CONFIDENTIAL

# PROJECT OVERVIEW

**PLAY-TO-EARN (P2E) MODELS HAVE LIMITED APPEAL AND LIFESPAN**

**INTRODUCING PLAY-AND-EARN: META LORDZ WILL BE A SUSTAINABLE & ENGAGING METAVERSE**

A collection of powerful races when we launch, upgradeable equipment & traits.

An immersive, atmospheric battle arena with social, trading, and adventure-mode RPG environments on the way during 2022.

Earn $LORDZ in PvP battles. Level up & earn currency to spend on consumables. Trade common, rare & legendary items. Enhance & trade your NFTs as they gain value.

## META LORDZ: WORLD'S FIRST PLAY-AND-EARN METAVERSE

**Coinmarketcap "Top Gaming Tokens By Market Cap" 29Jan22
*Forte.io "The Intersection of Blockchain and Gaming"

# GAMING & NFT MARKET

- **Top25 Game Coins now worth >$25bn****
  Five now worth >$1bn: MANA/SAND/AXS/ENJ/GALA
- **Major gaming studios now recognizing NFT & Blockchain long-term role in gaming***
  This is not a passing trend. NFTs, P2E are here to stay.
- **Millions of NFT/Blockchain gamers today***
  Market is growing daily, but remains nascent.

**"Adoption is growing> 8M unique users"**
**- Using Blockchain games in 2021, DappRadar**

## Accelerating growth of global gaming market:

(Gaming market growing at 8.7% CAGR)

- **Blockchain buy-in by game studios & investors:**
  EA believes blockchain gaming will be an important part of gaming's future.*
  Ubisoft to launch blockchain-based games*
  BitDAO, Forte, Mirana, Alameda Research, and others have committed $500 million in total to blockchain gaming.*

# GAME-FI CONTEXT

Cryptokitties

## 2015-17
### ORIGINAL NFT GAMES

- Focused on NFT sales.
- Unclear long-term vision.
- Very little playability, cult appeal only.

MetaGods

## 2018-21
### TODAY'S NFT GAMES

- Achieving wider penetration.
- Play-to-Earn concept introduced.
- Gameplay poor, no mass appeal.

## 2022
## META LORDZ
### THE PLAY-AND-EARN REVOLUTION

- **Scalable & engaging MOBA: tradeable equipment & consumables, unique classes & special skills**
- **NFTs support levelling up, breeding & swappable gear for incremental value**
- **Regular special events platform-wide**
- **3Y+ roadmap including social & RPG modes for ultimate playability & user retention**

# GAMEPLAY

## Time limited PvP battles in an Atmospheric Arena

All players earn XP by playing (P2E for ALL)
Top 3 players earn tokens (4:2:1 split)
Instant win for player who gets the first 14 kills

## Abilities & Consumables

Each race has 3 Core abilities and a primary attack.
Charge up the Rage Meter for Special & Ultimate abilities.
Use Potions & Relics for more complex strategies.

**P2E / NFT games today are not engaging.**
They lack strategy, and are slow-paced & unimaginative.

**Meta Lordz is 100% focused on engaging gameplay and user interaction.**
This means we will build a lasting & valuable community.

# ENVIRONMENTS

## An immersive MOBA

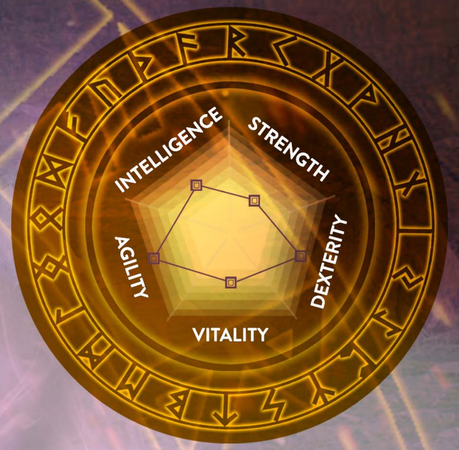
Stunning visual environment inspired by Norse mythology
High-definition artwork crafted by our in-house team
Digitally-mastered animations & advanced fog-of-war

## Multiple modes on one platform

**Arena** – for PvP battles
**Town** – to trade & socialise
**RPG** – a single/multi-player adventure mode. Unlock skills, complete missions and acquire items, with further play-and-earn opportunities

# CHARACTERS

- **8,888 NFTs** for phased release in 2022
- Minted characters come with **random loadouts, backgrounds, stats, and even skin tones**
- Loadouts include **weapons**, and may include **armour, headgear, robes or accessories**
- Every character can **train Apprentices**, allowing you to create powerful new NFTs using tokens.




> Base character stats modified by randomised gear when minted

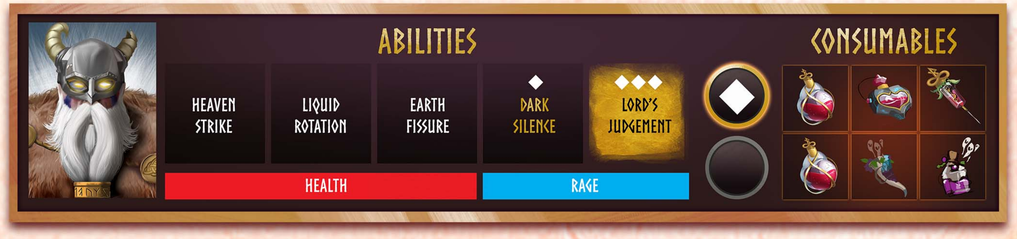
**Mint or trade from one of the four fearsome races:**

MONK ARCHER WIZARD BARBARIAN

Additional races, including two female classes, for phased release during 2022

# CONSUMABLES

- Carry up to **six consumables** (Potions or Relics) into battle
- Use consumables to gain offensive, defensive or other **advantages**
- Use earned or bought tokens to **acquire consumables**




## RELICS

Bought from the Factory, place Mechanisms during battle for a special effect in a certain area

*Concept Sketches Only

## POTIONS

Bought from the Chemist, consume Potions in battle to award various time-limited bonuses

*Concept Sketches Only

# WEAPONS & ARMOUR

- Equip characters with new **weapons, armour, headgear, robes and accessories**

- Items can be upgraded through in-game drops and trading (with NPCs or other players)

# TOKENOMICS

- **200m $LORDZ tokens to be issued**

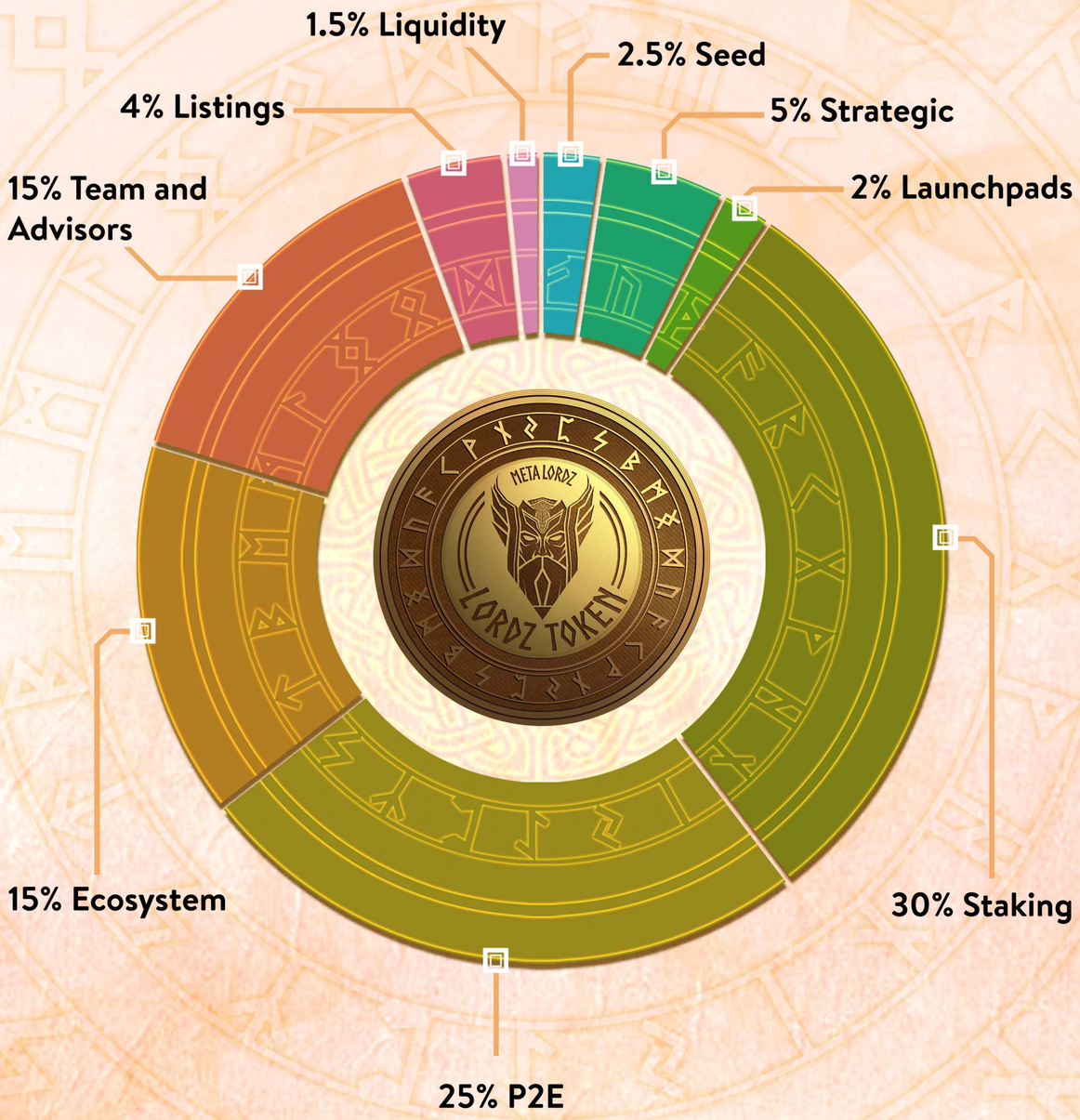
  Phased issuance over 3 years to support an extensive product roadmap & game lifecycle

- **Carefully planned tokenomics supports Play-and-Earn over multiple years**

  Rewards split 4:2:1 for top 3 players per match
  Gaining levels through XP means higher Play-and-Earn rewards

- **Separate in-game currency to ensure playability is not impact by market movements**

  Used for consumable purchases such as Potions & Relics, Runes & Lord's Blessing for XP boosts



# META LORDZ METAVERSE

- First of its kind **medieval, mystical metaverse**
- Township will include **multiple battle arenas for the Meta Lordz game, shops, museums, land for other game integrations** - all in a medieval setup
- **Build a platform for other developers** to create their games and experiences in the Meta Lordz metaverse

# ARCHITECTURE

- MetaLordz will start as a **Unity app for desktop PCs**
- During Q4 we'll launch **Apple & Android game apps**
- **We're using Polygon to ensure low frictions on transactions & scalability** (we'll airdrop Polygon NFTs for those owning existing Ethereum NFTs)
- **Proprietary online marketplace for characters, weapons & gear** on the way in Q3

Unity

node JS

polygon

aws

# ROADMAP

A clear multi-year pipeline-
The Meta Lordz Metaverse

## TOKEN LAUNCH

LORDZ governance token launch in Q1

## GAME LAUNCH

Game Phase 1: MOBA mode live in late Q2

## METAVERSE LAUNCH

Game Phase 2: Socialise & shop in town in Q3

## RPG LAUNCH

Game Phase 3: RPG adventure mode goes live in Q4!

## FUTURE LAUNCHES

Our Metaverse will be a platform for future game releases as well as online, social activities, trading and more!

Q1 Q2 Q3 Q4 2023

NFTs: 4,444 hand-crafted characters launched in batches during the coming months

Thousands of new character & item NFTs on the way as our community grows

# PARTNERS & ADVISORS

## Join the PLAY-AND-EARN revolution

We'll define the play-and-earn genre. Unlike P2Es, MetaLordz is focused on engagement and lasting playability, with the added bonus of token-linked earnings.

## Experience the MetaLordz Metaverse

An extensive range of social, RPG & trading features. A multi-year pipeline of unique partnerships & special events. This is an ecosystem built to last.

# TEAM

## Talented & committed game dev team

We've worked together before – so we're aligned and hitting our targets, promptly and efficiently.

CEO

GAME DIRECTOR

CTO (HIRING)

ANIMATOR

PROGRAMMER

3D ARTIST

2D ARTIST

BLOCKCHAIN DEVELOPER

## Hand-picked exec team & advisory board

A pedigree of game development, world-class product design, and rapid execution in innovative markets

**COMMERICAL ADVISOR**

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**TOKENOMICS ADVISOR**

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**CRYPTO ADVISOR**

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**PRODUCT ADVISOR**

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# SUMMARY

- **First NFT-linked multiplayer online battle arena**
  We'll define the MFT-MOBA genre & set benchmarks for immersive gameplay, graphics & social interaction.

- **MetaLordz METAVERSE: an ecosystem built to last**
  Carefully planned P2E tokenomics.
  Multi-year pipeline of unique features & special events.
  A committed, passionate and aligned team.

- **Made BY gamers, FOR gamers**
  We pay homage through our gameplay & design to games we've loved ourselves, such as Diablo, DOTA & Fortnite*

CLAIM YOUR CHARACTER. START YOUR JOURNEY.

**HTTPS://METALORDZ.COM/**