



**META2150S**

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## 1. Introduction

Meta2150s is a multi-chain platform for GameFi and NFT that integrates LandFi, marketplace, NFT staking and DAO structure. Its land NFTs represents the ownership in the platform. These NFTs are based on the real map of the world so players are able to choose their preferred cities.

The ultimate goal of Meta2150s is to bring together guilds, games, marketplaces and game enthusiasts on the same platform.

## 2. Current state and pain points of GameFi

“Private Investments started off with a robust first quarter, with 174 deals of \$3.2B total value; this represents the 36% growth YoY in the deal value (vs. \$2.4B in Q1’21), and 19% growth YoY in the deal count (vs. 146 in Q1’21). Blockchain gaming now dominates the Private Investment category, with 3 out of 5 top deals being related to the segment;

Blockchain-powered gaming again shows highly impressive YoY growth metrics: the total number of deals was up 11x YoY, while the total deal value was even stronger at 19.4x YoY (\$1.6B vs. \$83m); one of the many signs of dominance was that 50% of all Private Investments deal value deployed in Q1’22 have been associated with Blockchain.”

(Source: <https://investgame.net/news/global-gaming-deals-activity-report-q1-22/>)

According to the “Gaming Deals Activity Report Q1 22” by Investgame, many venture capitals in the gaming field are turning their investments to GameFi. With the positive injection of capital to this field, GameFi is very promising in the near future.

However, compared to DeFi, GameFi is still in the early stages with many problems to be solved, such as island effect, eco fragmentation, lack of liquidity and low exposure for some games in numerous games.

## 3. The solution

### 3.1 Multi-chain GameFi aggregator



Meta2150s is a GameFi aggregator that integrates multiple Games and NFTs from multi chains, including Solana, Ethereum, BNB Chain, Avalanche, etc., allowing users to enter various games through this all-in-one entrance without having to search for each game web scatteredly.

These games are categorized according to different categories, and players can browse the categories they like and pick the games.

The ultimate goal is to build a multi-chain one-stop gaming platform for users to search, download various games on different chains.

### **3.2 All-in-one in-game assets marketplace**

Meanwhile, many games have corresponding NFT markets, and Meta2150s will also integrate these markets. Players can browse the markets of multiple games on one marketplace and trade different assets of multiple games they owned, instead of going into each game individually to trade the owned assets.

Unlike other marketplaces of NFT projects, this marketplace is geared towards game enthusiasts.

### **3.3 GameFi & NFT launchpad**

Support different types of games from multiple chains to be launched on our platform, and at the same time assist the game to complete the in-game genesis NFT sale.

Since the original intention of Meta2150s is to gather game enthusiasts, it is easier for GameFi projects to find potential players in our community.

### **3.4 Game Incubator**

Meta2150s will also look for some early GameFi projects, participate in investment and incubation, help with the game launch and initial in-game NFT sale on Meta2150s platform.

### **3.5 Guild integration**





With the success of Axie and YGG, more and more guilds are joining in GameFi and focusing on the potential of this field.

Meanwhile, cooperating with guilds seems to have become the preferred option for market expand and searching for potential players. However, there is also a mutual choice between the game and the guild.

Considering search costs, Meta2150s will gather various guilds to provide a matching platform for both the game and the guild as well as provide more choices for players who want to become scholars.

### **3.6 In-game NFT rental platform**

Currently, many NFT rental platforms offer the service of mortgage NFT to borrow tokens, but we do the opposite. Tokens will serve as collateral for borrowing NFTs that players can use to earn profits in-game.

Moreover, with the aggregation of a variety of games, Meta2150s is able to provide a platform for players to exchange NFTs in different games to continuously experience different gameplays in multiple games.

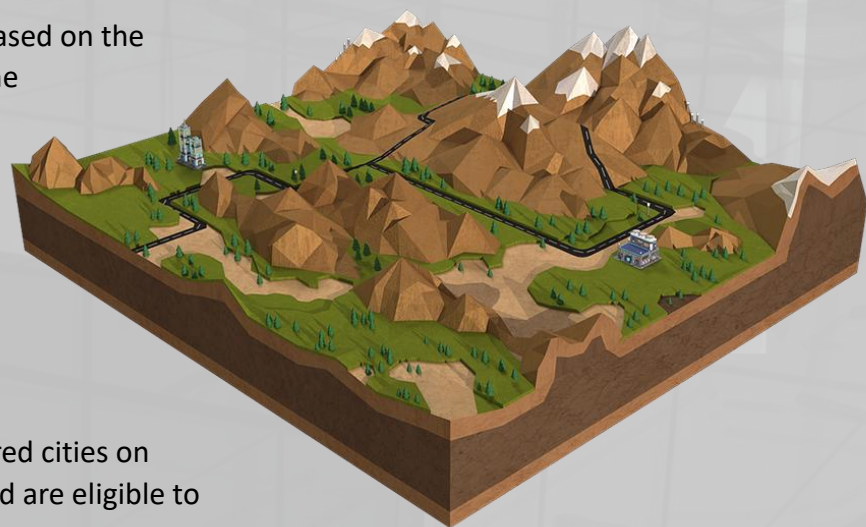
For example, Alice has a pet NFT in game A and Bob has a monster NFT in game B. Alice wants to play game B without buying the NFT, so she negotiated with Bob and they exchanged NFT. Now Alice is able to play game B and Bob is able to play game A.

## **4. LandFi in Meta2150s**

Meta2150s will release land NFTs based on the world map as the genesis NFTs of the platform.

As mentioned before, land NFTs in Meta2150s not only can be used in staking but also represents the ownership of the platform.

Players are able to pick their preferred cities on the map embedded on our dapp and are eligible to participant in the governance.



## 5. NFT staking in Meta2150s platform

Many games will release their genesis NFTs before going live. Before these NFTs are available in games, and some NFTs used for collection and appreciation, Meta2150s provides a use case for them.

NFT Staking is a mini-game prior to the launch of our main game Meta2150s, issuing our in-game token, Mitcoin, which is also used as a platform token for some in-game assets purchases on our marketplace.

### 5.1 Usage of Mitcoin

#### 5.1.1 In-game currency

Mitcoin will serve as the gaming currency in the game Metabot2150 launched in the future.

#### 5.1.2 Platform currency

Before the game online, Mitcoin will only be used as the platform currency for some NFT purchases of the eco GameFi projects we support.



### 5.2 Gameplay

Briefly, the core gameplay of NFT staking is placing Quantum Forces in different areas and assigning Metabots or Scientists to operate.

#### - Entrance ticket

Player needs to have one NFT from other projects as an entrance ticket for his Quantum Force. (There will be a whitelist of NFT accepted and the buffs of NFTs based on their rarity.)

Other NFTs are also legible to stake on our platform with very little rewards and the rewards will remain locked until they buy our NFTs and start mining for a certain time.

#### - Mining Pools

Mining pools will be opened in different time and in different regions on the world map, each will have its output and time limit. Landowners can increase the total output and time limit by staking their lands in the region.



### - Start Mining

After the mining pools are ready, player can place his Quantum Force together with the NFT from other projects and assign workers to generate \$Mitcoin. Note that each wallet address can have many Quantum Forces but only one can be placed at a time.

Quantum Force assumes energy and wears out during operation so it needs to get repaired with certain substances.

## 5.3 Land NFTs

The lands in Meta2150s are based on the real world map, players can buy the cities they like.

A total of 29560 genesis land NFTs on the world map will be released in batches. Different kinds of other NFTs will be airdropped to landowners according to the different serial number of lands as rewards for early supporters.

Different levels of land have different effects on increasing output and prolonging time of the mining pool.

## 5.4 Buildings

Buildings are places where machines are produced and repaired.

### - Quantum Assembly Plant

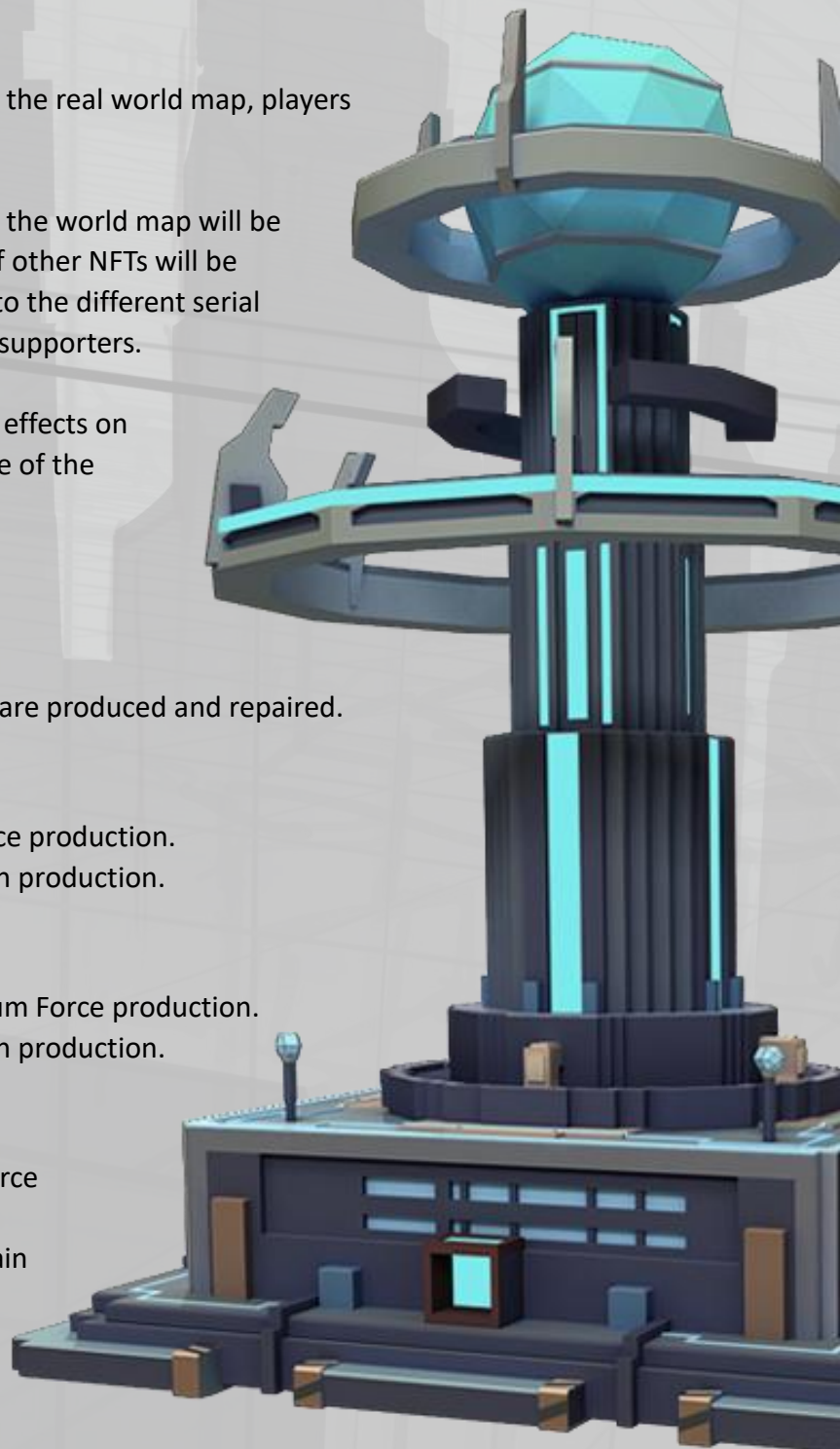
- 1.A required facility for Quantum Force production.
- 2.Need constant upgrades to maintain production.

### - Hyper-System Department

- 1.A required facility for Hyper Quantum Force production.
- 2.Need constant upgrades to maintain production.

### - Quantum Force Factory

1. A required facility for Quantum Force repairs.
2. Need constant upgrades to maintain operation.



### - Hyper-computing Center

1. A required facility for Hyper Quantum Force repairs.
2. Need constant upgrades to maintain operation.

## 5.5 Quantum Forces

There are two types of Quantum Force, the normal Quantum Force and the hyper Quantum Force, the computing power of the hyper Quantum Force is 10 times that of the normal Quantum Force.

Each machine has five rarities, common, uncommon, rare, epic and legendary, different rarities determine the initial computing power of the machine.

### Four Attributes:

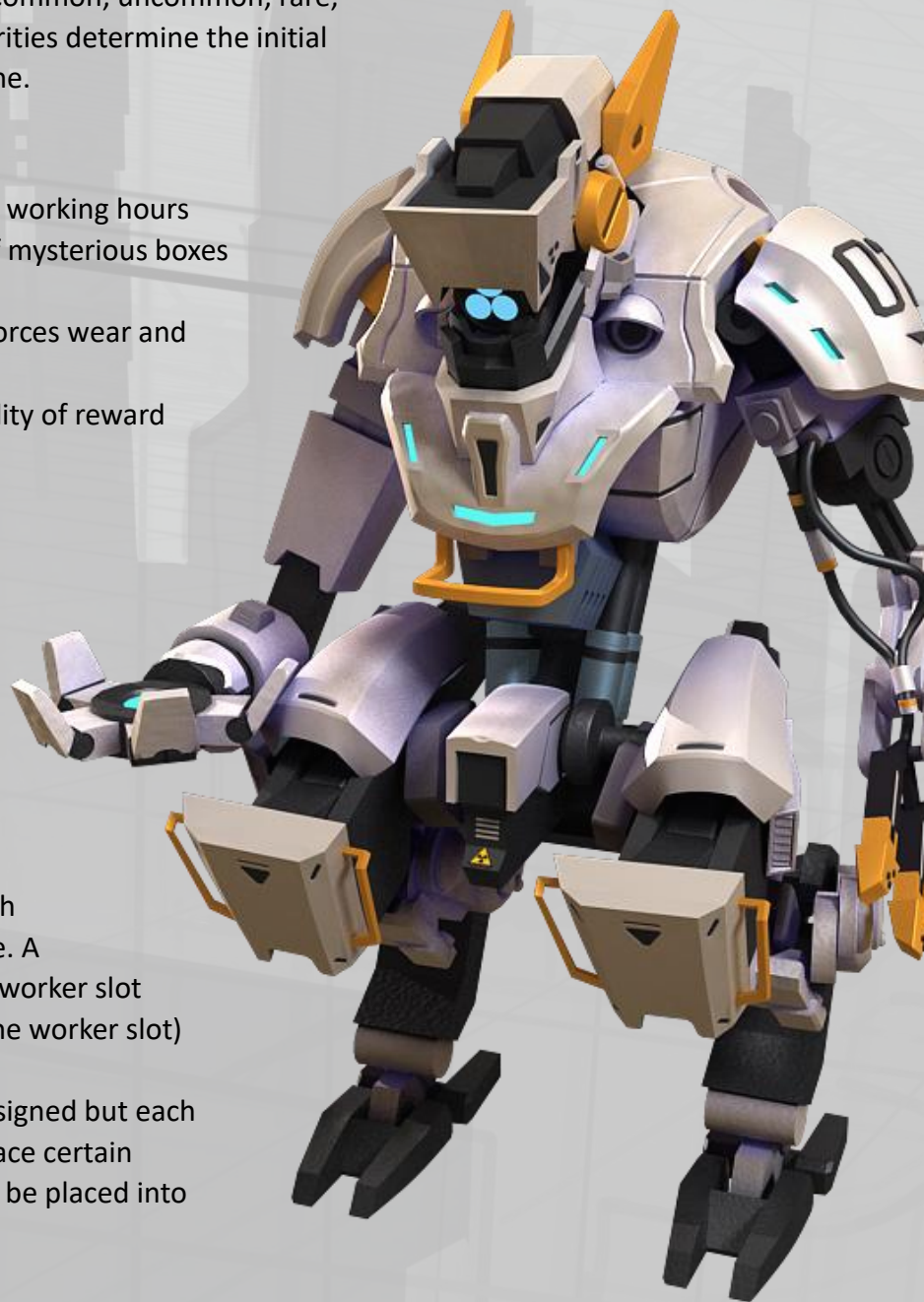
- **Efficiency**, affects outputs and working hours
- **Luck**, affects the probability of mysterious boxes dropping
- **Durability**, affects Quantum Forces wear and repair costs
- **Gambling**, affects the probability of reward doubling or destruction

## 5.6 Operators

Player can assign operators to enhance the attributes of his Quantum Forces once his Quantum Force reaches a certain level.

The profession slot types of each Quantum Force are random. (i.e. A Quantum Force can have three worker slot while others might have only one worker slot)

A total of 6 operators can be assigned but each profession slot type can only place certain operators. (i.e. only Worker can be placed into worker slot)





### 5.6.1 Operator types

#### - Efficiency:

MT-27 Attacker: increase Mitcoin output

Scientist -Micheal: extend working hours of Quantum Force

#### - Luck:

Scientist -Andee: increase the chance of mystery boxes dropping

#### - Durability:

MB-68 Defender: affect durability decay rate

ME-36 Worker: reduce repair costs

#### - Gambling:

MA-14 Invader: increases the chance of doubling the reward when triggering a gamble



### 4.6.2 Level

Players can upgrade their operators by consuming Mitcoin and combining 3 of the same level and type. Also some governance tokens will be required after a certain level is reached.

### 5.7 Upgrades

- The time required for each upgrade varies depending on the level.

- Upgrades will consume Mitcoin. As the level goes up, the consumption increases. Every time players reach level 5, they need

to consume governance tokens to continue to level up.

- There are a total of 35 levels, and governance tokens are generated after level 30. Players can set a unique name for their Quantum Force when it reaches level 35.

## 5.8 Batteries and Earnings

Players have 8 batteries at the beginning of the game and each battery can run Quantum Force for half an hour. Players can increase the number of batteries by holding more Quantum Forces. (The upper limit is 24 batteries.) The batteries get recharged 25% every 6 hours. (i.e. if a player has 8 batteries, every 6 hours, 2 of them will get recharged.)

If a player runs out of all batteries, he can quickly recharge by using \$Mitcoin/using battery NFT.

If the Quantum Force stops, players can still have earnings through NFTs from other projects but the rewards will remain locked until the battery is charged and the Quantum Force works again.

Also there is an upper limit for the earnings but players can max the limit by upgrading their Quantum Forces, the upper limit is determined by the one with the highest level of all Quantum Forces owned by players.





## 5.9 Production System

Two Quantum Forces can be used to “breed” a new one. If players have the Quantum Assembly Plant, he will be able to produce a new Quantum Force by sending two Quantum Forces to the plant. (Hyper-System Department for Hyper Quantum Force breeding) Players will receive a Crystal and can be formed into Quantum Force immediately.

There is a probability to get a Hyper Quantum Force during the production.

### - Rarity

The rarity of Crystal is determined by the “parents” and the rarity of new Quantum Force is determined by Crystal.

### - Max breed time

Each Quantum Force has a maximum of 7 breed times. The higher the counts a Quantum Force has, the more tokens it will cost.

### - Cost

The total cost is the sum of the cost of the two separate Quantum Forces. (i.e. If the cost of a “father” Quantum Force is 200 Mitcoin and the cost of a “mother” Quantum Force is 100 Mitcoin, then the total cost of the breed is 300 Mitcoin. )

### - Cool time

New Quantum Force production will cost 48 hours to cool down for the next production but can still be used for mining.

## 5.10 Maintenance

Quantum Forces will wear out during mining and need to be repaired. If there is too much wear, there will be



wear penalties. There is an upper limit on the number of repairs. If the upper limit is exceeded, it will be scrapped.

### **Quantum Cube**

Maintenance requires the consumption of a specific substance, Quantum Cube.

Take the scrapped Quantum Force to recycle can get Quantum Cube, also players can burn NFTs to get Quantum Cube. Normally, the only way to get Quantum Cube is to burn NFT, but we will release some for sale periodically according to the supply and demand in the market.

## **5.11 Mystery Box**

Mystery box is dropped randomly when Quantum Force is mining. Each player has 4 Mystery Box slots, and when all the slots are full, new Mystery Box will no longer drop until there is an empty slot.

Open the Mystery Box can get any one of Mitcoin, Quantum Cube and NFT pieces at random.

The time it takes for each mystery box to open varies depending on the rarity of the box, and Mitcoin can be used to speed up.

## **5.12 Natural disasters and Natural gifts**

Natural disasters or natural gifts will randomly occur on the map.

When there are natural disasters, it will increase consumption and wear, reduce output, and increase output when there are gifts. The probability of natural disasters is low, and the probability of natural gifts is high.

Different plates have different buffs, such as Asia, the probability of tsunami and earthquakes may be higher, but the probability of natural gifts and the ratio of increased output will also increase.

## **6. DAO structure**

In a nutshell, landowners will be the main proposers, proposing which games to go live on the platform, Mitcoin inflation rate adjustments, etc., and holders of governance tokens will have the right to vote.



## 7. Tokenomics

### 7.1 Mitcoin (MITC)

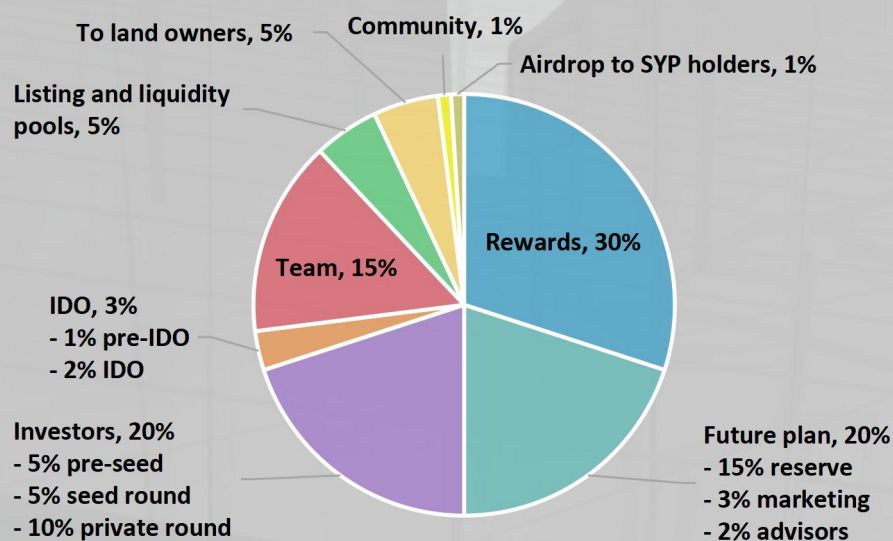
Mitcoin is the gaming and platform token. Players can generate Mitcoin by NFT staking at the early stage. It has an unlimited supply and its inflation rate will be determined by DAO based on the supply, the demand and the liquidity in the market.

#### Utility:

1. Purchase NFTs on the platform of some eco GameFi projects we support.
2. Upgrading Quantum Forces for NFT staking.
3. In-game currency in the game, Metabot2150 launched in the future.

### 7.2 Meta2150s Token (METS)

METS token is the governance token in the game. Total supply is 1,000,000,000.



**30% Rewards**, released through staking and game.

**20% Future plan**, including

- 15% Reserve.
- 3% Marketing.
- 2% Advisors.

**20% Investors**, including

- 5% Pre-seed, release 5% at TGE, after 8 months' interval, the rest 95% will be released linearly in 24 months.

- 5% Seed round, release 5% at TGE, after 6 months' interval, the rest 95% will be released linearly in 20 months.

- 10% Private round, release 5% at TGE, after 3 months' interval, the rest 95% will be released linearly in 18 months.

**3% IDO**, including

- 1% Pre-IDO, release 5% at TGE, after 3 months' interval, the rest 95% will be released linearly in 12 months.

- 2% IDO, released initially.

**15% Team**, release 5% six months after TGE, then the rest 95% will be released linearly in 30 months.

**5% Listing and liquidity pools.**

**5% To land owners** with 6month cliff and 24month linear release.

**1% Community**, released through rewards and events.

**1% Airdrop to SYP holders.**

## 8. Future plan

### 8.1 The game Metabot2150

Besides an aggregation platform, Meta2150s will launch its own game Metabot2150 in the future, adding gaming utilities to Mitcoin.

Metabot2150 is the first GameFi and LandFi project on Solana that integrates mining, simulation, PVE, PVP, and sociality. Players have multiple gameplays to make profits in the game. They can either act as Quantum Force owners/sellers or energy suppliers & labor lessors or via Win To Earn mechanism.

This story revolves around metabots, high-performance robots and Mitcoin, which was accidentally generated from a hard fork when developing the program of metabot.

With high-quality graphics and a smooth gaming experience, players can experience the fun of earning profits, simulation, fighting, and socializing in the game.

### 8.2 GameFi wallet

Currently, crypto wallets are mainly served for cryptocurrencies, we hope to create a wallet that is more suitable for gamers, allowing them to view assets in different games at any time without visiting the game webpage.





**DISCLAIMER AND NOTES:** This whitepaper introduces how Meta2150s works. Please note that it involves risks in using Meta2150s, including but not limited to the losses caused by the purchase of digital assets in Meta2150s and/or in other third party platforms. You should read whitepaper carefully to make sure you have fully understood Meta2150s and the smart contracts used to store digital assets. Any user of Meta2150s and reader of this whitepaper declare to have fully understood how Meta2150s and the platform work and accept the inherent high risk and the total loss when using Meta2150s or investing in Meta2150s in any way.

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