

MetaFight WhitePaper



MetaFight

Disclaimer

Dynamic and Evolving Document: Please note that this document is an ongoing file and is subject to continuous evolution and updates. The contents and features described herein represent a work in progress and will adapt over time to reflect the latest developments in the MetaFight ecosystem.

Confidentiality and Subject to Change: All information contained in this document is confidential and intended solely for the designated recipients. The details, especially pertaining to features and strategic plans, are subject to change leading up to the Token Generation Event (TGE). We advise discretion in handling the information provided.

Restriction on Information Sharing: The information presented in this document is exclusive and should not be shared, distributed, or communicated to any third parties without explicit authorization from MetaFight. This confidentiality is crucial to maintaining the integrity and strategic advantage of the MetaFight project until the official TGE.

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1. Introducing MetaFight

In a world where entertainment options are constantly evolving yet paradoxically seem insufficient, MetaFight emerges as a revolutionary concept, bridging the gap between digital engagement and physical sports. The rising popularity of Mixed Martial Arts (MMA) reflects a growing appetite for diverse, high-adrenaline entertainment. Yet, despite this growing interest, there remains a significant disconnect in the industry: a lack of substantial monetization opportunities for fighters and a concerning trend of low income for many within this field.

MetaFight, at its core, is an innovative solution designed to address these critical issues. By leveraging the latest in digital technology and community engagement, MetaFight reimagines the landscape of MMA, transforming it into a more inclusive, profitable, and engaging experience for all stakeholders involved – from the fighters on the ground to the fans cheering from their homes.

Our approach focuses on three key arguments:

Addressing the Lack of Entertainment Offer: MetaFight expands the entertainment vista by integrating the thrill of MMA with the interactive and immersive world of digital gaming. This fusion creates a new realm of entertainment, accessible to a wider audience and offering a unique experience that goes beyond traditional viewing.

Capitalizing on the Rising Hype Around MMA: As MMA continues to capture the imagination of the masses, MetaFight positions itself at the forefront of this wave. Our platform not only celebrates the sport but elevates it through innovative features, making MMA more accessible, engaging, and enjoyable for a global audience.

Creating Monetization Opportunities for Fighters: Recognizing the financial struggles faced by many fighters, MetaFight introduces new avenues for monetization. Through our platform, fighters gain access to alternative income sources, benefiting from enhanced visibility, fan engagement, and digital monetization strategies that complement their physical prowess.

In summary, MetaFight is more than just a game or a sports platform; it is a visionary step towards redefining the landscape of MMA and digital entertainment. Our commitment is to provide a holistic solution that enriches the MMA community, offers unprecedented entertainment to our audience, and ensures a sustainable, profitable career path for fighters. As we look towards 2024 and beyond, MetaFight is poised to lead this transformative journey, inviting you to be a part of this exciting new era.

2. MetaFight Environment: A Comprehensive Ecosystem

MetaFight introduces an all-encompassing environment, meticulously crafted to offer an immersive MMA experience. This ecosystem consists of innovative products and services, each designed to engage users in unique ways, while addressing the key arguments outlined in our introduction: entertainment, hype around MMA, and monetization opportunities for fighters.

The Card Collection

Overview

At the heart of MetaFight's environment is the Card Collection. This digital card collection is unprecedented in its scope, featuring MMA fighters from various organizations and locations worldwide. The cards not only display fighters' images but also play a crucial role in the ecosystem by sharing revenue from all card exchanges. This approach ensures a fair distribution of income, supporting fighters financially.

Product State & Vision

Phase 1: Develop an innovative and attractive card design that encourages ownership and exchange. Initiate the MetaFight journey with the launch of the inaugural card collection.

[Completed]

Phase 2: Expand the card collection to significantly include a broader range of fighters, encompassing both famous fighters as well as promising rookies beginning their careers. Introduce new types of card designed to enhance the strategic depth and management choices available to players.

[Ongoing]

Phase 3: Upgrade to 3D card designs that allow for personalization based on a variety of digital or physical criteria. Introduce an option for physical card prints, redeemable under certain conditions.

[Upcoming]

MCG (Management Card Game)

Overview

Prototyped in 2022, launched in Alpha in February 2023 and refined for re-release, MCG is the first utility for the Card Collection. It offers a management simulation where players can coach and train their fighters, represented by the cards, to evolve and compete. Players strive for the title of best manager, earning both physical and digital MMA-related rewards.

Product State & Vision

Phase 1: Develop an algorithm and matchmaking system for card battles, leveraging the metadata inscribed on each card to ensure every card in the global collection has a distinct utility. This system is designed to rank players on a leaderboard based on their cards' performance. The matchmaking process guarantees a balanced and strategic environment,

where success is influenced by players' strategic card choices rather than their financial investment. System rewards include cryptocurrency, additional cards, and booster packs.

[Completed]

Phase 2: Enhance the strategic complexity of the game by introducing a variety of micro-management interactions. Focus on developing card evolution mechanisms, fostering synergies to strengthen card performance, and incorporating a manager progression system. Visualization of fights through motion design and AI-generated written commentary.

[Ongoing]

Phase 3: Complexed Fight Simulation including the possibility to influence the fight as the manager (live micro-management action), visualization of fights in full 3D, with movements generated by AI based on combat algorithm feedback, AI-generated voice commentary by real licensed commentators, and emphasis on social features (adding friends, creating internal guilds, establishing private leagues and more TBA).

[Upcoming]

MetaFight Live

Overview

MetaFight Live rethink the way fans watch MMA fights. Users can experience live matches with friends in a 3D world, interacting with others and choosing their own viewing perspective from anywhere in the virtual stadium. This feature enhances the viewing experience, making it more social and immersive.

Product State & Vision

Phase 1: Construct a 3D virtual environment where users can engage with each other using chat and voice communication. Demonstrate the innovative concept of experiencing a fight by broadcasting a live MMA event within this 3D space.

[Completed]

Phase 2: Develop personalized rooms in collaboration with various MMA organizations, allowing users to engage with the full range of their available products. Prototype and implement live 3D motion capture technology for real-time fight broadcasts and offer interactive replays with control over time and perspective.

[Ongoing]

Phase 3: Implement a comprehensive Live 3D Motion Capture solution. This will encompass live broadcasting, replay, instant replay option, an unlimited range of viewing perspectives, and a data analysis toolbox for in-depth fight analysis.

[Upcoming]

MetaFight Experience

Overview

This service connects fighters and fans through real-world MMA experiences. Options include sparring sessions, coaching, meet-and-greets at events, and even corner experiences that offer an insider view of a fighter's preparation and walk-in. It's a unique way to bring fans closer to the action.

Product State & Vision

Phase 1: Establish a platform that periodically offers a selection of experiences, enabling fighters to monetize their expertise and personal time. This platform will provide a channel for fighters to share unique experiences with fans, based on the fighters' individual choices.

[Upcoming]

Phase 2: Launch the 'Corner Experience', an ultimate fan opportunity to be part of a fighter's team. Enable fighters to craft their personalized experiences, contributing to a diverse catalog of options for fans. Facilitate these unique engagements through an easy-to-use app, streamlining the matchmaking process between fighters and fans.

[Upcoming]

Phase 3: TBA

MetaFight Grant

Overview

The MetaFight Grant empowers the community to develop their own products or services using MetaFight's extensive IP catalog. Providing financial, human resource, and development support, this initiative fuels creative ideas that contribute to the growth and richness of the MMA world.

Product State & Vision

Phase 1: Establish the foundational framework and operational conditions for the MetaFight Grant, including support processes. Set up a system for project submissions and selection procedures. Focus on creating a Minimum Viable Product (MVP) to demonstrate the initiative's potential.

[Upcoming]

Phase 2: Successfully launch the first project under the MetaFight Grant initiative. Concurrently, prepare and organize the subsequent round of project selection to continue fostering innovative developments within the MMA community.

[Upcoming]

Phase 3: TBA

The Sandbox Experience

Overview

A unique journey in the renowned metaverse, The Sandbox Experience offers various play modes and access to exclusive rewards. This experience allows users to explore MMA in a virtual setting, further bridging the gap between the digital and physical worlds of MMA.

Product State & Vision

Phase 1: Focus on the creative ideation of the experience, including the development of in-game activities and concepts. Design a rewarding system and establish a leaderboard for ranking participants.

[Ongoing]

Phase 2: Implement fighting mechanics to enable 1vs1 battles within the experience. Additionally, introduce new activities to enrich the virtual MMA experience. **[Upcoming]**

MetaFight Forecast

Overview

MetaFight Forecast, the second entertainment offering in our lineup, is a platform where users engage by predicting outcomes of upcoming MMA fights. Participants are rewarded based on the accuracy of their predictions, offering an interactive experience for MMA enthusiasts. It's important to note that MetaFight Forecast does not involve or endorse betting activities being free-to-play.

Product State & Vision

Phase 1: Develop and launch a mobile application for MetaFight Forecast. Integrate an MMA fight calendar, enabling users to view upcoming bouts. Allow users to make predictions on these fights, ranging from basic outcomes to more detailed forecasts. **[Upcoming]**

Phase 2: TBA

Conclusion

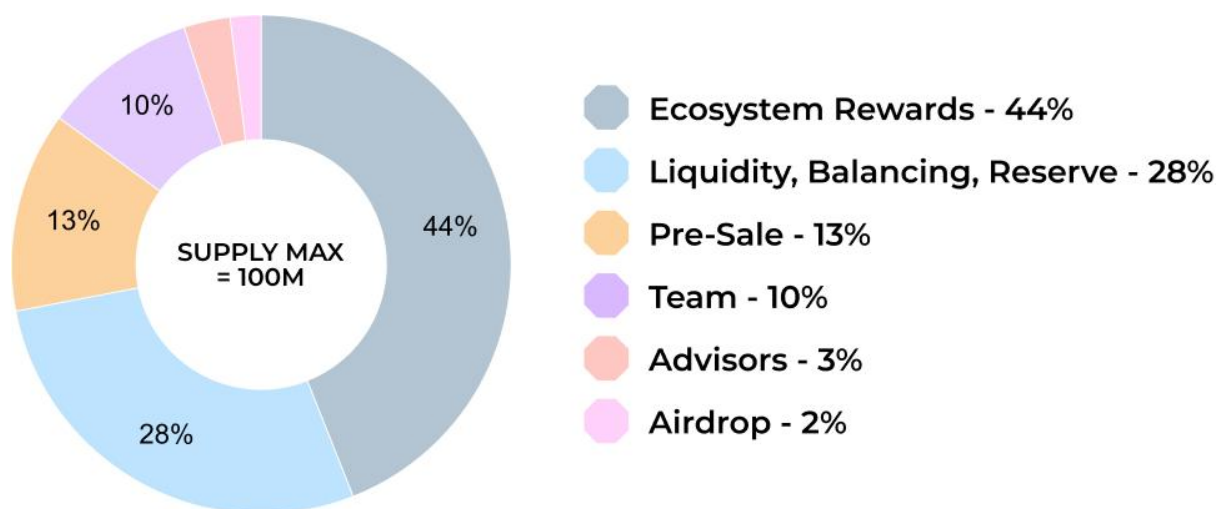
Each component of the MetaFight environment synergizes to create a holistic and engaging MMA experience. From digital collectibles to real-life interactions, and from gaming to watching live events in innovative ways, MetaFight is poised to redefine the realm of MMA for enthusiasts and fighters alike.

3. MetaFight Token (\$MFT)

a. Role

The MetaFight Token is the cornerstone of the MetaFight ecosystem, seamlessly integrating transactions and interactions across our diverse platforms and services. As the universal currency for both physical and digital exchanges, it plays a vital role in streamlining user engagement with our various offerings. What sets the MetaFight Token apart is its adaptability – each service within the MetaFight universe harnesses the token in a manner that aligns with its specific nature and utility. This versatility ensures that whether users are trading assets, evolving digital collectibles, or engaging with interactive experiences, the MetaFight Token provides a tailored, efficient, and enriching interaction, enhancing the overall experience within the dynamic world of MetaFight.

b. Tokenomic



c. Utility

i. The Card Collection

Evolving Cards: Within the Card Collection, collectors first meet specific conditions to unlock the potential for card evolution. Once these conditions are met, the MetaFight Token (\$MFT) can then be used to acquire unique 'skins' or visual enhancements for the cards. These enhancements include Frame Evolution, Fighter Stance Evolution, and upgrading to an animated fighter stance. This evolution process is exclusive and limited, adding a layer of rarity since only a certain number of each card type can undergo these transformations.

Trade for New Edition: Upon the release of new card editions, collectors have the opportunity to use their MetaFight Tokens to burn their old editions in exchange for the new ones. This process is governed by specific conditions or terms, ensuring eligibility and adding a strategic layer to card collection and management.

Card Transactions: Besides upgrading cards, the MetaFight Token (\$MFT) also serves as the primary currency for listing and purchasing cards within the MCG. Players can use \$MFT to acquire new cards from other players or list their own cards for sale. This functionality facilitates a dynamic and fluid market within the game, where players can strategically manage their collections, acquiring new assets or monetizing existing ones based on their gameplay needs and strategies.

ii. MCG (Management Card Game)

Upgrading Cards: In the MCG, the MetaFight Token plays a pivotal role in enhancing the power of cards. Players can upgrade their cards on a scale from 1 to 5 by 'burning' other cards, which involves using the MetaFight Token. Each upgrade enhances the card's power within its rarity level, making it more effective and decisive in battles against other cards of the same rarity. This upgrading process not only increases the card's strength but also adds strategic depth to the game, as players must carefully choose which cards to upgrade and which to sacrifice.

iii. MetaFight Live

Purchase Pay-Per-View Tickets: As the metaverse solution of MetaFight Live evolves, viewers will have the option to purchase Pay-Per-View (PPV) tickets using MetaFight Tokens (\$MFT). This feature will enable fans to access live MMA events within the virtual environment, using \$MFT as the medium of transaction.

Acquiring Skins & Emotes: Users in MetaFight Live can use the MetaFight Token to personalize their experience with unique skins and emotes. This utility enhances user engagement in the 3D world, allowing for a more customized and expressive interaction during live events.

Rewarding Players: Engagement in MetaFight Live is further incentivized through rewards. Users can earn rewards based on their attendance, level of activity, and the quality of their interactions within the platform. These rewards, distributed in \$MFT, encourage active participation and contribute to a lively and interactive community experience.

iv. MetaFight Experience

Acquire Experiences with Fighters: The MetaFight Token (\$MFT) is used as the currency to purchase unique experiences involving MMA fighters. These experiences can range from training sessions, meet-and-greets, to participating in specialized fighter-led activities. The token facilitates these transactions, enabling fans to easily access once-in-a-lifetime opportunities to interact closely with their favorite fighters.

Organization ticketing: We will offer tickets for events from our partner organizations below public cost when paying in \$MFT.

v. MetaFight Grant

Funding Selected Projects: The MetaFight Token (\$MFT) is crucial in the funding mechanism of the MetaFight Grant. Selected projects receive funding in \$MFT, which is typically distributed in stages based on the achievement of predetermined objectives. This gradual release of funds ensures that the projects are progressing as planned and meeting their milestones, providing a structured and objective-driven approach to funding.

vi. The Sandbox Experience

Rewarding Players for Ranking Achievements: In The Sandbox Experience, the MetaFight Token (\$MFT) plays a key role in rewarding players. Based on their achievements and rankings within the game, players are awarded \$MFT. This incentivizes competitive play and acknowledges the skill and dedication of top performers.

Other Utilities TBA

vii. MetaFight Forecast

Rewarding Players for Accurate Predictions: In MetaFight Forecast, players are rewarded with MetaFight Tokens (\$MFT) based on the accuracy of their predictions for MMA fight outcomes. This system incentivizes engagement and rewards users for their insight and knowledge about the sport.

Disclaimer: MetaFight Forecast is a free-to-play platform and does not involve any form of betting activity. The rewarding system is designed to enhance user engagement and enjoyment, and should not be considered as betting or gambling.

d. Security & Audit

TBA upon Audit reception -> End-March

4. Roadmap

Q4 2021 Objectives

- 50 Fighters signed
- Create Card Design
- Create MCG basis

Achievement

53
Success
Success

2022

- 300 Fighters signed milestone
- 3 Organizations partners
- Launch Card Collection
- Launch MCG Prototype ("ProtoFight"),
- 500K investment
- First Live Broadcast

325+
Success
Summer
Summer
Success
February

2023

- 600 Fighters signed milestone
- 7 Organizations partners
- New edition Cards
- Launch MCG Alpha version
- 1M investment
- 10 Live Broadcasts cap

700+
9
3 New Editions
February to November
Success
Achieved

2024

- 1,000 fighters signed milestone
- 10 Organizations including two major one
- Cards Personalization
- Launch MCG Beta Version
- 3M investment (equity)
- 25 Live Broadcasts cap
- \$MFT Launch
- Launch MetaFight Experience
- Launch Grant Program and sublicensing

Bonus: Enhanced Live Broadcast Experience (Teaser)

Bonus: AI Fight simulation generation

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