



METAPLAYERS.GG

WHITEPAPER

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1. INTRODUCTION

1.1. GAMING

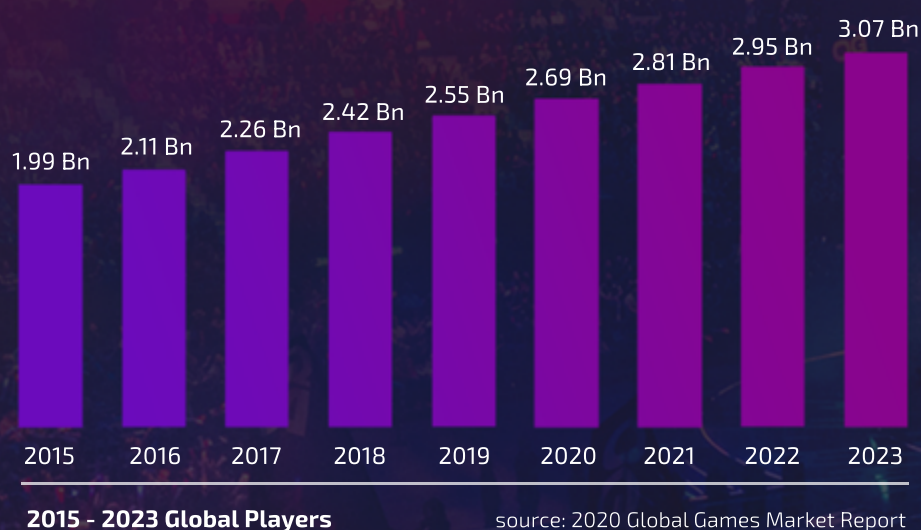
Gaming, as a term, has gone a long way in the past few decades since its birth during the 1990s. Not so long ago, the average person associated video games with silly graphics and rudimentary gameplay, only enjoyed by outsiders sitting in dark rooms. As technological improvements made it possible, the whole concept of video gaming went through an exponential progression. From a technical point of view, today's games are reaching the boundaries of photorealistic graphics, replacing the classic 8-bit noises by cutting-edge sound design above industry standards, and on the creative side, today's games rival Hollywood productions in terms of storylines and acting.

With the expansion and globalization of the internet in the past 20 years, single-player titles started to offer online multiplayer modes and features, slowly but progressively, leading to the birth of a new ecosystem: eSport.

Online gaming started as a small extension to a built and proven single-player system, and by today, it has dethroned its offline counterpart in many aspects.

- As of today, the global gaming market is worth more than \$138 billion, with analysts estimating it to surpass \$200 billion by 2023
- Currently, 2,81 billion people play video games on desktops, consoles, and mobile phones daily, estimated to reach 3,07 billion by 2023
- Individual esports tournament organisers can use it for community building
- Merchandise and digital item dealers can use it as an NFT and as a payment solution
- Gamers can use it as an easy-to-handle and trustworthy cryptocurrency

Amateurs have slight chances to earn revenue through gaming or to engage with professional players and teams in any way. Only around 1200 professional eSport organizations can make a living thanks to their gaming. Currently, 131 of them are above \$1 million in overall team earnings. It proves that a social platform and network are needed to properly connect 500 million participants in a decentralized, safe, and fair environment



1.2. ESPORT

eSport has been around for over a decade now, but it only got significant attention in the past few years. It defines as competitive video gaming, mainly online, with both professional and amateur participants around the globe. It is now a multi-billion-dollar industry and ecosystem that is getting to \$1.5 billion in annual revenue with a growth rate of 34% CAGR yearly. The ecosystem's success can be related to these factors:

- Social component of live streaming and gaming
- Properly developed ways to engage new participants through fresh platforms and environments
- A conscious increase in the number of games supporting multiplatform, making it possible for friends with different devices to play together
- New, successfully built up franchises
- Great expense-profit ratio

At this rate, the eSport industry is projected to reach \$2.2 billion by 2023. MetaPlayers plans to take part in this increase with a significant presence.

1.3. GAMING VIDEO CONTENT CREATORS (GVC)

With over 1.2 billion viewers by 2020, the GVC market's consumption reached over \$100 billion, making it extremely important from the perspective of the ecosystem and its submarkets. Currently, three major competitors dominate the market: gaming.youtube.com (Google), twitch.tv (Amazon), and facebook.com/gaming (Facebook), but none of them have proven to be successful at bringing amateur and professional participants together, combined with branding and sponsorship. MetaPlayers plans to solve this issue with a lucrative system and stable platform.

1.4. THE EVOLVEMENT OF STREAMING

Streaming - the act of audiovisual broadcasting from a given device - is without question an incredible asset to the video game industry, as it can connect all participants, organizers, players, amateurs, professionals, gamers, and non-gamers alike in a shared environment. Video game streaming generated around \$2.1 billion in 2021, and it's closely tied to other market participants, making it very appealing to sponsors and brands. In recent years, eSport received widespread media coverage. Media platforms expanded, the accessibility of streaming services increased, giving tournament broadcasts the ability to generate millions of live viewers rapidly. The current record is the mobile game tournament "Free Fire World Series 2021 Singapore" with 5,414,953 viewers at its peak.

Top 10 most watched eSport events of all time based on active viewers:

10. Free Fire World Series 2019 Rio	2,016,157 viewers
9. 2021 League of Legends World Championship	2,232,979 viewers
8. Fortnite World Cup 2019	2,334,826 viewers
7. Free Fire Continental Series 2020 Asia	2,566,046 viewers
6. The International 10	2,741,514 viewers
5. MBL M2 World Championship	3,083,245 viewers
4. PUBG Mobile Global Championship Season 0	3,801,998 viewers
3. 2020 League of Legends World Championship	3,882,252 viewers
2. 2019 League of Legends World Championship	3,985,787 viewers
1. Free Fire World Series 2021 Singapore	5,414,953 viewers



2. SUMMARY

- eSport has an audience of 500+ million viewers worldwide (growing at a 14% compound annual growth rate)
- During eSport events, viewers pay to watch professional video game players, just like in traditional sports, but without any limitation regarding audience numbers
- The International Olympic Committee has recognized eSport as an official branch, and eSport will have its medal event at the 2022 Asian Games, boosting its further acceptance and popularity
- Major professional sports leagues have begun to incorporate eSport into their portfolios. For instance, the NBA has launched the NBA2K league with more than 20 teams representing their NBA counterparts, competing during their last season
- The increasing popularity of eSport attracts sponsors and greater viewership, which, in turn, has resulted in prize pools surging over the years
- Universities announce plans to offer undergraduate courses in eSports. These institutions are focused on preparing students to enter a rapidly growing job market
- The USA, China, and India are the largest eSports markets, while others are catching up at an increasing pace

3. ESPORT AND GVC INDUSTRIES

Both eSport and GVC industries went through extensive changes in the past few years. These industries continue to integrate into pop culture more and more day by day. It causes the established media attention to grow faster, leading to a larger circle of major investors and companies. However, even though eSport and GVC have a large amount of common interest, they are still separate from each other in terms of operation, making both industries lack common grounds when looking at service providers, forcing participants to engage in one of the three industry-leading platforms: gaming.youtube.com, twitch.tv or in a non-equal partnership. Due to the circumstances, there is a real need for new platforms bridging the gap between the two industries, providing participants with a stabilized system and equal opportunities. It will attract more funding into this financially successful ecosystem next to an already existing significant investment.

Online gaming has evolved intensively during the last decade and witnessed an even faster growth during the pandemic. Game investments and acquisitions have seen an exponential rise during this period. eSport is a growing ecosystem that has seen a massive increase since 2020 due to the global lockdown and governmental restrictions. In the first two quarters of 2021, 24 blockchain gaming companies secured investment funds valued at over \$476 million, validating the expansion of the blockchain gaming industry. While the ecosystem shows astonishing growth and promises incredible opportunities to major companies and investors, ordinary people, like individual content creators or amateur gamers, are not in the position to properly engage with professional participants.

4. THE PROBLEM

In today's world, it is nearly impossible for an individual to establish eSport related activities and businesses, such as hosting a tournament for a given title or creating and marketing a series of online tutorials to help players connect with their favorite games on an educational level, as such aspirations require an incredible amount of capital, effort, and international connections with partners and merchandisers. Not to mention the uncertainty of different markets' disparities in their monetization principles and rules, sometimes even controlled by government laws, giving individuals any problems when taking the risk to engage with their concepts in the industry. Based on the above, eSport needs amateurs and professionals brought together on a shared online social media platform designed for this exact purpose.

5. THE SOLUTION

MetaPlayers takes a different approach to goals than most startups. MetaPlayers' team does not prefer false promises and unachievable milestones but believes that setting realistic visions with the best possible effort, constantly pushing the limit is the key to long-term success. They aim to implement this exact concept and point of view into our exciting new social platform: metaplayers.gg



METAPLAYERS.GG

5.1. METAPLAYERS

The platform itself wants to achieve no smaller goal than to connect every single eSport industry participant in a decentralized and safe environment, furnished for the user or partner's personal needs. Whether they are:

- well-established companies looking forward to expanding their online presence and engagements
- players wanting to improve their skills and profit from it later on
- collectors who want to trade rare skins and gaming NFTs
- professional streamers who intend to monetize their talents by helping others through tutorial videos and other creative contents

metaplayers.gg can offer solutions for every participant's needs. MetaPlayers believes customization is the key to satisfying everyone.

5.2. PLATFORM FUNCTIONS



Community building

We unite gamers together on our website. Here they can get in touch, chat and follow each other.



Coaching

MetaPlayers devotedly supports beginners and casual players with several educational tools and channels.



eSport Tournaments

We and our partners together are here to organize major gaming events and championships with high reward pools.



Professional Agency

Our agency department provides consulting and sponsorship for professional gamers and streamers.



NFT & Gaming Marketplace

We create a whole new gaming specific marketplace where you can buy and sell NFTs and in-game items such as skins.



Partnership Program

Our Partnership Program was created to make promoting metaplayers.gg much more lucrative.



5.3 ESPORTMANAGER

Only a few gamers can monetize their skills and abilities in this rapidly growing industry. Esportmanager.com offers a comprehensive gaming service with an opportunity to win money without significant investment. The backend system is based on blockchain technology that offers several key advantages. The usage of smart contracts makes the following claims realistic: players do not have to rely on the system to be sure that winnings and payments are fair and clear. They can easily verify game fairness by integration with major eSport game APIs, and due to the blockchain technology, they can be sure that the payments are made according to the rules previously approved by all parties. The secure, automatic escrow system in place ensures fair and instantaneous payments. Nevertheless, users can always raise a support ticket with any query or request.

While metaplayers focus on the social media aspect combined with other gaming-related functions, the other self-made platform esportmanager.com is designed to handle everything related to esport events and tournaments. Already functioning as intended, the site lets users to:

- Find opponents similar to their skill level
- Form communities with like-minded players
- Organize and host custom tournaments
- Challenge better players or earn money through challenges
- Bet on eSport matches using our digital currency, FPS token

Amateurs have slight chances to earn revenue through gaming or to engage with professional players and teams in any way. Only around 1200 professional eSport organizations can make a living thanks to their gaming. Currently, 131 of them are above \$1 million in overall team earnings. It proves that a social platform and network are needed to properly connect 500 million participants in a decentralized, safe, and fair environment



GAMERLAND

5.4. GAMERLAND

While a strong online presence is a great virtue in this industry, especially during the current pandemic, it is crucial to have stable physical headquarter: huge events with the highest revenue are still the ones held in arenas competing in front of a live audience, combined with online viewers, and this is the area, where MetaPlayers team has already proven its aptitude. Gamerland is the largest e-sport arena and event hall in the Central-European region. Based in Budapest, Hungary, it provides a venue to hold professional eSport competitions, tournaments, and boot camps, while also giving insight to guests about each aspect of gaming today. The installations include:

- Grand stage designed for professional 5v5 battles, also suited for award ceremonies
- VR stations
- Driving simulator venue
- Custom-built MMA cage to play fighting games in
- Football corner with artificial grass
- A whole arcade area with old-school vibes
- A professional streaming studio
- Rentable VIP room
- A bar with a wide range of food and beverage selections
- Dozens of high-end desktops and newest consoles

Even though the opening ceremony took place in summer 2021, Gamerland has already proven to be a successful venue enjoying the admiration of both professional and amateur players, with its versatile palette of gaming services and astonishingly detailed and carefully built interior design impressing visitors constantly daily.



5.5. FPS TOKEN

MetaPlayers, Esportmanager, and Gamerland synergize on a multi-scale level; the FPS token connects each platform's assets and tools in a unified way. This decentralized cryptocurrency enjoys complete acceptance and support on all these platforms

5.6. TOKEN FUNCTIONS



The token is accepted at a wide range of merchants while offering discounts on purchases, including gaming stores, digital marketplaces, eSport bars, and pubs, with Gamerland being the frontier



Can be used to pay eSport tournament entry fees, bet on matches, handle sponsorship or team creation



Users can buy and sell gaming related NFTs for FPS tokens on our platforms



Investment opportunity in the exponentially growing eSport market, not only for gamers



Usable to purchase professional coaching from the professional player of your choice



FPS token is the official currency on metaplayers.gg, esportmanager.com, and at the venue Gamerland. With establishing new partnerships and cooperations, they work on implementing the token's usage into all their partner's infrastructures



Gives access to educational videos and private streams from the best players in the world



Completely suited to trade, buy or sell skins, and in-game items on our platforms

2% is redistributed to holders from buying and selling fees, making it appealing to serious long-term investors

6. TOKENOMICS

Presale



Liquidity	70%
Development	10%
Marketing	10%
Community	10%

Wallets



Product development	24%
Marketing	24%
Presale	20%
Team	20%
Community / airdrops	10%
Private sale	2%

Buy / sell fee



Marketing	1% / 2%
Development	1% / 2%
Redistribution	1% / 2%
Community prizes	0.5% / 1%
Liquidity	0.5% / 1%

7. LEGAL DISCLAIMER

The MetaPlayers whitepaper is for informational uses only, shall not and cannot be considered as an invitation to enter into an investment with metaplayers.gg, or its affiliates esportmanager.com, and gamerland.hu. This whitepaper and any information provided on the metaplayers.gg web page and any terms and conditions published by MetaPlayers do not constitute a prospectus or offer document of any sort, are not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction.

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Any participant providing false information about their citizenship, place of residence, and nationality will breach MetaPlayers terms and conditions, would entitle MetaPlayers not to compensate any damages or losses suffered due to this violation. The whitepaper, information provided on the metaplayers.com web page, and any terms of conditions published by MetaPlayers, and any copy of such documents must not be taken or transmitted to any country where distribution or dissemination of these documents and information is prohibited or restricted.

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No information in the whitepaper should be considered to appear as business, legal, financial, or tax advice regarding contribution to the development of the MetaPlayers platform. All participants should be aware of the financial risks of any obtained FPS tokens for an infinite period.

Any information in the whitepaper is given for general information purpose only, and MetaPlayers does not provide any warranty as to the accuracy and completeness of this information. Given the lack of crypto-token qualifications in most countries, each participant is strongly advised to carry out a legal and tax analysis concerning the purchase of FPS tokens according to their nationality and place of residence.

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FPS tokens bestow no direct or indirect right to any form of income and do not imply any governance right within the MetaPlayers or eSportManager platforms. FPS tokens are not proof of ownership or right of any control over the MetaPlayers and eSportManager platforms, and do not grant the owner any asset, or share within the MetaPlayers, eSportManager platforms, products, and network.

An FPS token does not grant any form of decisive right within the MetaPlayers and eSportManager platforms, networks, and over the token purchasers. Regulatory authorities are carefully scrutinizing businesses and operations associated with cryptocurrencies worldwide. In that respect, regulatory measures, investigations, or actions could impact MetaPlayers and eSportManager, and even limit or prevent it from developing its operations in the future.

Any person undertaking to acquire FPS token must be aware that the MetaPlayers and eSportManager business model, the whitepaper, or terms and conditions may change, or need to be modified because of new regulatory and compliance requirements from any applicable laws in any jurisdictions. In this case, purchasers and anyone undertaking to acquire FPS token acknowledge and understand that neither MetaPlayers nor any of its affiliates shall be held liable for any direct or indirect loss or damage caused by such changes.

7. LEGAL DISCLAIMER

The information in this document is subject to change without notice and should not be interpreted as a commitment of MetaPlayers. MetaPlayers takes no responsibility for any errors that may appear in this document. The act of purchasing FPS token states that the individual handling the transaction completely understands blockchain systems and cryptocurrencies and has carefully read through this whitepaper and all the relevant information provided on the official website, being aware of the potential risks associated with participating in the crowd sale. MetaPlayers or its affiliates will not provide any refund regarding FPS tokens under any circumstances.

Any inquiring person not in the position to accept or understand the risks regarding the activity (including the risks related to the non-development of the MetaPlayers ecosystem) or any other risks indicated below or in the terms & conditions of the token sale should not acquire FPS tokens. MetaPlayers will use reasonable efforts to ensure the project is proceeding in the general direction as stated in the whitepaper. However, buyers may still face various risks of incurring losses.

The risks include regulatory risk, risk on the token market, digital wallet management, systematic risks, taxes, and other risks not listed here. Regulatory risks: blockchain technology, including but not limited to the issue of tokens, maybe a new concept in jurisdictions, which could apply existing laws, or introduce new regulations regarding blockchain technology-based applications, and such regulations may conflict with the token concept.

Regulatory actions could negatively impact FPS tokens or the MetaPlayers ecosystem in various ways. MetaPlayers or its affiliates may cease operations in a certain jurisdiction if regulatory actions or changes to the law or regulations make it illegal to operate in such jurisdiction or commercially undesirable to obtain the necessary regulatory approvals to operate in such jurisdiction. MetaPlayers may constantly adjust the sale strategy to avoid relevant legal risks as much as possible.

Liquidity & market risks: once purchased, FPS tokens are designed to be used solely in the MetaPlayers ecosystem. It could lead to illiquidity risks. The value of FPS tokens may significantly fluctuate due to various reasons. MetaPlayers does not guarantee any specific value of the FPS token over any particular period. MetaPlayers shall not be held responsible for any change in the value of the FPS tokens, including the complete loss of value, due to factors such as FPS token not being accepted by the market, not enough people using them, the stagnancy of the MetaPlayers ecosystem, or the spread of false rumors, and other uncontrollable factors.

Systematic risks: this refers to the risk caused by large-scale faults of the global network infrastructure as force majeure circumstances. For this whitepaper, force majeure shall mean extraordinary events and circumstances which could not be prevented by MetaPlayers and shall include acts of nature, wars, armed conflicts, mass civil disorders, industrial actions, epidemics, lockouts, prolonged shortage, or other failures of energy supplies or communication services, other circumstances beyond the control of MetaPlayers.

Legal & tax risks: FPS token holders may be required to pay taxes associated with the transactions completed on their behalf. It is the sole responsibility of FPS token holders to comply with tax-related laws of the jurisdiction applicable to them and pay all relevant taxes.