META UNDERWORLD: DUELS OF ETERNITY WHITE PAPER

Contents

Basic provisions

About MetaUnderworld: Duels of Eternity

MetaUnderworld is a card game in which players compete in tournaments using cards that represent different characters, each having their own unique sets of abilities. The player's goal is to defeat opponents using complex strategies and tactics in order to get ETH rewards and various upgrades.

The game is designed in such a way that each player can truly own the in-game resources. They can earn these either through playing or investing in the game's ecosystem. All of this is made possible by blockchain technology, which gives players true digital ownership. The game will feature many different game modes to accommodate players with different goals and preferences. Players will be able to compete with each other, earn tokens, complete the single player campaign, win unique cards and upgrades and participate in seasonal tournaments.

The main currency of the game is the $MU token, which is the main component of the game's entire economy. In addition to it within the ecosystem, there's also an $eMU (Earned MU) token that allows users to earn money playing the game, use it within the game to level up their cards, and purchase in-game resources, such as upgrades or unique cards in the form of NFT tokens. The game will also introduce an additional way of interacting with the game mechanics and the economy in the form of NFT collections, whose tokens will give their owners a strategic advantage in competitions. Along with game resources, collectible NFT tokens will be fully owned by their possessors, which opens up additional opportunities for making money on third-party NFT platforms, such as OpenSea, Rarible, etc. After the initial stages in development, the game is set to also release on VR and delve into the Metaverse.

What sets MetaUnderworld: DoE apart from other similar games?

1. **Addictive gameplay.** The game mechanics have been designed so that players can build and use unique game strategies to defeat opponents. This is possible thanks to the existence of various playable factions, decks, and unique cards. Players will also be able to win various upgrades, or purchase them in the in-game store. In addition, players will be able to use collectible NFT tokens to increase the overall strength of the decks at their disposal. The game will attract a large number of players with different gameplay goals and playing preferences.

2. **Play to earn.** There is no more effective way to attract users than the idea of earning a real reward for their participation in the project. The entire internal economy of our game is designed around this idea. Players will be able to earn tokens simply by beating their opponents in each round. The basic fact that players can earn money simply by playing a game is the key ingredient to ensuring the future growth of the game.

3. **Real ownership of game resources.** Real ownership of game resources. Thanks to blockchain technology, virtually all game resources, such as decks, unique cards, and upgrades, will belong directly to players. This gives them the right to resell them on the secondary market as well as to use them in various third party decentralized applications. This will allow players to achieve real economic freedom inside MetaUnderworld, which is

different from classic games where all resources are concentrated and liquid only within a single application.

4. **Fostering a sound economy that goes beyond the game itself.** Thanks to the $MU and $eMU tokens, we are creating an extensive economy that will not only attract players, but also people who are interested in investing, trading, and collecting in regards to the project. Thanks to the staking platform, the use of a decentralized autonomous organization and NFT technology, we will be able to build a strong game community that will support the economic stability of the entire system. Each participant will be able to earn tokens in various ways, and they will become true advocates for the project, bolstering their own financial position.

5. **Experienced team of founders and developers.** The team of project founders consists of experienced blockchain and cryptocurrency specialists. We are the founders of a classic IT business that has been in operation since 2012. Thanks to our close internal communication and painstaking teamwork on many projects, we have gathered a wealth of experience and achieved a deep understanding of how to build and manage complex business projects, such as MetaUnderworld. We also have our own highly qualified team of engineers, specialized in the area of decentralized applications and games, which allows us to independently handle the entire stack of tasks that need to be completed.

Technologies.

The core of MetaUnderworld's entire technology paradigm is decentralization and blockchain. It is these technologies that allow us to fully realize all of the above possibilities for the game, which, with proper management and planning, will arise naturally from decentralization. We, like most fans of innovative technologies, like the essence of blockchain technology and the set of opportunities that it affords, including in particular decentralization. However, not all features within the game need to be decentralized.

We believe that at this development stage of the project, decentralization should be used mainly to enable our users to be the real owners of their game resources and assets, including the ability to store and resell them at their own discretion. Perhaps in the future we will expand the number of decentralized features within the game.

As you know, Ethereum is the pioneering platform in the field of programmable blockchains, but over time it has become clear that blockchain games cannot be created based solely on the Ethereum network due to certain scalability problems inherent to it. T

his is why we decided to leverage the power of the Binance Smart Chain (BSC) network, which is a fully functional copy of Ethereum, but with higher bandwidth and lower transaction fees. This makes it possible to develop demanding, high-performance games.

Since BSC is a functional copy of Ethereum, this allows us to implement almost all of the required features for the game's economy within a single network, namely:

- The development and release of the BEP-20 $MUW and $eMUW token.
- The release of BEP-721 game resources in the form of NFTs as well as the ability to freely circulate them on third-party sites and exchange them between users.
- Development and deployment of contracts for the gaming platform and the entire ecosystem.

Thus, BSC is the main blockchain technology platform that will provide fast, affordable, and secure transactions within the game, eliminating the various roadblocks and problems that the millions of users of the Ethereum network must contend with.

It's worth mentioning that MetaUnderworld will still partially utilize the main Ethereum network. Periodic NFT collections created specifically for MetaUnderworld will be released outside of the game on Ethereum. The reason for this is simple: users should be able to sell their tokens through the extremely popular high-volume platforms, such as Opensea, Rarible, and others. Subsequent out-of-game collections will also be released on Ethereum most likely for the same reasons, while in-game NFT tokens will continue to be issued on BSC. But our development team will have the final say concerning this issue.
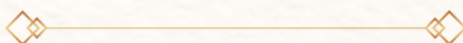
$MUW and $eMUW tokens.

$MUW and $eMUW tokens are BEP-20 tokens that are the main currencies of MetaUnderworld: DoE. The $MUW token is the project's ecosystem token, serving to maintain the economic stability of the system. While $eMUW, like the in-game currencies in classic games, will be credited to players during the game. Both tokens are suitable for trading on exchanges and will also be truly owned by the users of the project. Neither we, as the developers of the game, nor anyone else will be able to take tokens away from the user without their knowledge and consent. This is a key feature of the "Play to Earn" system. By spending time playing MetaUnderworld: DoE, players will be able to earn a truly valuable and scarce currency, whose value will grow over time by attracting more and more users to the game.

In addition, users who do not want to directly participate in gaming tournaments, but who want to be part of the project, may also receive rewards in $MUW. They can use the staking system, be a member of the internal Decentralized Autonomous Organization (DAO), and take part in voting.

Using $MUW and game resources

The token is created and issued by us, the MetaUnderworld: DoE development team. We want MetaUnderworld: DoE to be fully community driven. Therefore, our goal is to create a sensible balance between supply and demand as well as to optimize the incentives for all project participants. Various methods will be utilized to achieve these goals:

- Players must make an initial deposit to start playing the game. Purchasing at least one deck of cards is required in order to be able to play and earn tokens. A total of 10% of each purchase will go to the staking pool, and the rest will go to the prize pool.
- The "Play to Earn" system, which active players can use to receive a reward in the form of liquid $eMUW tokens for winning tournaments.
- The system of cards leveling. If a player has the same cards with the same strength, they can be combined to obtain a new card of higher level. The $eMUW token will be used to pay for this process.

- The in-game store where you can make purchases. In this case, all purchased resources, with rare exceptions, will belong directly to the users, which they have the right to resell using whatever means are available. 10% of every purchase in the store will go to the staking pool.
- The staking system and staking pool allow you to lock $MUW tokens for long-term storage while earning daily rewards at the same time.
- The decentralized autonomous organization provides a voting system as well as a way for making management decisions, thereby turning active stakeholders into fully-fledged co-owners of the game. The more tokens a user has locked in the staking platform, the more weight their vote will have.
- A commission is charged from exchange transactions. 3% of every transaction on decentralized exchanges will be added to the staking pool.
- NFT tokens are issued as collections, which will be traded on large NFT platforms, and they will also give their owners a strategic advantage in tournaments.

In the future, additional features will be developed that will expand the use of tokens and internal game resources in the project and beyond.
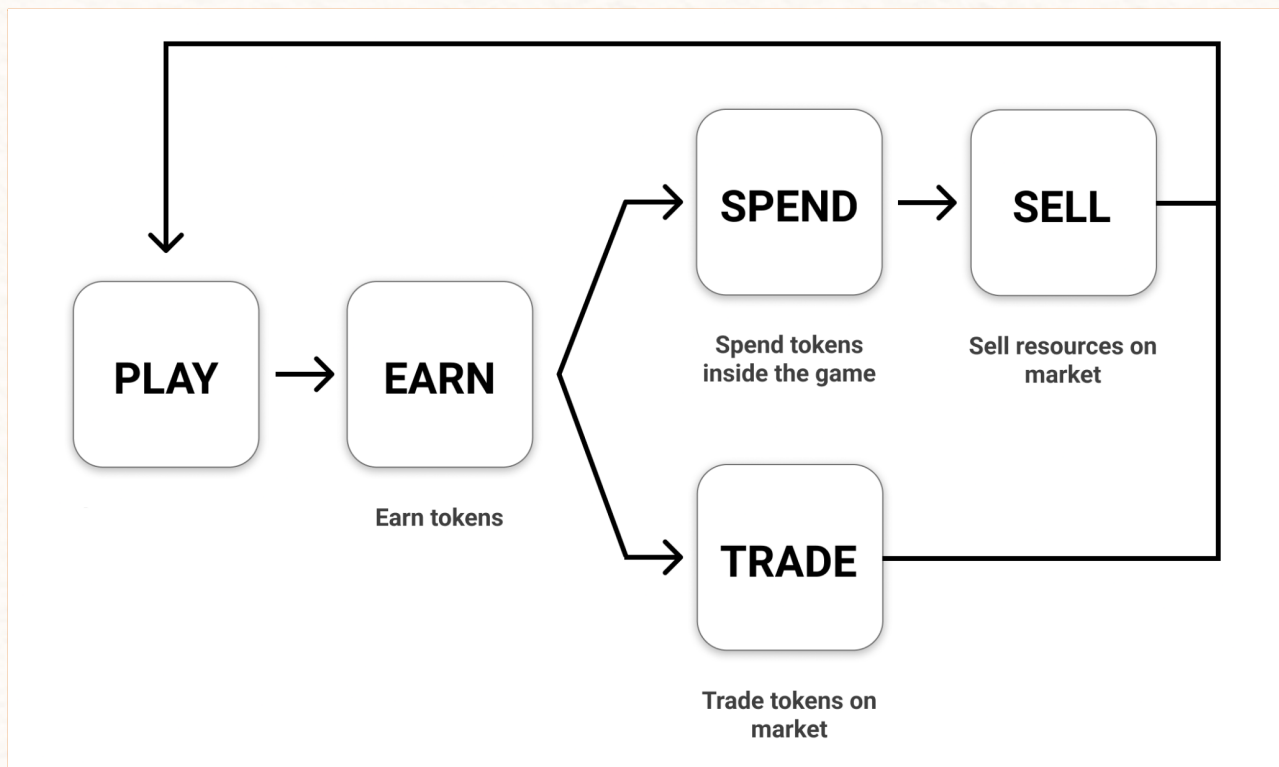
Summary of the $MUW token supply.

The total maximum fixed supply of the $MUW token is 1,000,000,000 units. Below is a summary of the proposed distribution.

30%	20%	15%	10%	10%	5%	5%	5%
Staking pool	Prize pool	Team	Operations fund	Public sale	Private sale	Liquidity fund	Advisors
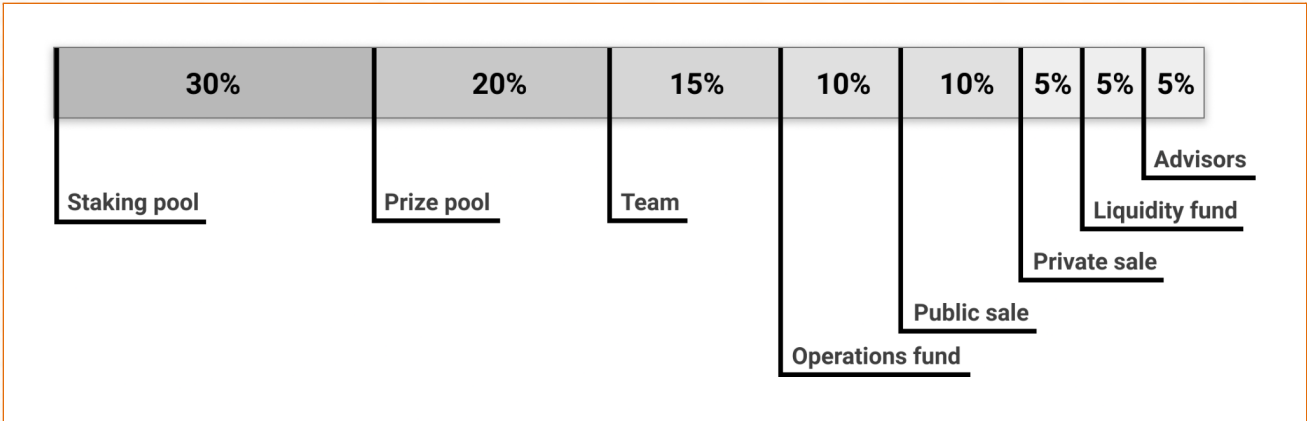
Introduction to the game

Synopsis.

MetaUnderworld: Duels of Eternity is a game set beyond the veil of death, the afterlife. Santa Muerte, Quetzalcoatl and the Void itself each have their own designs on the future. Both an adventure and a world inspired by Mexican mythology await seekers of novelty and the tactically minded. Players will align themselves with one of three factions before collecting and organizing their armies, once ready they will take on the campaign and other players as they continue to expand their deck and earn
$MUW and $eMUW, which are the main currencies and used for purchases within the marketplace.

As champions of the gods, players will assume the role of Underworld who function as the generals on the battlefield, and owning a Underworld NFT will unlock additional powers in game. Victory is rewarded, especially in the harder leagues where skillful play and outmaneuvering an opponent's army bears much greater rewards. All cards including those that are won will belong solely by the player who now possesses it.

Cards and assets will be sold by ourselves and players on our extensive marketplace designed specifically for in-game purchases. As a P2E game we are creating a self-sustaining economy with a large amount of resources to augment both play and aesthetics. Tokens generated from the marketplace will be split between the in-game treasury and to those who stake the currency.

A divine conquest approaches swiftly. The drums of war beat steadily, encroaching step by step towards the once hallowed and peaceful realms. Yet it is not with swords or claws that the fates are swayed, nor fire or blood that distinguishes destiny, each are but cards in the hands of those who play the great game. With a sharpness of mind, and with the mental grace by which you coup de grace, deal yourself in at a worthy table in MetaUnderworld: Duels of Eternity.

Short description of the game.

MetaUnderworld: DoE is a card game in which players compete in tournaments using cards that represent different characters, each having their own unique sets of abilities.

MetaUnderworld: DoE is a competitive strategy game, which means that your main goal as a player is to outwit your opponents by assembling the right combination of cards in conjunction with positioning and upgrades, which will allow you to destroy the enemy army in as few as 2 rounds.

The main feature of the game, in contrast to similar classic card games, is that players completely own their game resources and assets, which means that each player is able to collect a unique set of resources to pursue the strategy of their choosing. It is possible to buy these resources not just from the in-game store, but also on the free market outside the game. The opposite is also true: Any player can sell their resources and assets to any other person.

The main task of the development team is to create an exciting and balanced game ecosystem through a balanced set of game resources. All of the game's resources will be created with the assistance of the core game development team in accordance with the game concept, and

subsequently with the approval of the community through a vote which can only be organized using a decentralized autonomous organization.

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The main game modes.

Single player campaign. This is an optional but useful game mode. Here, the user explores the history of the game's universe, proceeding step by step through the levels from easier to more difficult. All battles in single player mode take place against the game's artificial intelligence. The player may receive a reward in the form of unique cards or power-ups for winning matches, which they can later use in the "Player versus Player" mode.

Player vs. Player This is the main game mode in MetaUnderworld: DoE. It is a playable battlefield in which two real players compete with each other using misdirection and strategic planning. Here you can use various unique cards, power-ups, and collectible NFT tokens to increase your chances of winning. To win the tournament, the player must defeat the enemy army in at least two rounds. Users are rewarded with $eMUW tokens for winning the round.

The competitive nature of this skill-based game makes it well suited for esports. This is an important consideration for ensuring the growth of the game and its community. That is why in the future the game will be filled with seasonal competitions with large prize pools. We also plan to hold various third-party tournaments from partners and sponsors.

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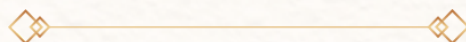
Our mission.

We see how huge the gaming industry is. At the same time, it limits the players due to the unilateral economic model that everyone has become used to. Continuing the practice of centralizing game resources and not paying dividends for time spent in the game will discredit the gaming community over the long term. We believe that players should be fully-fledged participants in the development of the in-game ecosystem, with ownership rights to resources and earnings for the time they spend in the game. This makes it possible to create an amazing gaming experience as well as to facilitate completely new and open types of interactions between users, developers and investors, where everyone has an impact on the development of the project. Thanks to this approach, the game becomes not just another seasonal entertainment, but a large living ecosystem that can develop sustainably and with many years of future growth potential. You can think of it as a kind of virtual nation with its own government, where every user counts. In turn, we as a development team must ensure that the project's economy grows as smoothly and sustainably as possible during the initial stages, until it can regulate and support itself independently without additional incentives.

All of the above game features are made possible thanks to NFT and blockchain technology. Almost all resources inside the game will be BEP-721 NFT tokens, which will directly belong to their owners. The owners in turn are free to fully utilize them as they see fit: as example they can either own or trade them. Each user will be rewarded with BEP-20 $eMUW tokens for their time spent in the

game. Just like NFTs, they will belong to their owner, who will be able to own or sell them. The $MUW tokens, as the backbone of the MetaUnderworld: DoE economy, have the same capabilities.

We have also begun to notice that a problem is starting to emerge among "Play to Earn" games that has also become apparent to many investors and gamers around the world: Most games are too simple or not well-developed enough to provide real enjoyment. Game projects are launched for the sake of the hype they generate, but they are short-lived, since they have neither a vision nor a realistic plan. As soon as the reward decreases due to either a change in the market value of the asset or a change in the reward system made by the development team, most projects experience a decline in interest because their product fails to attract a large audience.

First of all, we understand that there can be no compromises in terms of quality. A game with really gratifying mechanics, interactivity, and complexity allowing for a competitive aspect – that's what we consider a basic requirement. The project should not be solely dependent on a "Play to Earn" system. Rather, it should be a pleasant addition to the game, the experience of which will only be enhanced by this system.

In consideration of the above, we decided to create a card game due to both the popularity of such games and their moderate learning curves for new players. In addition, in order to enhance interest and engagement, we've created a unique setting and accompanying narrative about the afterlife, which is a frontier that very few games explore. If we prioritize player enjoyment and make the "Play to Earn" mechanic a secondary motivation, then the project's longevity will be guaranteed by an ever-growing audience.

Economy

Economic sustainability.

MetaUnderworld: DoE is a completely new type of game that rewards players for the time and effort they spend in the game as well as within its ecosystem.

The entire economy of the game is controlled by players and is based on real investments and assets that have value. The main way that active players can earn money is through the "Play to Earn" mechanic. Players can also sell the purchased game resources that they have accumulated on the secondary market for real money, or they can use them to increase their chances of winning tournaments against other players, thereby bolstering their daily earnings. The player can keep or sell their earned tokens on the secondary market or buy power-ups, cards, and decks from the in-game store. Part of the commission from purchases in the store goes to the staking pool, and the rest goes back to the reward pool, which will be managed by the decentralized autonomous organization in the future. The decentralized autonomous organization is managed by stakers. The game developers generate income by owning $MUW tokens and through some additional sources described later in this document.

All game resources, with the exception of some elements, will be NFT tokens that can be sold or purchased on the secondary market. They will allow users to earn additional income, and they also represent a good investment for the future if they are kept for a long time. Due to the gradual increase in the value of the $MUW token and the influx of a large number of users into the project, game resources can be profitably sold on popular NFT platforms.

Over the long term, the game economy will be supported through the development of additional features:

- Addition of new game modes.
- Addition of new game resources and the release of NFT collections with a limited supply.
- Development and improvement of the rating system to encourage players to participate in more tournaments.
- Hosting esports events with large prize pools.

At the beginning of a project's development, economic sustainability will depend on an influx of new users, including not only players, but also long-term investors. It is important to strike a balance between supply and demand at each separate time interval of development. That is why most of the token supply will be released gradually as the popularity of the game and the number of users grow. Each change in the economics of the project must be carefully considered so as not to cause excessive inflation or, conversely, a sharp jump in the price that is premature. During the initial stages, before the launch of the decentralized autonomous organization, we, the main developers of the game, will make all the changes to the project.

Our team is prepared for constant rapid growth, which will also in part be maintained by the following catalysts:

- **Constant scaling of the technological platform.** We understand that growth in popularity is inextricably linked with an increased load on server capacity as well as an increased number of transactions on the network. Therefore, our team undertakes to provide appropriate technical support for the project throughout its entire lifecycle to ensure the trouble-free operation of all essential game modules.
- **Ensuring a high user retention rate.** The inclusion of the "Play to Earn" mechanic in the game guarantees high rates of return of users to the game. This is achieved by allowing

users to actually own game NFT resources and BEP-20 assets. Players will understand that the more time they spend in the game, the more real value they will derive from it that goes beyond mere entertainment.

- **User growth will be achieved thanks to $MUW and $eMUW.** This is because the tokens that are used in the game can also be used outside of the game, and they will be able to be traded on a large number of cryptocurrency exchanges. This will help to inject liquidity into the tokens and attract new users not only interested in gaming, but also people from related crypto industries, such as trading, collecting, etc.
- **Development of a mobile version of the game.** Mobile device users account for over 80% of all Internet users. The release of MetaUnderworld: DoE on mobile will open up a massive audience of gamers, accelerating the growth of the game and the adoption of the new GameFi paradigm.
- **Paid user acquisition.** Our team is not going to concentrate only on the technical aspect of the project. A steady inflow of new users will also be ensured by buying ads on various advertising networks. We plan to launch an extensive advertising campaign at the very beginning of the development of the project as well as to constantly support it throughout the entire existence of the game.
- **Promoting the brand through partnerships, influencers, and organic engagement.** With GameFi projects expected to explode in 2022 as well as a carefully crafted marketing budget, we plan to draw attention to the project through influencers and partnerships with major players from the crypto industry. The use of the "Play to Earn" mechanic will ensure a fairly high level of organic growth due to the recruitment of new players by current players.


Income flows.

MetaUnderworld: DoE is a game with a multifaceted economy. Instead of being limited to a one-time income from the initial purchase, we provide an extensive service for use, where monetized content and additional paid features will be released on an ongoing basis, which will ultimately enrich and complement the gaming ecosystem.

The main sources of income for the project are listed below:

1. **Sales of decks, cards, upgrades, and other resources in the in-game store.** In order to be able to play, the user must purchase at least one deck of cards from the in-game store. In addition, in order to make the game interesting and update the user experience, our team will constantly release new decks, cards, and other items, thus providing an opportunity for players to buy additional resources that can increase their chances of winning. All purchased resources, with some rare exceptions, will be issued in the form of NFT tokens, whose ownership will be fully assigned to their buyers.
2. **Release of NFT collections.** To attract attention to the game and update the gaming experience, our team will periodically release separate paid NFT collections in the form of public sales with a limited supply of tokens. Each such token will increase the user's chances of winning tournaments. The raised funds will go towards replenishing the operations fund, marketing, and rewarding team members.
3. **Ensuring liquidity.** Our team plans to be the main provider of liquidity for decentralized pools. This will allow us to earn a percentage of the entire turnover of $MUW and $eMUW paired with other cryptocurrencies. It is also planned to charge a commission of 3% on all sales of

the $MUW token on decentralized exchanges. The tokens collected as part of this commission will be returned to the game and distributed among users.

4. **Ability to receive royalty payments on the secondary market.** We will receive additional income from the resale of our released NFT resources and collections on third-party websites. As the gaming economy grows, our income will grow together with it.

5. **Advertising and sponsorship opportunities.** We will be using part of our technology platform as an advertising space. This advertising will be natively integrated and will not disrupt the gameplay, and at the same time we will make sure that it remains as relevant to our audience as possible. We plan to work with a large number of partner projects to implement this idea. Mutual advertising will help us increase the flow of new users and bring in additional income that will be invested back in the game.

6. **Physical and digital goods.** We also plan to release and sell various goods that are directly related to the game. These may be various unique NFT tokens, merchandise, collectible toys, etc. All this will allow fans of the game to express their love for the project. Most of the profits will be returned to the game, while the remainder will be used as rewards for team members involved in the production of goods.
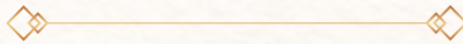
$MUW and $eMUW tokens.

The main digital assets behind MetaUnderworld: DoE are the BEP-20 $MUW and $eMUW (Earned MUW) tokens created and distributed by our development team. The main purpose of the $eMUW are to implement the in-game "Play and Earn" mechanics, as well as to provide users with a currency for making purchases in the in-game store. In turn, $MUW tokens are intended not only for in-game store purchases, but also for staking and participation rights in voting on project management issues. These votes will be based on a decentralized autonomous organization. In addition, the token will provide the main reward for completing various seasonal tournaments, which will encourage players to take an active part in such events.

Goals for the $MUW and $eMUW tokens.

The main challenge facing us is to create a comprehensive working and growing game economy that will make sense not only for the direct players, but also for people who will see the project as a potential place for investment. All this is impossible without a quantifiable measure that would clearly and unambiguously determine the value of certain economic features of the game. This measure of value is the $MUW and $eMUW tokens. Let's take this opportunity to outline just a few of the goals of the tokens:

1. **Liquid and tradable assets.** $eMUW will function as the main asset in which all in-game rewards will be paid. When the player receives tokens, they become the fully-fledged owner and can utilize them as they please: they can keep them, buy resources within the game, or sell them on the exchange.
2. **Optimizing incentives for all project participants.** Players, stakers, and investors will all be attracted to a single digital asset called $MUW, which will evenly spread user interest across the game and its ecosystem.
3. **Economic sustainability.** $MUW tokens will be distributed evenly among all project participants according to the unlocking schedule. This will ensure sustainable development and maintain interest in the project for many years after launch.

Purpose of the $MUW token.

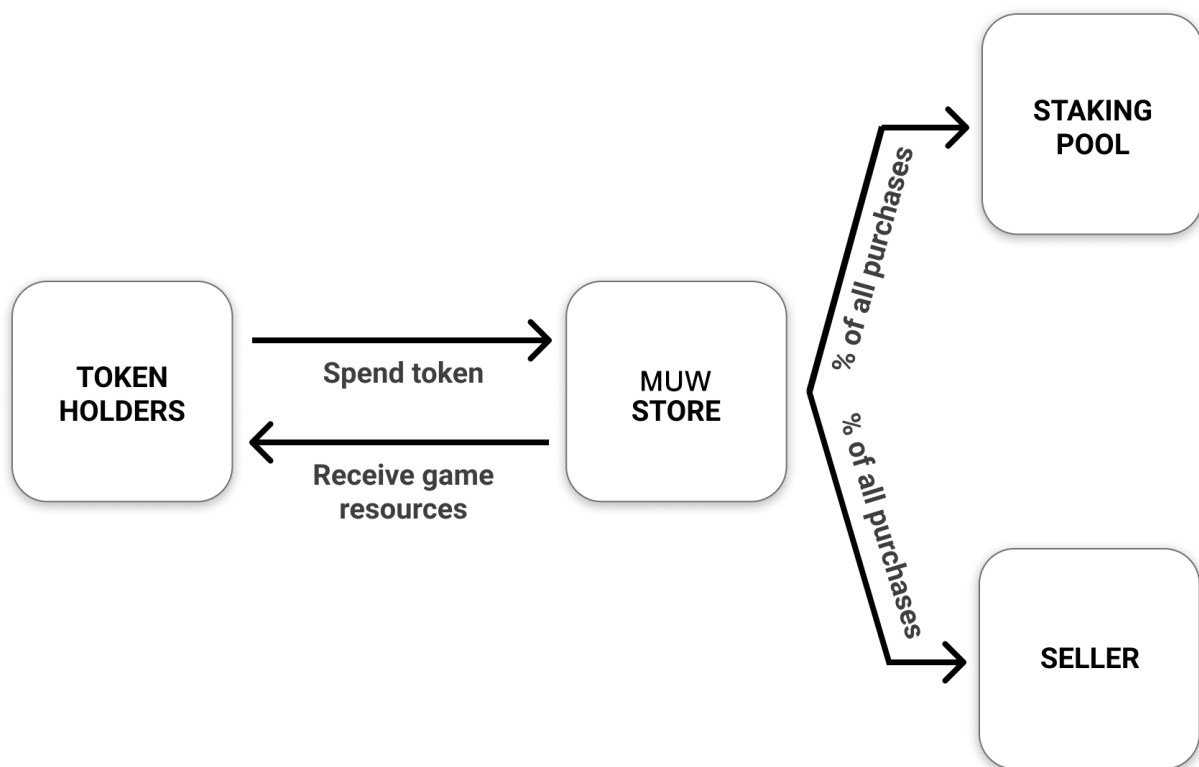The main purpose of MetaUnderworld: DoE $MUW tokens is to fulfill the following two functions:

1. **Gaining access to the game.** In order to gain access to all game features, each new user will have to buy an initial deck of cards with $MUW. To do this, they will need to purchase tokens on third-party exchanges or directly from the game interface.
2. **Shopping in the in-game store.** The store will be the first place where a variety of new game resources will appear. These can include decks, cards, upgrades, energy replenishment packs, and much more. All resources, with rare exceptions, will be BEP-721 NFT tokens that can be used on third-party marketplaces. The use of the $MUW token in the

store is one of the key factors that will make the token significant. When users make purchases using $MUW, this will ensure that the tokens constantly turn over, therefore stabilizing the game's economy.

3. **Staking.** By locking their $MUW on our staking platform, users will be able to earn daily passive income rewards.

4. **Participation in voting.** Holders of $MUW who have a certain threshold amount of tokens locked on the staking platform, will be able to participate in community-driven voting on issues related to the project's ecosystem governance.

All $MUW tokens from purchases of the original deck of cards will be returned to the prize pool in full. All $MUW tokens received from purchases made in the in-game store will be distributed as follows:10% is sent to the staking pool.
- 90% is sent to the seller of the game resource.

Purpose of the $eMUW token.

The main purpose of MetaUnderworld: DoE $eMUW tokens is to fulfill the following two functions:

1. **Implementation of «Play to Earn» mechanics.** Users will be rewarded for their time spent in the game, after which the earned tokens will be available for withdrawal and sale on exchanges.

2. **Paying for the process of cards combining.** Players will be able to merge cards of the same level to obtain new cards with a higher level. The $eMUW tokens will be used within the game to pay for this process.
3. **Shopping in the in-game store.** Like $MUW tokens, $eMUW tokens can also be used for in-game purchases. Income from purchases will be distributed in the same proportions as the $MUW token. The portion of $eMUW tokens allocated for the staking pool will be automatically sold on an exchange for $MUW tokens, and then sent to the staking pool.

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Delivery and distribution of the $MUW tokens

The total maximum fixed supply of the $MUW token is 100,000,000,000 units, which will be distributed between the following areas in the MetaUnderworld: DoE ecosystem:

Allocation	% of total supply	Token amount	Unlock schedule
Presale	50%	50.000.000.000	-
Liquidity	35%	36.000.000.000	Gradual unlock over 3 months after.
Burn	14%	14.000.000.000	-
Pinksale	1%	1.000.000.000	Gradual unlock over 3 months after.

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$MUW unlocking schedule.

Most of the token supply will be unlocked based on a pre-established schedule, which will take effect as of the moment of public sale and will last 62 months. The very existence of a mechanism to gradually unlock tokens is intended to ensure long-term growth and sustainable development of the game's economy.

Decentralized Autonomous Organization

As the project develops and $MUW tokens are distributed among all community members, MetaUnderworld: DoE will gradually evolve into a Decentralized Autonomous Organization that will be managed by the community.

Holders of $MUW who have a certain threshold amount of tokens locked on the staking platform, will be able to participate in community-driven voting on issues related to the project's ecosystem governance. The more tokens a user locks, the more weight their vote carries.

Topics presented for voting may include the following issues:

- How funds should be distributed from the prize fund.
- How funds should be distributed from the operations fund.
- Changes in the total supply of tokens.

And many other issues.

The terms of all successfully passed motions will be carried out by the development team as soon as possible in accordance with the voting results and subject to commercial and technological restrictions.

During the initial stage, all decisions will be unilaterally made by our development team, which will direct project development in the right direction and prevent any disruption to the ecosystem by troublemakers.

Project development milestones

Upcoming project development milestones.

The development milestones listed below are tentative as of the time of this writing. The milestones and the deadlines may change in the future.

January 2022:
- Development of the game mechanics, universe and storyline. - Development of $MUW and $eMUW smart contracts.
- Development of the gaming world and characters.
- Start of development of the in-game NFT marketplace.

February 2022:
- Extensive marketing campaign before IEO/IDO.
- Initial demonstration of the visuals of the game.
- Launch of an advertising campaign to raise awareness about the project.
- Conclusion of an agreement to conduct IEO/IDO.
- 1st round of private sale of $MUW.
- 2nd round of private sale of $MUW (whitelist).
- Sale of the first NFT collection.
- Start of game development.
- Start of staking platform development.

March 2022:
- Release of the first trailer for the game.
- Introduction of the white paper of the game.
- Reveal more game characters.
- Demo of in-game NFT marketplace.
- Conduct of the IEO/IDO.
- Listing of $MUW token on exchange.

April – May 2022:
- Unveiling and demonstration of game characters and worlds.
- Comics release for the upcoming game.
- Launch of staking platform.
- Listing the $MUW token on another exchange.
- Presentation of the initial results of game development and launch of alpha testing.

June – July 2022:
- Release of the second trailer for the game (gameplay).
- Launch of alpha testing for the game and bug fixes.
- Release of the second NFT collection (in-game cards).
- Official launch of in-game NFT marketplace with ability to trade cards. - Launch of $eMUW token on DEX.
- Listing of $eMUW token on exchange.
- Listing of $MUW on another exchange.
- Marketing campaign to attract gamers.

- Partnerships with streamers and professional gamers.

Q3 2022
- Release of the game and its main modules.
- Launch of beta testing of the game and bug fixes.
- Intensive development of additional game features, adding of new features and modes, and filling the in-game store with products.
- Start of development on the second NFT collection.

Q4 2022 – 2023
- Intensive development of additional game features, adding of new features and modes, and filling the in-game store with products.
- Sale of the second NFT collection.
- Listing of $MUW on other exchanges.

2024
- Launch of Decentralized Autonomous Organization.

Completed project development milestones.

August 2021
- Birth of the idea

September – November 2021
- Start of the development of the first NFT collection.
- Development of the concept for the future game.

December 2021
- Development of game mechanics, the game universe and storyline.
- Registration of the legal entity.

January 2022
- Introduction of the website and white paper.

Project team

We position ourselves as a technology-oriented company. Our team consists of more than 15 people who are working full time on the development of the entire MetaUnderworld: DoE ecosystem. Our specialists have extensive experience in various areas of the cryptocurrency field, classic IT business, development, and marketing. The team of founders consists of the following people:

Core team.

José is responsible for the game development and creation of MetaUnderworld: Duels of Eternity. Once a game developer for a large company, he left and started his own indie studio taking with him his coworkers who now work within his company. Having worked in the industry for over a decade, he knows the ins and outs of the development cycle and now has the freedom to create games that he is passionate about.

Rafael, a successful crypto investor from the early days, is the originator of the brainchild and bankroller of the project. Wanting to share his culture with the world, he developed the idea of the MetaUnderworld metaverse and of the game itself. Putting together a team for the project, he takes care of the financial aspect of the project.

Paul, is the lead blockchain developer, a well accomplished expert in his own field with more than eight years of experience. His programming skills that were once used for big companies and the creation of high-load systems, are now turned towards creative ventures and blockchain development. In his spare time, he studied game design and experimented with its practical application before joining MetaUnderworld. Having left his position as a team lead in the workforce, he now oversees the operations and technical aspects of the project.

Davis, is the head of marketing and a talented graphics designer. He's been involved in Crypto development from early 2017, he has even founded one of the first and the biggest ICO listings. He's accumulated experience in marketing and design along with two years of experience in sales. Ad related materials are designed by him for his specialty of automated marketing.

Jeremy, is the creative lead, editor and community manager. He is a writer with a strong talent for worldbuilding and has been consulted by various BSC projects. While in China he worked for three years at a small mobile gaming company and helped edit screenplays on the side. With experience in modeling and acting he has grown familiar with different narrative techniques and pacing between different forms of media.

Advisors.

Fabriel, serving as a project advisor and involved in the games writing and mechanics. Having spent many years owning and running his own businesses he's familiar with every aspect of certain types of business. In this time, he has also dealt with many other companies and clients, finding success due to his unique brand of interpersonal skills. Marketing, management and finances are areas he is deeply familiar with. In recent years he has been a part of, and launched crypto related projects, including the launch of several NFT marketplaces.

Maxwell, is an advisor and involved in marketing. He has had more than a few years of experience in the industry. Out of them, two years were spent affiliate marketing for BSC projects. He has an in-depth knowledge of real-life marketing and how to apply it, and has developed his own specialized marketing techniques during his professional life. He is currently responsible for

preparing promotional content, campaign planning and the overall success of the project's promotion.

Kyle, is an advisor and crypto analyst onboarding his own vetting perspective. In the two years he's been involved in the crypto-sphere, he's had his own meteoric rise in success. With a wealth of experience, in his first year he thrived with alt coins and the BSC scene. As an investor from the start of the bull run, it became his main job and he saw thousands of projects launch. Having assumed an advisory role throughout many, he vetted projects guiding them to meet his own standards. In this time, he's confirmed which key aspects define attraction to investors and their ultimate profit generation.

Official links

- [Website](#)
- [Telegram](#)
- [Twitter](#)