Metamon Game

Metamon is an NFT Mobile MMORPG in development where you have to catch, train, take care of, evolve and fight your Metamons.

Glossary

Metamon

A Metamon is an elemental creature with special abilities created by The Professor. Metamons can be catched and trained by Trainers.

Gen0 Metamon NFT

A Gen0 Metamon NFT is a ERC-721 token that represents a Metamon creature to be used inside the Game. Every Gen0 Metamon NFT is unique.

Abilities

Abilities are elemental skills used by Metamons. Abilities can be learned based on the place where the Metamon was caught, the training it has received or just luck.

Trainer

A Trainer is a in-game player-controlled avatar. Each Player must own at least 1 Metamon in order to play.

Environments

A place where Trainers and Metamons live and interact. The first Environment is **Qido**: a green plains valley surrounded of rocky terraces.

Evolution

A morphological change a Metamon experience when reaching certain level, or exposed to certain training or objects. Evolution is no reversible.

Elemental Types

There are 8 different elemental types, each with its own pros and cons.

A Metamon can be of 1 or multiple elemental types

Neutral

Balanced. Great for starter Trainers and basic jobs.

Nature

Supporters. Your heal companion in any team.

Water

Versatile. Good oponents in fights, and great when fishing.

Fire

Strong. High special attack and great item crafters.

Electric

Fast. Good for catching wild Metamons and great fighters.

Psychic

Powerful. Very fragile, but mighty special attacks.

Air

Agile. Perfect for draining opponent MP, fast transports.

Soul

Evasive. Rare findings, good attack and defense balance.

Elemental Advantage Table

Type	Neutral	Fire	Water	Nature	Electric	Psychic	Air	Soul
Neutral	-	-	-	-	-	-	-	0
Fire	-	0.5x	0.5x	2.0x	-	-	-	-
Water	-	2.0x	0.5x	0.5x	-	-	-	-
Nature	-	0.5x	2.0x	0.5x	-	-	-	-
Electric	-	-	2.0x	0.5x	0.5x	-	2.0x	-
Psychic	-	-	-	-	-	0.5x	-	-
Air	-	-	-	2.0x	0.5x	-	-	-
Soul	0	-	-	-	-	2.0x	-	2.0x

Metamon Attributes

Health Points

Health Points. Once it reaches 0, your Metamon can not fight anymore.

HP Replenish Rate

The rate at which HP gets replenished over time. There are 2 context in which HP replenishes: during battle and off battle.

Energy Points

Energy is needed to perform skills. When Energy reaches 0 you have to wait until it gets replenished over time.

EP Replenish Rate

The rate at which energy gets replenished over time. There are 2 context in which energy replenishes: during battle and off battle.

Speed Points

The more speed you have, the more quickly you can move through the map in a battle.

Physical Attack

Attack power for physical skills. Formula for a physical hit is:

(attacker_base_skill_power + attacker_physical_attack) +critical_hit - defender_physical_defense

Special Attack

Attack power for special skills. Formula for a special hit is:

(attacker_base_skill_power + attacker_special_attack)+critical_hit - defender_special_defense

Physical Defense

Defense power for physical skills.

Special Defense

Defense power for special skills.

Evasion Rate

Chances of avoiding a hit.

Critical Hit

Additional amount of attack your Metamon can inflict.

Critical Rate

Chances of a critical hit.

Intelligence

Level of discipline your Metamon has. If your metamon has more intelligence points, it will obey more orders from you in the battle.

Satiety Decrease Rate

The rate at which satiety decreases over time.

Satiety

This is the level of satiety your Metamon has. This level decrease over time using Satiety Decrease Rate. You can replenish your Metamon satiety by feeding it. Once you start a battle, your satiety level is paused until you finish your battle.

Your level of satiety will affect your attack power (physical and special), defense (physical and special) speed, evasion rate, critial hit and critical rate.

Equipment Items

Metamon and Trainer abilities and attributes can be enhanced using Equipment Items.

These items can be dropped by wild Metamons, crafted or won in special tournaments.

Gen0 Equipment Items are the second planned collection, and will be distributed during the Maze Challenge.
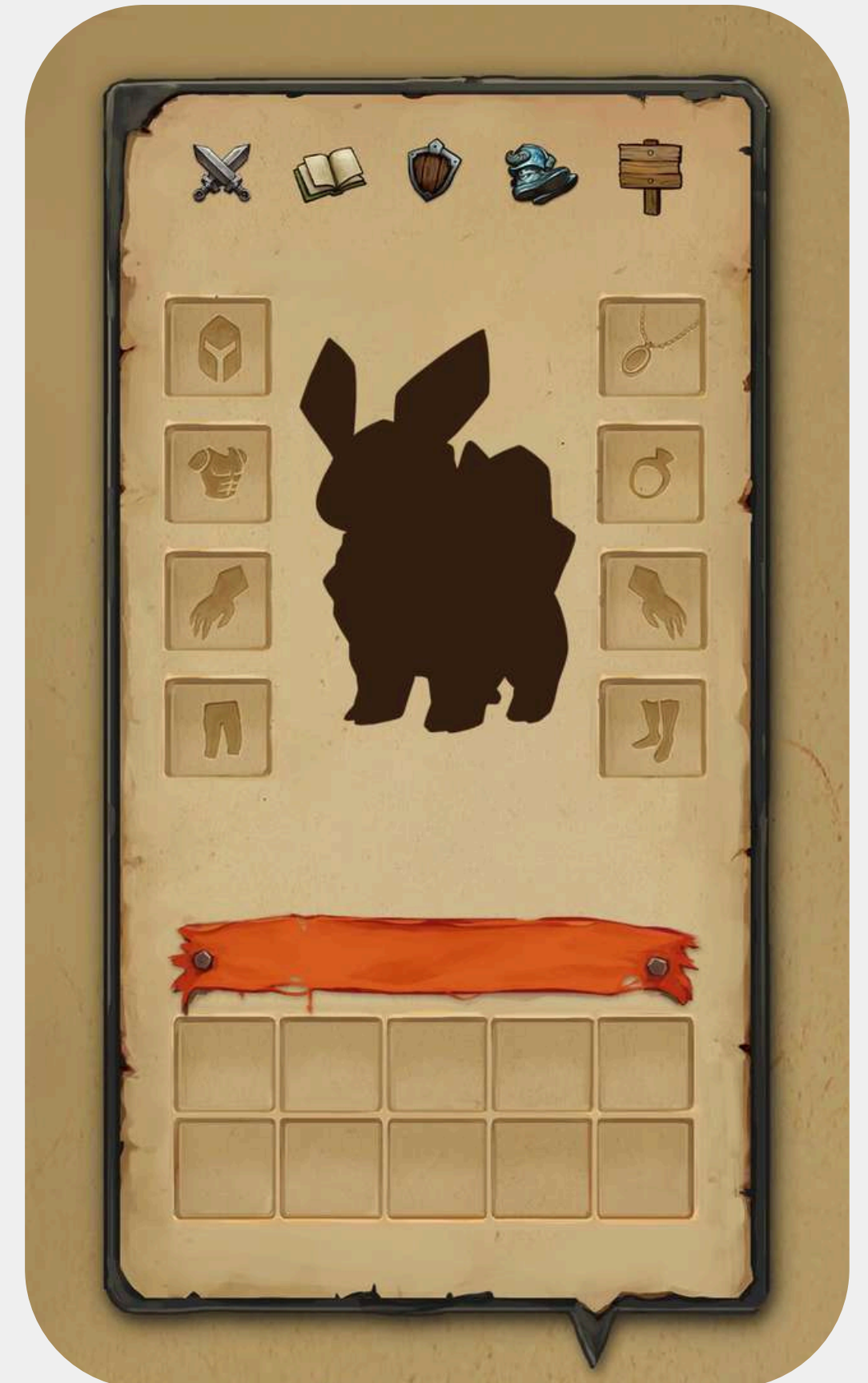
Head

Armor

Weapon

Legs

Ring

Pendant

Equipment items can enhance HP, MP, Regeneration Rates, Def, Atk, SAtk, SDef, Evasion Rate, Critical Hit/Rate for Metamons.

Labor Types

Metamon World is an ecosystem based on labor, like real life. Different Metamons, based on their types and attributes can perform one or many labor tasks.

Each labor produce an item, or is a step in the process of producing an item. Items can be exchanged freely in the Regional Marketplaces.

Farmers

Nature and Neutral Metamons have a special affinity for Item farming. They can specialize in growing raw food items, or work in the process of transforming raw food into prepared food.

Crafters

Some items don't grow in trees. That's a task for Fire type Metamons and those with strong physical attributes.

Crafted items include Orbs and Equipment for Metamons and Trainers alike.

Carriers

The are many Regional Markets in Metamon World. Each one with its own offer and prices, so you must transport your items to a Market in order to sell them.

Physical Healers

When a Metamon is defeated in a Battle, it needs special attention.

Some will choose to focus on healing. For a fee, of course.

Psychic Healers

Some damages are not visible. After some time, your Metamon will feel tired all the time and decrease their performance. A good mental therapy is needed.

Move Trainers

The Metamon teachers.

There is nothing like the experience itself. Many moves need to be taught by someone who already knows.

Breeding Nurses

Love is good.

Breeder nurses help a happy couple to have beautiful and powerful offspring.

Wanderers

Some Items can't be crafted or grown, they are mostly hidden in the vast environments of Metamon World. Wanderers help you with them, and sometimes you are lucky to find a rare one.

Fishers

Fishers are mostly Water-type Metamon that like to catch fish in ponds and lakes. Fishes are one of the best sources of food for your Metamon. Balanced meals are more important than it seems.

Power Suppliers

Structures built on Lands need electric power to run. Power suppliers are a crucial piece in the industrial age of Metamons. Automation and passive yields are the outcome.

Regional Marketplaces

When the Full Game launches, there will be 5 Regional Marketplaces: North Qido, South Qido, East Qido, West Qido, and Central Qido.

Each marketplace will have its assortment of products for sale. Good traders know when and where to sell each product.
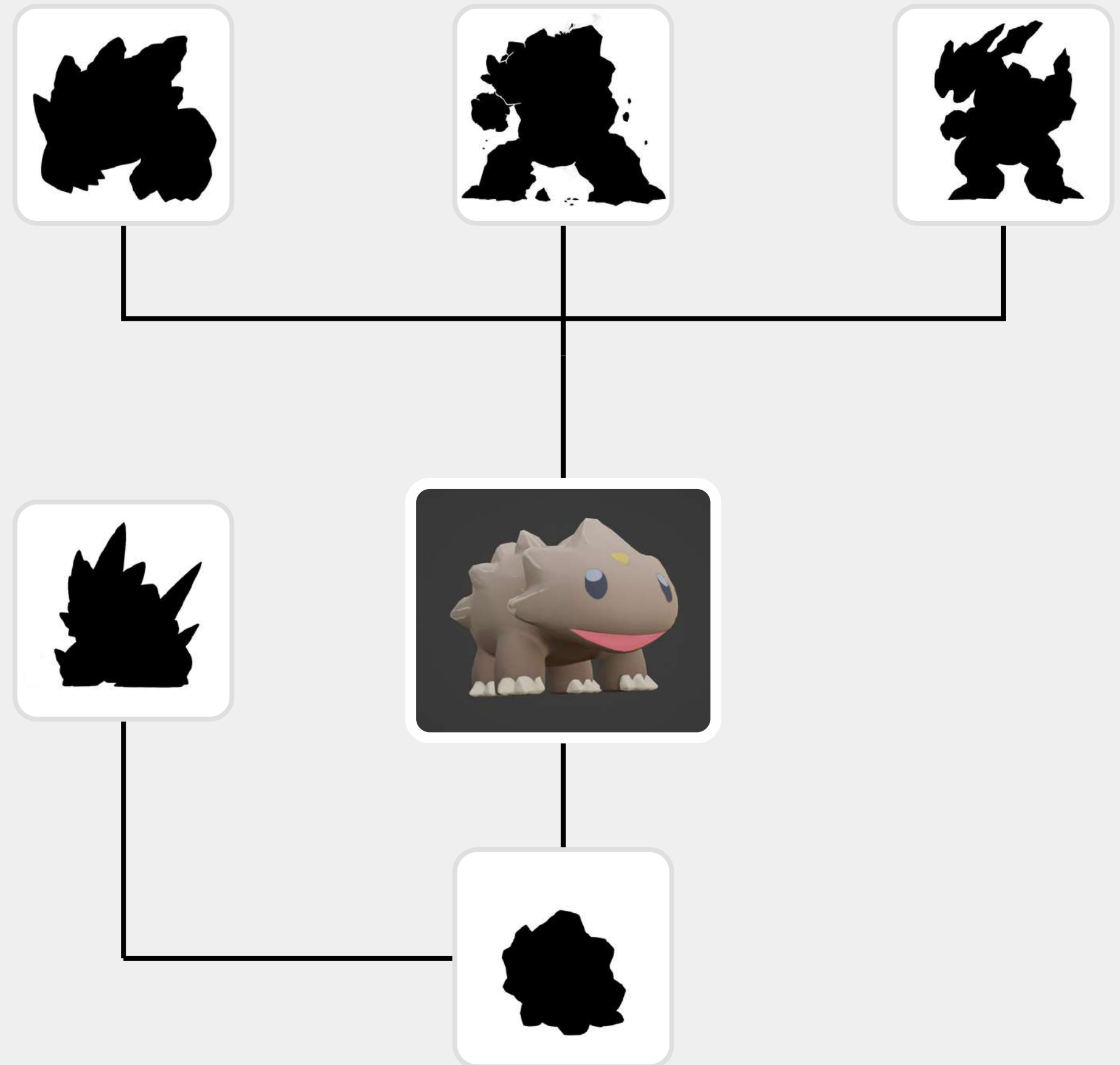
Evolution Trees

Metamons have a special ability: evolution. When a Metamon evolves it changes not only its body but can also change its types and abilities.

Not all Metamons are destined to evolve, but some have evolutionary trees. It's the Trainer's choice what path to follow.

Planned Collections

Gen0 Metamon

100 Collection
0.03eth · **SOLD OUT**

Gen1 Metamon

10,000 Collection
0.05eth · **Minting NOW**

Gen0 Items

TBD
Free · "Full Game" Play & Earn

Lands & Structures

TBD
TBD

Gen0 Metamon Collection

100 Collection

0.03eth · **SOLD OUT**

Gen0 Metamon NFT is the first Collection from Metamon Game. This first collection will be a 100 PFP collection of Metamons on Ethereum chain.

Gen0 Metamon NFTs will be distributed on Mint Day to WL spots first and general public later.

Holders of Gen0 Metamon NFTs will be able to play for Prizes in Full Game

Gen1 Metamon Collection
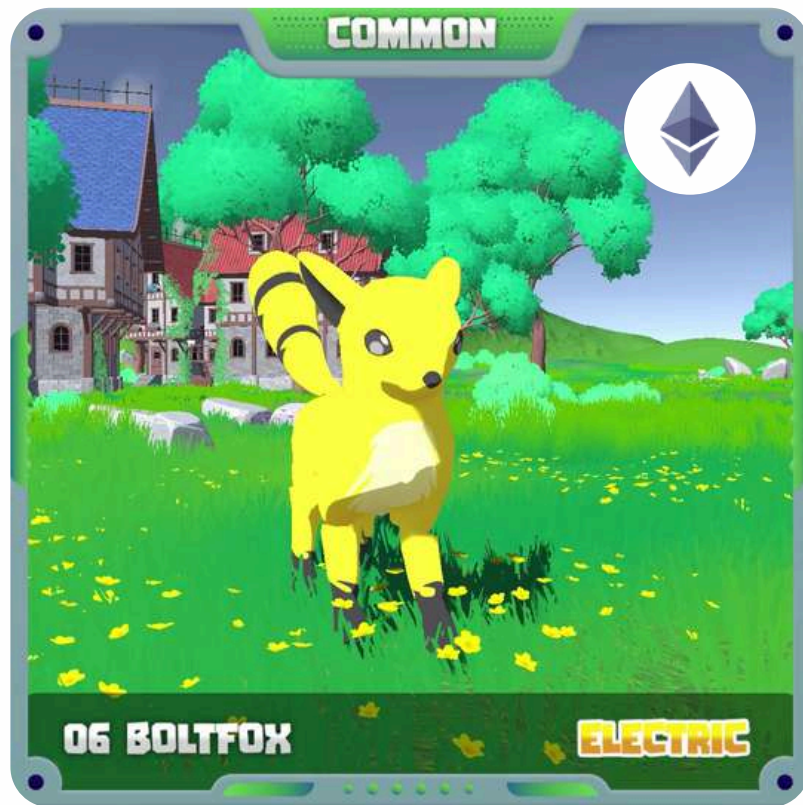
10,000 Collection
0.05eth · **Minting NOW**

Gen1 Metamon NFT is the second Collection from Metamon Game. It will be a 10,000 PFP collection of Metamons on Ethereum chain.

Gen1 Metamon NFTs can be minted right now Here.

Holders of Gen1 Metamon NFTs will be able to play for Prizes in Full Game.

Gen0 Items Collection

TBD

Free · "The Maze" Play & Earn

Gen0 Items NFT is the second Collection from Metamon Game.

**Gen0 Items will be earned by players during "The Maze" Challenge.**

Items will include: Evolution items, Equipment items for Metamons, One-time use items, and more...

Tokenomics

At first, all in-game dynamics will be ruled by an off-chain token named $MTM.

After the Full-Game release and careful considerations and economy balancing, a fully on-chain token will be issued and distributed to holders.

An economy driven by $MTM.
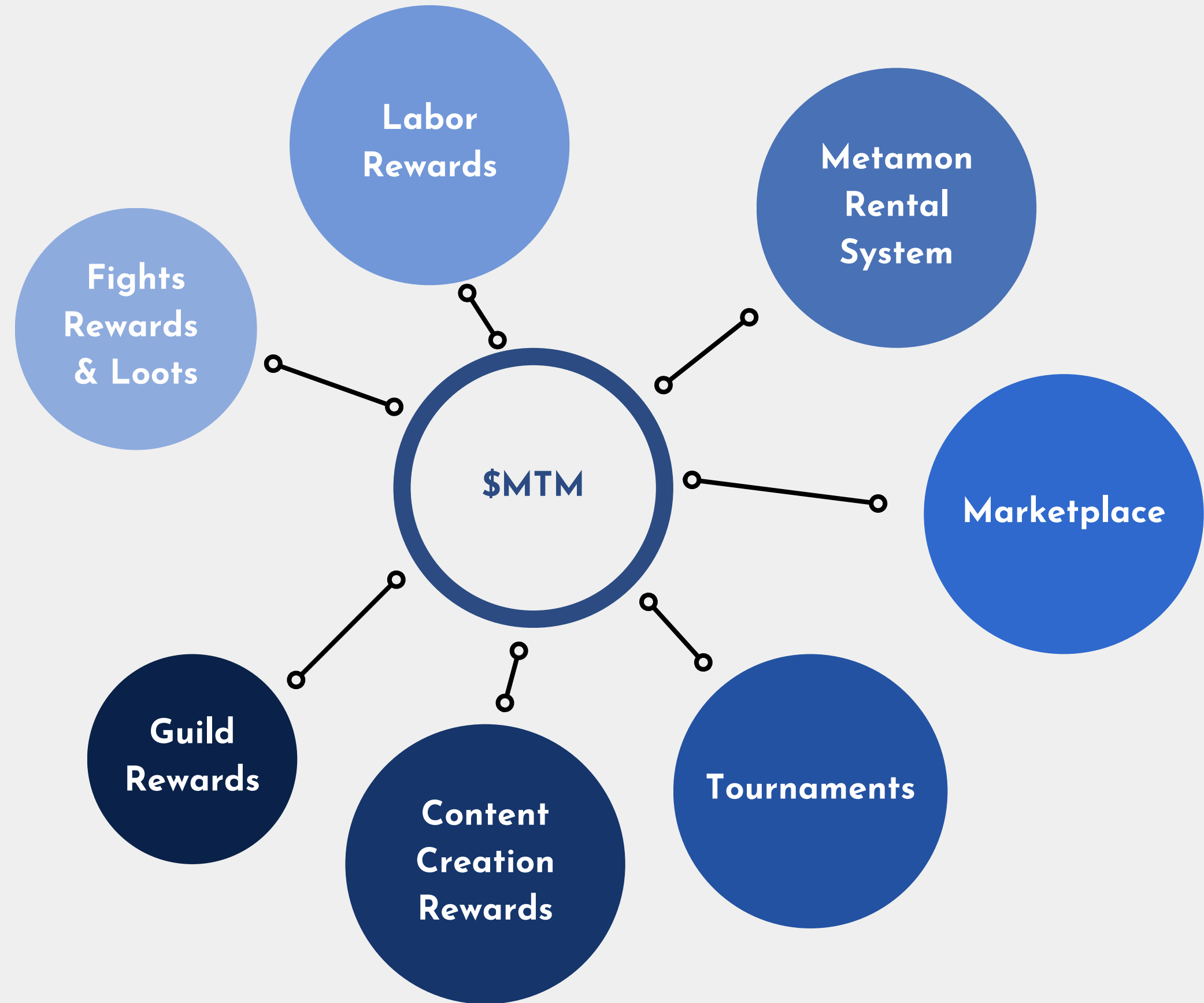
Blockchain Choices

Ethereum

Only for PFP and IP-related Collections

Polygon

For all in-game assets and tradeable objects

Roadmap

1 — Metamon
3D Models

2 — 3D Game
Environment

3 — Game
Development
Start

4 — Whitelist
Collaboration
& Events

5 — Contract
Deploy

9 — Full Game
Release

8 — Gen1
Metamon
Mint

7 — Game Beta
Version
(Holders Only)

6 — Gen0
Metamon
Mint Day

Team

Professor
Mastermind

The creator of everything in Metamon World. He likes to live in his lab discovering and understanding Metamons and their nature.

Leo Ramos
CEO & Head of Game

Game Dev with 15 years experience in programming and Distributed Systems. Last 3 years focus has been on Blockchain and Game Economy Design.

Daniel Cavadia

Game Developer

Game Developer focused on Mobile Gaming using Unity, C# and .Net framework. Computer Science Engineer since 2021.

Thi (Mi Thee)

Anime Illustrator

Anime artist who love to draw cute characters. Has a very successful Etsy store where she make comissions for anime drawings.

Daniel Zuleta

3D Modeler and Animator

Cartoon characters and stylized environments are his speciality. 7 years of experience working with everything 3D. Blender, Maya, ZBrush are his most valuable tools.

Adam Chai

3D Character Modeler

He's been in the pre-visualization industry for more than 12 years. He loves 3D modeling and digital sculpting. Mostly focus on cute anime characters.

Armando Guinand

3D Generalist

3D Modeler and Animator with 5 years of experience creating and optimizing 3D models for Unity and Unreal Engine game engines.

Miljan Nemenzo

Head of Marketing

A Web3 and P2E/Gamefi enthusiast with over 3 years of experience in marketing. Worked with NFT projects as lead of marketing and partnership head.

Disclaimer

Metamon NFTs and other digital assets are not intended to be used as investments and should not be considered as such. The value of NFTs and other digital assets can fluctuate greatly, and there is no guarantee of profit or return on investment. If you choose to purchase a Metamon NFT or other digital asset, you acknowledge that you are doing so for the sole purpose of owning and enjoying the digital asset, including its in-game use. We assume no responsibility for any financial loss that may result from the purchase or sale of a Metamon NFT or other digital asset. Do not purchase any Metamon NFTs or other digital assets with the expectation of profits, either from price appreciation, the potential receipt of future airdrops (which may never occur), or otherwise.

Certain statements that we make in this paper may constitute forward-looking statements, including information concerning potential licensing revenue, future airdrops and the expected roles and responsibilities of members. These forward-looking statements are not guarantees, and they involve risks, uncertainties and assumptions and there can be no assurance that those potential future events will occur. We caution users not to rely on any forward-looking statements and expressly disclaim any obligation to update any forward-looking statement in the event it later turns out to be inaccurate.