPad, GameZone, PulsePad, and Velhalla communities (with thousands of members and investors).
Contract address: 0x54c159b71262878Bf096b45a3c6A8FD0a3250B10

3. **10,000 PFP NFT** will release in Q3 of 2022.

Game Design Summary

PLATFORM	PC/Mac/Mobile
Genre	Simulation + RPG
Art Style	3D Cartoon
Multi-Player	Asynchronous Turn-Based PVP
Monetization	Pay to acquire celebrities/stars, draw from lootbox, purchase gift, Transaction fee.

WHAT IT'S LIKE

Pokémon GO + Axie INFINITY

NEW GAME DESIGN:

1. Deep and extensive core gameplay experience.

2. Promoted usage of NFTs with actual growth value.

3. Enhanced Monetization and Ensure Longevity with Multi-Tier Currency Architecture.

Easy to Play, Hard to Master!

WHAT WE LIKE:

Pokémon GO's

- Core gameplay, Battle Control
- Progressing System

Axie Infinity's

- Monetization
- Reproduction System

GAME DESIGN PART 1

DEEP AND EXTENSIVE CORE GAMEPLAY EXPERIENCE

CORE
GAME LOOP

2

DRIVE OFF THE COMPETITION
AND BEFRIEND CELEBRITIES,
OR ATHLETES

1

COLLECT RESOURCES:
COMPLETE MISSIONS TO
EARN DAILY REWARDS.

MF

3

ELEVATE RELATIONSHIPS TO
EARN RARE NFT ITEMS.

4

COLLECT NFTS TO MAKE A
PROFIT AND REACH HIGHER
RANKINGS.

GAME GOALS

MAKE $

COLLECT NFT

BUILD CHEMISTRY

ULTIMATE GOAL

MEET & BEFRIENDS

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 NFT, and earn rewards through PVP and competitions.

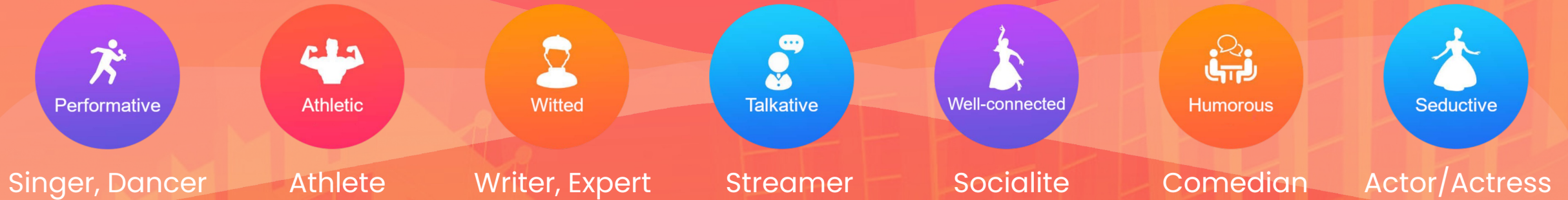Ultimate goal is to profit from owning and/or trading NFTs..

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.

Fans
↓
Body Guard

Caretaker
↓
Agents

Junior Photographer
↓
Professional Photographer

CELEBRITY TYPES

Performative	Athletic	Witted	Talkative	Well-connected	Humorous	Seductive
Singer, Dancer	Athlete	Writer, Expert	Streamer	Socialite	Comedian	Actor/Actress

- 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.

Mission

Paparazzi

Celebrity

You

Roster

Online Shop

WORLD VIEW:
MODERN

NEW GAME DESIGN:

- The MetaFame world view is created from integrating with OpenStreet Map. It mirrors the real world map with virtual supply points and venue for players to explore.

- The map is designed with multiple region comes with different challenges and reward which encourages players to undertake and build their progress in the game.

- 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.

AREA OF ACTIVITY

## FIND YOUR CELEBRITIES IN DIFFERENT AREAS

- Finding specific celebrities in different areas.

- The map is segmented into different areas like Basketball Court, Football Field, etc.

- The player may need to travel in vehicles (e.g. boat, helicopter, limo...etc) to different areas.

- The game algorithm will determine when and where a celebrity will appear.
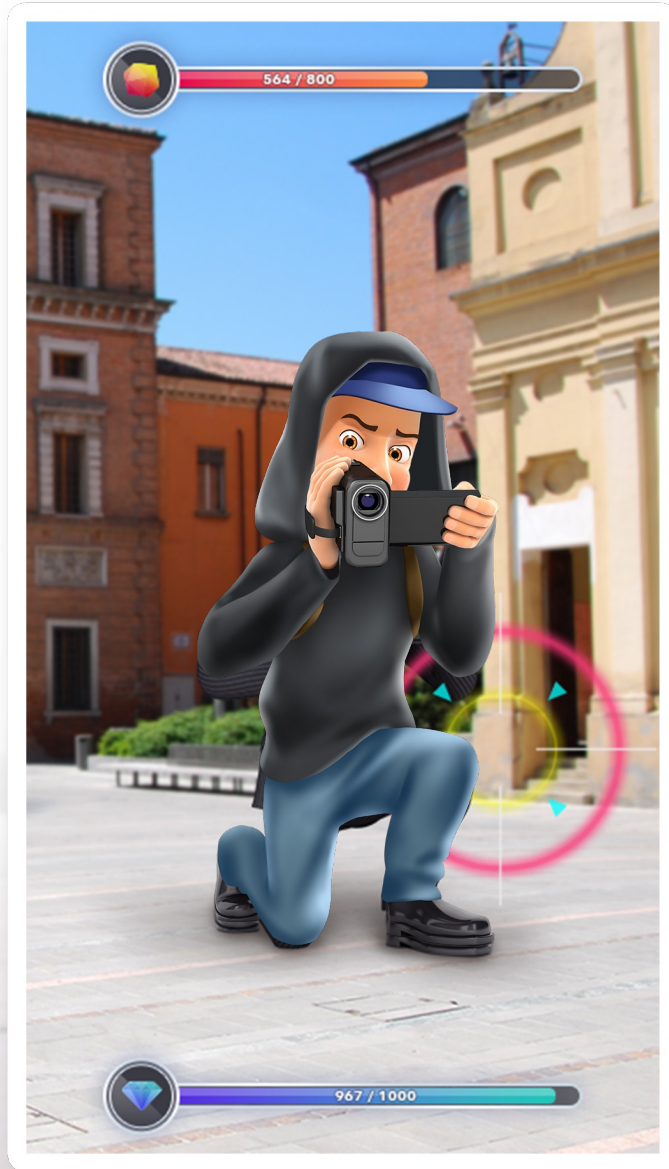
Last Seen!
10:00AM

Basketball Court

Football Field
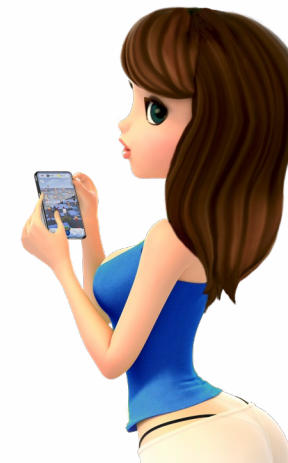
Last Seen
in Uniform!
08:00PM

STORE   COLLECTION   MAP   RANKING   PVP
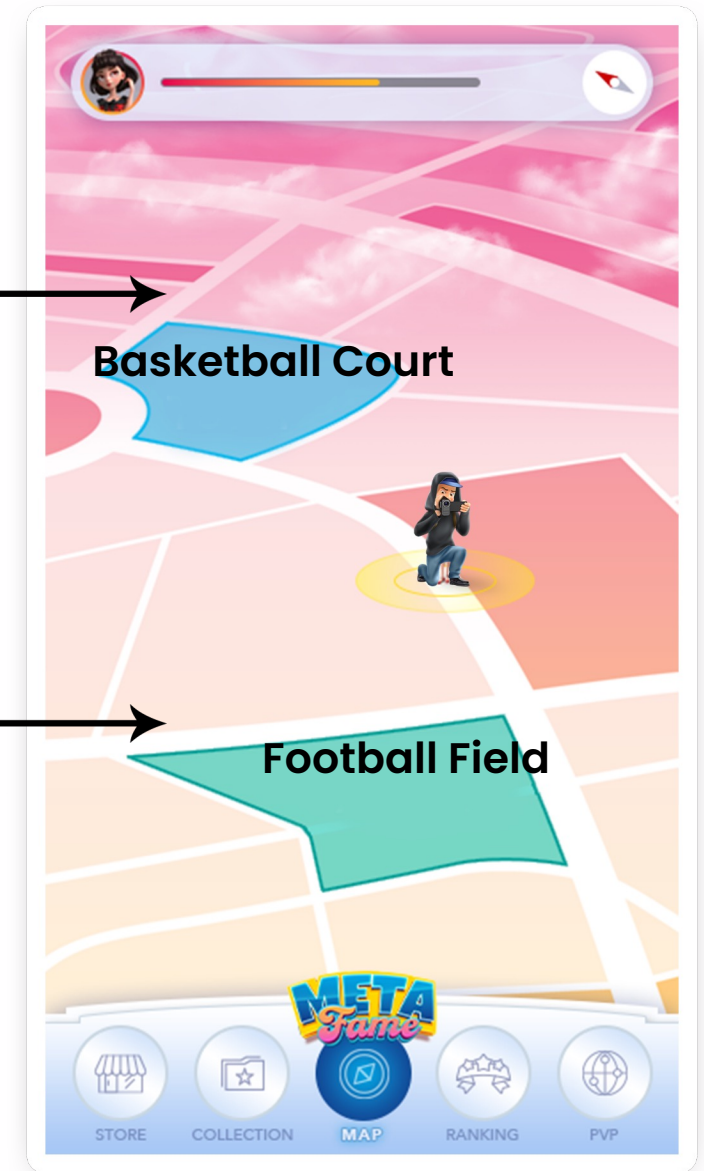
CORE GAMEPLAY I:
DRIVE AWAY

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.
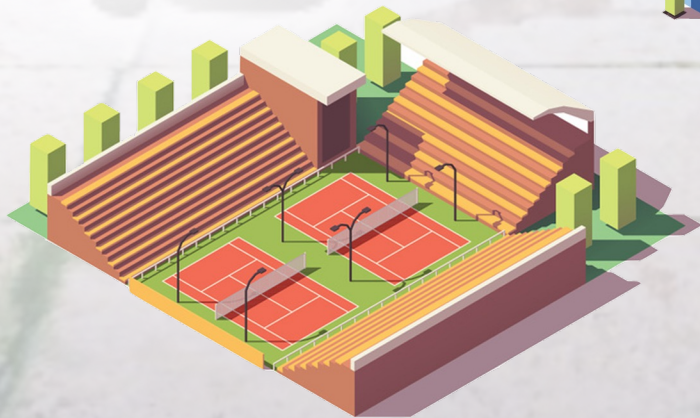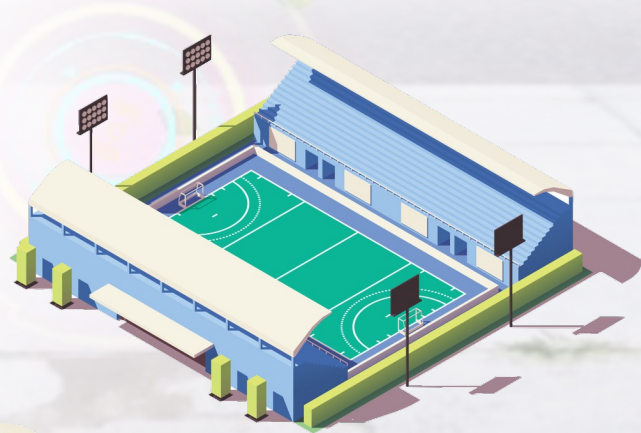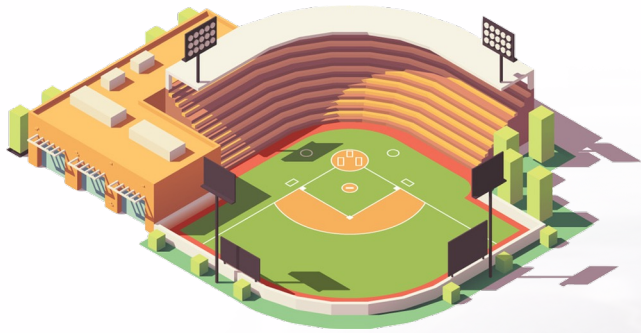
CORE GAMEPLAY II:
MEETING CELEBRITY

MEET 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.
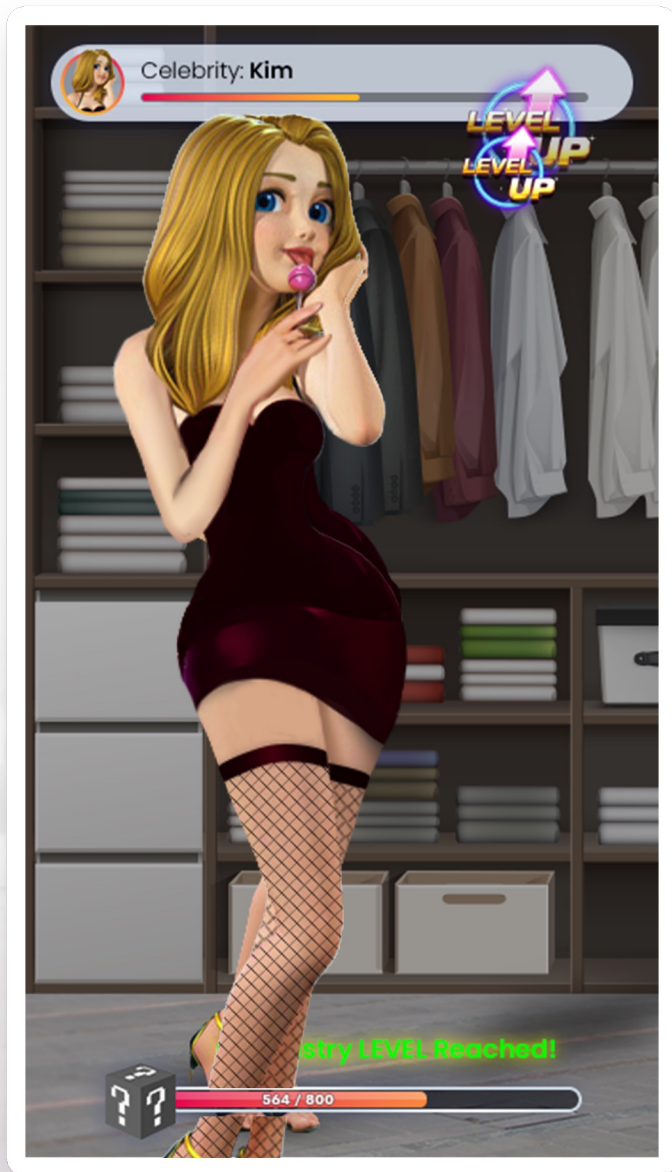
Good Vibe Meter

MEETING ATHLETE

BEFRIENDING AN ATHLETE

- Various mini games will be created for different types of sports and athletes.

- Similar to meeting a celebrity on the map, player taps an athlete on the map to enter the meeting scene.

- The meeting scene will be hosted in a field based on the type of sport the athlete plays. For example, basketball court if the athlete is a basketball player.

- There will be soccer, basketball, baseball, and tennis mini games for meeting atheles.

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 from the black lootbox.

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 tun-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.

GAME DESIGN PART 2

PROMOTED USAGE OF NFTS WITH ACTUAL GROWTH VALUE

REWARDS

NFT ITEMS

- Each NFT 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 NFT can be traded and sold on the NFT marketplace.

- Each NFT 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 celebritys Higher Grade NFT.

PVP: THE NFT BOOSTER

CELEBRITY : **KELLY**

PLAYER : **XYZ**

BLACK NFT #001

STRENGTH **+ 200%**

HP **+ 88%**

GOLD NFT #103

Attack **+ 20%**

Strength **+ 20%**

BOOST

Total Strength **+ 200%**

Total HP **+ 88%**

Total Attack **+ 20%**

Total MP **+ 0%**

Total Power Attack **+ 0%**

- The NFT collection will boost players' battle attributes.

- We may adjust the boost value of the NFT from time to time depend on the Celebrity's activity and popularity.

GAME DESIGN PART 3

ENHANCED MONETIZATION AND ENSURE LONGEVITY WITH MULTI-TIER CURRENCY ARCHITECTURE

CURRENCY TYPES

BMF: (For all investers)

- 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.

CURRENCY TYPES

Clout (For Game Economy):

- 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 (For Non-paying Players):

- 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, patriciate 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 gamer 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.

PARTNERSHIP

STRATEGIC PARTNERSHIPS

- The MetaFame project will establish partnership with influencers and celebrities, including and not limited to performers, live streamers, reality show stars, Youtubers, etc.

- The project will create virtual influencers (with voiceover), NFT photos, films, and collectables for the game.

- Portion of the partners' NFT sale proceeds will be contributed back to the influencers to strengthen the community.

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