



MASTER PLAYERS



*Whitepaper*

A soccer player in a blue jersey is captured in mid-air, kicking a soccer ball on a green field at night. The scene is illuminated by bright stadium lights, creating a dramatic atmosphere. The player's body is angled towards the right, with their right leg extended forward to strike the ball. The background shows a blurred stadium with spectators and other players.

# ABOUT

## What is MasterPlayer?

MasterPlayers is a global pool of soccer players who can virtually create, explore, play matches and monetize their gaming experiences on the Binance Smart Chain blockchain while receiving \$Metaplayers as collateral. Player's special traits and rarities. MasterPlayers changes are reflected in your Club Ranking. This means leveling up, making your Club more valuable. Each experience comes with an upgrade to the player. It's called a 'skill'. Skills will help the player on his journey as it increases the player's value and abilities.



## Metaverse Football blockchain powered by Play to Earn games

MasterPlayers is an entire world of football developed on the Binance blockchain. It is the starting point of a new paradigm in sports, decentralized and where you can participate actively in various ways. This universe is a combination of 3 billion dollar markets with global impact: video games, football and sports betting, all combined by blockchain technology and NFT, another billion dollar market that is just starting to take off.

Master Players is also part of a new generation of video games where users can earn cryptocurrency for their contribution to the ecosystem. These games are known as “Play to Earn” and were recently popularized by the success of Axie Infinity.

As a user of the MasterPlayers universe, you can earn cryptocurrency in the following ways:

1. Win matches (simulated according to statistics) against other users in career mode, or against AI in friendly mode.
2. Finish the season at the top of the league or cup in career mode
3. Selling players your sports scouts have found
4. Borrowing players to other teams for a limited period of time
5. Charging commissions on future player sales
6. Sell sports scouts who have been mentored by your team members
7. Earn sponsorship contracts when your team gains popularity
8. Bet on the winning team
9. Rent your stadium to another team
10. Selling tickets to fans attending the stadium.



A soccer player in a blue jersey is captured in mid-air, kicking a soccer ball on a green field at night. The scene is illuminated by bright stadium lights, creating a dynamic and energetic atmosphere. The player's body is angled towards the right, with their right leg extended forward to strike the ball. The background shows the dark silhouettes of stadium seating and structures, with the lights creating a strong contrast and some lens flare effects.

## Decentralized universe

The MasterPlayers universe is designed with community at its core. The MasterPlayers team will be responsible for developing and distributing the initial assets, but once published, the community will generate new assets that users will use to participate in the ecosystem.

The MasterPlayers team will also be responsible for developing functionality that will allow the universe to work well and entertain users. All assets in the universe are NFT MasterPlayers, allowing other developers to use these assets to create new gaming experiences or develop tools that help managers better manage their teams.

Will be available on iOS, Android and PC Including Cross-platform

Although the project has been drawn up with an initial roadmap to be developed over the next 3 months, the full scope of the project will take several years of development. To make the community the center of this new football world, we have created a \$Masterplayers token, with which holders can participate in key voting for the future of Masterplayers.





## Market Overview

### Video Game Market

Video games are an ecosystem that has grown tremendously in recent years, reinventing parallel universes that allow users to interact online with other users around the world. A recent study revealed that at least 3.1 billion people out of 8 billion people worldwide play video games, roughly 40% of the world's population. The Asian continent is leading the way with 1.4 billion players. Europe ranks second with 668 million consumers. Followed by Latin America and North America with 383 and 261 million consumers respectively

#### Use of blockchain technology in video games

Blockchain technology is a public, shared and decentralized database that functions as a ledger where buying and selling operations or other types of transactions are recorded. Broadly speaking, the benefits that blockchain offers to the video game industry are:

**Ownership:** For the first time in history, users can become the true owners of game assets.

**Digital exchange:** Users have the opportunity to exchange game assets with other users in the ecosystem.

**Revenue:** Users can generate revenue within the game ecosystem, not just developers.

**Transparency:** All blockchain game interactions are publicly referenced.





## The Future of Video Games

The video game industry is growing year over year, generating more revenue than the film and music industries combined: \$145.7 billion vs \$42.5 billion from the film industry (box office) plus \$20.2 billion from the music industry -2019 data-.


Over the period 2021-2025, revenue is forecast to show a CAGR of 9.32%, generating \$223 billion in revenue by 2025.

In addition, the new "Play to Earn" game mechanics are developing right now and could cause a paradigm shift in the video game industry, as "Free to Play" games have done in recent years. We firmly believe that this paradigm shift will result in most game studios being forced to offer "Play to Earn" incentives to meet new market demands.

## Football market

Football is definitely the most popular sport in terms of fans. Around 3.5 billion people worldwide watch football at least once a year. It represents 45% of the world's population. And not only is it the most popular sport in the world among fans, but it is also the most popular sport. FIFA estimates that 270 million people officially participate in the sport to some extent. While American football, baseball, cricket, and Australian football are examples of popular sports, they are primarily played in specific locations. In contrast, football is played in more than 200 countries; in fact, except in North America, football is practically the most popular sport on every continent.



A background image of a soccer player in a blue jersey kicking a ball on a field at night. The player is in the center-right of the frame, with their leg extended towards a soccer ball on the grass. The background is dark with stadium lights visible in the upper left corner.

The global sports market reached nearly \$388.3 billion in 2020, growing at a compound annual growth rate (CAGR) of 3.4% since 2015. The market fell from \$458.8 billion in 2019 to \$388.3 billion in 2020 in rate of -15.4%. The decline was mainly due to the lockdowns and social distancing rules imposed by several countries due to the COVID-19 outbreak and measures to contain it. The sports market is expected to reach \$599.9 billion by 2025 and \$826 billion by 2030.

### Sports Betting Market

World gambling statistics show that about 26% of the world's population gambles. That means around 1.6 billion people worldwide are betting. 4.2 billion do it at least once a year.

In 2020 alone, the sports betting industry recorded \$203 billion in revenue. During 2020-2024, the global sports betting industry is expected to grow by \$144.44 billion, which will be a compound annual growth rate (CAGR) of 11%.


According to the 2020 PwC sports study, sports betting is the most bullish sports revenue stream in recent years and with the highest growth rate (7.2%). Followed by other revenue streams such as: sponsorships (2.2%), media rights (3.2%) and licenses (3.4%).

### Use of blockchain technology in sports betting

The introduction of blockchain in sports betting provides a solution to the problems currently generated by bookmakers. The benefits are as follows:

**Anonymity:** your personal information remains undisclosed even to online casinos.



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- A background image of a soccer player in a blue jersey kicking a ball on a field at night, with stadium lights visible in the background.
- Trust: In today's centralized scenario, any user can say that they feel cheated by the bookmaker. The same cannot be said when transactions are added transparently to the blockchain.
  - Security: Once the block is added, the contents of the block are almost impossible to

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A soccer player in a blue jersey is captured in mid-air, kicking a soccer ball on a green field at night. The player's right leg is extended towards the ball, and their left leg is bent. The background shows a large stadium with bright lights and a dark sky. The text is overlaid on the upper left portion of the image.

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## TEAM

### **ADAM BEALL, 41**

#### **Chief Executive Officer**

Born in USA on April 15, 1981 ADAM BEALL is the lead project leader, Directing everyone to the right path with precision for great success. ADAM BEALL will also be a team developer with 6 years experience in C++ & javascript. He created candy machine id and generated NFT collection from this pro

### **BEN CASEY, 34**

#### **Chief Financial Officer**

Born in France on September 6, 1988 LHA BEN CASEY has been in the digital and real estate market for over 15+ years. with many successful business deals and partnerships, BEN CASEY will be MasterPlayers finance officer bringing 6 figure budget to create long term projects that spread all over the world.

### **JENNIFER, 23**

#### **Chief Marketing Officer**

Born in Latvia on October 29, 1999 JENNIFER works with many marketing experts and NFT experts to bring awareness about our project & community. JENNIFER is about to start a long-term campaign with many companies and celebrities to achieve global success and be talked about all over the world! He specializes in multiple platforms including: Twitter, Tiktok, Youtube, Reddit and LinkedIn



A soccer player in a blue jersey is captured in mid-air, kicking a soccer ball on a green field at night. The player's body is arched, and the ball is just in front of their foot. The background is dark with some stadium lights visible.

## **GRAHAM, 38**

### **Chief Product Officer**

Born in Spain on 20 July 1984 GRAHAM is the team supervisor, he ensures that every point and vision noted on the roadmap will be completed on time. GRAHAM will control the team's email, twitter and business meeting opportunities for optimal results. He will update the team every week on what they need to improve and what needs to be discussed.

## **PATRICIA, 28**

### **Chief Technology Officer**

Born in Israel on March 4, 1994 PATRICIA was born with a passion for technology and game development. He studied in Software Engineering in Germany for 7 years and since then worked on small projects with great results. PATRICIA will be lead in Tech team in MTP project, have more than 15+ IT employees coming soon.




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## Player

You can participate in the MasterPlayers universe in many roles:

1.As a Coach, you will be able to set up your own Club and handle personnel recruitment/management, new player discovery, player recruitment/sales and financial management. Your main goal is to equip the Club with the best talent to take it to the highest level.

2.As a Coach, you will be responsible for managing the sports area. Your responsibility is to maximize the potential of players through proper training plans, preparing the right strategy for each match, and keeping players in the best condition and mood. You will be responsible for the Club's sporting achievements.

3.As the Referee, you will be responsible for managing the rules of the game. Your accuracy in acting quickly and decisions is highly dependent on you as you are the legal Administrator of the game and are in charge of all 90 Minutes events

4.As a Field Player, you are the main focus of the team to achieve the highest trophies and level up your team to great success. You will be in charge of amazing gameplay of 11v11 players on the field trying to beat each other to try to score the most goals in 90 Minutes



A background image of a soccer player in a blue jersey with white accents, captured in motion as if kicking a ball. The scene is set at night on a grassy field, with bright stadium lights visible in the upper left corner, creating a dramatic and slightly blurred effect.

## Stadium

Stadiums are another asset in the MasterPlayers universe that host matches played at home, giving owners an additional profit for each game (for ticket sales).

The stadium can also be rented out to other clubs, so the stadium owner will receive a % of the revenue generated by each match.

Stadium owners can create and host special events as tournaments. Take % of the bet placed on your stadium as a small fee.


## Growing Asset

All MasterPlayers assets evolve over the course of the game. As you use them, their abilities will increase until they reach their full potential. Also, just like in real life, in-game characters will age in the club and retire. 1 year in MasterPlayers is equivalent to 1 month in real life , so the lifespan of game characters is usually between 20 and 30 months. This mechanism is used to control overpopulation of characters in the long run and give the universe more realism. Some types of assets will be able to perform other roles when their career in the previous role is terminat

## Competition

There are many factors that can determine the outcome of a match: individual technique of players, team morale, fatigue... Basically, the result of any match will depend on a direct confrontation between the tactics of each coach, the technique of the players. , and the lucky percentage.



A soccer player in a blue jersey is captured in the middle of a powerful kick on a grassy field at night. The player's body is angled towards the right, with their right leg extended forward and their left leg planted firmly. A soccer ball is visible near the player's feet. The background is dark, with some blurred lights suggesting a stadium environment.

As a coach, before each match, you must decide on the starting line-up and match strategy. During the game, you will have real-time information about the main statistics of your players and matches. You can also make changes to tactics and substitutions (up to 5).

There are several types of meetings:

#### Friendly matches (PvE)

Player vs. Environment Mode MetaPlayers . As a Coach you will be able to play as many friendlies as you want, but the condition of your players will decrease after each match, conditioning matches that you can play during the day without increasing the risk of injury.

After each game, players will win Skills; but they will lose fatigue. Depending on the outcome, they will either win or lose Morale. You can refuel them by letting them rest for 24 hours

If the match is successful, you will also receive Token compensation, but this will be less than in career (PvP) mode.

#### Career mode match (PvP)

Player vs. Player. As a Coach, you will join the lower divisions of the Continental League that your Club chooses to join.


#### Continental League

There will be 3 continental leagues available, each with several divisions:

- America
- Europe
- Asia

Each division will consist of groups of 14 to 16 teams managed by other managers. The season will last for 26 days, and you will play daily matches against other teams in the league. The winner of the match will





receive 3 points, if a tie you will receive 1 point each, if you lose you will not receive any points.

Just like in friendly matches, after each match your players will be affected by their attributes; in this case, with a greater impact than in PvE mode.

At the end of the season, the player with the top position will receive Token compensation and will be promoted to a higher division. The final qualifier will drop to a lower division (as long as there is one at the bottom).

Each match will generate a son's income which will be divided between players according to the result of the match.

### Division

Each continental league will consist of 9 divisions, with division 1 being the best of all and the only one with one group. The other divisions will hold as many groups as needed, with the always lower division having more groups than the higher one.

Once the competition is over, a pre-registration will be made where teams wishing to join the competition will register. Once the team count allows you to create new divisions while maintaining the requirements defined above (especially the requirement for more users in lower divisions), additional divisions can be created.

### Other competitions

In addition to leagues, there will also be other Player vs Player competitions during the season, such as knockout tournaments or multi-stage tournaments.

Some of these tournaments may require a fee to enter.



## Betting

Bets can be placed on the top division of the Continental League. Users will have a panel where they can watch upcoming matches and choose where to bet.

We'll start with the most traditional betting methods:

### Win-Draw-Win (or 1x2) Bet

This type of bet consists solely of predicting the winner of the match. 1) according to local winner, X) draw and 2) away winner.

The betting coefficient will be fully automated by an algorithm. Payment will also be automatic.

## Play to earn


Introduction to Play to get mechanics (\$Masterplayers tokens are used in all games )

The Play to Earn mechanic is the latest revolution in the gaming industry. It is a model that adopts the concept of a decentralized economy and provides financial benefits to users who add value by contributing to the gaming ecosystem.

Giving users ownership of game assets and enabling them to increase their value by playing actively, is a key component of Play to Earn games. By participating in the game economy, players create value for other users and the ecosystem. In turn, they are rewarded with the assets of the game itself. These digital assets can range from Bola tokens, to tokenized gaming assets like NFT.

At MetaPlayers, our goal is to balance two main pillars:



A background image of a soccer player in a blue jersey, white socks, and blue shorts, captured in the middle of a powerful kick on a green field at night. The stadium lights are visible in the background, creating a bright, hazy atmosphere. The player's body is angled towards the right, with their right leg extended forward and their left leg planted on the grass. The ball is visible near the player's foot.

Immerse players into a fun and enthusiastic game environment Provide a stream of income for each player Earn \$Masterplayers on MetaPlayers  
In MasterPlayers, players have several ways to earn \$Masterplayers:

Win matches (simulated according to statistics) against other users in career mode, or against AI in friendly mode. Finish the season at the top of the league or cup in career mode Selling players your sports scouts have found Borrowing players to other teams for a limited period of time Charge commission on sales of future players Sell sports scouts who have been mentored by your team members Earn sponsorship contracts as your team gains popularity Bet on the winning team Rent your stadium to another team Selling tickets to fans attending the stadium.

## **P2P Market**


All in-game assets can be sold on the MasterPlayers marketplace. As an Owner, you will be able to:

Put assets for sale at a fixed price, for an indefinite period / Buy assets placed for sale at a fixed price:

The asset will be automatically transferred to the wallet of the user who pays the predetermined price.

Place players as transferable / Make transfer offers:

The player will be automatically transferred to the user's club that paid the transfer price, but will remain in the club's owner's club. When the assignment ends, the player will return to the owner's club.



Accept or reject offers made on my assets / Make offers on other users' assets.

All assets in the market are represented in \$Masterplayers and \$USDT. To avoid high transaction fees, all transactions are carried out through the Binance Smart Chain network.

## TOKENOMICS

**Name** : Master players

**Symbol** : Masterplayers

**Desimal** : 18

 Total Supply: 1,000,000,000 *\$Masterplayers*

- 15% - Presale
- 30% - Staking Rewards
- 25% - CEX Reserve
- 2.5% - Dev Team (Locked for 3 years)
- 20% - DEX Liquidity
- 6.5% - Locked Incentives
- 1% - Airdrop



## DETAIL TOKEN

MasterPlayers Universe (\$Masterplayers) is a Token Binance smart chain that is used to perform the main actions in the MasterPlayers universe: buying/selling assets, scoring new assets... These will be accompanied by secondary tokens, which are used to perform minor actions in the game.

Additionally, \$MASTERPLAYERS holders will be able to participate in key governance voices, such as the development roadmap and how much funding from the DAO developers can use each month.



November 21 - December 18  
**FIFA World Cup  
Qatar 2022™**

## Giveaway will start on the Q3 Roadmap timeline. I I World Cup 2022 Qatar VIP Seats 50

Tickets to World Cup 2022 Qatar live events Because we believe in our community as our number 1 priority, we will give something back to our people as a way to say thank you. Unfortunately we will give a total of 150 tickets because this event runs out very quickly and we managed to buy 50 VIP tickets for WC 2022 Qatar, the Giveaway will start on the Q3 Roadmap timeline. I I World Cup 2022 Qatar VIP Seats 50.



# ROADMAP

## Q1 2022

- Conceptualization
- Launch White Paper
- Launch Tokenomics
- Website Launch
- Launch Telegram, Twitter, Reddit, Medium
- Start marketing and build a social media presence

## Q2 2022

- Token Presale
- Launch
- Football matches live from the team (Twitch.tv)
- P2P Market Launch
- Airdrop

## Q3 2022

- VIP Ticket to the 2022 World Cup
- Physical Gift for Holder
- Partnership
- MasterPlayers Demo Preview
- Updates & Bug Fixes/Errors

## Q4 2022

- MasterPlayers Beta Launch
- Merchandise Drop
- Youtooz Numbers
- Drop LIMITED 3D Collection
- To be continued 2023