



META BOT

RAGE AGAINST THE HUMANS

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GENESIS



Welcome Batters !

My name is Jeremy Jacquemin « Meta Bot ».
I am passionate with video games since my youngest age and witnessed their golden age from the 8-bits generation to the latest cutting edge game types (FPS, 4X, MMORPG..).

This passion led to me a 4 years work experience in the gaming industry by Blizzard™ on the « World of Warcraft » franchise.

Back in 2019, I had the plan to open a theme bar based on the robot universe with a couple of friends. I gathered the required funds and started designing a robot outfit but Covid-19 stroke the world and cancelled the plan.

In the meantime, a new web3 era was emerging and I seized the opportunity to take advantage of my former experiences to fully committ at offering gamers and investors a brand new rewarding gaming experience : the idea behind the « Hold to Earn » concept was born..



OBSERVATION



The emerging web3 gaming industry is currently flooded by deceptive P2E models. Hardcore fulltime gamers tend to be the only beneficiaries at a commonly harmful dependency cost.

POSITIONING

We believe that gaming shall rely FUN, ENRICHING, and promote the following values :

SHARING

Making the decision not to give way to the temptation of using Discord & Twitter bots for mass recruiting, we chose controled organic growth based on cating player guilds.

REWARDING CENTRIC

Our business model is foccused at maximsing rewards & benefits for the community. Players and investors access generous discounts on repeated NFT purchases as well as increasing commissions according to quarterly sales volume.

EMPOWERING TECHNOLOGY

Usefullness NFT collections vanish during bearmarket times and lead buyers to financial looses. We monitor technological progress closely to feed our ideas for increased utility & revenue for players and investors.

CONTROLED INVESTMENT

Lootboxes won't have a seat in our project. When you make the decision to mint a metabot NFT, you know precisely which design you are investing in as well as it's induced benefits.

CORE VALUES

Meta Bot : Rage Against The Humans is a dynamic turn-based multiplayer web3 strategy game aiming at rewarding players and investors through 3 core concepts :

🚀 « HOLD TO EARN » : Metabot NFT owners gain a shareholder status through a fair and generous commission system based on quarterly sales volume.



🚀 « RENT TO EARN » : a unique renting system enhancing revenues for shareholders and promoting player base expansion. 🚀

🚀 « TOURNAMENTS TO EARN » : Cryptocurrency cash prizes and NFT/accessory giveaways for the fiercest competitors.



GAME FUNDAMENTALS



Metabot – Rage against the Humans is a dynamic turn-based multiplayer game in which players compete in an arena with a deck of 3 metabots.

The first 8-bits NFT collection will host a total number of 10 000 metabot units splitted into 70 designs. The designs will be divided according to their rarity levels and types.

Each metabot has its own statistics and can be staffed with accessories to boost the deck.



A mounts collection will provide players with transportation means in the forecasted metaverse.

16-bits, 32-bits, 64-bits and 128-bits collections as well as skins will enrich the game in the future. Details can be found in the « roadmap section ».

Each metabot will own a unique special attack and a damage system (beheading, dismemberment...) is currently under development to bring more fun and tactics to the game !



IN DEPTH GAME DETAILS

Since our user base is focussed on competitive guild players, we will pay great attention to the game balancing. But even before lucky early metabots owners access the pre-alpha testing, we had to think through the game structure.

The following charts provide in-depth insights that could help you refine your investment strategies regarding the 8-bits collection.

Overall supply : Number of units per rarity level

	Total supply
LEGENDARY	500
EPIC	1500
RARE	2000
UNCOMMON	2500
COMMON	3500
	10000

Detailed units supply : Spreading by quarters (non-cumulative)

	TOTAL SUPPLY	Q4 2022	Q1 2023	Q2 2023
LEGENDARY	500	175	300	500
EPIC	1500	525	900	1500
RARE	2000	700	1200	2000
UNCOMMON	2500	875	1500	2500
COMMON	3500	1225	2100	3500
	10000	3500	6000	10000

IN DEPTH GAME DETAILS



OVERALL SUPPLY : # OF DESIGNS PER RARITY LEVEL

	TOTAL DESIGNS
LEGENDARY	8
EPIC	12
RARE	16
UNCOMMON	14
COMMON	20
	70

DETAILED DESIGNS SUPPLY : SPREADING BY QUARTERS (NON-CUMULATIVE)

	TOTAL SUPPLY	Q4 2022	Q1 2023	Q2 2023
LEGENDARY	8	4	6	8
EPIC	12	5	8	12
RARE	16	6	10	16
UNCOMMON	14	5	10	14
COMMON	20	10	16	20
	70	30	50	70



IN DEPTH GAME DETAILS

Each Metabot will get tailored statistics according to it's Type. For example, a Melee metabot will have intermediate HP, strong attack power, intermediate attack speed and defense, but poor range stats.

Legendary metabots will get stronger base stats than other rarity level metabots, but they will also get higher cooldowns on their unique special attacks.

We will be very cautious at balancing the game design in order to make sure full legendary metabot decks won't be viable in the competitive scene.

OVERALL SUPPLY : # OF METABOT TYPES

Metabot Types	Total designs
OFFENSIVE	14
DEFENSIVE	10
SUPPORT/HEALER	10
MAGE	12
MELEE	12
RANGE	12
	70

DETAILED DESIGNS SUPPLY : SPREADING BY QUARTERS (NON-CUMULATIVE)

	04 2022	01 2023	02 2023
OFFENSIVE	6	10	14
DEFENSIVE	5	8	10
SUPPORT/HEALER	4	8	10
MAGE	5	8	12
MELEE	5	8	12
RANGE	5	8	12
	30	50	70

DETAILED SUPPLY : CROSS-CHECKING # OF METABOT TYPES VS RARITY LEVELS

	Legendary	Epic	Rare	Uncommon	Common
OFFENSIVE	3	2	3	3	4
DEFENSIVE	1	2	2	2	3
SUPPORT/HEALER	1	2	2	2	3
MAGE	1	2	3	2	3
MELEE	1	2	3	2	4
RANGE	1	2	3	3	3
	8	12	16	14	20

TECHNOLOGICAL CHOICES

GRAPHICS ENGINE

UNREAL ENGINE 4 (+ VOXEL PLUGIN FOR LATER IMPLEMENTATION)

PLATFORM

PC + WEB3 INTEGRATION (MOBILE VERSION MAY BE DEVELOPPED IN THE FUTURE)

GAMEPLAY

WE ARE STILL VERY EARLY IN TERMS OF GAMEPLAY DETAILS, BUT THE KEY GAME MECHANICS WE WILL IMPLEMENT ARE THE FOLLOWING :

During his turn, player will be able to perform one of the following actions for each metabot :
Trigger 1 out of the 3 basic attacks
Defensive stance / Accessory use / Trigger unique special attack

Ability to target specific body parts.
We are developing a damage system involving penalties on stats depending on hit parts and will implement beheading & dismemberment for more fun





COMMISSION SYSTEM

INTRODUCTION

Designing a commission system is a tricky issue. Driven by our core values, we wanted this system to be fair, generous and appealing to both players and investors. But on the other hand, we had to be very cautious to avoid at all costs any Ponzi-like system, which would have resulted in no chances for the project to reach the long run.

Intensive workshops led us to a virtuous commission system design relying on quarterly metabot NFT collections sales volume.

THE OVERALL COMMISSION SYSTEM IS DIVIDED INTO :

- 1: THE BASIC COMMISSION SYSTEM : STANDARD COMMISSIONS & BOOSTERS COMMISSIONS
- 2: THE RENT TO EARN SYSTEM
- 3: THE TOURNAMENT TO EARN SYSTEM

Before diving into the standard commissions and the boosters commissions, let's talk about the commission levels

LEVELS	1	2	3	4	5	6	7	8	9	10
Quarterly NFT collections revenue	FROM 0€ TO 20 000,00 €	30 000,00 €	40 000,00 €	50 000,00 €	60 000,00 €	70 000,00 €	80 000,00 €	90 000,00 €	100 000,00 €	150 000,00 €
Shareholders commission pool (%)	10%	15%	20%	25%	30%	40%	45%	50%	55%	60%
Shareholders commission pool (€)	2 000,00 €	4 500,00 €	8 000,00 €	12 500,00 €	18 000,00 €	2 450,00 €	32 000,00 €	40 000,00 €	50 000,00 €	90 000,00 €

NB : FIGURES ARE EXPRESSED IN EUROS (€) IN THE ABOVE CHART TO EASE UNDERSTANDING BUT ALL COMMISSIONS WILL BE RETRIBUTED IN WETH



BASIC COMMISSION SYSTEM

STANDARD COMMISSIONS

THE BASIC COMMISSION SYSTEM STARTS WITH STANDARD COMMISSIONS

To become a metabot owner, you must choose your faction on the Discord and claim or purchase your faction metabot.

This grants you the « super meta bot role » on the Discord and access to the #reservation form channel.

As soon as the Discord marketplace is available, Discord members will be able to order bots directly according to their discount level.

By the end of each quarter, we will take a snapshot from every wallet on the last day of the period.

Metabots owners will be rewarded according to their best Standard commissions pool line.

PS : STANDARD COMMISSIONS DON'T STACK. THE COMMISSIONS POOL LINE WILL BE SELECTED ACCORDING TO THE HIGHEST RARITY METABOT HELD.

	Standard Commission
LEGENDARY	30,00%
EPIC	25,00%
RARE	17,00%
UNCOMMON	7,50%
COMMON	2,50%
BOOSTER RESERVE	18,00%

Example : Owner's wallet after snapshot

1 LEGENDARY
2 EPICS FROM DIFFERENT DESIGNS
1 UNCOMMON
OWNER WILL RECEIVE COMMISSIONS FROM THE **LEGENDARY** STANDARD COMMISSIONS POOL LINE : **30%**

AS YOU CAN SEE, THE STANDARD COMMISSIONS SYSTEM CONTAINS A BOOSTERS RESERVE OF 18%





BASIC COMMISSION SYSTEM

BOOSTER COMMISSIONS

**THE BASIC COMMISSION SYSTEM ALSO INVOLVES BOOSTERS COMMISSIONS.
ONLY ELIGIBLE WALLETS CAN TRIGGER BOOSTERS COMMISSIONS.**

**PS : Commissions bonuses don't stack cross rarity levels.
Metabot designs must be different to trigger the boosters**

LENGENDARY BOOSTERS

VIP "L" BOOSTER	"LEGENDARY DECK BUILDER" BOOSTER	COMBO
3 LEGENDARY METABOTS OR MORE	1 LEGENDARY + 2 EPIC + 1 RARE METABOT	5%
3% BONUS	2% BONUS	

EPIC BOOSTERS

VIP "E" BOOSTER	"EPIC DECK BUILDER" BOOSTER	COMBO
3 EPIC METABOTS OR MORE	1 EPIC + 2 RARE + 1 UNCOMMON METABOT	2,50%
1,5% BONUS	1% BONUS	

RARE BOOSTERS

VIP "R" BOOSTER	"RARE DECK BUILDER" BOOSTER	COMBO
3 RARE METABOTS OR MORE	1 RARE + 2 UNCOMMON + 2 COMMON METABOTS	1,50%
1% BONUS	0,5% BONUS	

BASIC COMMISSION SYSTEM

EXAMPLES



Scenario #1

of wallets = 200
 Quarterly sales volume = 20 000 € (level 1)
 Commissions pool = 2 000 €
 # Eligible boosters commissions wallets = 60
 (Estimated ratio 30%)

STANDARD COMMISSION

	STANDARD COMMISSION	COMMISSIONS POOL	# WALLETS (ESTIMATED)	COMMISSIONS WALLET
LEGENDARY	30,00%	600,00 €	20	30,00 €
EPIC	25,00%	500,00 €	30	16,67 €
RARE	17,00%	340,00 €	40	8,50 €
UNCOMMON	7,50%	150,00 €	75	2,00 €
COMMON	2,50%	50,00 €	35	1,43 €
BOOSTER RESERVE	18,00%	360,00 €		

BOOSTERS COMMISSIONS

	BONUS	BOOSTERS RESERVE	#ELIGIBLE WALLETS	COMMISSIONS WALLET
VIP "L" + LEGENDARY DECK BUILDER	5,00%	100,00 €	5	20,00 €
VIP "L"	3,00%	60,00 €	4	15,00 €
VIP "E" + EPIC DECK BUILDER	2,50%	50,00 €	3	16,67 €
LEGENDARY DECK BUILDER	2,00%	40,00 €	3	13,33 €
VIP "E"	1,50%	30,00 €	6	5,00 €
VIP "R" + RARE DECK BUILDER	1,50%	30,00 €	8	3,75 €
EPIC DECK BUILDER	1,00%	20,00 €	9	2,22 €
VIP "R"	1,00%	20,00 €	10	2,00 €
RARE DECK BUILDER	0,50%	10,00 €	12	0,83 €
		360,00 €	60	

EXAMPLES

Wallet # 1 = 3 **Legendary** metabots from different designs + 2 **Epic** metabots from different designs + 1 **Rare** metabot

STANDARD COMMISSIONS	BOOSTERS ELIGIBILITY	BOOSTERS COMMISSIONS	TOTAL MONEY / WALLET
30,00 €	VIP "L" LEGENDARY DECK BUILDER	20,00 €	50,00 €

Wallet # 2 = 2 **Epic** metabots from same design + 2 **Rare** metabots from different designs + 1 **Uncommon** metabot

STANDARD COMMISSIONS	BOOSTERS ELIGIBILITY	BOOSTERS COMMISSIONS	TOTAL MONEY / WALLET
16,67 €	EPIC DECK BUILDER	2,22 €	18,89 €

BASIC COMMISSION SYSTEM

EXAMPLES



Scenario #2

of wallets = 1 000
 Quarterly sales volume = 150 000 € (level 10)
 Commissions pool = 90 000 €
 # Eligible boosters commissions wallets = 300
 (Estimated ratio 30%)

STANDARD COMMISSION

	STANDARD COMMISSION	COMMISSIONS POOL	# WALLETS (ESTIMATED)	COMMISSIONS PER WALLET
LEGENDARY	30,00%	27000,00 €	100	270,00 €
EPIC	25,00%	22500,00 €	150	150,00 €
RARE	17,00%	15300,00 €	200	76,50 €
UNCOMMON	7,50%	6750,00 €	375	18,00 €
COMMON	2,50%	2250,00 €	175	12,86 €
BOOSTER RESERVE	18,00%	16200,00 €		
		90000,00 €		

BOOSTERS COMMISSIONS

	BONUS	BOOSTERS RESERVE	#ELIGIBLE WALLETS	COMMISSIONS PER WALLET
VIP "L" + LEGENDARY DECK BUILDER	5,00%	4500,00 €	30	150,00 €
VIP "L"	3,00%	2700,00 €	20	135,00 €
VIP "E" + EPIC DECK BUILDER	2,00%	2250,00 €	20	112,50 €
LEGENDARY DECK BUILDER	2,00%	1800,00 €	15	120,00 €
VIP "E"	1,50%	1350,00 €	15	90,00 €
VIP "R" + RARE DECK BUILDER	1,50%	1350,00 €	40	33,75 €
EPIC DECK BUILDER	1,00%	900,00 €	35	25,71 €
VIP "R"	1,00%	900,00 €	50	18,00 €
RARE DECK BUILDER	0,50%	450,00 €	75	6,00 €
		16200,00 €	300	

EXAMPLES

Wallet # 1 = 3 Epic metabots from different designs + 2 Rare metabots from different designs + 1 Uncommon metabot

STANDARD COMMISSIONS	BOOSTERS ELIGIBILITY	BOOSTERS COMMISSIONS	TOTAL MONEY PER WALLET
150,00 €	VIP "E" EPIC DECK BUILDER	112,50 €	262,50 €

Wallet # 2 = 2 Epic metabots from same design + 2 Rare metabots from different designs + 1 Uncommon metabot

STANDARD COMMISSIONS	BOOSTERS ELIGIBILITY	BOOSTERS COMMISSIONS	TOTAL MONEY PER WALLET
76,50 €	RARE DECK BUILDER	6,00 €	82,50 €

COMMISSION SYSTEM

RENT TO EARN

On the one hand, early adopters & investors are gems we need to reward for their precious help towards game development. But on the other hand, later comers might face very hard times at being competitive in tournaments because of a lack of supply for **Legendary**, **Epic** or **Rare** metabots.

So we got the idea to set up a renting system in order to :

- Generate more revenue for original owners.
- Allow later comers to access metabot designs they could not buy because of a sold out supply or too expensive listings on such units.

Every original owner of **Legendary**, **Epic** or **Rare** metabots will be granted the following rental units (cumulative)



RENTAL UNITS	
LEGENDARY	4
EPIC	3
RARE	3



Rental units will be available to play in the game, but they will have slightly downgraded stats vs original units.

Example : A **Legendary** rental unit won't have the **+8%** bonus stats from the original design.

Every rental unit owner will be given the opportunity to rent his rental units to players willing to rent them.

Players will agree on the amount and duration of the rent for each rented unit.

NB : Every available rental unit will have to be listed for rent.

- Owners listing their rental units on the integrated marketplace will benefit from a reduced Team commission fee of **10%**.
- Team will manage unlisted available rental units. This service will carry a **20%** Team commission fee.

We are currently working on a boosting system in order to reward our biggest investors. Details to come in a near future.

TOURNAMENT TO EARN

Balancing the game and making it competitive are key factors for long term success.

We brought a lot of energy into structuring the game design, but involving resources in order to make sure the game will be competitive on the tournament scene is our top priority.

This is the reason why we will open alpha testing to VIP's (Legendary/Epic/Rare metabot original owners) before the end of 2022.

During alpha and beta testing, every issued metabot will be available for play. We want the community to share as much possible feedback to help us refine gameplay and avoid game-breaking decks. On the Team side, two QA Analysts will be in charge of tweaking the metabots stats.

There is still a bit of time before game launch, but the key tournament features we want to implement are the following :

-Prequalification system

-Cash prizes in WETH & giveaways for qualified players (even for those ending up losing the tournament)

-Premium rewards in WETH for winners

TOURNAMENTS WILL BE SCHEDULED EVERY WEEK

Depending on the player base extension, tournaments will be scheduled on higher frequencies.



METABOT ROADMAP



PHASE 1 : Q2/Q3 2022

- Discord opening, community building
- First guild enrolment : [AI]
- Staff recruitment :
 - Business Development Council
 - Ambassadors × 3
 - Community Managers × 2
 - 3D Modeler
- Release of the first 10 metabot designs
- Graphic engine assessment (UE4)

PHASE 2 : Q4 2022

- Community expansion
- Staff recruitment :
 - Game designers
 - Sound engineer
 - Developers
 - QA tester
- Release of 20 additional metabot designs (30 in total)
- Commission system building
- Alpha release for ViP's & feedback gathering
- Website v2 & Whitepaper v2 release

PHASE 3 : Q1/Q3 2023

- Release of 40 additional metabot designs (70 in total)
- Beta release & feedback gathering
- Polygon blockchain integration
- Marketplace integration
- Implementation of the items system
- Metaverse integration build for our community

PHASE 4 : Q4 2023

- Streaming invasion plan
- «Launch party » event for the community
- Game release
- Tournaments scheduling
- Partnerships growth



METABOT TEAM



JEREMY JACQUEMIN

37 YEARS OLD, FRANCE
FOUNDER – NFTS CREATOR
– 3D MODELER



YOHAN ALCALÁ

29 YEARS OLD, FRANCE
COMMUNITY MANAGER



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JULIEN SION

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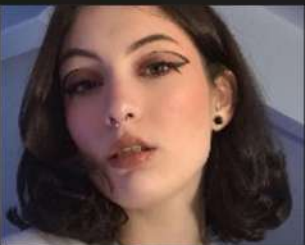
ILHEM ABDELHAMID

25 YEARS OLD, FRANCE
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INÈS LE BOURLIGU

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YVAN KEIST

35 YEARS OLD, SWITZERLAND
AMBASSADOR



ELISA CHASSIGNOUX

22 YEARS OLD, FRANCE
FREELANCE MANAGER



NICOLAS BESTIEU

46 YEARS OLD, FRANCE
QA STRATEGY ANALYST

-The team has two full-time resources. The rest of the team is made up of contributors who have a full time job and bring precious help when they are available. Those get rewarded with cryptos and metabot NFT's.

-In addition, we take advantage of a pool of 11 freelance UE4 developers and 3D modelers who get paid in fiat.

-Depending on the project growth, we will be likely to hire dedicated developers to keep up the project development.