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Preface



Gaming is an industry that reaches all over the world, and according to Newzoo's Global Gaming Market Report 2021, the total number of gamers worldwide exceeds 3 billion with gaming revenues totaling \$175.8 billion in 2021.

Because of the huge potential of the gaming sector, the two originally unrelated words of gaming and finance have become inextricably linked. The trend of Play to Earn is prevalent, and game developers have added mining elements to their games, while games have also become more rewarding because of the integration of Defi elements, allowing players to not only get a great gaming experience, but also to profit from their games.

After the concept of Earn entered the game field, the experience of blockchain games did not achieve the expected effect, the biggest reason is that many blockchain games ignore the most important element -- playability, so how to hold the balance between players and investors has become the key to the success of blockchain games.

1.1 The concept of Metaverse shapes the future

In 2021, it can be said that Facebook shocked the whole world by renaming its company META for the concept of "metaverse", telling the world that the concept of metaverse will become the future of internet, and even directly affect our life. The virtual world realization took the global spotlight, whether it is work, shopping, entertainment, social and other ecologies will be able to fully progress in the virtual world, so that people can have more real communication with each other through the internet world. Therefore many ecologies are turning to the cyber world to achieve a metaverse for all.





1.2 Horse racing is very popular around the world

Horse racing is an equestrian sport that has existed for many centuries, and has been widely practiced since the chariot races of the Roman era. In Japan, there are more than 20 large racecourses with 100,000 people, and more than 15,000 races are held every year, in which not only the horsemen's bravery is fascinating, but also the gambling, which makes horse racing popular among civilians.

META HORSE integrates horse racing culture into the metaverse, giving everyone the opportunity to become a horse owner, from breeding to racing, using the details found in real horse racing as the basis for a comprehensive and realistic feeling horse racing blockchain games.

Metahorse Gaming Introduction





[Today's Play to Earn model]

A growing number of blockchain games have successfully built User reward pools by bringing in gambling elements to prevent the reward pool from collapsing.

But such an economic zone has only users and operators. If it is the users who gain, the operators collapse, and if it is the operators who gain, the users collapse.

[META HORSE]

By combining users/operations and "betting systems" into an economic zone that is accessible to NFT owners, non-owners and even other platform users, a complete ecosystem has been successfully put into place.

METAHORSE GAMING

Metahorse Gaming is a Dubai-based blockchain game development company focusing on simple and fun gaming experiences designed for investors and gamers alike. In order to expand business, Metahorse Gaming is actively developing metaverse technology to provide a better gaming experience and attract more players for the future development of the game.

META HORSE, the first blockchain game, is different from other blockchain games as it focuses on the overall game experience in addition to using NFT as the economic value. Acquire game tokens through daily horse racing games, and supplemented with breeding mode, mating mode, etc., to increase the playability of the game.

Unlike typical blockchain games, we have introduced sponsors into the ecosystem in addition to the betting system.

[The Play to Earn model so far]

In the 'New User>Existing User' phase, we accumulate the reward pool and release it in the 'New User<Existing User' phase. This is by far the most common model.



Introduction to META HORSE Operation



META HORSE brings together a variety of game elements, such as breeding game, PVE games, etc. Everyone can breed, train, breed, race and bet, every real detail is transformed into game elements, while each horse has a 28-day game period, completing races to get rewards during the 28-day season, and when the horse NFT's life span is over it can be mated for breeding and then enter the next season of racing, allowing players to truly experience the fun of horse racing.

META HORSE is carried out by intranet exchange of governance tokens with game tokens, sustaining governance tokens with popularity of the game, establishing a complete system for players to sustain the value of governance tokens, and taking the best profit model.

Players first buy NFT with stable tokens and exchange them for horse NFT to get the initial horse value. Through data analysis players can pick the right race to participate in to get the biggest advantage. Players can boost their horses' NFT values through daily training to race at their best and win more game tokens.

3.1 PVE Training Rewards

The five values of stamina, speed, explosive power, endurance and temper are the points of evaluation of the horse's NFT value, and each training can improve the horse's NFT value and thus participate in PVP horse racing.

PVE training is fully automated and is divided into Paid Training and Free Training.

Paid training fee is 2G: Horses can start the fourth training only after cooling down for 1 hour after completing three trainings.

Free Training: Horses can start the fourth training only after cooling down for 1 hour after completing three trainings. Paid training has Status Point and training schedule.

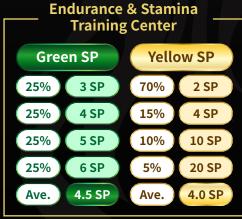
Players can choose different training centers to improve different values.

The training rate table is as follows.

Speed Value & Explosive Force Training Center Green SP Green SP 25% 3 SP 60% 2 SP 25% 4 SP 20% 4 SP 25% 5 SP 15% 10 SP 25% 6 SP 20 SP 4.5 SP 4.5 SP Ave. Ave.



Red SP



| Green Sr | improve grass or unt |
|----------|--------------------------------|
| | |
| Green SP | Boost speed or explosive force |
| Green Si | |
| | and . |
| | (3-20) |

Yellow SP Boost speed, stamina, explosive force, endurance or temper

Boost stamina or endurance



3.2 PVP Mode

After completing three times of PVE Paid Training you can participate in one horse racing without paying any fees, but will increase the fatigue value by one, totaling three times of fatigue value will not be able to participate, need to use props [comprehensive juice] to remove the fatigue value, bet 30G and above or purchase blind box with 11% chance to get one.

Unlike normal training games, META HORSE requires the calculation of balanced feeds and race distances in order to win more game tokens, which can be exchanged for MHC to embody the core value of Play to Earn.

There are different tracks and different values required for horse racing. Players choose these tracks according to the horse NFT they have to improve their winning rate.

| Racetrack | Track | Stamina | Speed | Endurance | Explosive Force |
|------------|--------|---------|-------|-----------|--------------------|
| Japan | 3200 m | 1 | 0 | 1 | 0 |
| | 3000 m | 0.9 | 0.1 | 0.8 | 0.2 |
| | 2400 m | 0.7 | 0.3 | 0.7 | 0.3 |
| | 1600 m | 0.1 | 0.9 | 0.5 | 0.5 |
| | 1200 m | 0 | 1 | 0.2 | 0.8 |
| UK | 3200 m | 0.9 | 0.1 | 0.8 | 0.2 |
| | 3000 m | 0.9 | 0.1 | 0.9 | 0.1 |
| | 2400 m | 0.8 | 0.2 | 0.7 | 0.3 |
| | 1600 m | 0.2 | 0.8 | 0.4 | 0.6 |
| | 1200 m | 0.1 | 0.9 | 0 | 1 |
| France | 3200 m | 0.7 | 0.3 | 0.7 | 0.3 |
| | 3000 m | 0.6 | 0.4 | 0.6 | 0.4 |
| | 2400 m | 0.5 | 0.5 | 0.5 | 0.5 |
| | 1600 m | 0.4 | 0.6 | 0.4 | 0.6 |
| | 1200 m | 0.3 | 0.7 | 0.3 | 0.7 |
| USA | 3200 m | 1 | 0 | 0 | 1 |
| | 3000 m | 0.9 | 0.1 | 0.2 | 0.8 |
| | 2400 m | 0.7 | 0.3 | 0.3 | 0.7 |
| | 1600 m | 0.1 | 0.9 | 0.5 | 0.5 |
| | 1200 m | 0 | 1 | 0.8 | 0.2 |
| Dubai | 3200 m | 0.9 | 0.1 | 0.2 | 0.8 |
| | 3000 m | 0.9 | 0.1 | 0.1 | 0.9 |
| | 2400 m | 0.8 | 0.2 | 0.3 | 0.7 |

The chances of winning are calculated according to the stamina, speed, explosive force and endurance required for the course, and also taking into account the geographical conditions such as grass and dirt.



Example:

If a player participates in the [Japan • 3000m • Meadows] race, the NFT status can be calculated as follows:

| Stamina | 350*0.9 = | 315 |
|-----------------|-------------------------------|-----|
| Speed | 520*0.1 = | 52 |
| Explosive Force | 420*0.8 = | 336 |
| Endurance | 540*0.2 = | 108 |
| Meadows | 420*0.7 = | 294 |
| Mud | 650*0.3 = | 195 |
| 【 Temper 】 | 450/(350+520+420+540)/4=0.983 | 96% |



[n] = Temper/((Stamina + Speed + Explosive Force + Endurance) / 4)

| 1.00 <=[n] 1 | 0.89 | <= [n] < 0.90 | 78% | 0.78 <= [n] | < 0.79 | 56% | 0.67 | <=[n]< 0 | .68 | 34% |
|---|------------------|-------------------------------|-----|---------------------|--------|-----|------|----------|-----|-----|
| 0.99 <=[n]< 1.00 S | 98% 0.88 | <= [n] < 0.89 | 76% | 0.77 <= [n] | < 0.78 | 54% | 0.66 | <=[n]< 0 | .67 | 32% |
| 0.98 <=[n]< 0.99 | 96% 0.87 | <= [n] < 0.88 | 74% | 0.76 <= [n] | < 0.77 | 52% | 0.65 | <=[n]< 0 | .66 | 30% |
| 0.97 <= [n] < 0.98 | 94% 0.86 | <= [n] < 0.87 | 72% | 0.75 <= [n] | < 0.76 | 50% | 0.64 | <=[n]< 0 | .65 | 28% |
| 0.96 <= [n] < 0.97 | 92 % 0.85 | <= [n] < 0.86 | 70% | 0.74 <= [n] | < 0.75 | 48% | 0.63 | <=[n]< 0 | .64 | 26% |
| 0.95 <= [n] < 0.96 | 90 % 0.84 | <= [n] < 0.85 | 68% | 0.73 <= [n] | < 0.74 | 46% | 0.62 | <=[n]< 0 | .63 | 24% |
| 0.94 <= [n] < 0.95 8 | 88 % 0.83 | <= [n] < 0.84 | 66% | 0.72 <= [n] | < 0.73 | 44% | 0.61 | <=[n]< 0 | .62 | 22% |
| 0.93 <= [n] < 0.94 8 | 86 % 0.82 | <= [n] < 0.83 | 64% | 0.71 <= [n] | < 0.72 | 42% | | [n] < 0 | .61 | 20% |
| 0.92 <= [n] < 0.93 8 | 84 % 0.81 | <= [n] < 0.82 | 62% | 0.70 <= [n] | < 0.71 | 40% | | | | |
| 0.91 <= [n] < 0.92 8 | 82% 0.80 | <=[n]< 0.81 | 60% | 0.69 <= [n] | < 0.70 | 38% | | | | |
| 0.90 <=[n]< 0.91 8 | 80 % 0.79 | <= [n] < 0.80 | 58% | 0.68 <= [n] | < 0.69 | 36% | | | | |
| | | | | | | | | | | |

Valuation = (315 + 52 + 336 + 108 + 294 + 195) * 96% * 110% = [1,372]

Each race is limited to 10 horses, after the registration is completed, the race quota will be closed, after the deadline, players can register for a new race, when the player finished first in the race, the rank will be increased by 1 level, after upgrading the rank, you can participate in the higher stage of race, and get points to advance to the final 10 Super Meta Race. In addition, the 10 horses that have never won a race in the season will also have the opportunity to participate in the Lucky Meta Race, selected in order of the number of losses and the NFT number in descending order.

^{*}If the horse NFT is competing at the right track distance, you can get an additional 10% bonus.

Lucky Meta Race

In order to give everyone a chance to earn something, the 10 horses with the lowest points in the season can participate in the Lucky Meta Race to get extra prizes. Lucky Meta Race will be held on the 29th day of each season, and the operator will contribute 0.4% of the betting amount to the race prize for players.

Super Meta Race

The 10 horses with the highest points in the season can compete in the Super Meta Race, which will be held on the 30th day of each season, and the operator will contribute 5.6% of the betting amount for players. The top three finishers of Super Meta Race can enter the Hall of Fame and earn game tokens with the right to sell unlimited breeding.

* 0.4% and 5.6% of the bet amount will be converted from G to MHC each time a bet is placed and stored in the pool, and the bonus will be distributed from MHC.

3.3 Betting Mode

Players can bet with game tokens to participate in the final bet and earn game tokens. Players can watch replays on the site after the race, and the bettors who bet on the winner will share 90% of the total bet after the event.

Each race will be listed on the website with details, in addition to the temper index of the horse NFT, its profile and current status will also be specified, allowing players to select the right horse NFT to bet.

META HORSE Simulation Game Mode



4.1 Equipment can boost rewards

Players can use game tokens to buy blind boxesto obtain equipment or upgrade their status, and the items in the blind boxes are as follows:

| Item | Effect | Odds | Gift |
|------------------------|--|------|-----------------------|
| Apples | Stamina + 5 | 13% | Total Purchase of 10 |
| Carrot | Speed + 5 | 13% | Total Purchase of 20 |
| Banana | Endurance + 5 | 13% | Total Purchase of 30 |
| Honey | Explosive Force + 5 | 13% | Total Purchase of 40 |
| Pasture | Temper + 5 | 13% | Total Purchase of 50 |
| Comprehensive Juice | Fatigue value recovery 1 box (3) | 11% | Total Purchase of 60 |
| Brushes | Training to gain SP status increased by 3 times (once) | 10% | Total Purchase of 70 |
| Nose Hoop | PVP evaluation value increased by 10% (once) | 8% | Total Purchase of 80 |
| Patch | PVP Temper increases to MAX (once) | 5% | Total Purchase of 90 |
| Horse Whip | PVP evaluation value increased by 30% (once) | 1% | Total Purchase of 100 |

4.2 Breeding Mode

Horses retire when they reach 84 months (one month for every 8 hours - 28 days total) and retired males can in-net breed. Players can choose a female in the net (pool) to breed once, and the horses that succeed in the top 3 of Super Horse will enter the Hall of Fame for a 30-day unlimited breeding opportunity to rent another horse for breeding for 100 game tokens.

Horses are automatically destroyed after breeding and newly produced horses go on to the next racing season for a fee of 1,000 MHC per breeding.



Horse NFT Type and Number of Issues



- 2,500 NFTs will be sold in the first phase for 1,000 USDT
- NFTs are all male horses, a total of 10 designs (with masks as a distinction), each design has a number of 250 horses
- Free white list of 500 tickets, each account can buy 2 horses

The matching index is as follows:

| | No. | Name of Male Horse NFT | Suitable Track | | Endurance | Speed | Stamina | Explosive Force | Temper | Grass | Mud | Upper limit (First come.first served) |
|---|-----|------------------------|----------------|-------|-----------|-------|---------|--------------------|--------|-------|-----|--|
| | 1 | Deepcompact | 1600m | 2400m | В | | В | Α | В | | С | 15/250 |
| | 2 | Rosekanaloa | 1200m | 2400m | В | Α | С | С | Α | А | В | 150/250 |
| | 3 | Heartcry | 2400m | 3200m | Α | В | В | С | В | Α | D | 210/250 |
| | 4 | Shazuna | 1600m | 3000m | Α | Α | В | В | С | Α | С | 200/250 |
| | 5 | Youngkamehameha | 1600m | 2400m | В | Α | В | Α | Α | В | Α | 150/250 |
| | 6 | Epifire | 1600m | 3000m | Α | С | Α | С | В | В | С | 220/250 |
| | 7 | Rulergossip | 1600m | 2400m | В | Α | В | В | D | Α | С | 213/250 |
| | 8 | Orfeblue | 2400m | 3200m | Α | Α | Α | В | D | Α | С | 215/250 |
| | 9 | Diwaminor | 1200m | 1600m | С | Α | В | С | С | Α | В | 221/250 |
| | 10 | Honeyfuse | 1200m | 1600m | D | Α | В | D | В | С | Α | 249/250 |
| | | | | | | | | | | | | |
| | No. | Name of Mare Horse NFT | Suitable | Track | Endurance | Speed | Stamina | Explosive Force | Temper | Grass | Mud | Upper limit (First come, first served) |
| | 1 | Speedace | 1200m | 1600m | D | Α | D | Α | D | В | Α | 500/750 |
| П | 2 | Balancequnio | 1600m | 2400m | В | С | С | В | В | В | С | 873/1000 |
| | 3 | Sutaminaqueen | 3000m | 3200m | Α | D | Α | D | Α | В | D | 470/750 |

| 4 | | | | | | | | |
|------------------------------------|--------------------|-----|--|--|--|--|--|--|
| | Endurance | 480 | | | | | | |
| [月齡0] | Speed | 470 | | | | | | |
| 【万部リ | Stamina | 420 | | | | | | |
| 適正① 1600m | Explosive Force | 600 | | | | | | |
| MILE TOUGHT | Temper | 460 | | | | | | |
| 適正② 2400m | Grass | 520 | | | | | | |
| ASILE E-TOOM | Mud | 380 | | | | | | |
| Number of PVE training sessions | Fatigue Va | lue | | | | | | |

The probability of matching results is as follows:

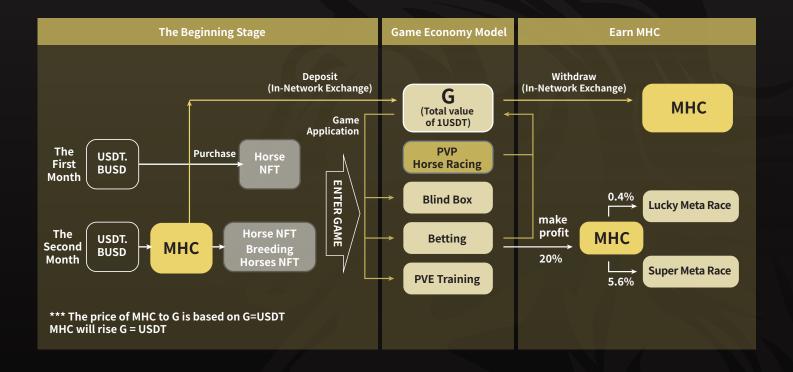
| [AxA] | | [AxB] | | [AxC] • [AxC] | | [AxD] • [BxC] | | [BxD] • [CxC] | | [CxD] | | [DxD] | |
|-------|-----|-------|-----|---------------|-----|---------------|-----|---------------|-----|-------|-----|-------|-----|
| 650 | 5% | 600 | 5% | 550 | 5% | 500 | 5% | 450 | 5% | 400 | 5% | 700 | 10% |
| 600 | 19% | 550 | 19% | 500 | 19% | 450 | 19% | 400 | 19% | 350 | 19% | 300 | 18% |
| 590 | 19% | 540 | 19% | 490 | 19% | 440 | 19% | 390 | 19% | 340 | 19% | 290 | 18% |
| 580 | 19% | 530 | 19% | 480 | 19% | 430 | 19% | 380 | 19% | 330 | 19% | 280 | 18% |
| 570 | 19% | 520 | 19% | 470 | 19% | 420 | 19% | 370 | 19% | 320 | 19% | 270 | 18% |
| 560 | 19% | 510 | 19% | 460 | 19% | 410 | 19% | 360 | 19% | 310 | 19% | 260 | 18% |





MTBTC Governance Token Earning and Application Process





MTBTC Governance Token Program

| Program | % | Volume | Price (\$) | Locked Positions |
|---------------------------------------|---------|---------------|------------|---|
| Liquidity LP & Listing | 10.00% | 588,888,000 | 0.008 | |
| R&D Funds | 10.00% | 588,888,000 | 0.008 | |
| Team & Consultants | 15.00% | 883,333,333 | 0.008 | TGE Mode,100% & monthly release for 12 months |
| Ecological planning & marketing costs | 65.00% | 3,827,777,779 | 0.008 | |
| Total | 100.00% | 5,888,888,888 | 0.008 | |

META HORSE Roadmap





2022.03

NFT Design
Official Website Launch
Seed Round private placement



2022.04

Blockchain game development



2022.05

Release the design of horse NFT



2022.09

Launch NFT blind box and training center NFT

Release Governance tokens

Release Blockchain game Play introduction



2022.10

Release Market Place Release Blockchain game



2022.12

Governance Tokens launched on Exchange



