

A NEW WORLD AWAITS



MESOS STORY

WHITEPAPER V1.3



MESOS STORY INTRODUCTION

Mesos Story is a massively multiplayer online role-playing game (MMORPG) that takes place in a 2D side-scrolling world. Players journey around the "Mesos World" in the game, battling monsters and honing their characters' skills and powers. Players will be able to trade, chat, interact and battle each other in the Mesos World.

Players can also establish teams to hunt monsters and split rewards, as well as form or join guilds to make it easier to communicate with one another. Players can also acquire a variety of premium character appearances and gameplay advantages through the in-game "Premium Shop."

MESOS STORY

MESOS STORY INTRODUCTION

Mesos Story will be evolving from Web 2.0 to Web 3.0 by exploring and implementing blockchain technology to enhance user experience. The application of Web 3.0 and blockchain technology also helps provide autonomy and rights to people to create an equal, transparent and efficient platform for players, creators and developers. However, the transition from Web 2.0 to 3.0 is going to be a long and winding road. It would require the help and support from like-minded individuals and communities to ensure the success of such a project. Therefore, our team has designed and introduced the following system to look for those who would like to be part of this huge project.

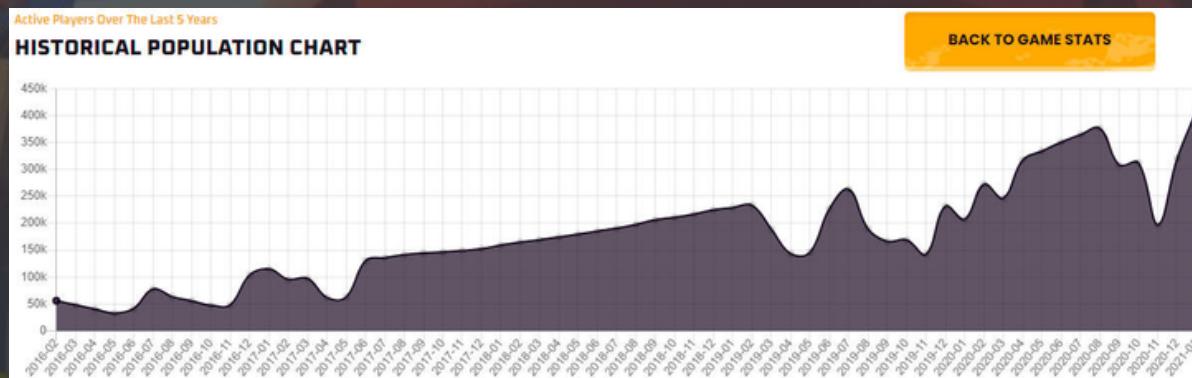
For the very first time, Mesos Story will be launching its very own NFT. This limited number of 500 unique Mesos Story NFTs would be the very first step in establishing an autonomous and transparent ecosystem in the Mesos World. By owning a Mesos Story NFT, players would not just be able to play the game but they could actually take part in the development of the game directly through voting and DAO integration.



MAPLESTORY STATISTICS

According to MMO Population, Maplestory has managed to significantly grow its number of players over the last five years by releasing major updates and collaborations. MMO Population estimates that

Maplestory as of June 2022 has around 201,880 daily players and is ranked #22 out of 135 tracked MMOs in terms of player and aggregate server population.



Another indication of how many players Maplestory has is by looking at the number of players playing it through Steam.

Even though a very small percentage of Maplestory players play the game through Steam, the overall rise in active players from January 2015 to January 2021 indicates that the total number of Maplestory players has risen.





MAPLESTORY STATISTICS

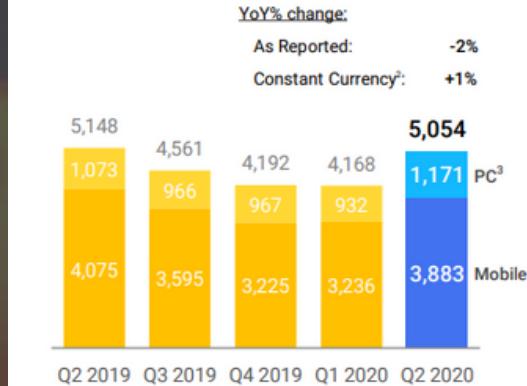
These numbers also coincide with the interesting statistic that Nexon's generated revenue from Maplestory in North America and Europe in Q2 of 2020 has increased by an impressive **173%** year over year.

This immense increase in revenue is partly due to an increased player base in the region, but also a 52% year over year increase in ARPPU, the average revenue per paying user. Even though Maplestory has grown in North America and Europe in recent years, the two only accounts for around 8% of Nexon's total revenue, while South Korea, China, and Japan account for around 85%.

North America and Europe

Better-than-expected revenues driven by *MapleStory* and *Choices*⁴

- *MapleStory* revenue grew 173%⁵ Y/Y; driven by well-received content updates
- *Choices*⁴ revenue also grew Y/Y
- Y/Y decreases in *MapleStory 2*, *OVERHIT*, *AxE* and *Darkness Rises*



Another notable fact is that the Korean version of Maplestory as well as Maplestory M, the mobile version of the game, have managed to break yet another record in Q3 of 2020, being the quarter with the highest generated revenue since its release

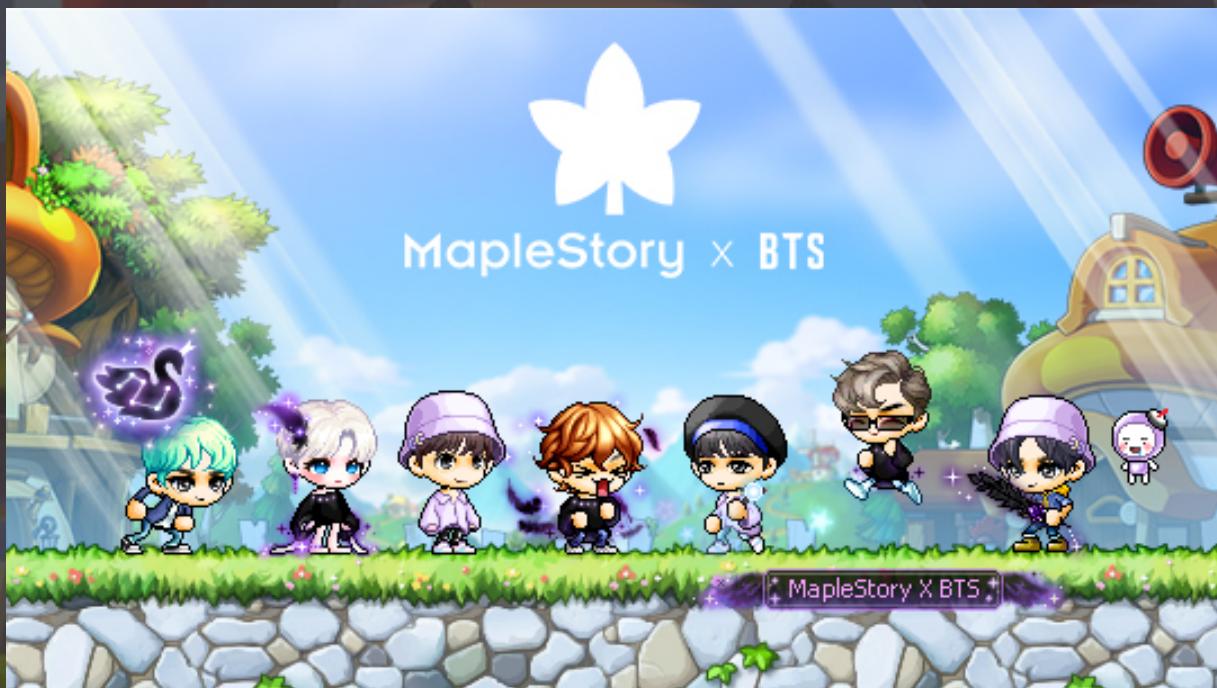


MAPLESTORY STATISTICS

Tapping into the immensely popular K-pop genre, Maplestory collaborated with the most popular K-pop group, BTS, back in late 2020.

All the videos of BTS talking about and playing Maplestory have generated several million views, undoubtedly attracting a significant amount of users to the game.

In the collaboration between Maplestory and BTS, players of the game could acquire different BTS items and participate in events.



Other notable events related to Maplestory are the shut down of the global version of Maplestory 2, which went offline for good on the 27th of May 2020, and the rise in popularity of its mobile version of the game, Maplestory M, which reached more than 16 million downloads in mid-2020.



MESOS TOKEN

MESOS Token is the main utility token for MESOS Story. It is a BEP-20 token that serves multiple purposes in the ecosystem. MESOS Token applications include enabling holders to participate in the governance of the DAO and enabling them to access exclusive features of the ecosystem, such as games, events, merchandises and services.

- Allow players to purchase services, trade, play and govern.
- Medium of exchange and utility token within the MESOS STORY ecosystem.
- Designed similarly to other Web 3.0 tokens, which allows it to be used as payments.





MESOS NFT

Mesos Story will be launching its very own limited NFTs. Only 500 limited NFTs are available for the Early Bird session to establish our pioneering community. This limited number of 500 unique Mesos Story NFTs would be the very first step in establishing an autonomous and transparent ecosystem in the Mesos World. By owning a Mesos Story NFT, players would not just be able to play the game but they could actually take part in the development of the game directly through voting and DAO integration.

Each NFT values at 1250 USD, and owners will receive 1000 USD worth of MESOS Token upon launching. However, those who transferred or sold their MESOS CLUB NFT will not be entitled for the 1000 USD value of MESOS Token drop.

EARLY BIRD BENEFITS

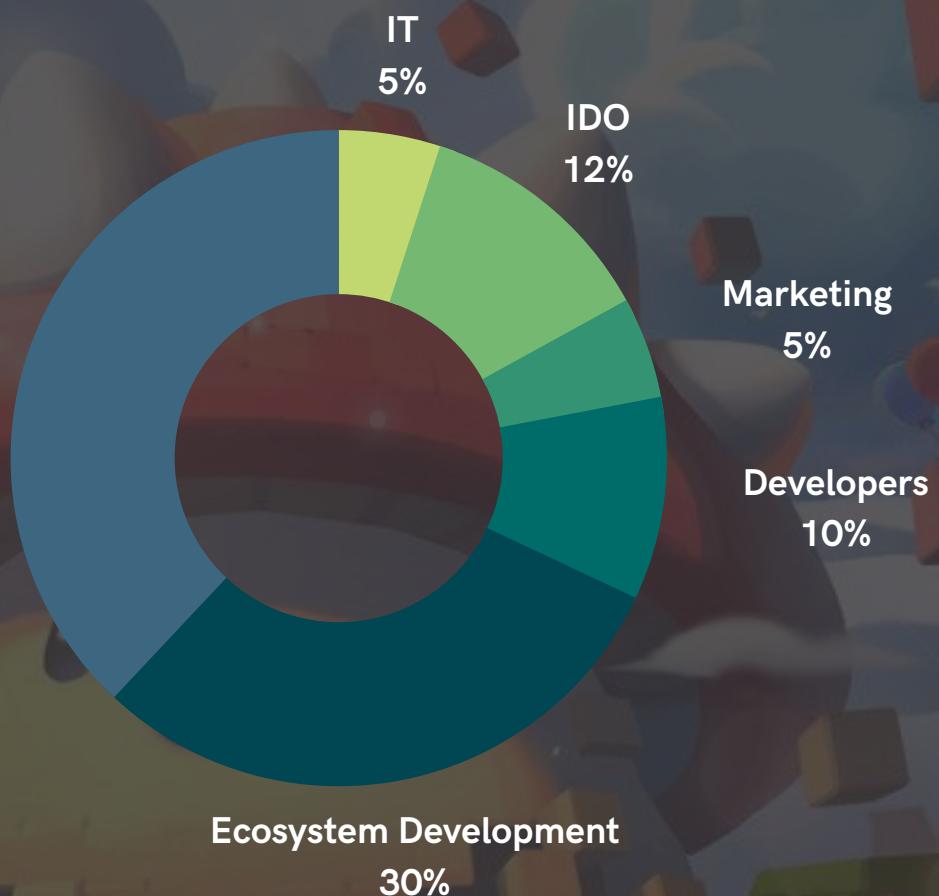
Players holding MESOS NFT will be entitled to:

- Receive MESOS TOKEN at starting price (0.08 USD)
- Early Access and Priority preference to become Liquidity Provider
- Get preferential price for obtaining a metaverse land.
- Gain access as honorary members of the MESOS PRIVATE CLUB
- Early access to Mesos story ecosystem and gameplay
- Early access to additional NFTs



TOKENOMICS

Web 3.0 Developing Fund
38%



Tokenomics Breakdown:
5% - IT
12% - IDO
5% - Marketing
10% - Developers
30% - Ecosystem Development
38% - Web 3.0 Developing Fund





TOKENOMICS

MESOS CLUB NFT



12500 MESOS TOKEN



USDT

LIQUIDITY POOL
1% Burn Mechanism
6% LP Providers
3% LP Whale

1% of tokens will be burned to maintain supply of tokens

6% will be distributed to LP providers

3% will be additionally distributed to LP whale providers



LP PROVIDER BENEFITS

- Earn fees from transactions on the DeFi platform (PancakeSwap) they provide liquidity on.
- As one of the shareholders of MESOS Story
- Earning MESOS TOKEN price appreciation income or amount
- Sharing the transaction fees of 6% to all LP Providers
- Liquidity Whale Providers (More than 10k USD) share an additional transaction fee of 3%

MESOS  STORY





EXAMPLE

EXAMPLE : User A provide liquidity (1 NFT only)

1,000,000 USD transaction volume (24Hrs) x 6% = 60,000USD
60,000 USD x 30 (Day) = 1,800,000 USD
1,800,000 USD / 500 NFT (Early Bird) = **3600 USD**

EXAMPLE User B provide liquidity (10 NFT)

1,000,000 USD transaction volume (24Hrs) x 6% = 60,000USD
60,000 USD x 30 (Day) = 1,800,000 USD
1,800,000 USD / 500 NFT (Early Bird) = 3,600 USD x 10
(times) = **36,000 USD**

Liquidity Pool Whale Provider extra Benefit

1,000,000 USD transaction volume (24Hrs) x 3% = 30,000USD
30,000 USD x 30 (Day) = 900,000 USD
900,000 USD / 50 LP Whale Provider = **18,000 USD**

36,000 USD + 18,000 USD = 54,000 USD

ROADMAP

Phase 1:

Concept generation

Assemble team

Research and set up development plan

Official launch

Phase 2:

NFT Marketplace launch

Influencer Marketing

Game UI Improvement

Phase 3:

Leaderboard system

New game feature - Skins

Community events

Expanding team

Phase 4

Advertising campaign

Game studio/Partnerships expanded

Entering Metaverse

Multiple Chain interaction

