

WhitePaper

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1. Introduction

At Mezmerize we aim to build an ecosystem that will be connected on multi-verses. With a reflection mechanism, we will passively reward users with \$BUSD, which will consist of 1% of each trading transaction, the transaction will be automatically redistributed to the wallet of \$MZE holders.

Users will benefit from the significant features of \$MZE, it will be a constantly growing ecosystem to drive adoption in the long to medium term.

Mezmerize will allow users to gain financial stability and fun while earning income passively.

We chose product quality as our core value instead of having a community premiere when the game was not fully stocked like other projects at the time.

We have planned a roadmap for long-term growth and ecosystem expansion in the future where the players will be able to participate in voting for feature developments in the Mezmerize ecosystem.

2. Marketplace

Mezmerize will have its own NFT marketplace, where users will be able to mint, sell and buy or simply show their NFTs to the community, which will be multi-chain, supporting any type of cryptocurrency the user desires. In the same way, you could trade not only NFTs, but also any type of item, whether physical or virtual. You can look forward to the launch of a fully functional NFT market later this year (2022).

3. The Game

The gameplay consists of run and gun elements as well as any shooting mechanics. The run and gun pits a player against a large number of enemies with extremely powerful weapons pick-ups. In most run and guns, contact with an enemy leads to damage. In this game, however, contact results in the opportunity to perform a melee attack and the opportunity for the enemy to perform a melee attack of his own, if he has one. The player's melee attack is also much stronger than most attacks. This leads to the player's ability to run in and use melee attacks to take down a number of enemies at once, as well as the ability to quickly defeat enemies that can take plenty of damage.

The game will feature 8 fully usable characters and more than 140 different enemies, some of which can be unlocked.

The game will be released in 3 ways at different times:

The first.. and with the greatest growth potential will be in Binance Smart Chain, which will be enabled to play in your browser with your wallet, or in the same way on Android and iOS.

The second, Free-to-Play will be released 1 month after the main release on Android and iOS.

The third, will be an adaptation of the Free-to-Play on PlayStation Store.

In Free-To-Play mode the game will have 4 levels of difficulty:

1.- Normal

2.- Hard

3.- Nightmare

4- Mezmerize

Interaction in the game world is an indispensable need to increase the player's experience. However... current NFT games are ignoring this. In addition, every player wants to talk to others to share and discuss many areas, not only the game.

Mezmerize will integrate a chat feature so that players can chat on many channels, including Global, Local (by country).

NFTs are assets owned by each player, which means that NFTs can also become a gift for friends. Instead of trading NFTs on the marketplace, players can choose the gifting feature to send NFTs directly to the recipient's wallet.

\$MZE will be needed for in-game transactions to upgrade your character with different weapons, clothing and other items.

4. Technical Specs

Mezmerize Game will be made with Unreal Engine, and some animations will be completed with Autodesk Maya Software.

Autodesk Maya

Maya is a professional 3D animation, modeling, simulation, and rendering toolset, designed for creating realistic characters and blockbuster-worthy effects.

From fantastic creatures to sweeping landscapes and explosive battle sequences, top artists, modelers, and animators rely on Maya's award-winning toolset to bring today's most-loved animated and live-action films, TV shows, and video games to life.

<https://www.autodesk.com/products/maya/overview.html>

Unreal Engine

Unreal Engine, is one of the most popular and used game engines of the moment, belonging to the Epic Games company. Its operation is based on C++ code and its first version was created in 1998, although it was not available for free and publicly until 2015.

Unreal Engine is a development environment that includes all the necessary tools to build a game or simulation, such as a video editor, sound studio, code or animation rendering, among other features.

Since 1998, 5 versions have been created, which, little by little, have expanded their characteristics, allowing a greater capacity for data processing, rendering, texture improvement and the integration of new functions. It is a complete package that does not require additional plugins or addons to work at full capacity.

Unreal Engine is a completely free suite available to any user who wants to venture into the world of audiovisual content creation.

The only use requirement is that in the event that we market the product developed with this platform, we must give Epic Games 5% of the first \$3,000 generated by the project. Who could say no?

Plus, all features, regular updates, tools, bug fixes, and sample content are completely free.

What is the Unreal Engine for?

Originally, it was created as a game engine for programmers, but thanks to its versatility, little by little it has found a niche in sectors as diverse as architecture, engineering, medicine, virtual reality...

With Unreal Engine you can create landscapes, interactive environments or virtual reality; from 2D video games to fully immersive experiences, it all depends on your skill and imagination.

Its applications, aside from video games, are so disparate that, for example, NASA is using this graphics engine to create environments in which to train its future astronauts. Also the famous McLaren automotive house uses the Unreal Engine 4 engine to design their cars.

Unreal Engine is available for almost all platforms; such as Microsoft Windows, macOS, Linux, SteamOS, HTML5, iOS, Android, PlayStation, Nintendo Switch, Xbox One SteamVR/HTC Vive, Oculus Rift, PlayStation VR, Google Daydream, OSVR, and Samsung Gear VR.

<https://www.unrealengine.com/>

5. Story

Soon...

6. Tokenomics

Mezmerize has its native token (\$MZE)

Name Token: Mezmerize

Symbol: MZE

Blockchain: Binance Smart Chain

Supply: 1,500,000,000

Contract:

Allocation:

70,000,000	NFT Holders Airdrop
30,000,000	Social Media Airdrop
20,000,000	Secret Airdrop
90,000,000	Team Wallet
90,000,000	Marketing Wallet
225,000,000	First Private Pre-Sale Event
225,000,000	Public Pre-Sale Event
300,000,000	CEX Listings
150,000,000	Initial Burn

Unsold tokens on pre-sale will be burned

Marketing Wallet will be locked for 3 Months.

Team Wallet will be locked for 6 Months.

The main LP token will be locked for 1 year.

Dex Price : \$0.0025

Slippage Buy: 5 %

1% Holders Reward

1% Burn

1% Liquidity Pool

2% Marketing

Slippage Sell: 6 %

1% Holders Reward

1% Burn

1% Liquidity Pool

2% Marketing

1% Donations

7. Airdrops

NFT Holders: Airdrop of NFT holders will be distributed at launch to all users with one or more Mezmerize NFTs, which will be announced in time on social networks (Mr.OctoPunk). In the same way, the holders of an NFT will have an airdrop of an NFT which will be 1 character for the game.

Social Networks & Secret: airdrop will be Announced on Twitter in the corresponding accounts, carrying out certain rules that users must Complete.

8. Pre-Sale Events

The minimum purchase will be established with 25\$BUSD and a maximum purchase of 10,000\$BUSD

Private PreSale Price : \$0.0009

Public PreSale Price : \$0.0015

Date of Pre-Sales will be announced in Social Media and Website

The tokens will be distributed 10 days before launch date.

IMPORTANT NOTE:

**PLEASE DO NOT SEND MORE OR LESS THAN THE AMOUNT
MENTIONED FOR THE PRE-SALE, AVOID LOSING YOUR
\$BUSD.**

9. Metaverse

In the Mezmerize metaverse, each user will be able to own a workshop, where they can upgrade their weapons and clothes, it will be a huge area where players can move freely.

About the size of , there are large and small workshops. Workshops in the central areas of the map will have more capabilities and a larger space, in their space, each user will be able to build it as they like best or according to their needs, they will be able to sell items or simply show it to other users

Mini-tournaments can also be organized so that all players can obtain greater rewards.

It will be necessary to have \$MZE to interact in the metaverse.

Lands in the metaverse will be traded for \$BNB and \$BUSD.

10. Mr.OctoPunk NFTs

Mr.Octopunk NFTs will be available and announced in advance on social networks, the first NFTs sale will be launched on Polygon Network, you will be able to mint directly on the mezmize website with your wallet, the cost will be 40\$MATIC (each), you will be able to mint 10 NFTs per wallet. The entire collection will consist of a total of 5,439 NFTs, 50% of the \$MATIC raised will be used to start marketing and the rest will be included on the \$MZE Liquidity Pools

Holders of these NFTs will receive the first \$MZE airdrop and 1 in-game character NFT for every NFT they own.

11. The Resistance

More Info Soon..

12. Roadmap

Q3 2022

- . Mr.Octopunk NFTs Release
- . Website Release
- . White Paper Release
- . Official Telegram Release
- . 1st Pre-Sale Event
- . Audits
- . Game Design Completion
- . The Resistance NFTs Release
- . Public Pre-Sale Event

Q4 2022

- . Public Token Sale
- . Dex Listing
- . CoinGecko / CoinMarketCap Listing
- . Game Technical Completion
- . UI/UX Completion
- . Game Asset Update
- . MarketPlace In-Site
- . Official Game Trailer Release
- . Full Story Release
- . Integrate Ads in-Game

Q1 2023

- . Community Chat
- . Game Beta Internal Test
- . Game Public Beta Test
- . NFT auctions on marketplace
- . 3D Model NFTs for Game Public Sale
- . 3D Model NFTs Airdrop to Mr.Octopunk / The Resistance NFTs
- . Release Free-To-Play public Beta (Android / iOS)
- . Game Release On-Chain

Q2 2023

- . Game Release Arcade Free-To-Play (Android / iOS / PS)
- . In-Game private chat
- . Story mode for Off-Chain Version
- . Metaverse Worldmap Release
- . Metaverse Building
- . More Updates