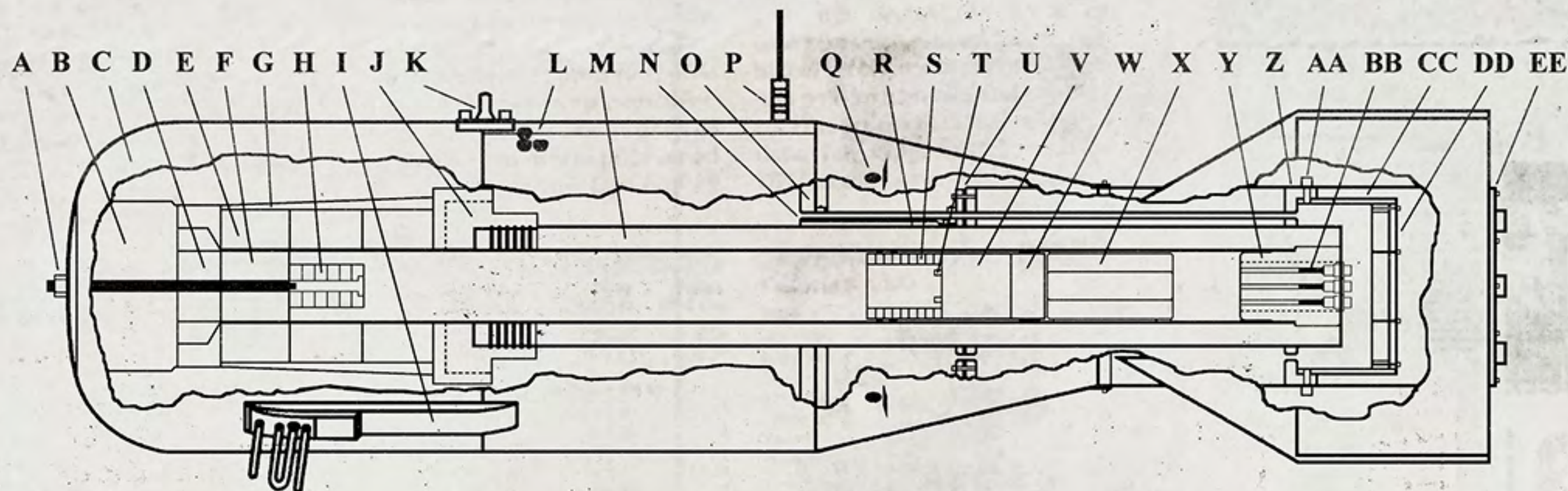


# MEGAWEAPON

## WHITEPAPER

VER.1



**CAUTION**

MEGAWEAPON

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### WARNING

PLEASE READ THIS ENTIRE  
WHITEPAPER BEFORE  
ENGAGING IN ANY  
MEGAWEAPON OPERATION OR  
ENGAGEMENT AT THE RISK  
OF PREMATURE OR  
EXCESSIVE GIBS

### CAUTION



MEGAWEAPON

 27856753097836756-MKDFGM	<b>ETHEREUM</b> DEVELOPMENT PROJECTS EVM ERC20 ERC721 GAMEFI (TO THE MOON)
Copyright 2021 MW DVLOPMT GRP & ASSOC.	 <b>MEGAWEAPON</b>
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# WHAT WE ARE BUILDING

MEGAWEAPON and the Megaverse platform represent the culmination of our research and development efforts, focused on the intersection of cryptocurrency engagement and online gaming. Data gathered in recent months have led us to conclude that not only does a market exist for a play-to-earn gaming experience like MEGAWEAPON, but that the forces and trends shaping the tokenized digital asset space are currently moving in a very favorable direction for exactly this type of offering.

## OUR GOALS

1. Launch the \$WEAPON ERC-20 token on Ethereum mainnet, to generate engagement and lay the groundwork for MEGAWEAPON's community and ecosystem.
2. Introduce \$WEAPON staking system, featuring rewards to stakers in weekly pools, paid in Ethereum.
3. Complete development and deployment of the MEGAWEAPON play-to-earn multiplayer gaming experience.
4. Further development and utility on the \$WEAPON token, including additional liquidity pools, NFT drop(s), and collaboration with other established projects.

5. [REDACTED]



# TOKENOMICS

\$WEAPON has a total supply of 10 million tokens. This is the maximum number of tokens that will ever be minted on its Uniswap v2 ETH pair. If/when we incorporate another pool with a different trading pair, this would be the only time that additional tokens would be minted. However, these additional tokens would only ever be associated with their base trading pair and will not affect other liquidity pools or the value of associated tokens directly.

There are no team tokens or presale. The \$WEAPON ERC-20 token has a 10% tax on all buys and sells. The appropriation of this tax is as follows:

**5%** will be spent on development of the MEGAWEAPON game and staking platform. This includes hiring and paying developers and content creators, as well as procuring network and server resources and other infrastructure.

**3%** is reserved for our marketing and promotion budget to ensure comprehensive exposure and awareness regarding \$WEAPON and the MEGAWEAPON game.

**2%** will go directly to weekly stakers in the form of rewards paid in ETH. Before staking is live, this 2% is an additional appropriation for the marketing and promotion budget.



# OUR TEAM

3

## Improvised Weapon - Lead Developer

20+ years systems engineering

5+ years Unity 3D game development

## Ludicrous Gibs - Lead Game Designer

15+ years graphic & 3D design

5+ years Unity 3D game design

10+ years digital sound design

## BOOM - Marketing Liaison / Sound Design

10+ years professional musician/composer

3+ years digital sound & music production

## Chief Dexo - Esports Consultant

Former Esports professional (NRG/Team Heretics)

2+ years game development & QA

## Boba Fett - Marketing Director

10+ years mechanical engineering

4+ years product development



# TECHNICAL OVERVIEW

MEGAWEAPON itself is a competitive, multiplayer, online gaming experience. Participants will have the opportunity to enter online player-vs-player matches, risking \$WEAPON tokens against other players in contests of skill. These matches are offered at multiple risk tiers, with higher tiers requiring more \$WEAPON tokens to enter and offering players the opportunity to increase their holdings significantly.

## STAKING

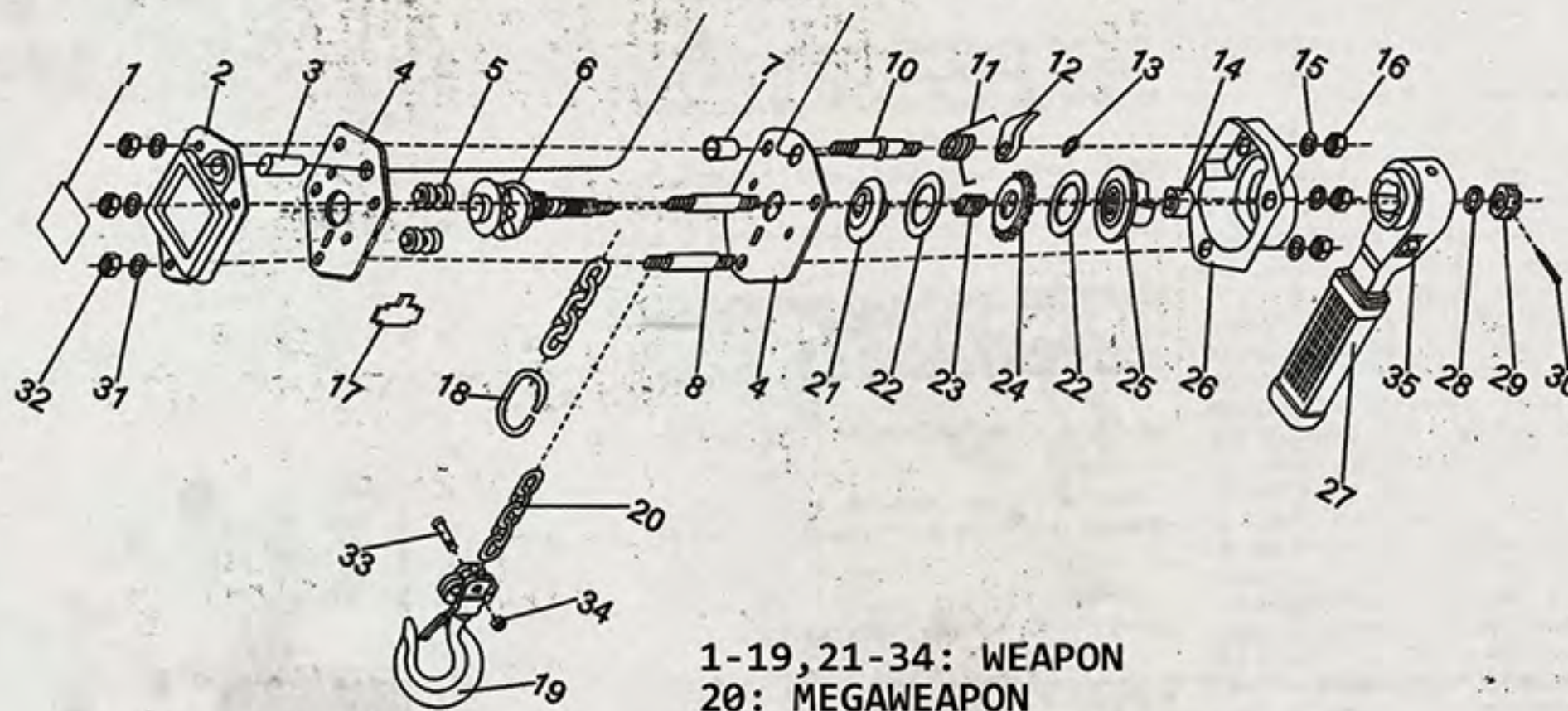
Single-sided staking is a core mechanic for the interaction between the Megaverse platform and the Ethereum network. Because matches are played off-chain, voluntarily reserving tokens in a way that temporarily prevents their transfer is crucial for preventing the exploitation of bridging mechanics. When holders stake a portion of their \$WEAPON tokens, those tokens are prevented from being transferred until the staking period is allowed to expire. Holders are free to extend the staking period at any time prior to expiration, or to re-stake afterward. Staking enables holders to participate in the paid tiers of MEGAWEAPON gameplay, and stakers who choose a staking period that encompasses a full MEGAWEAPON game week will also be eligible for weekly staking pool rewards.

[REDACTED]



# ON-CHAIN VS. OFF-CHAIN

It is well-known that computational power comes at a premium on the Ethereum EVM. Because of this, many products which feature interaction with the Ethereum network choose to perform certain tasks off-chain, and move only a subset of data back into contract state. The MEGAWEAPON gaming experience is entirely off-chain. The principal motive for this is economic; moving data such as match results and player statistics into the blockchain's state during or after every match could become cost-prohibitive. Additionally, on-chain interactions are often unpredictable in terms of network utilization, sometimes causing transactions to remain unconfirmed for minutes or even hours. To avoid this unpredictability, MEGAWEAPON instead reads the \$WEAPON contract state at the beginning of each game day, and updates at 24-hour intervals in a timed reconciliation process. The result is that players' in-game token wins and losses are in a pending state until reconciled - this is the core reason for requiring players to be staked through the end of the current game day in order to play.



# GAMEPLAY

The base MEGAWEAPON game experience is delivered with a competitive, player-vs-player, third-person shooter presentation. To begin, players choose a risk tier in which to participate, and enter a match lobby or queue for an upcoming match. In non-free tiers, an entry fee will be collected along with the player's risk stake. When the chosen match begins, players will be pitted against one another for a share of the combined risk stake for that match.

## RISK STAKE

Players who choose to participate in paid tiers will risk a portion of their staked \$WEAPON tokens in each match. When killed in-game, players will have a limited number of opportunities to respawn before the match ends. Each time a player spawns into the match, a fraction of their committed risk stake will be consumed. Each time a player is killed, that portion of their risk stake is dropped as a coin which other players can collect.

## WIN CONDITIONS

Only a victorious player will tally winnings at the end of a match. Players who lose a match will also lose the portion of their risk stake that was consumed by spawning into the match.

**A player is victorious if they:**

- Eliminate all other players (Last Player Standing)
- Survive until the match timer expires (Survivor)
- Activate the MEGAWEAPON, ending the match and claiming victory





# FUTURE DEVELOPMENT

## NFTS

Even at this early stage, the MEGAWEAPON community has expressed significant interest in the creation of non-fungible tokens to represent ownership of unique in-game assets. The MEGAWEAPON team is well-versed in the NFT workflow, and this goal has been included in the product roadmap.

## COLLABORATION

Community is a strong theme both within the cryptocurrency space and in gaming more broadly, and the MEGAWEAPON project would be remiss to ignore the potential for synergy with other projects and teams. The initial groundwork for collaboration with other ERC20- and ERC721-adjacent projects is already being laid.

## EVENTS

Another focal area in which the MEGAWEAPON community has expressed a keen interest is the coordination of competitive gaming events. This is another area in which the MEGAWEAPON team has considerable experience, and is already making plans.



# CONCLUSION

The MEGAWEAPON team and product are positioned for a strong entry into the nascent crypto-adjacent gaming space. Our confluence of talent and ambition will serve to propel the project forward with the community fully engaged and guiding our course.

## SPECIAL THANKS

We are immensely grateful to our community, our early backers and supporters, and everyone who has cheered us on and believed in us up to this point. We wouldn't be here without you.

