



# MetaLand Litepaper V1.1

## Catalog

1. Introduction
2. Product
  - a. Game introduction
  - b. Game elements
  - c. Earning while playing
  - d. Exchange
3. Ecosystem Description
4. Token
5. Roadmap
6. Resources

## 1. Introduction

As projects like **Axie Infinity**, **Decentraland**, **Loot**, and **Rarity** continue to explode, the Metaverse has arrived. The value element brought by crypto in particular has given new imagination to the Metaverse, and builders, gamers, and investors are flocking to it. Some hail it as the next vehicle for human civilization, while others

question its overheated hype. Either way, it deserves our attention and consideration.

Rarity is a set of game contracts based on the d20srd rules and running on the Fantom chain. Andre Cronje created the original Rarity contract on September 5 and Rarity has grown rapidly since then. In addition to being actively run by AC himself and constantly retweeting to build momentum, community developers have created several interactive interfaces and derivative marketplaces, and as of today, Rarity has 170,000 summoner independent holders.

**The uniqueness and value of Rarity lies in its bottom-up ecological construction model**, which is different from all other top-down centralized projects. We see the path of Rarity evolving from a 1D text, to a 2D image, and then to a 3D character that can be used in games. This is very exciting, and our entire team believes that this is the right form for the Metaverse to take.

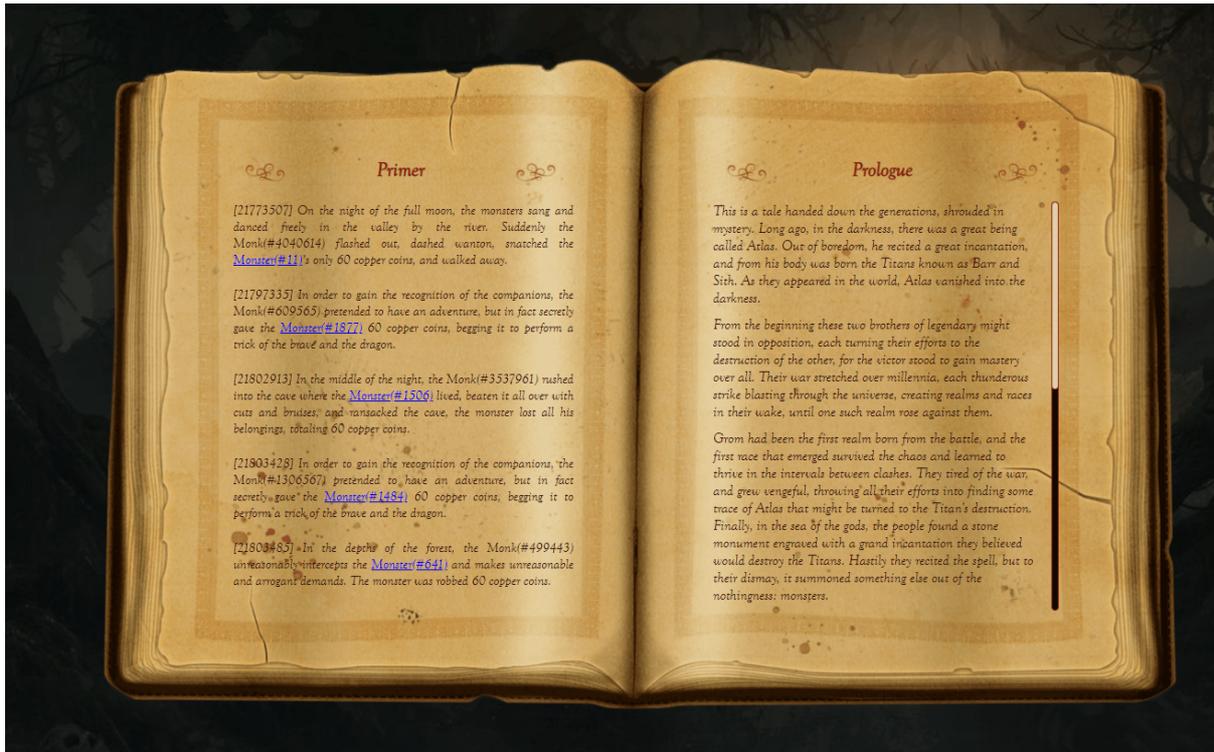
We grew out of the community, and at first we realized that the Rarity ecosystem lacked a Monster component. So we developed the Monster contract component. Since its release we have gained a lot of support from the ecosystem users. Over time we decided that monsters needed their own worldview and gameplay. After a lot of thought and design work, we decided to design a Metaverse game with an anti-hero theme from the perspective of Monster.

## 2. Product

### 2.1 Game introduction

**MetaLand is an RPG in monsters' perspective based on the D20 rules.** It balances casual and strategy, with a complete social system and an extremely strong meta-universe immersion. The plot of the game takes place on top of the magic continent. Players can claim their own lands, can cast monsters, organize their own monster teams to adventure in the map, defeat real enemies, solve random events, collect powerful treasures, and maintain the peace and stability of the magic continent.

Yes, we are going to develop a new game mode with a monster's perspective against the hero, it will be the first game sample of GameDAO, and we sincerely invite every member of the community to write with the development team.



## 2.2 Game Elements

- **Heroes**

Adventurers seek money, glory, justice, fame, power, knowledge, and other goals, some noble in purpose, some very mundane. Each adventurer will choose a different way to achieve these goals, some use brute force to spar, others rely on powerful spells or subtle skills.

Adventurer is the role of Rarity game ecology, there are 11 professions, respectively.

**Barbarian:** A brave fighter who uses his anger and intuition to take down his opponents.

**Bard:** an artist who produces magical effects with music, and a wanderer who goes around telling legends of the countryside, with some skills in almost everything.

**Cleric:** clergy who can perform divine magic, but also good fighters.

**Druid:** draws energy from nature and can perform divine magic and unique magical powers.

**Fighter:** process more fighting ability than ordinary people, and good at all kinds of weapons.

**Monk:** experts in empty-handed combat, with rapid and powerful special abilities.

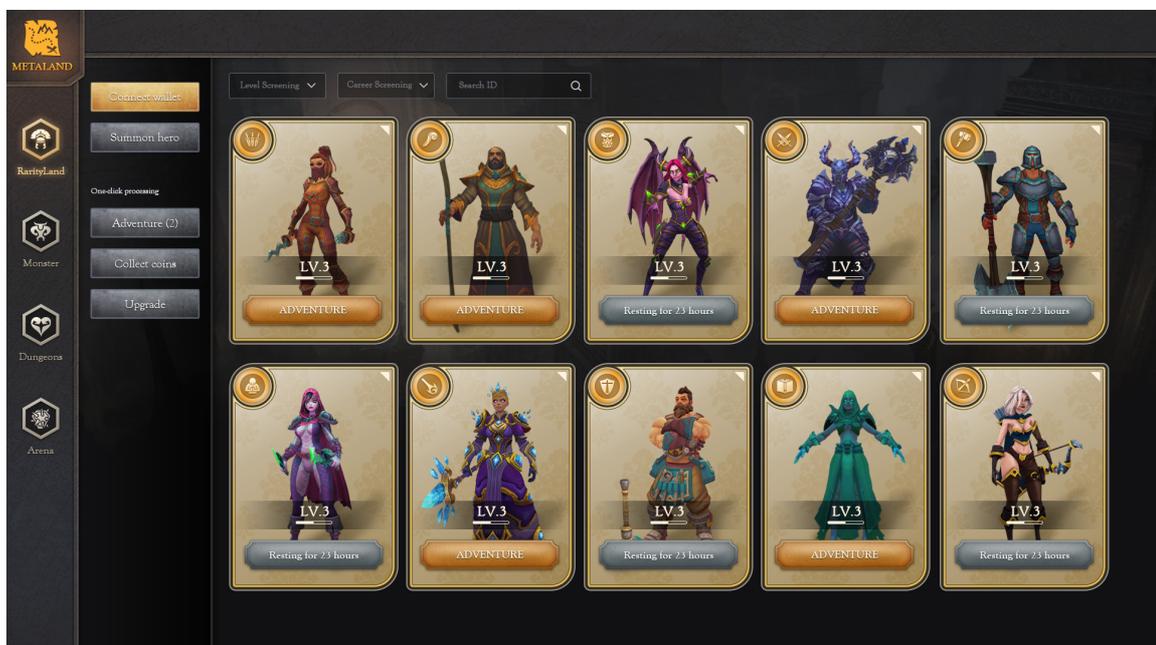
**Paladin:** the guardian of justice and the nemesis of evil, sheltered by divine power.

**Ranger:** Dexterous and seasoned field fighters

**Rogue:** skilled scout or spy, good at hiding rather than relying on brute force.

**Sorcerer:** A spell caster who is born with magical abilities.

**Wizard:** A spell caster who has studied various schools of magic.



- **Monsters**

There are 15 types of monsters.

- Aberration Type
- Animal Type
- Construct Type
- Dragon Type
- Elemental Type
- Fey Type

- Giant Type
- Humanoid Type
- Magical Beast Type
- Monstrous Humanoid Type
- Ooze Type
- Outsider Type
- Plant Type
- Undead Type
- Vermin Type
- **World**

The world map is where monsters lived, which is divided into forest, desert, underground, and etc. Different types of monsters grow in their respective environments.

## **2.3 Earn by playing**

Players can play different professions in the game, through adventure, upgrade to improve the hero level and skills. Adventurers can also get different weapons and equipment.

Random encounters in dungeons can also lead to Copper dropping. Copper is the gold system in game.

Experienced adventurers can show off their skills in the arena and win counters' collateral.

## **2.4 Exchange**

The game's adventurers, weapons, equipment, monsters, land, and Coppers are all assets, and we provide a place for players to trade them. Let the assets move to the demand side and price the assets through demand.

# **3. Ecosystem Description**

## **3.1 Game Assets**

### **3.1.1 Description**

Game assets are the NFT IDs and game values of player characters in the game, including but not limited to: MonsterNFT, LandNFT, Copper, gMST, etc.

### 3.1.2 MonsterNFT

MonsterNFT is a role in the game space and having at least one MonsterID is a pre-requisite to participate in the game. Currently MonsterNFT 1.0 has a cap of 11,000 and requires players to pay 10FTM+Gas for minting. The second generation of Monster, MonsterNFT 2.0, is based on the D20 standard design and designed to be able to breed, upgrade and merge.

### 3.1.3 LandNFT

LandNFT is a contract where adventure happens, a map for reference.



Grom

### 3.1.4 Copper

Copper is a circulating in-game token with no upper limit. Copper can be used to buy equipment, upgrade/mint monsters, etc. Although there is no upper limit, but the amount of Copper can be stabilized within a certain range through in-game circulation and pledge destruction.

### 3.1.5 More

More assets will be designed in the future according to the needs of the game scenario.

## 3.2 P2E

### 3.2.1 Rent/Sale NFT

You can sell monster NFT ownership, or rent rare monsters to get rental fees.

### 3.2.2 Playing for gold

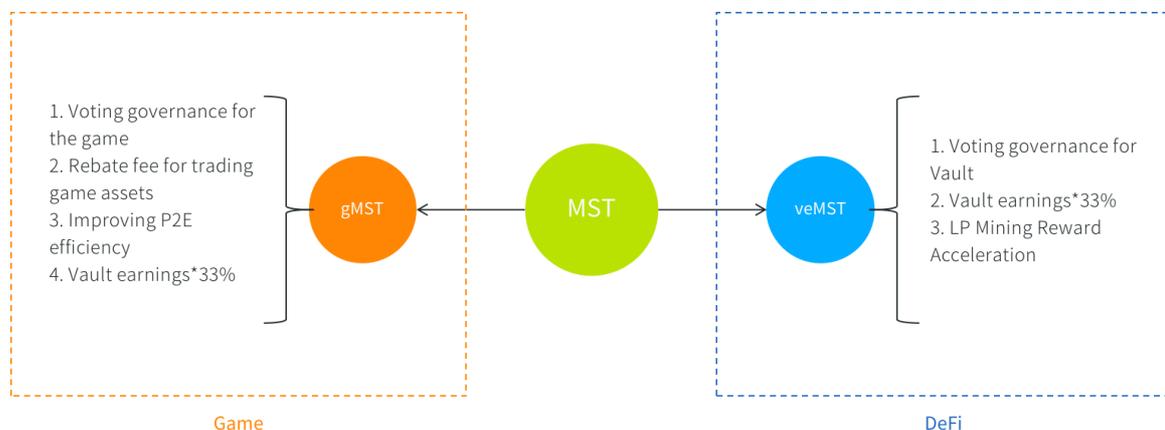
You can participate in the adventure and sell the obtained props and materials for profit, or participate in the weekly boss fighting activities to take chances to win rewards.

### 3.2.3 Locked-in gains

You can lock up your MST position to get rebates on transaction fees, accelerate game play, share vault earnings, participate in governance, etc.

### 3.2.3 Ecological Benefits

100% of the game's income go into the DAO Vault, then they are allocated to MST lockers on a pro-ratio basis. Of this, 33% is allocated to gMST holders, 33% is allocated to veMST holders, and 34% is allocated to the Vault.



## 3.3 DAO

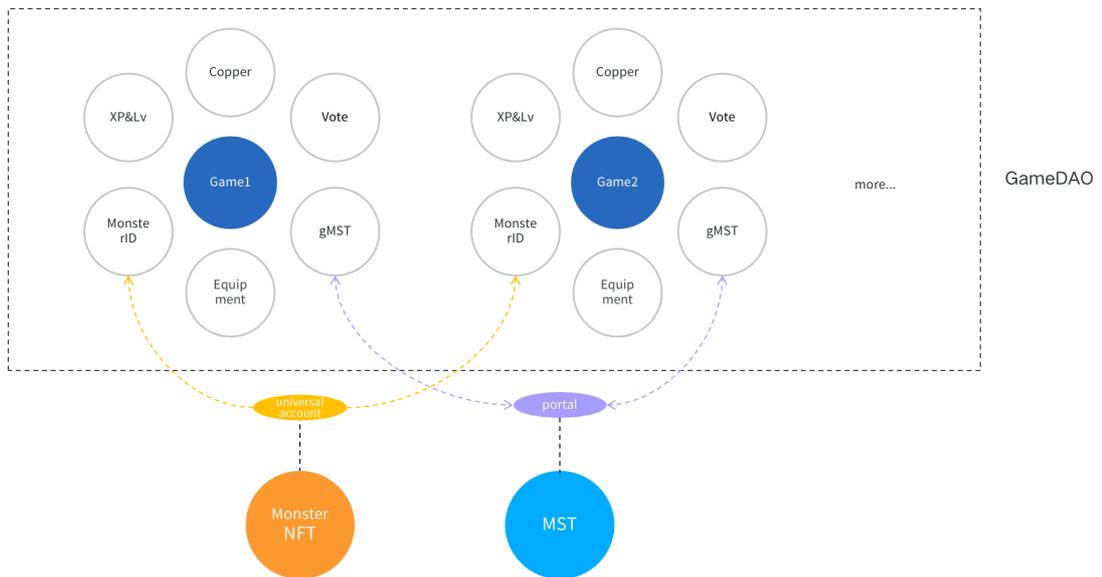
### 3.3.1 DAO Governance

GameDAO and DeFiDAO

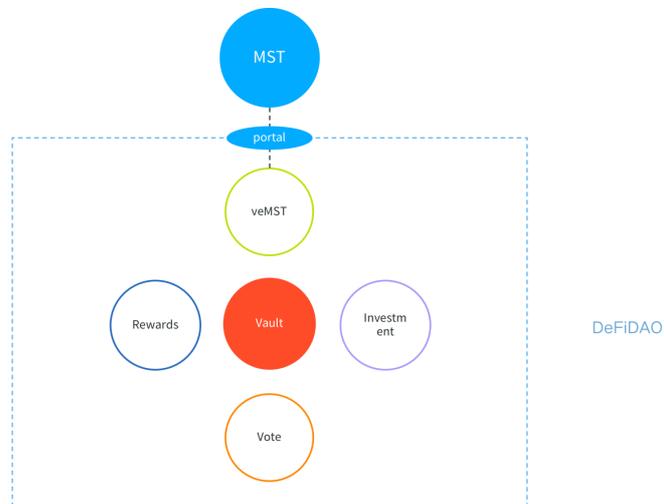
### 3.3.2 Feature

1. GameDAO is used to govern AssetBox and game design, including but not limited to: equipment, Copper, XP, Level, gMST and other in-game asset value

management. Manage the game's scenario design, main quests, gold playing activities, game development, etc.

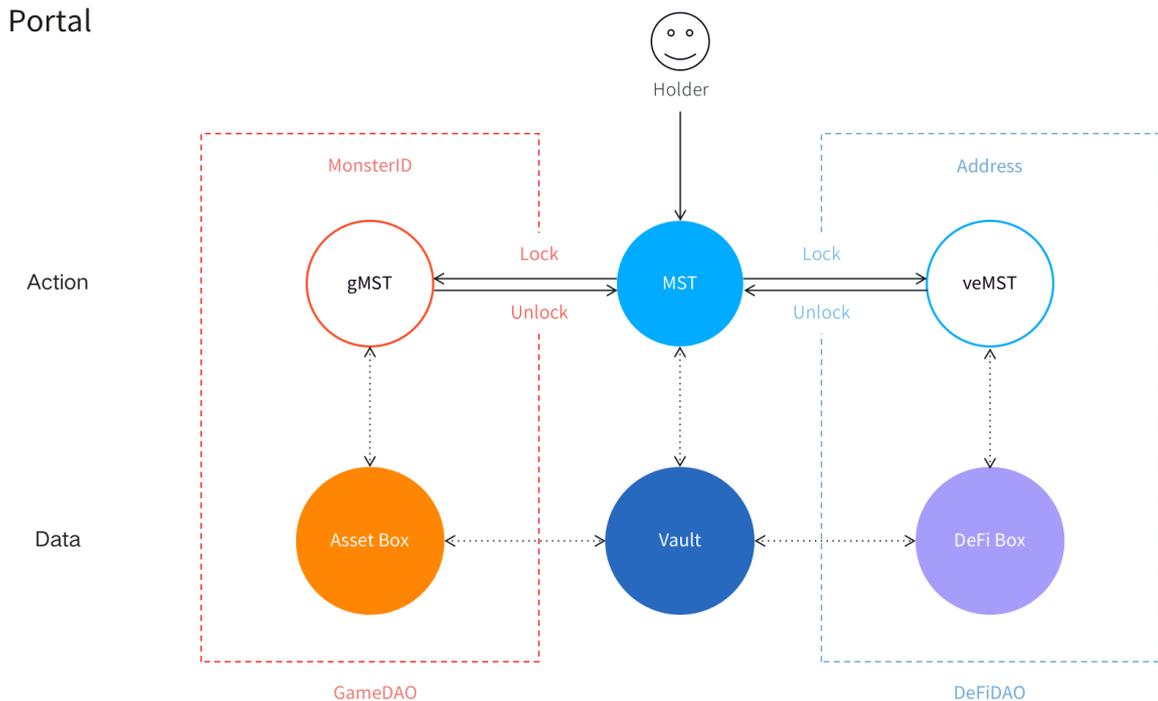


2. DeFi DAO is used to govern FinanceBox, including but not limited to: NFTs, Vault, veMST and other financial assets management.



### 3.3.3 Governance right

Game governance (GameDAO) is created and improved by DM and game players; financial governance (DeFiDAO) is jointly managed by governance members. Users can complete the value transfer through the portal, as follows:



1. If the gamer wants to make a difference in the game, he can deposit MST into the vault and replace it with the in-game value gMST. Assetbox will map the corresponding gMST value for that MonsterID.
2. Gamers could participate in OTC financial governance by depositing MST in the vault and exchanging it for veMST to gain financial governance voting rights.

### 3.3.4 Relationship analogy

1. Game governance is similar to the relationship between the people and the government, the core of which is to maintain a low cost barrier to entry and a smooth path to role advancement. Guaranteeing that every player has access to the center of game power, rather than a monopoly by capitalists.
2. Financial governance is similar to the relationship between capitalists and the Federal Reserve, with the core being the plundering of external resources for the development of the game.

### 3.3.5 Advantages

1. It would enhance game creativity and enrich game scenarios through game governance.
2. It would drive the growth and glamour of the game through financial governance.

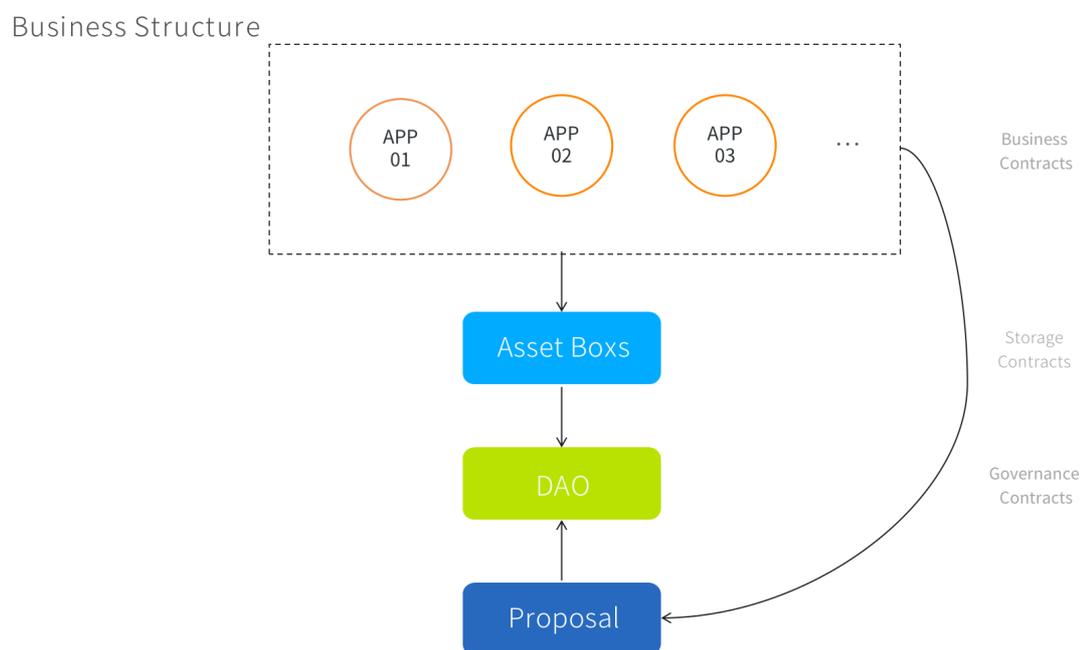
### 3.3.6 Challenge

1. Balance and rebalance of interests between players and investors.
2. Balance and rebalance of interests between late entry players and early players.

### 3.3.7 Contract Structure

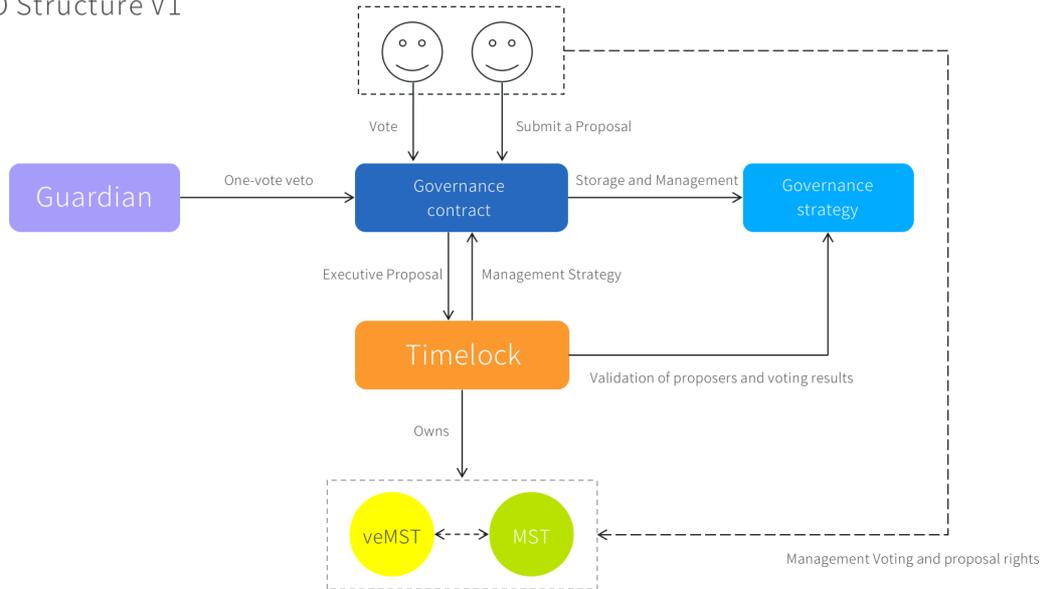
1. Business Structure

All proposals would go to DAO for voting, after passing the business contract gets whitelist access to the asset box and can mint and distribute assets.



2. DAO contract governance structure

DAO Structure V1



## 4.Token

### 4.1 Brief Introduction

Monster Token (MST) is a token issued by MonsterDAO, which would be used to maintain and develop the game ecosystem. As time goes by, Team members and other members in ecosystem would provide more features and new gaming methods to enhance its value.

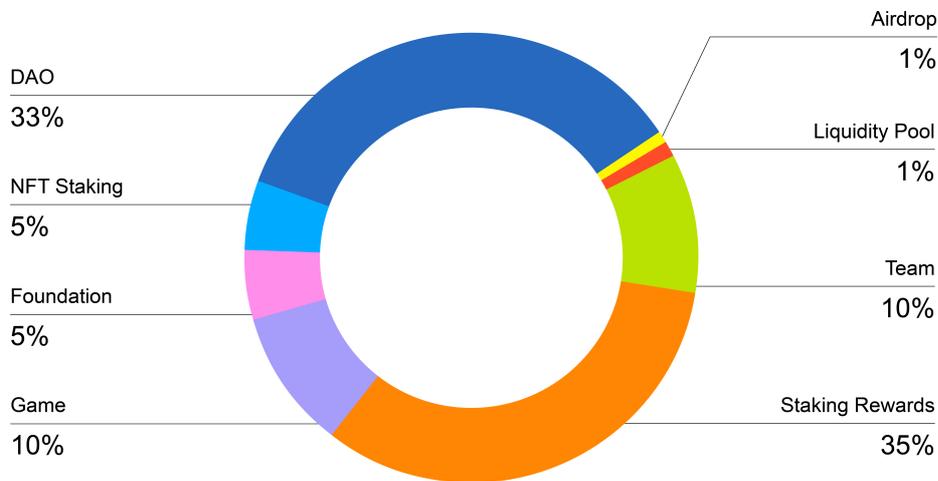
### 4.2 Supply and Distribution

A total of 100,000,000 MST passes will be issued, and the total number of MSTs will not exceed 100 million in the future. Here are the details of the allocation and release of passes.

- Allocation of Genesis Tokens

## Allocation of Genesis Tokens

100,000,000 MST



- Distribution details

1. Initial liquidity pool 1%

There is no pre-sale, no whitelist, so no one holds tokens before the token launch, including the team itself. 1,000,000 tokens are allocated during the launch phase and will be added to the liquidity pool at a super low price. Everyone will have a fair chance to get MST.

2. DAO Governance 33%

DAO governance has been the direction of our exploration, which is also in line with the philosophy of Rarity's design. Co-creation, co-build, co-governance and sharing. Our governance token is veMST, which will be acquired by the person holding the MST. A total of 33,000,000 MST is supported, and these tokens are used in a way that the MST holders decide how they want to use them. This will facilitate the development of the Monster game and the expansion of the Rartiy ecosystem.

3. Game 10%

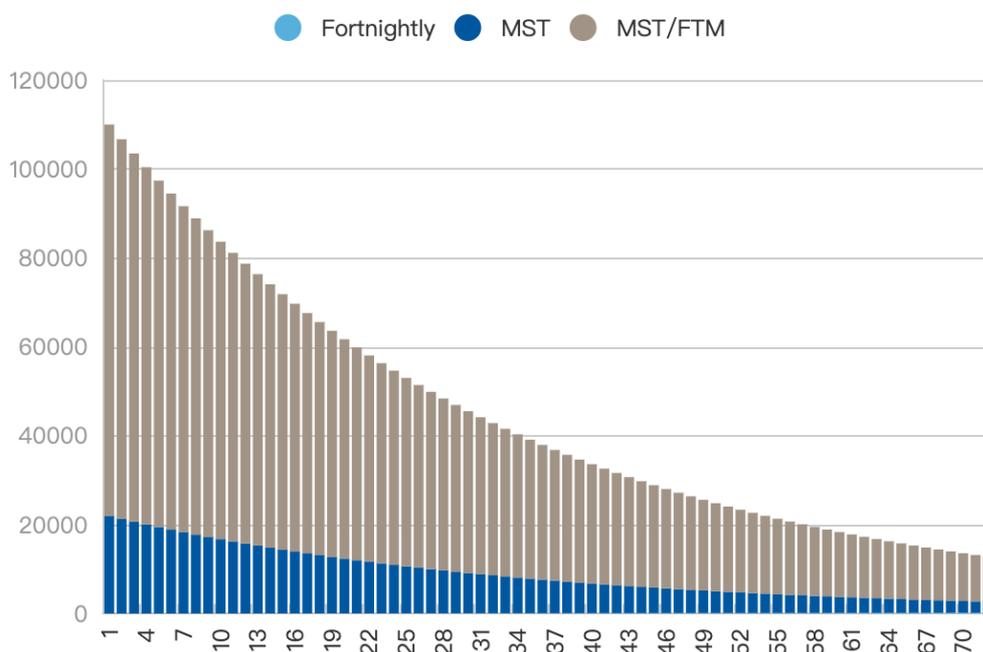
Players are always the core of the game, they can get reward via finishing main tasks, dungeon adventures, daily missions, periodic events, etc.

4. Liquidity Maker 35%

Users can generate LPs by pledging single coins or trading pairs to add liquidity to MST. after generating LPs, pledged LPs will be rewarded with

MSTs. LPs represent the credentials for liquidity providers to redeem their assets and receive rewards. Also locking in single coin MST for different times also gives access to governance tokens veMST. veMST can be used to increase the percentage of LPs in addition to voting rights to gain excess pledge rewards.

Up to 35,000,000 MSTs would be preserved for liquidity maker as bonus, which are released through a three-year period in accordance with the curve. Of this amount, 20% is allocated to MST single currency pledges and 80% is allocated to MST/FTM trading pairs.



5. NFT pledging reward 5%

Users holding MonsterNFT as well as Hero of Rarity can be rewarded with tokens by pledging them.

6. Core Team 10%

The team members are integral to the development of Monster and are also driving the vision of the Rarity meta-universe to fruition. The tokens held by the team will be locked for one year and released monthly linearly over a two-year period.

The monthly release also requires a prerequisite, the amount of player interaction with the monster contract as an indicator, if not met will lose the

reward for the month. At the same time this month's rewards will be sent to the DAO treasury. (Detailed assessment details will be announced later).

#### 7. Foundation Reserve 5%

The usage of the Foundation reserve is managed and overseen by MonsterDAO. It includes, but is not limited to, providing community grant sponsorship, expanding the developer community, building the ecosystem, providing operating funds or grants, creating collaborations, etc.

The Foundation reserve initially holds 5,000,000 MST. It will be unlocked linearly over 36 months from launch.

#### 8. Airdrop 1%

To thank all explorers who have participated in the Monster game, and to Rarity's growing partners, we have decided to do an airdrop. Initially, the airdrop will be send in phrases in order to avoid too much pressure on liquidity pool. The airdrop you get will not be locked and can be traded in a free way. (Please wait for an article to be published in the coming days for specific details of the airdrop)

- Initial circulation

The initial circulation is only 1,000,000 MST, and the circulation will not exceed 2,000,000 MST within three months.

## 5. Roadmap

### 2021 Q3 :

- ✓ Release MonsterNFT 1.0 contract
- ✓ MonsterNFT website goes online
- ✓ Metaland website goes online
- ✓ AssetBox contract goes online, asset usage enabled to community

### 2021Q4 :

- ✓ Rarity Of Dungeons website goes online, open the first dungeon designed for Monk
- ✓ PvP arena made by 3rd party dev team goes online
- Website 2.0 in new design goes online
- Release project whitepaper

- Token launchpad
- Initiate the MonsterNFT 2.0 plan
- Develop new story line
- MonsterNFT 2.0 stake mining goes online, and initiate LP incentive program

#### **2022 Q1 :**

- Initiate DAO governance plan
- Release DAO governance planning of official version

## **6. Resources**

- WebSite <https://metaland.game/>
- Discord <https://discord.gg/4re29XnZwt>
- Twitter [https://twitter.com/Crypto\\_Shuraba](https://twitter.com/Crypto_Shuraba)
- Github <https://github.com/crypto-shuraba>