

The background is a dynamic, low-poly 3D illustration of a battle scene. In the center, a large red robot with a yellow head and multiple arms is being targeted by a circular crosshair. To the left, a soldier in a brown hat and uniform aims a long-barreled rifle. To the right, a soldier in green armor and a blue helmet aims a heavy machine gun. The sky is filled with various flying enemies, including a large red and white spherical drone, a yellow and blue insect-like drone, and a small yellow robot. The ground shows a desert landscape on the left and a snowy, forested area on the right. The overall color palette is dominated by oranges, yellows, and browns, suggesting a sunset or sunrise setting.

Meta Gunner

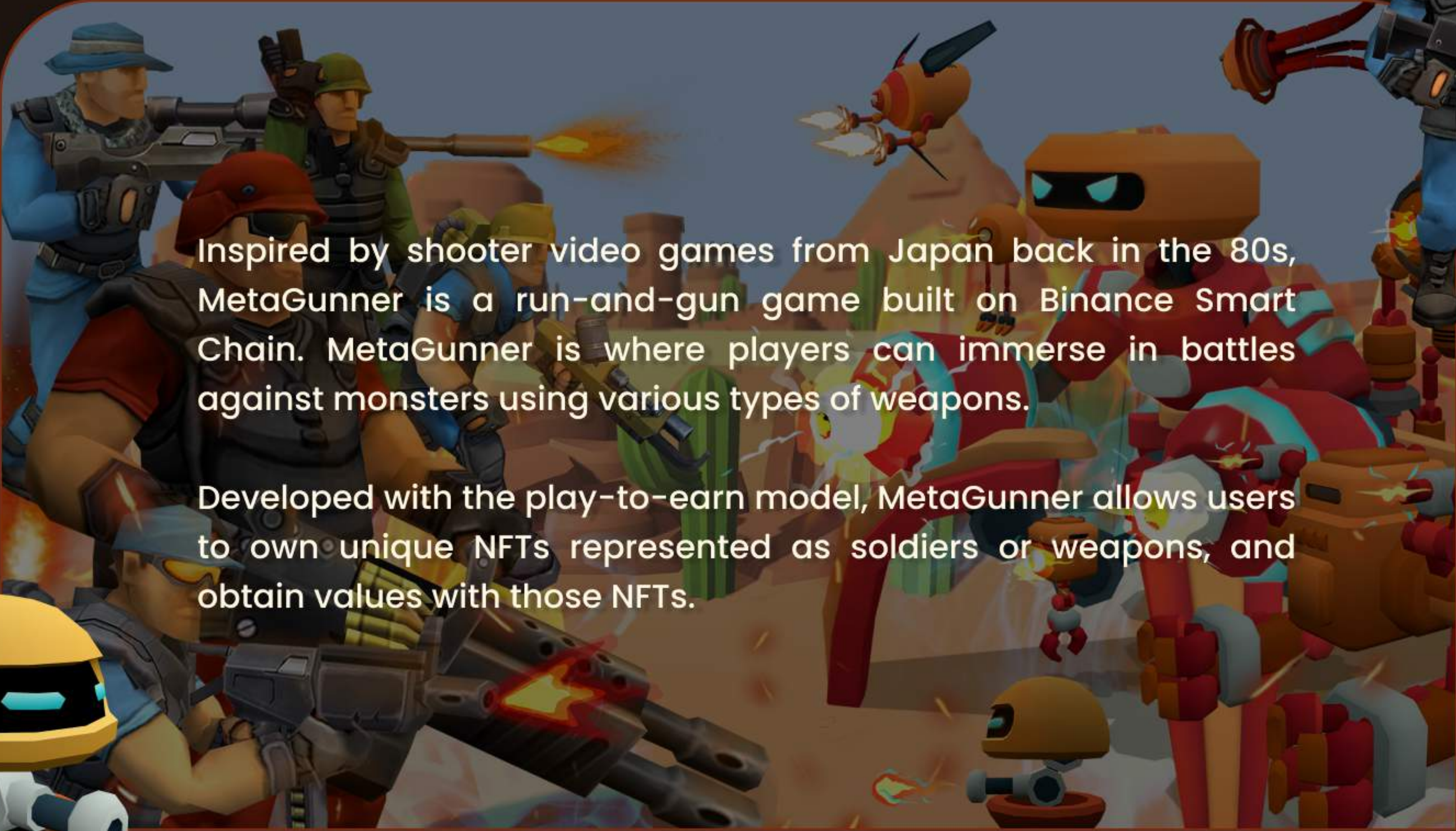
LITE PAPER

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ABOUT METAGUNNER

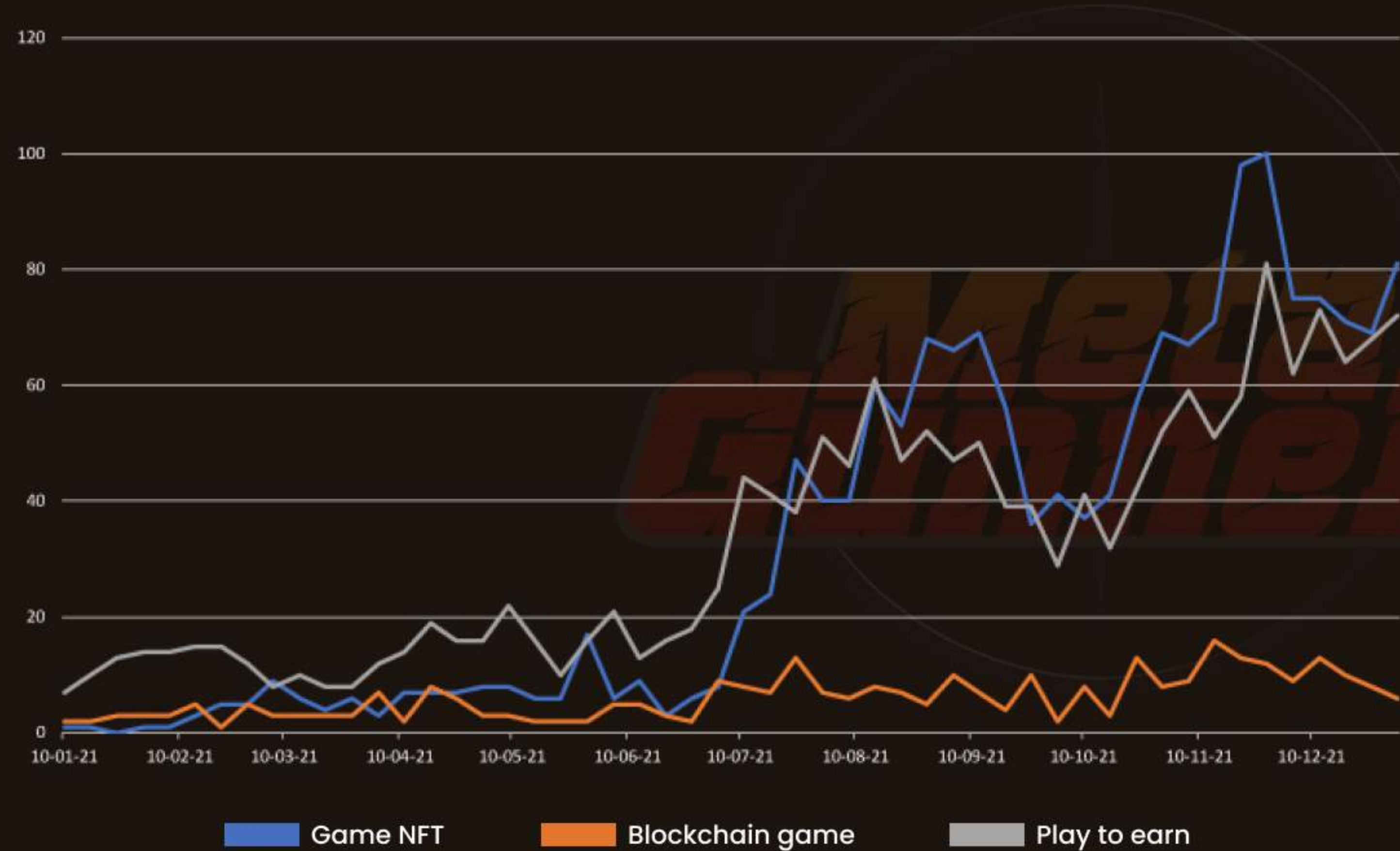


Inspired by shooter video games from Japan back in the 80s, MetaGunner is a run-and-gun game built on Binance Smart Chain. MetaGunner is where players can immerse in battles against monsters using various types of weapons.

Developed with the play-to-earn model, MetaGunner allows users to own unique NFTs represented as soldiers or weapons, and obtain values with those NFTs.

MARKET ANALYSIS

INTEREST IN BLOCKCHAIN GAMES OVER TIME

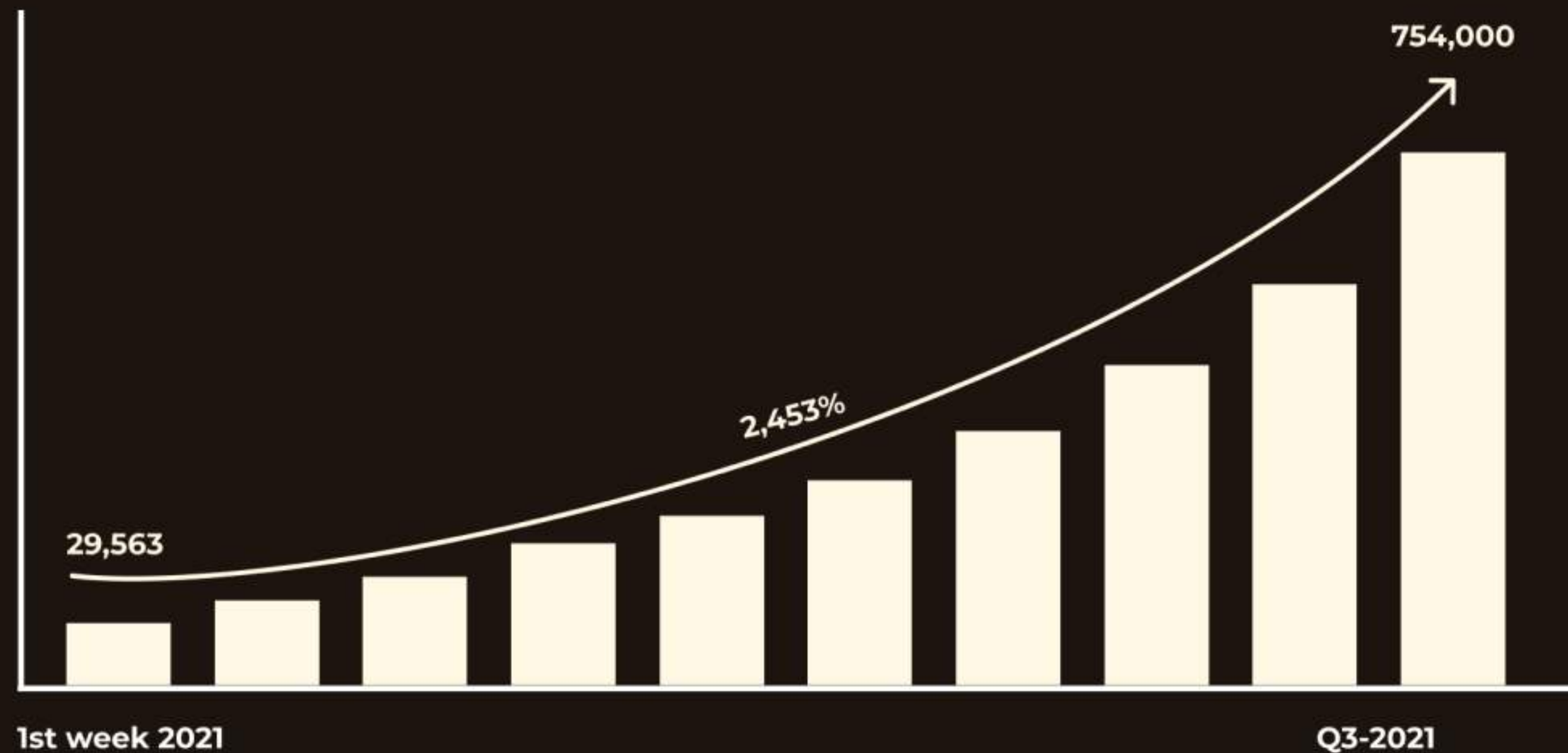


With the development of the industrial blockchain, the user acceptance of the NFT game market is also increasing. One of the proofs is that the concept of blockchain games is getting clearer and clearer.

INTEREST BY KEYWORD

MARKET ANALYSIS

DEVELOPMENT OF BLOCKCHAIN GAMES

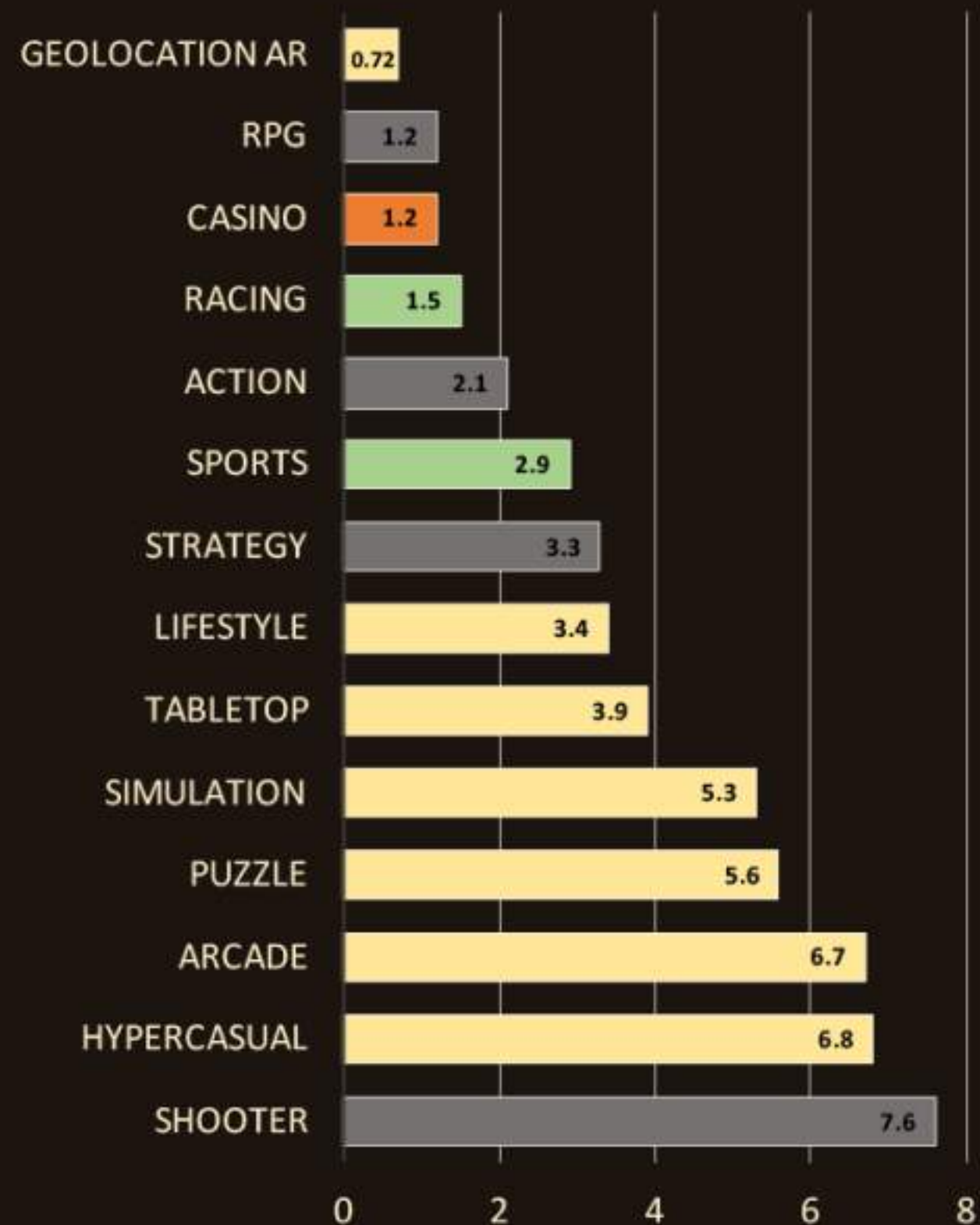


UNIQUE ACTIVE WALLETS CONNECTED TO GAMING DECENTRALIZED APPLICATIONS

According to the “Blockchain Gaming Report” from DappRadar in the third quarter, the individual active wallets that were connected to decentralized gaming apps totaled 754,000 in the reporting period.

This equates to almost half of the industry’s activity, with the blockchain industry registering an average of 1.54 million individual daily active wallets over a three-month period.

MARKET ANALYSIS



Among the game genres with the most active users, the shooter game genre still holds its position at the top of the chart.

DAILY ACTIVE USER



AVERAGE ACTIVE USERS AMONG THE TOP 50 GAMES BY GENRE Q1-2021 (iOS, ANDROID)

VISION & MISSION

Vision

With Axie Infinity's breakthrough, there has been a massive boom in the GameFi market in the second half of 2021. The keyword "GameFi" has been a hot topic in the crypto market. Since then, many projects which are "only on white papers" and many unfinished products have appeared frequently in the market. Investors have gradually lost faith in GameFi because of these projects. Our team saw the community's problems with games and blockchain, so we developed MetaGunner to deal with those problems.

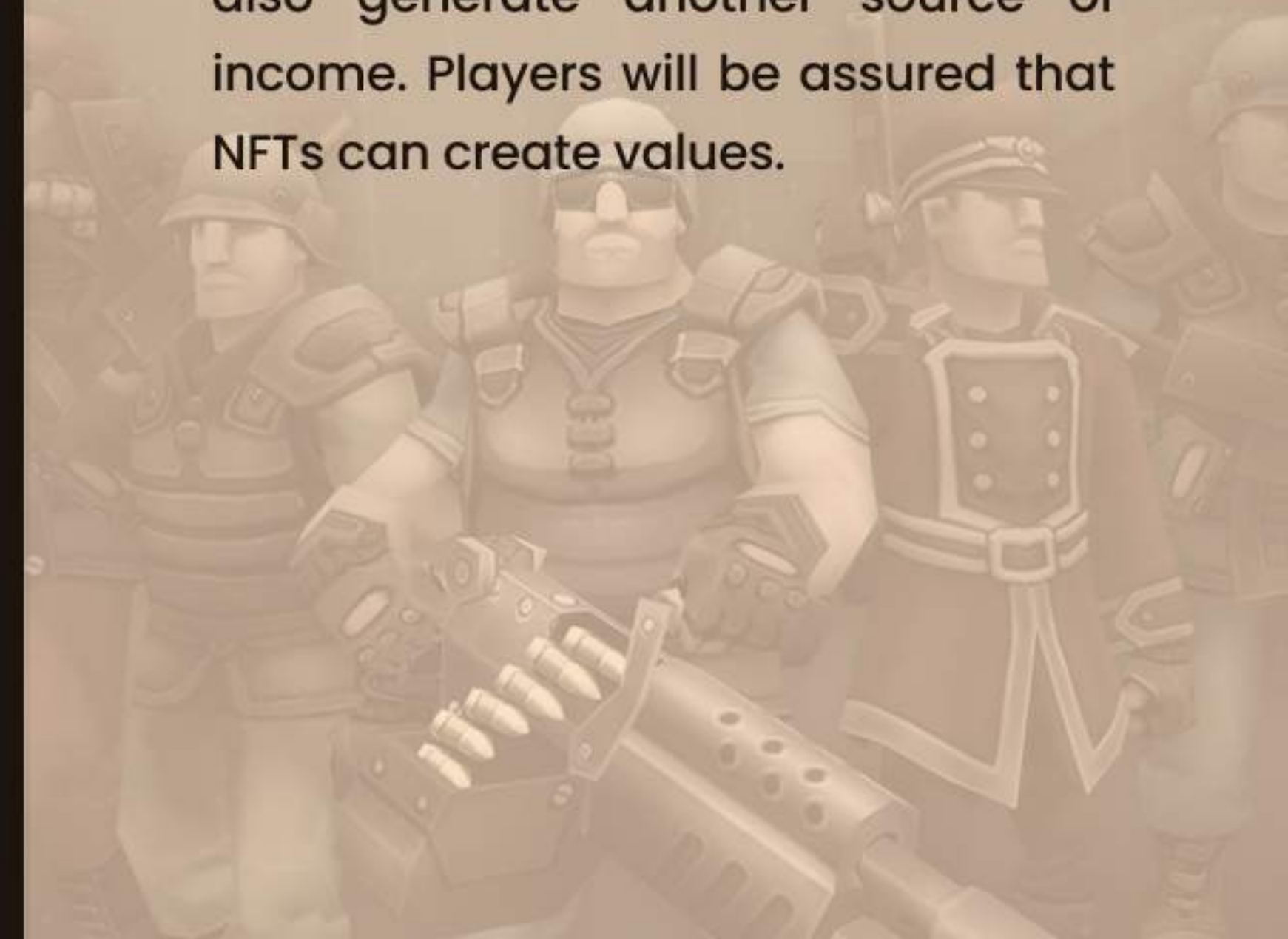
Making the game mechanics not too complicated, we target those who have known, heard, participated in GameFi and those who have done some research but still do not know which game to join.

With an economy limiting inflation to a minimum, a mechanism stimulating old investors, and events welcoming new investors, we are confident to balance the supply and demand in the game. The play-to-earn model is what we focus on, which will bring the gaming industry to another level in the future. The application of blockchain to gaming will make everything financially transparent.

Mission

MetaGunner players can bring values and own NFTs with "virtual value equals real value."

Our ambition is to create a game where users not only entertain but also generate another source of income. Players will be assured that NFTs can create values.



GAMEPLAY – SOLDIER

Type

OFFICER



Icon:



A respectful but ruthless soldier that holds a record of bringing 21 terrorists to justice by himself.

Unique Weapon: Revolver

There are seven main types of soldiers in the world of MetaGunner. Soldiers have their own different names and characteristics, which can easily be distinguished. Along with that, there will also be unique weapons associated with soldiers, which will maximize the soldiers' power and skills.

GAMEPLAY – SOLDIER

Type

DESTROYER



Icon:



The Destroyer is a heavy-built six-foot-tall man who loves big guns and explosives. His enemies may outrun him, but they cannot outrun his grenades.

Unique Weapon: Heavy Machine Gun

GUNNER



Icon:



A well-trained Navy SEAL that can improvise, adapt, and overcome any situation.

Unique Weapon: Assault Rifle A

GAMEPLAY – SOLDIER

Type

SPECIAL FORCE



Icon: 

An elite trooper who specializes in large-scale tasks and always completes them thoroughly.

Unique Weapon: Shotgun

SNIPER



Icon: 

He is rumored to be a ghost. No one has ever seen him, and no one wants to be his enemy.

Unique Weapon: Sniper Rifle

GAMEPLAY – SOLDIER

Type

SCOUT



Icon:



The scout is an expert on gathering information on the enemy lands.

Unique Weapon: Sub Machinegun

MEDIC



Icon:



An extremely experienced battlefield doctor, but do not make the mistake of underestimating his skills.

Unique Weapon: Handgun

And every soldier belongs to an Army

GAMEPLAY – ARMY



Army: Imperial
Stats: High Defense Score
Color: Red



Army: Alliance
Stats: High Max Health
Color: Blue



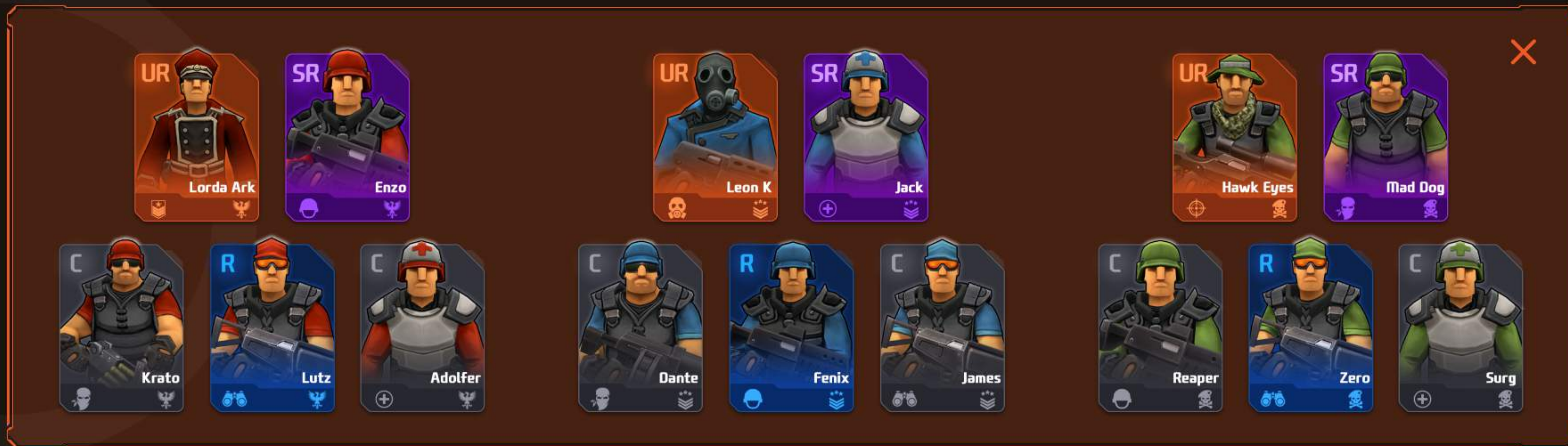
Army: Mercenary
Stats: High Movement Speed
Color: Green

There are three Armies, which can be differentiated through their army names, stats, and costumes.

Each army is a collection of soldiers with distinct personalities

GAMEPLAY – SOLDIER

Character



There are 15 different characters in MetaGunner, which have their own name, army, and rarity (Common – Rare – Super Rare – Ultra Rare) shown on their Character Cards. Each of them is a unique being with his own abilities and specialities.

GAMEPLAY – WEAPON

Type



There are ten types of weapons in MetaGunner, each of which has ten different levels and five ranks. This means that there are up to 50 weapons of distinguished ranks and types for players to choose.

GAMEPLAY – WEAPON

Rank



The rank of a Weapon is represented as a number of stars. The more stars there are, the rarer the Weapon is.

GAMEPLAY – UPGRADE

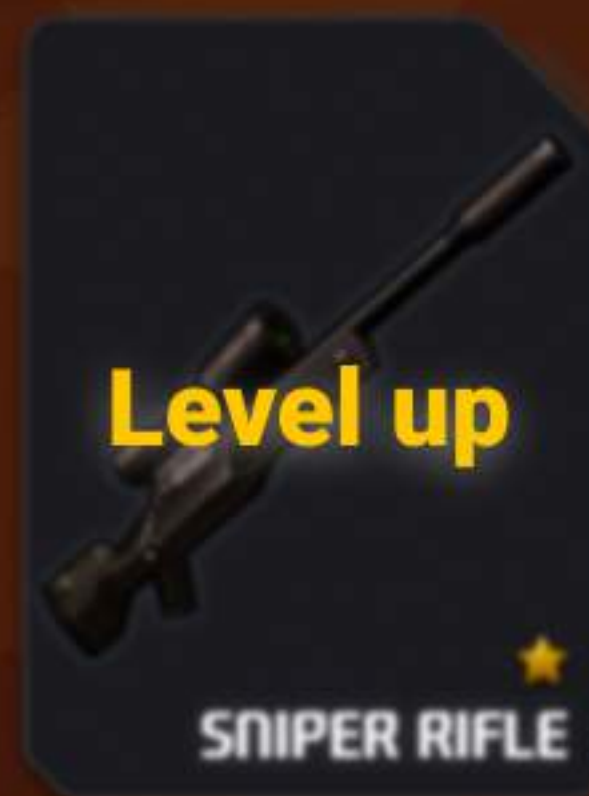
WEAPON UPGRADING



Wrench



\$MCOIN



SOLDIER EVOLUTION



Shard



\$MCOIN



Weapon Upgrading and Soldier Evolution are the ways to increase the attributes of the weapons/soldiers in order to have higher chance of winning against enemies. Weapons and soldiers that go through **Weapon Upgrading and Soldier Evolution** are guaranteed to worth more value than the common weapons/soldiers.

GAME MODES

Campaign

Campaign is the PVE mode of MetaGunner. In this mode, soldiers have to fight randomly spawned monsters using their weapons to collect rewards. Campaign mode requires not only characters and weapons, but also players' skills.



GAME MODES

PvP

Players' mutual interactions are what we aim to boost since we realize the values of a strong community are the key to advancement.

In this mode, two random players with the same ranks will be chosen to join a battle against each other.



GAME MODES

Arena

Team Fire

- 10 players will be divided into two teams.
- In this mode, the main mission is eliminating as many members of the opposing team as possible.
- The team with the most eliminations at the end will win the match.

Number of Players: 10 players

Time Limitation: 4 minutes



Battle Royal

- 10 players will try their best to survive and be the last one standing on the battlefield.
- After a short period, a restricted area will appear and start closing in. Anyone outside the restricted area will be disqualified.
- All the players have the same mission is to eliminate others to become the last survivor.

Number of Players: 10 Players

Time Limitation: 4 minutes



GAME MODES

Basecamp

Basecamp is the place for soldiers to rest and heal after fighting in fierce battles. Players who own basecamps can gain much greater rewards than the others. Basecamp owners can get more rewards without going into monster fights, reduce ammo recovery time for weapons, and have more chances to receive items such as Weapon Cards, Character Cards...



GAME MODES

Tournament Event

A tournament is a huge competition organized for a long time with an enormous prize pool divided into the top-ranked players after the tournament's ending.



SYSTEM

Ranking



Master Legendary



Gold



Silver

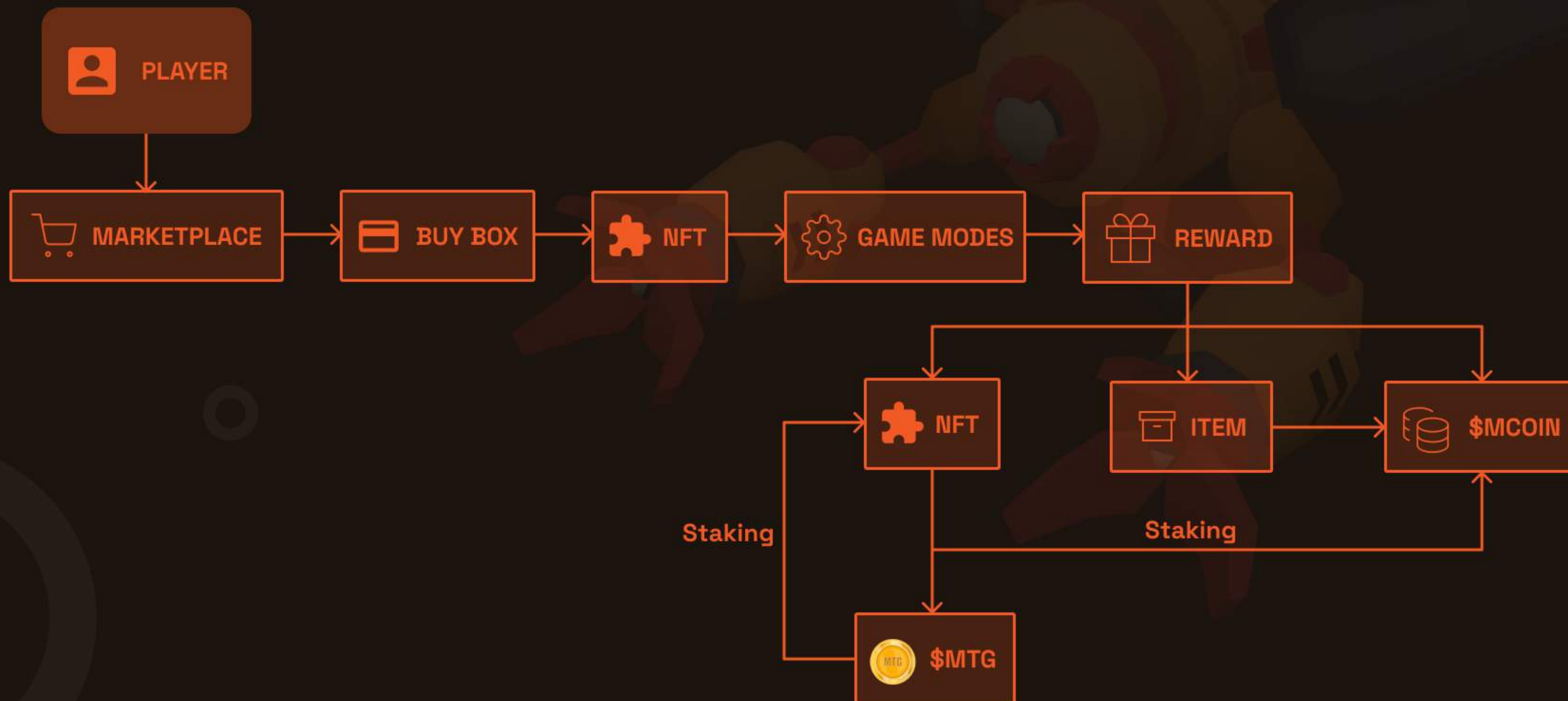
Leaderboard

RANK	PLAYER	POINTS
1	user name	1001
2	user name	987
3	user name	801
4	user name	500
5	user name	121

Guild



HOW TO PLAY

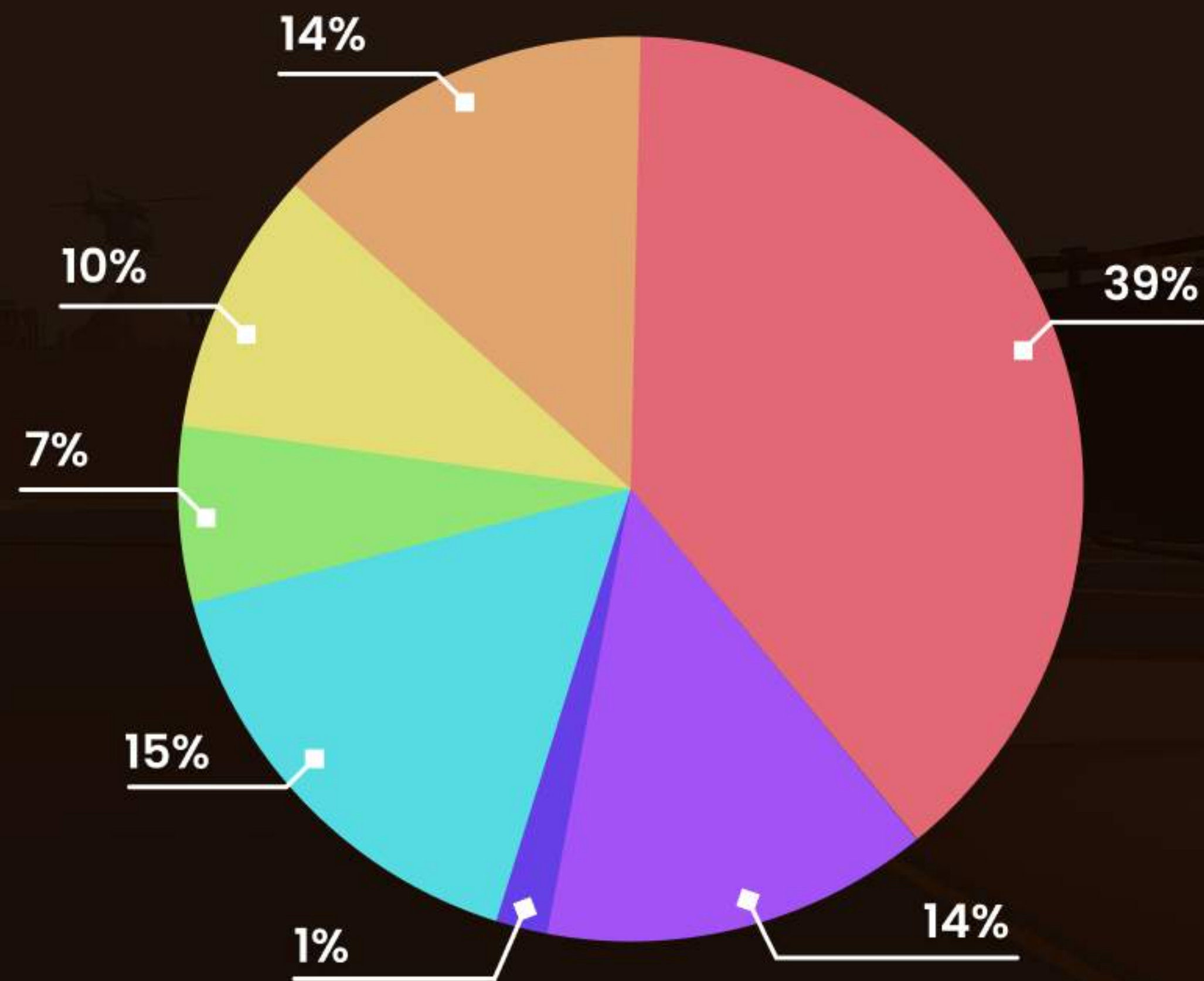


TOKENOMICS

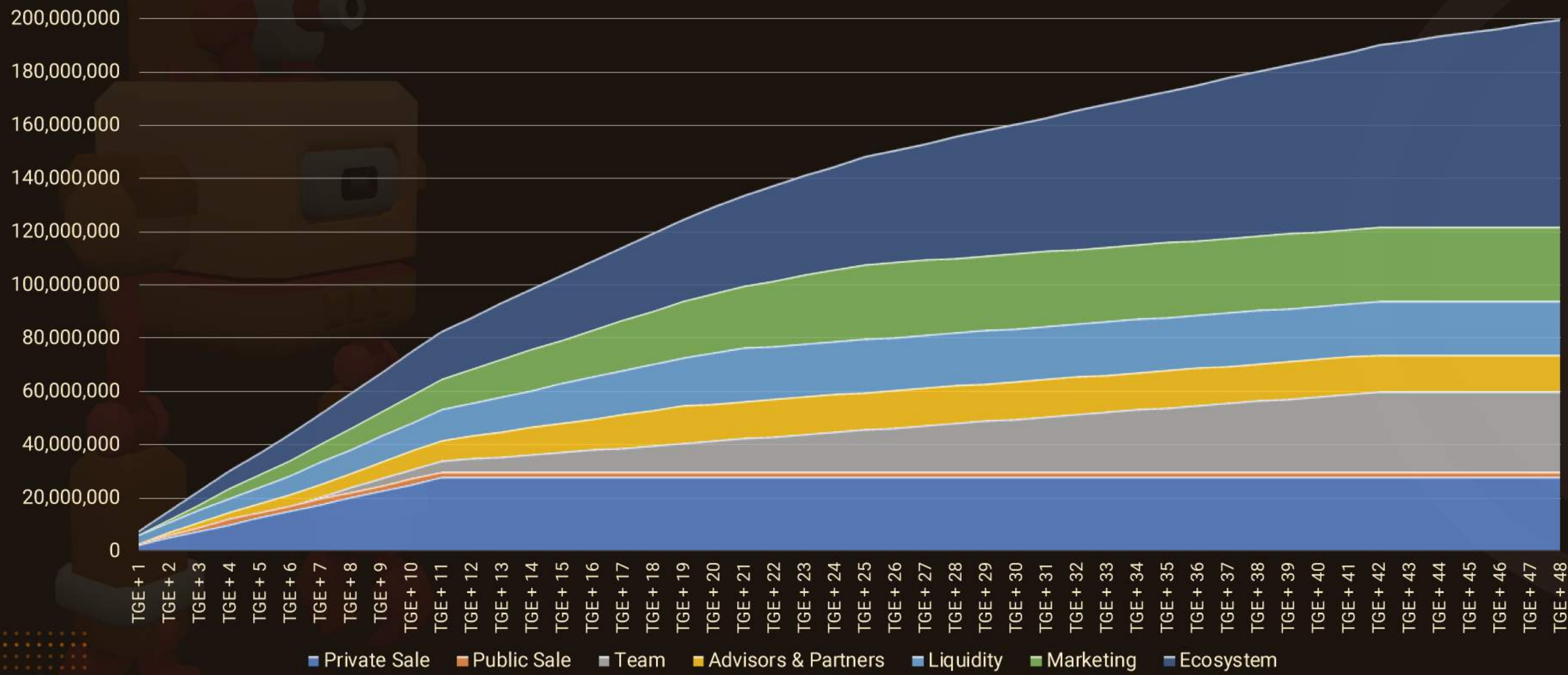
Allocation	%	Quantity	Vesting Schedule
Private Round	14%	28,000,000	7% at TGE, 3% at the fourth week of TGE, vesting monthly in 11 months, starting at the fourth week of TGE +2
Public Round	1%	2,000,000	25% at TGE, then 25% is unlocked monthly over 3 months
Team	15%	30,000,000	6 months cliff, linear vesting monthly in 36 months
Advisors & Partners	7%	14,000,000	Lock for 1 month, then linear over 18 months
Liquidity	10%	20,000,000	15% at TGE, 5% unlocked monthly
Marketing	14%	28,000,000	Lock for 1 month, then linear over 24 months
Ecosystem <i>(including Staking, Treasure)</i>	39%	78,000,000	Linear vesting monthly in 48 months

TOKENOMICS – ALLOCATION

Private Round	14%
Public Round	1%
Team	15%
Advisors & Partners	7%
Liquidity	10%
Marketing	14%
Ecosystem (including Staking, Treasure)	39%



TOKENOMICS - VESTING SCHEDULE



ROADMAP

Q3+4 2021

- Market Research
- Game Design & Art Concept, Website
- Game Development
- Smart Contract & Marketplace Development

Q1 2022

- Marketing and Community Building
- Private sale, IDO, and Listing
- Metal Box Sale
- Beta Game Release
- Game Release 1.0 (Android, iOS)
- Marketplace
- Launch Staking, Farming

Q2 2022

- Marketing
- Game Release 2.0 (PC Update)
- Guild
- Improving Game Graphics
- Adding more Features, Maps, Weapons...

Q3 2022

- Metaverse Research
- Marketing
- Game Release 3.0
- Tournament Event
- Basecamp

TEAM



Andy Ly

Founder/Chief Executive Officer



Duong Vu

Product Lead/Game Designer



Ho Le

Chief Operating Officer



Tony Pham

Chief Technology Officer



Steven Lee

Full-stack Developer



Thien Nguyen

Marketing Manager



An Ngo

Project Leader



Mee-Ahn Nguyen

Lead Designer



Minh Le

Communications Leader



THANK YOU