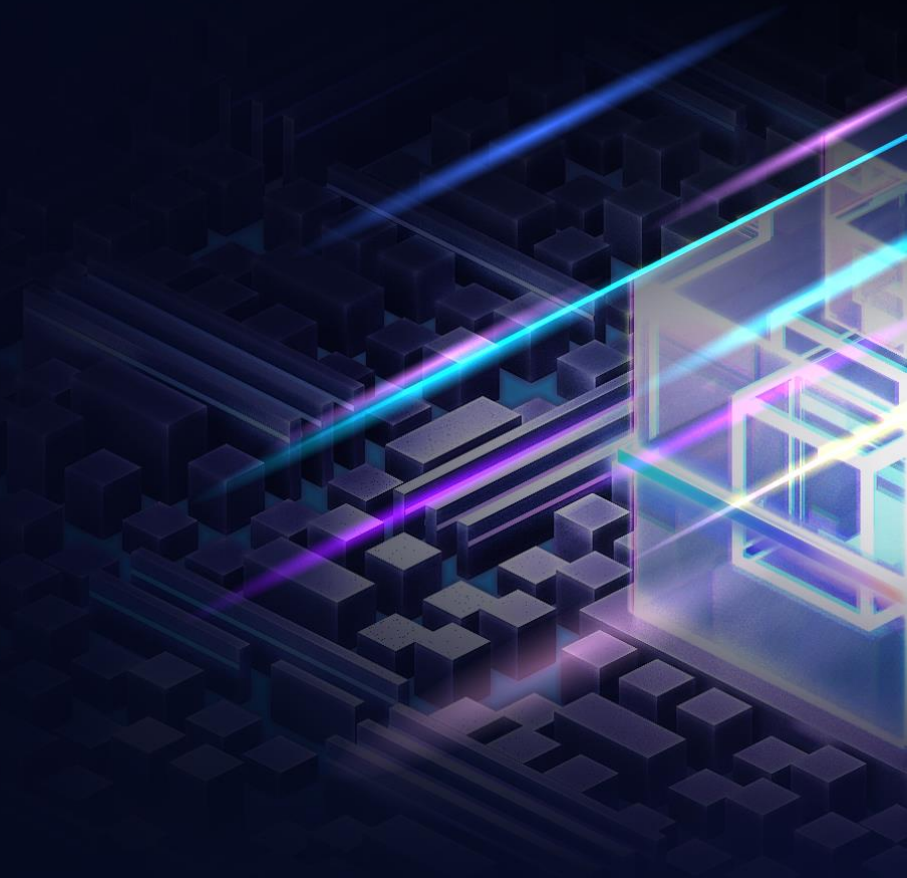


*Hybrid
Web2 / Web3
GameFi Ecosystem*

POWERED BY  polygon



metaforra.com



OUR TEAM



Anuar
Co-Founder/CEO



Abzal
Co-Founder/CVO



Arthur
Co-Founder/CBDO



Valeriy
Co-Founder/CFO



Vladislav
COO



Amir
CTO



Alina
Art Director



Bigel
CG artist



Max
Game Designer



Zhalgas
Head of Frontend



Pavel
Marketing Director



Anuar
Software Developer



Alisher
Software Developer



Vadim
Software Developer



Andrey
Software Developer



Alexandr
Software Engineer



Sanzhar
Software Developer



Yegor
Software Developer

WHO? WHAT? WHY?

/ Who are we?

METAFORRA is a spinoff of the software development company morre.tech, so the team has an extensive experience in the development of projects for different industries, such as game, blockchain, banking and telecommunication.

/ What we do?

Our ambition is to build a series of games under the framework of **METAFORRA Multiverse** that share IPs (characters and stories), which we can monetize while providing different kind of gameplays to different market segments.

/ Why Web 3.0?

Web 3.0 is the new generation of the Internet that leverages the blockchain technology, making it truly decentralized, transparent and accessible. Moreover, Web 3.0 revolutionizes the gaming industry because it enables users to own their in-game assets.

GAMEFI PROBLEMS

Web3 gaming is gaining serious traction but has its flaws:

1. The vast majority of web3 game projects are **not** listed on AppStore and Google Play. This means they are inaccessible to a tremendous potential audience of more than 5 bln. people.¹
2. Onboarding in web3 gaming is **painful**. Connecting an external wallet (e.g. Metamask) to a player's account never works smoothly.
3. Web3 games are simply **poorly made**. Most web3 games tend to have bad gameplay and meager design.

OUR SOLUTION

Our hybrid web2 / web3 approach solves all these problems:

1. Our first mobile crypto game Futuructa is already **listed on AppStore and Google Play**. Thus, we rely on a huge potential audience and seamlessly introduce web2 audience to web3 elements. This also provides us with fiat income.
2. We refused to integrate with external wallet providers. Instead, our system **automatically** creates wallets for our users. Moreover, we let the users head straight to playing without the need to sign up immediately.
3. We rely on our experience in web2 game development - we pay special attention to **player's experience** and **overall game quality**. This already helped us make successful web2 projects, including Steampunk Tower with more than 1 million downloads and a rating of 4.7.

¹Global Digital Overview July 2022 DataReportal
(<https://datareportal.com/global-digital-overview>)



Google Play



The first game in the METAFORRA P&E Ecosystem

App Store



FUTURUCTA

Immerse yourself in the digital reality of Futuructa.
Merge objects, get new improved ones and help the main characters escape!

Fun mobile merge game

Discover the fascinating world of the Web3
with our casual game Futuructa!

Single-player
mode

Play

or

Multiplayer
mode

Earn crypto regardless

Unique features:

Rich game mechanics

Captivating gameplay

NFT upgradable characters

and so much more...



Players can earn in several ways:

- ✓ Be in the Leaderboard's top-50;
- ✓ Beat competitors in Tournaments;
- ✓ Stake our governance token METTA.

QUANTUM WAR

The world of the future, inhabited by various races, is under attack from a high-tech alien civilization. The heroine with superpowers helps defeat the invaders at the cost of her own life and ascends into the sky as a Goddess.

The Goddess continues to watch over this world from above. The chosen heroes fight for her blessing, which grants access to artifacts – superior weaponry of the defeated alien race.

Game features:

Epic PVP card game

Multitude of cards

Diversity of hero classes

Stunning visual design



Gameplay:



Players can earn in several ways:

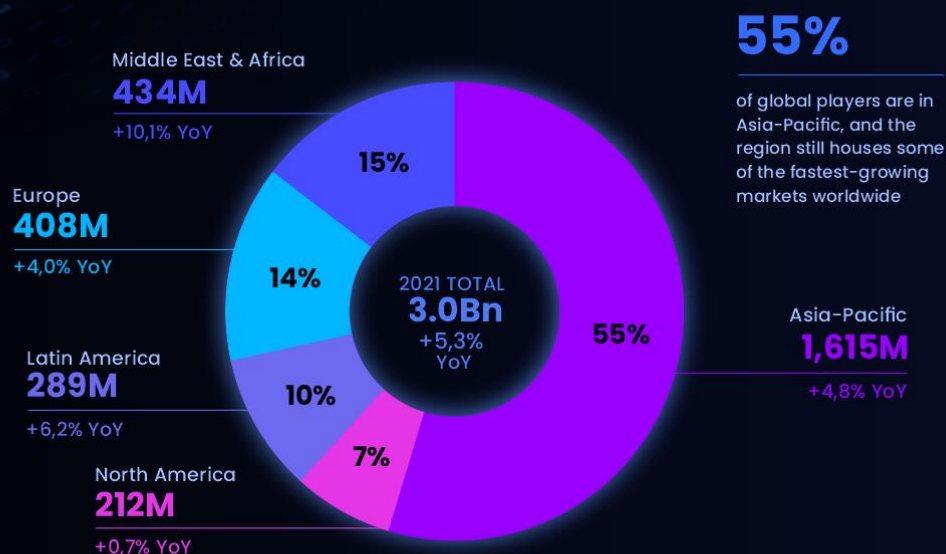
- ✓ Be in the Leaderboard's top-50;
- ✓ Beat competitors in Tournaments;
- ✓ Stake our governance token METTA.



MARKET OPPORTUNITY

2021 Global Players

Per Region With Year-on-Year Growth Rates



/ 55% of the 3 billion global players come from the Asia-Pacific region – the largest and also the fastest growing market globally. Thus, this region generates more than \$11 bil. quarterly.²

/ Despite the fact that North America accounts for 7% of downloads only, it is the second largest market globally in terms of revenue. If we break down the market by country, the US holds the first place in the world with the quarterly revenue of \$6 bil.²

/ The European market is somewhat in the middle in terms of the number of downloads but does not generate as much revenue as almost proportional in size North American market does. With 14% of global downloads it shows the quarterly revenue of \$2.8 bil.²

²The State of Mobile Gaming 2022, report by Sensor Tower
(<https://go.sensortower.com/state-of-gaming-2022.html>)

ECOSYSTEM TOKENS



/ For investors:

METTA - Governance Token
(Mint cap – 1 000 000 000)

Used for:

- Liquidity pools;
- Staking;
- Marketplace activities;
- Tournament Ticket purchase.

Burned:

- Up to 20% of Tournament prize pools;
- Up to 15% each quarter.

Received as:

- P&E: a. Leaderboard rewards;
b. Tournaments;
- Staking rewards.



/ For players:

FORRA - Utility Token
(No mint cap, burning mechanism present)

Used for:

- In-App Purchases (IAPs);
- Marketplace activities;
- Tournament Ticket purchase.

Burned:

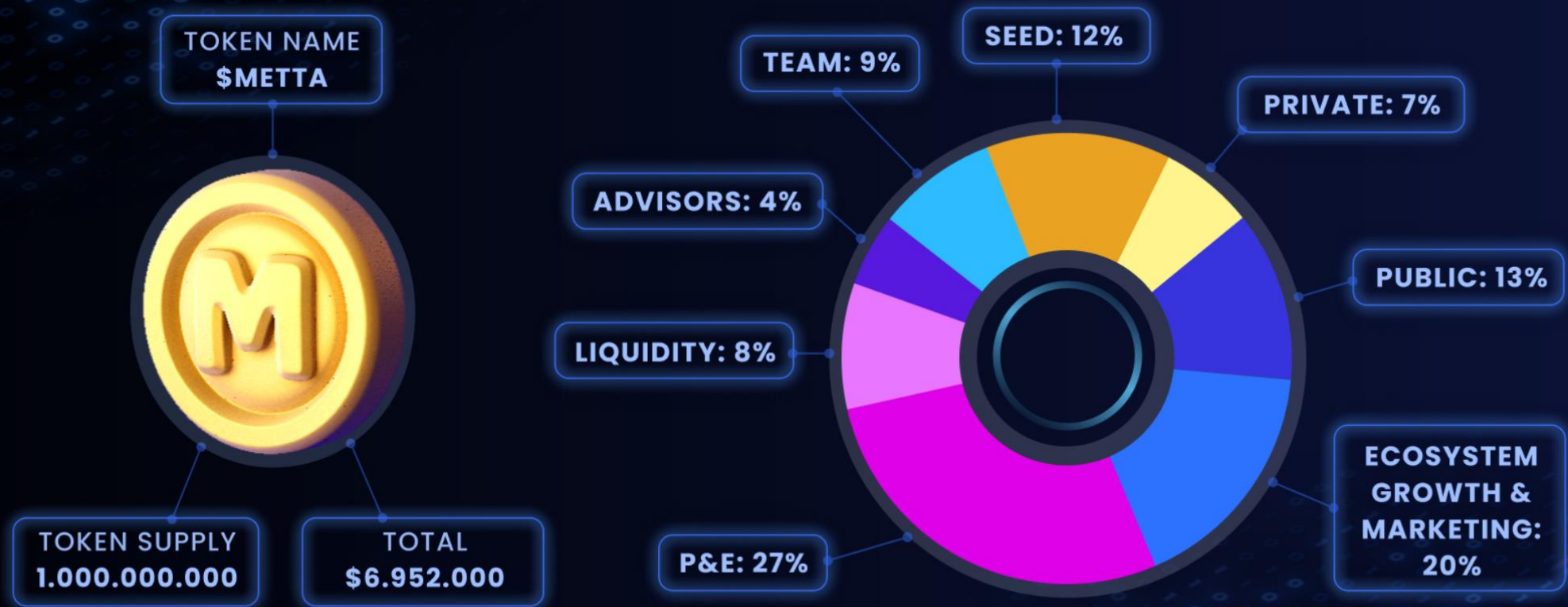
- For transferred IAPs;
- Up to 5% as a Marketplace fee.

Received as:

- P&E: a. Leaderboard rewards;
b. Single-player rewards.

Non-fungible tokens will also play a significant role in the METAFORRA ecosystem in general, and in each and every game in particular. METAFORRA's own custom-built marketplace facilitates the purchase (as well as sale) of all kinds of NFTs used across all ecosystem's applications. NFT Marketplace will accept payments in fiat and crypto (currently FORRA and METTA, more will cryptocurrencies will be added later).

METTA TOKENOMICS



METTA VESTING SCHEDULE

	ALLOCATION	TOKENS	PRICE	TOTAL	CLIFF (MONTHS)	VESTING (MONTHS)	VESTING NOTES	DESCRIPTION
SEED	12,00%	120 000 000	0,0051	\$612 000,00	12	24	Starting with 12 months cliff and then 4.25% linear vesting every month	
PRIVATE SALE	7,00%	70 000 000	0,0061	\$427 000,00	9	24	Starting with a 9 month cliff and then 4,25% linear vesting every month	
PUBLIC SALE	13,00%	130 000 000	0,0073	\$949 000,00		10	10% after TGE and then 10% linear vesting every month	All unsold tokens will be wrapped in SAFT WNFT or transferred to the Ecosystem Growth allocation
ADVISORS	4,00%	40 000 000	0,0073	\$292 000,00	12	at least 48	Starting with 12 months cliff and then 2.09% linear vesting every month, if the price is above 0.008usdc	Advisors should be motivated by the tokens ownership
TEAM	9,00%	90 000 000	0,0073	\$657 000,00	12	at least 48	Starting with 12 months cliff and then 2.09% linear vesting every month, if the price is above 0.008usdc	Team should be motivated by the tokens ownership. Management, business development, blockchain development, backend, frontend, UX/UI design, game design, game arts, game development
LIQUIDITY	8,00%	80 000 000	0,0073	\$584 000,00		12	9% after TGE and then 9% linear vesting every month	The liquidity will cover about 25% of the circulating tokens that were held by investors or users during the first 12 months
P2E	27,00%	270 000 000	0,0073	\$1 971 000,00		at least 60	2,92% after TGE and then 1,65% linear vesting every month	Will be regulated by a smart-contract. The monthly prize pool is calculated as the sum of the monthly METTA P2E profit and 1% of the accumulated tokens in this pool if the price exceeds 0.008usdc.
ECOSYSTEM GROWTH & MARKETING	20,00%	200 000 000	0,0073	\$1 460 000,00		at least 80	16M METTA TGE and then 2,3M METTA every month, if the price is above 0.0085usdc	New game projects, payment system project, rewards to NFT creators/artists. SMM, bloggers, video production, banners, community management, influencers, etc.
	100%	1 000 000 000		\$6 952 000,00				



MONETIZATION

**We have elaborated on a wide range of monetization tools
(both *Fiat* and *Crypto*) within this project:**

/ Circulating tokens:

- Transaction and withdrawal fees;
- NFT marketplace fees.

/ In-App Purchases:

- Items;
- Boosts;
- Tournament Tickets;
- Premium access;
- Monthly subscription.

/ Advertising or sponsored messages;

- In-App banners;
- Video ads.

FUTURUCTA ROADMAP

Q1 2022

(JAN - MAR)

Game concept; ✓
Website; ✓
Tokenomics; ✓
White paper; ✓
Seed round start; ✓
NFT Marketplace v0.1. ✓

Q2 2022

(APR - JUN)

NFT Marketplace v1.0; ✓
Tournaments v0.1 (MVP); ✓
Tournaments v1.0; ✓
Beta release; ✓
Smart contracts on testnet; ✓
Start of Marketing (Web 3.0). ✓

Q3 2022

(JUL - SEP)

Basic tutorial; ✓
Bounty program; ✓
Airdrop; ✓
Smart contracts on mainnet; ✓
Game release; ✓
Start of Private sale. ✓

Q4 2022

(OCT - DEC)

Improved tutorial; ✓
New game mechanics; ✓
User-friendly UI; ✓
Addition of new languages. ✓

Q1 2023

(JAN - MAR)

Introduction of
Daily Quests; ✓
Introduction of
VIP Leaderboard; ✓
Improved music and SFX; ✓
Start of Marketing
(Web 2.0). ✓

Q2 2023

(APR-JUN)

Improved animation;
Introduction of basic
NFTs;
Introduction of new
resources;
Introduction of new items;
Extension of farming
component.

Q3 2023

(JUL-SEP)

Introduction of improved NFTs;
Smart contract audit;
Pre-IDO Marketing (Web 3.0);
Start of Public Sale (IDO);
Listing on DEXs and CEXs;
Regular game updates.

QUANTUM WAR ROADMAP

Q1 2023

(JAN-MAR)

Game concept; ✓
Prototyping. ✓

Q2 2023

(APR-JUN)

Basic gameplay;
Introduction of basic cards.

Q3 2023

(JUL-SEP)

Introduction of classes;
Introduction of factions;
Improved gameplay;
Start of game balancing;
PVP matching system;
MVP release.

Q4 2023

(OCT-DEC)

Completion of game balancing;
Improved animation;
Integration with blockchain;
Game release;
Pre-IDO Marketing (Web 3.0).

METAFORRA ROADMAP

2022

1st game (Futuructa)
in development; ✓
2nd game (Quantum War)
in development; ✓
1st game release (Futuructa). ✓

2023

2nd game (Quantum War)
release;
3rd game (Atoms for Entity)
in development;
4th game (Chase the Qubit)
in development;
3rd game (Atoms for Entity)
release.

2024

4th game (Chase the Qubit)
release;
5th game (Open World)
in development.

2025

5th game (Open World)
release.

COLLABORATIONS



INVESTMENT OPPORTUNITY

The governance token METTA will be emitted in the amount of 1 bln., out of which 12% or 120 mln will be allocated among the Seed round investors, 7% or 70 mln among the Private round investors and 13% or 130 mln among the Public round investors.

\$612 000 SOLD

SEED ROUND

We are offering METTA worth of \$612 000
with the price of \$0.0051 per token

PRIVATE ROUND

We are offering METTA worth of \$427 000
with the price of \$0.0061 per token

PUBLIC ROUND

We will offer METTA worth of \$949 000
with the price of \$0.0073 per token

Send all inquiries to info@metaforra.com

Funds spendings:

- / \$720 000 (36.22%) - 24 month operating costs
- / \$1 063 000 (53.47%) - Marketing
- / \$205 000 (10.31%) - Liquidity in stablecoins

USER RETENTION

/ **1. Play & Earn model:** In the case of METAFORRA games the P&E model itself is an effective user retention tool, since players get rewarded for playing in Single-player and Multiplayer modes.

/ **2. Daily quests:** We have developed a chain of simple yet rewarding daily quests in order to incentivize users to play the game every day. Each day the rewards' value progresses. When a player skips a day the progress is lost and the player has to start over.

/ **3. Lossless Tournaments:** Typically we'll have both winners and losers in every Tournament. However, we'll also be running lossless Tournaments with certain frequency. We will be able to do that thanks to the special fund that we send a part of revenue to.

/ **4. Leaderboard:** The main earning opportunity in the game – the top-50 players will be rewarded with token on weekly basis.

/ **5. X10 income opportunity:** The Multiplayer mode gives an opportunity for income in the form of Tournaments where players will be competing against

/ **6. Staking:** Players and investors will be able to earn passively by providing their tokens to staking pools.

/ **7. Sense of progression:** Reward system that players for reaching certain achievements.

/ **8. Push notifications:** We'll trigger an engaged response by means of non-generic time-bound push notifications.



**THANK YOU
FOR YOUR ATTENTION!**

YOU CAN REACH US AT

info@metaforra.com