



Meta Blackout

White Paper V1.0

A MetaBlackout Production

A MetaBlackout - gives open world exploration a new shape where people can buy and have thier own assets on diffrent planets.



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Introduction

Sci-Fi with touch of old-style third person pvp game with NFT as standard currency. Buy or sell land, weapons, attires, assets etc. Join the open wasteland where everything has been turned to dust after a nuclear fallout and you among the others are free to rule this land. The year is 2204 and the civilization had ended, or so it seemed to be. The wasteland is surrounded by open valleys, broken down cities which should be reconstructed in order to restore the true beauty of planet earth. You and others joining this metaverse are free to buy portion of land, purchase assets and build you own landscape on your property.



Project Overview

Free to play, third person online MMO RPG style multiplayer game with NFT marketplace integration where users can trade meaning buy and sell NFTs. Explore the wastelands of MetaBlackout to find and attain valuable assets such as land, weapons, apparel and customize your character to your liking. In this open world with a mix of sci-fi and old style metaverse you can do whoever you want to do, have whatever you want to have, become whoever you want to be. You can Upgrade your NFT to add more value to weapons as well as attires. Same goes for land and other NFT. You earn experience points as you progress in the game. Open world is divided into different biomes and different planets can be unlocked as you progress the game.



Exploration Hierarchy



Planets

- Each planet has its own architecture
- Different style of building
- New rarity weapons as you progress planets
- Much rarer land as you progress
- Different Marketplace
- Newer NPC quests



Biomes

- Biomes can be categorized into 7 sub categories
- Desert
 - Winter
 - Jungle
 - Forest
 - Marsh
 - Plain
 - Mystical



Land

- Limited amount of land NFT on each server on each planet
- Property can be built on land
- Land has different rarity based on the biome it is built on
 - Land has its limited size based on the value and location
- Land has different rarity type, s tier to d tier



Exploration Hierarchy



Weapon

- Weapons can be classified into categories similar to land
- Each planet has its own unique weapon system
- Weapons have element status attached to them
- Weapon NFTs can be purchased at shops and can be traded
- Unlock more weapons by playing quests



Attire

- Attire can be classified into categories similar to land
- Each planet has its own unique attire system
- Attires have element status attached to them
- Attire NFTs can be purchased at shops and can be traded
- Unlock more Attires by playing quests



Miscellaneous

- Companions
- Vehicles
- Assets of property
- Furniture
- Cosmetics



Key Features

1. Fall caps (FC) - governance token
2. Experience Point (EXP) - in-game token
3. Cross-platform - PC, Browser
4. NFT + NPC Marketplace
5. Alliance Wars
6. Open World with different planets



Product Viability

By looking at the landscape of NFT, there is no proper game with third person open world genre. This game incorporates story and crypto into a single letter offering. The story alone is far more interesting and well thought out than the rest of NFT based games where not even the graphics have been implemented into simple perfection. It serves as a online platform for crypto and non-crypto players as it is free to play. Its trading feature has wide variety of selections to trade from which are all high in value due to limit factor of land for each server and planet. Weapon rarity system also serves as a basis for vast variety of selection and value bands. Let's compare this game with other games of this modern era.



Product Viability

MetaBlackout Vs NeverWinter:

Complete quests and progress through the game by unlocking more places to visit while you can own and shape those places to your own liking

MetaBlackout Vs World of Warcraft:

Much newer playstyle matching the modern era with crypto purchasing integrated into the system as a key constraint.

MetaBlackout Vs Albion Online:

Exploration is much better with experience points-based awards that surpass Albion.

Technology

Unreal Engine 4, PC and browser cross platform
Binance Smart Chain (BSC/B20)



Tokenomics Distribution

This game uses two types of tokens, governance and in-game token.

Fall caps (FC) - governance token, Experience Point (EXP) - in-game token

Presale

Percentage = 40%

Token = 40,000,000

Price = 0.0001 BNB

Reward Pool (Locked) Release Period = 10% quarterly unlocking

Percentage = 35%

Token = 35,000,000

Marketing

Percentage = 5%

Token = 5,000,000

Dev Release Period = (Unlocking 20% every 6 months)

Percentage = 5%

Token = 5,000,000

Development Release Period = (Unlocking 10% /Quarter)

Percentage = 11%

Token = 11,000,000



Liquidity Release Period = (Locked 2 years)

Percentage = 4%

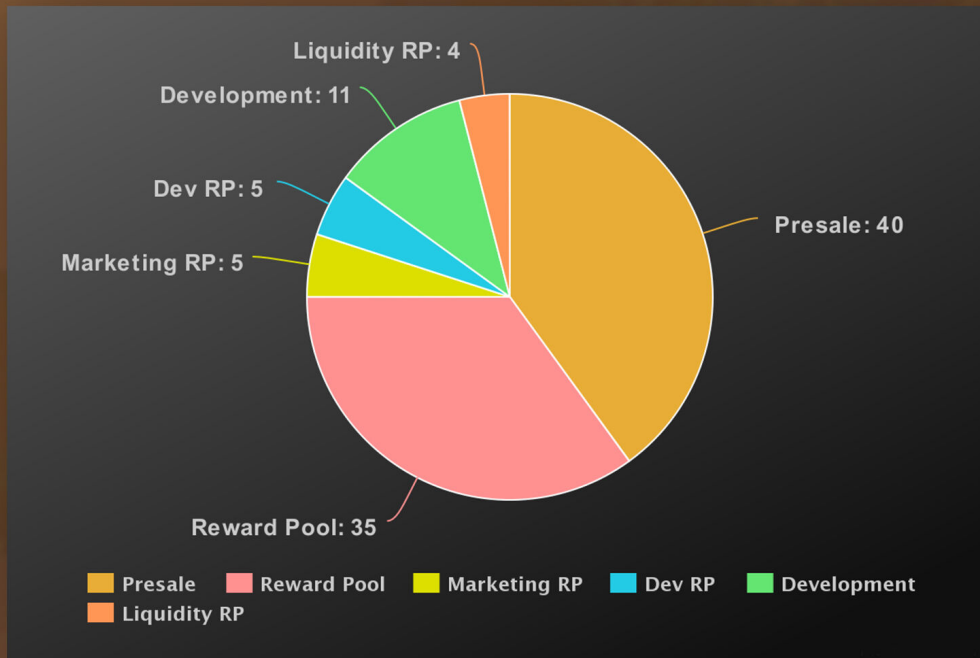
Token = 35,000,000

Price = 0.00015BNB (Launch price is 50% more than the presale price)

Total Supply

Percentage = 100%

Token = 100,000,000





Buy and Sell Taxes

Redistributed to Holders

Buy = 2 %

Sell = 3%

Liquidity

Buy = 2%

Sell = 3%

Dev

Buy = 2%

Sell = 2%

Burning

Buy = 1%

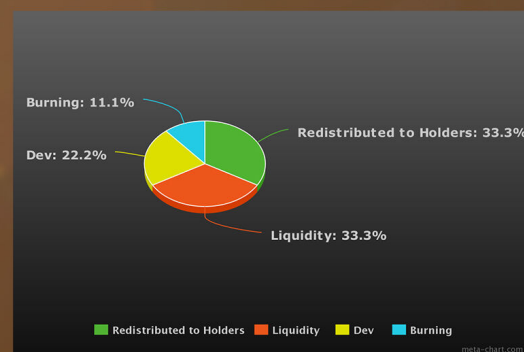
Sell = 1%

Total

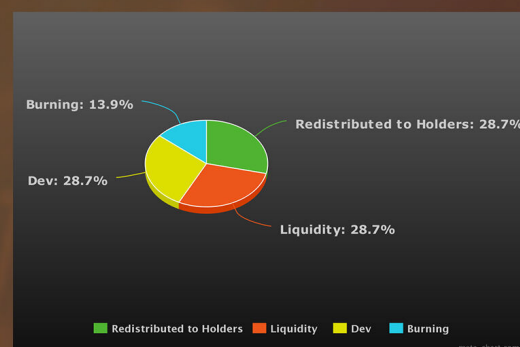
Buy = 7%

Sell = 9%

Sell



Buy





Partners and Technology





Upcoming Exchange Listings

February

- Pancakeswap
- CoinMarketCap
- CoinGecko
- Hotbit
- Xt.com

March

- Gate.io
- Bitmart

June

- Kucoin

Many more ahead....



Roadmap

M1

January 2022

1. Soft launch on the website (Open world, mouse and keyboard integration, multiplayer third person, assets)
2. Social Networks (Twitter, Instagram, Discord, YouTube)
3. Governance token launch

M2

February 2022

1. Pancake swap Listing
2. Hotbit Listing
3. NFT land property / Marketplace launch
4. Initial DEX Offering
5. First batch of 15 weapons to be available as NFT
6. First batch of 10 apparel items including all cosmetic items available as NFT

M3

March 2022

1. Building essentials
2. Furniture implementation
3. Class/tier system (s tier, a tier and so on)
4. Global chat
5. Gate.io Listing
6. Bitmart Listing

M4

April 2022

1. Exploration system of different biomes (desert, snowy, forest, jungle, plain, etc)
2. Custom Vehicle and companion NFT
3. Alpha release on PC (free to play)
4. Alliance system with voice chat
5. Experience points reward system

M6

June 2022

1. Addition of 2 Different Planets (each having different architecture)
2. Season-pass
3. Property Ownership status
4. Friends' system
5. Beta version launch (PC and browser)

M7

July 2022

1. Weapon upgrading
2. Character evolution to a new stage
3. Expansion of property
4. Waged Property wars
5. Inworld special locations

M9

September 2022

1. Wish system
2. Increased number of quests unlocked
3. Transportation system
4. Companion customization
5. Addition of 20 more weapons and apparel NFT drops

M10

October 2022

1. Alliance war system
2. Global tournament System
3. Planet boss fights
4. Planet pass
5. Leader boards




Game





Social Media

 @metablackoutofficial

 @metablackout

 <https://t.me/MetaBlackout>



@METABLACKOUTOFFICIAL