



# M3 WHITEPAPER



Version 4.1.0 – October 15th 2022

# OVERVIEW

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# CORE TEAM SUMMARY

## F2P Expert since 2014

French players portal - 2 millions players on the french market



Dragon Awaken – More than 3.5 millions on english version



More than 20 millions players worldwide  
Owner of domain name startrek.fr



## The Core Team

Leo - CEO & Founder

Video-game speaker  
Co-Founder of worldwide Escape Room championship  
Managing over 50 people worldwide



Atom - CTO & Founder

Tech Guru for 20 years. Deployed IT Solutions for Ferrari, BNP, ITER, DASSAULT...  
All-in-One publishing portal for video game



Ben - CFO & Founder

Expert in Wealth Management & Finance since 2008  
Managing around 55 million private investments



# DEDICATED STUDIOS



**BLOCKCHAIN  
TECHTEAM**

## WEB DEVELOPMENT BLOCKCHAIN EXPERTS

Full dedicated team of 5 people based in Ukraine working for the founders since 2017.

Managed by Atom since the beginning of their career, they successfully entered the blockchain industry for our needs.



## VIDEO GAME STUDIO

Dedicated team of 6 people based in China and working on the gaming industry since 2014. Specialized on HTML 5 video game version, we plan to launch at least one different game per year.



## OUR ARTISTS

Dedicated team of 2D and 3D experts able to start sketch and finish into a NFT render version. They are based in Philippines.

# VISION

Earn Money by playing M3 Games



**Play & Earn**  
Through NFTs  
and Tokens



**Play to Earn**  
Cash Prize Tournament  
everyday



**E-Sport**  
Become a  
Pro Gamer

# MISSION



**Stop Pay To Win game.  
Gamers will get a return  
on their investment**



**Make the gaming industry  
and players discovering  
the crypto industry the  
best way**



**Restoring Confidence in  
the NFTs by offering real  
utility to maximum users**

# WELCOME TO THE MULTIMETAMULTIVERSE

M3 is a new world which will make junction between traditional gamers and crypto currency actors. We are going to offer the First Freemium H5 NFT Game with different Universes



**Freemium** – Play and start collecting cards for free with paid additional content

**HTML**



**H5** – Our games are HTML 5, playable on any device without download. No Android and Apple Store 30% commission to pay



**NFT** – Players can transfer their assets into real NFT, trade them and collect money from our smart contracts

# Players are too often left behind with an unfair industry and lack of transparency

Created by Gamers, for Gamers, M3 is offering



**A 100% Free to Play version**



**An unique E-Sport model for « Play to Earn »**



**Gamers Protection from Ponzi model**



**NFTs with real value in the marketplace**



**Passive Income through NFT ownership**



**Token economy that can only grow**



# ECOSYSTEM TOKENS

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## M3 Token



Stable utility token with an exchange rate of 1 € for 1 M3. Required for transforming F2P cards into NFTs and for entering E-Sport competition.

The holders of M3 NFT Token will have the Governance and Voting powers in the direction of the M3 development.

## MGR Token



Only Gamers will be able to create the MGR by converting off-chain Golden Rabbits into on-chain Meta Golden Rabbits. According to our Ecosystem Revenue Cycle (available in Annex), the MGR will be the 1st Token available in the world which cannot decrease in value.

# SMARTEST NFTomics EVER

Our smart contracts have 3 independant mechanisms which guarantee real impact in the Ecosystem



## Reflection to NFT's owner

30 % of our fees are distributed to all NFT owners ; (Guarantee to get passive income and good return on investment)



## Anti Whales Protection

To guarantee no whales can control the market, the percentage of reflection is decreasing depending on the number of NFT the gamer own

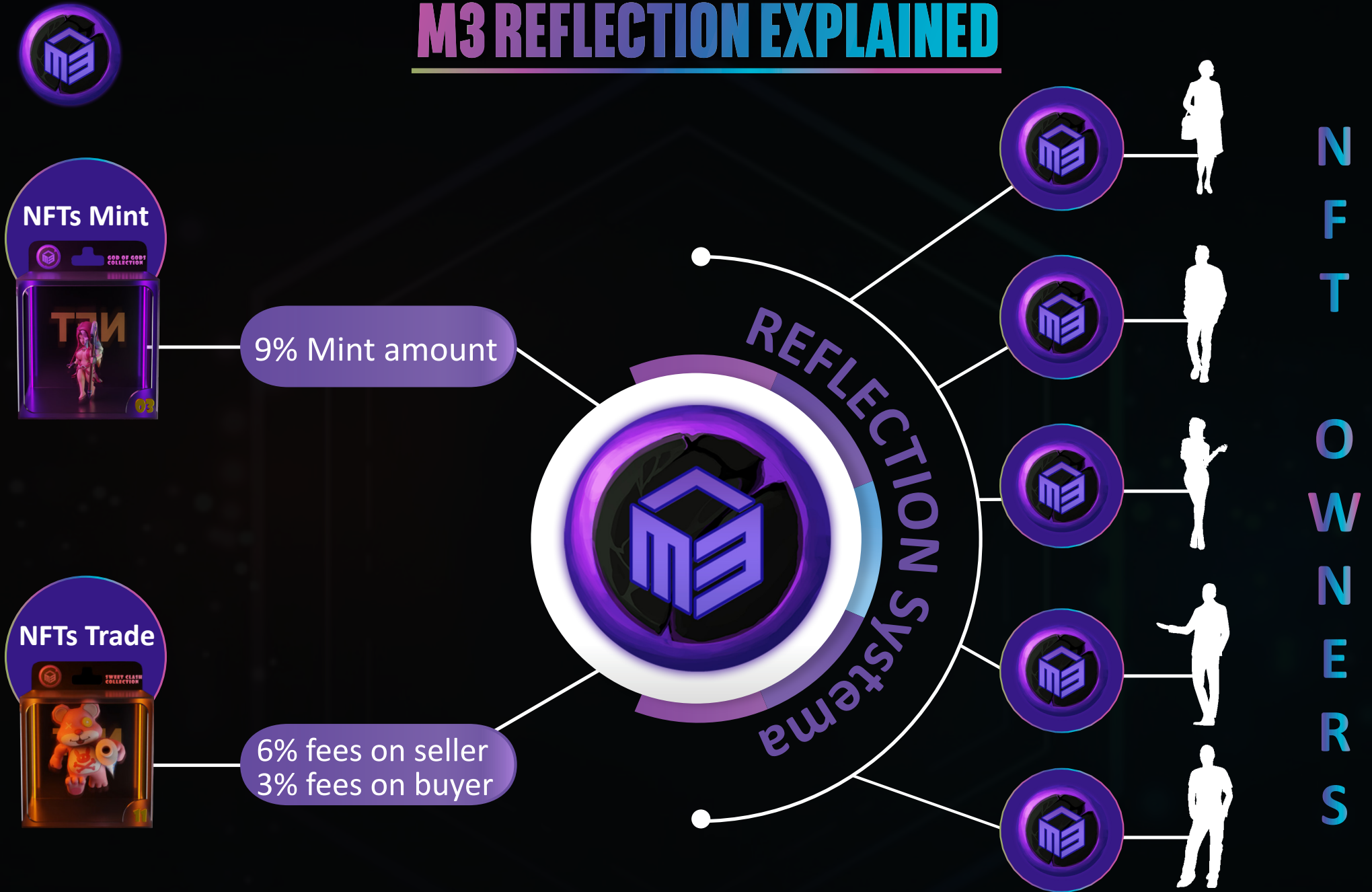


## Safety Security Box

50 % of our fees are converted into M3 tokens\* and put inside the NFT after each mint and/or trade. Burn it to get all the money history

*\*For reference, M3 token has a value of 1 €*

# M3 REFLECTION EXPLAINED



## HOW YOU GET PASSIVE INCOME ?

When you own an NFT, each time there is Mint, Trade and NFT Transformation in the market, you get automatically M3 Tokens based on the number of NFT you own on your wallet.



# ANTI WHALES PROTECTION EXPLAINED

## HOW TO PROTECT THE COMMUNITY

EACH NFT YOU OWN GIVES YOU ONE SHARE FOR REFLECTION UNTIL YOU REACH 8 SHARES



Therefore, you need 2048 NFTs to obtain 16 shares, which is only 2x more than someone who own 8 NFTs – We protect the system from Big Whales !



# M3 SAFETY SECURITY BOX EXPLAINED

## ANTI PONZI SYSTEMA (EXEMPLE)

Mint for 100 €



1

15 € for the box



Trade for 150 €



2

22.5 € for the box



Trade for 250 €



3

37.5 € for the box



Trade for 300 €



4

45 € for the box



Trade for 400 €

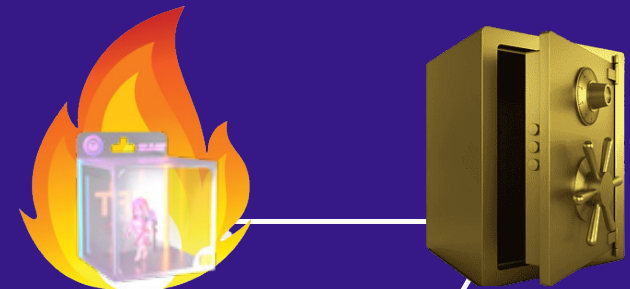


5

60 € for the box



**BURN THE NFT AND GET BACK  
THE MONEY INSIDE THE BOX**



**180 M3 CUMULATED GUARANTEE  
IN 5 TRANSACTIONS**

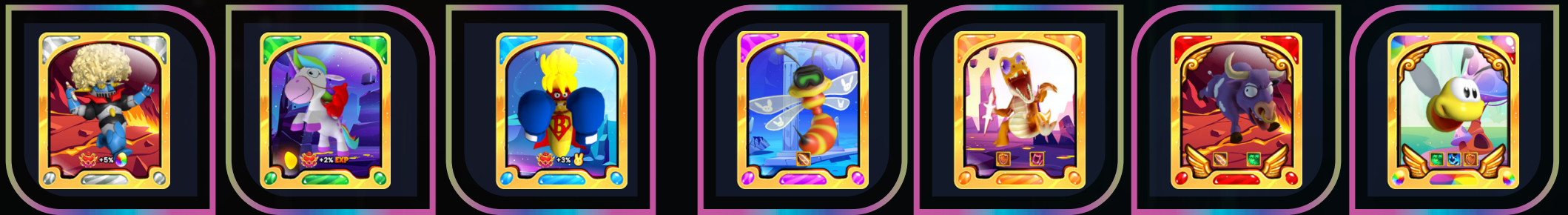


# NFT SPECIFICATIONS\*

## 7 degrees of rarity



## NFT MINT for Unique advantages inside the game



## NFT Transformation from F2P version to NFT



\* All cards pictures in this slide are only prototype



# NFT IN DETAIL – COMMON, UNCOMMON AND RARE

Mint is the only way to get them



These type of NFTs give infinitely stackable « Founder » Bonuses among 4 different bonuses with random statistics.

For the 1st time in video-game industry, having common, uncommon and rare gives you a real in-game advantages.

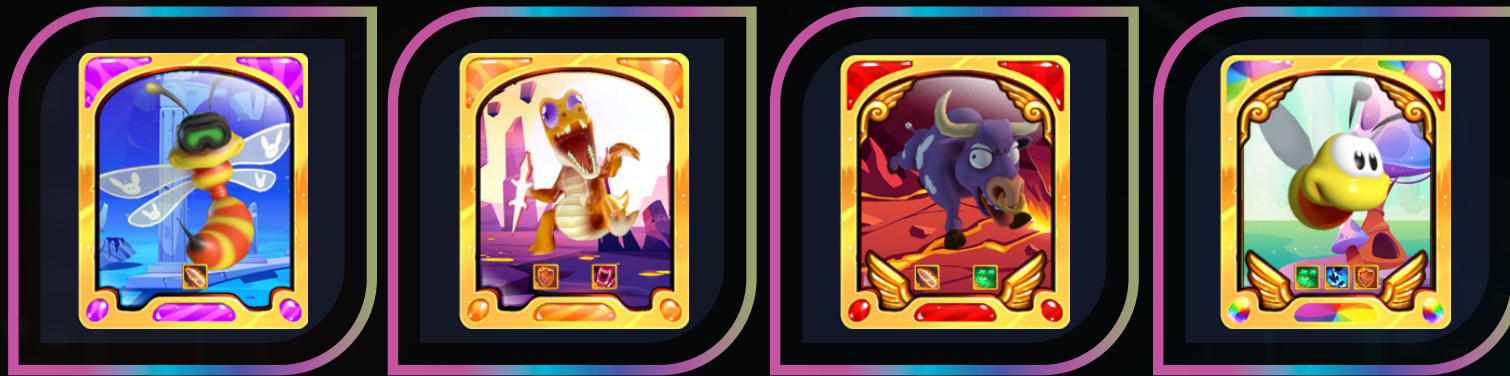
Thanks to our mechanisms like « Safety Security Box », they also cannot decrease in value less than the M3 inside the NFT.

Note: In SweetClash appendix, you will have explanations about opals and golden rabbits resources



# NFT IN DETAIL - EPIC, LEGENDARY, MYTHIC AND UNIQUE

## Mint Advantages



When you mint an NFT, skills are automatically unlocked among 15 different with random stats.

These skills will give you the possibility to create the Meta game you are looking for.

A collector will be able to trade in the market and make instant profits.  
A gamer will invest into his deck in order to win as much Tournament as possible.

To get skills in the F2P version, you need a lot of resources as you can see next slide

First collections available will have a higher chance of getting high stats





# NFT IN DETAIL - EPIC, LEGENDARY, MYTHIC AND UNIQUE

## F2P Transformation



All players will be able to turn a single game card from the F2P version into a unique NFT (except common, uncommon and Rare) by paying the Floor Price which will depend on rarity, level and skills (if unlocked only).

The floor price will be announced at the end of the Mint period of the 1st collection.



When you unlock an Epic card, it starts without skills.

In order to get skills, you need resources like opals and a lot of Epic cards.

When you own a NFT character you are able to come back into F2P version to improve your NFT card and go back into the NFT version to fight in Tournament.

On the appendix, discover how many cards you need to improve your cards and have some skills

# E-SPORT TOURNAMENT EXPLANATIONS

First NFT Game ever where players can win money based on their investments into the NFT team deck and fundamental in-game skills



1. You need NFTs and M3 token to access
2. Win only one fight to get back your entry fee
3. Four Tournaments will be available all the time\*

TOURNAMENT	BEGINNER	INTERMEDIATE	EPIC	LEGENDARY
Number of Gamers	8 players	16 players	32 players	64 players
Rounds	3 fights	4 fights	5 fights	6 fights
Entry fee	5 M3	10 M3	20 M3	50 M3
Duration	9 min	12 min	15 min	18 min
M3 Reward	1st : 15 M3	1st : 40 M3	1st : 120 M3	1st : 500 M3
	2nd : 10 M3	2nd : 30 M3	2nd : 80 M3	2nd : 200 M3
	3-4 : 5 M3	3-4 : 15 M3	3-4 : 40 M3	3-4 : 150 M3
		5-8 : 10 M3	5-8 : 30 M3	5-8 : 100 M3
			9-16 : 20 M3	9-16 : 75 M3
				17-32 : 50 M3

\*(More tournaments in preparation)

# MGR TOKENOMICS

The 1st Token in the world guarantee to increase in value

**Token name:** MGR

**Total supply:** Unlimited\*

**Token conversion\*\*:** Floor price of the day

**Token Pre-Sale:** Available only for the gamers community

**ICO :** Available for anybody

**Token Allocation :** 100 % MGR Reserve

**To be defined by the community :**

- Number of Token available for pre-sale and ICO
- MGR Token Value at launch

## MGR Token daily (N) Floor Price Calculation method:

[100% avant Conversion of Golden Rabbits (N) + 10% fees collected on Tournament (N)+ 70% Revenue collected by Off-Chain revenue(N)]

= MGR Value (N)

Number MGR in circulation (N)

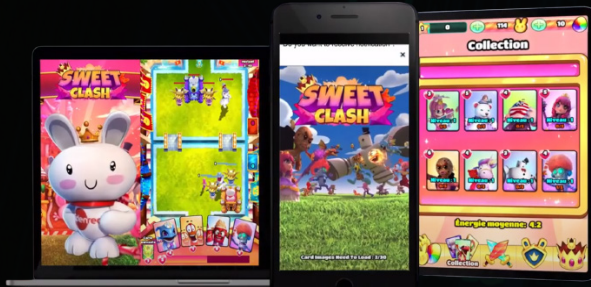
*\*Only created by the players from the game by converted Golden Rabbits into Meta Golden Rabbits – Proof of Play*

*\*\*Players are paying the floor price of the day to convert Golden Rabbits into MGR*

# TOKENOMICS TO PROTECT THE ECOSYSTEM

## Proof of Play – Meta Golden Rabbits (MGR)

Play the Game and collect Golden Rabbits



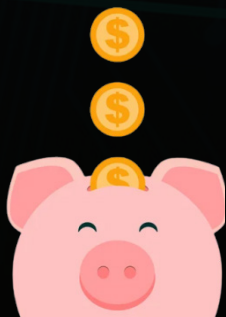
Pay the Floor Price to convert Golden Rabbits into MGR



We secure the money received



Profits from games are injected to increase the Floor Price



Market can be Bearish or Bullish



At any time, we buy back your token at the new Floor Price



# CHERRY ON TOP

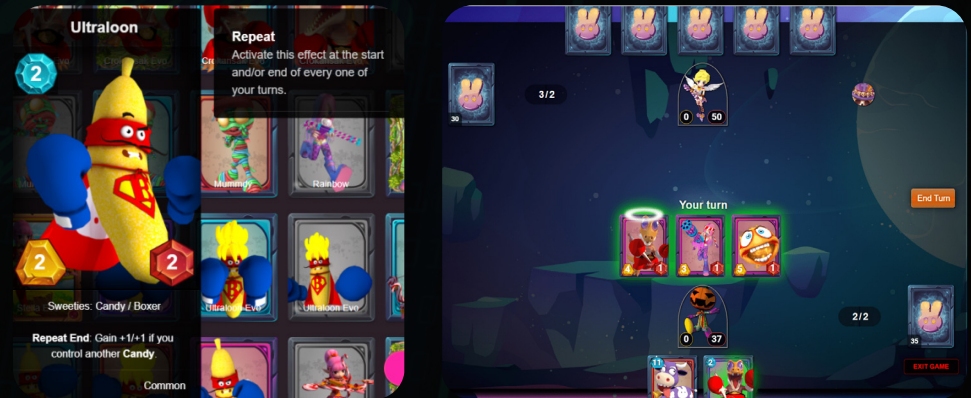
Each NFT are playable on different games from the M3 Ecosystem



## Sweetclash\*



## Sweet Stone\*\*



## Sweet War\*\*\*



\*1st game already available on Sweetclash.io

\*\* 2nd game SweetStone, already in development, beta version for 2023

\*\*\* 3rd game SweetWar, in development, alpha version end of 2023

# P2E COMPARATIVE

		AXIE INFINITY	CROSS THE AGES	THETAN ARENA	ZED	DREAMCARD
Freemium version	✓	✗	✓	✓	✓	✓
All devices	✓	✗	✓	✓	✗	✗
PVE	✓	✓	✗	✗	✗	✓
High Quality NFT	✓	✗	✓	✓	✗	✗
NFT utility	✓	✗	✓	✗	✓	✓
Quality Content	✓	✗	✓	✗	✓	✓
E-Sport	✓	✗	✓	✓	✗	✗
Meta Game	✓	✗	✗	✗	✗	✗
Anti-Ponzi	✓	✗	✗	✗	✗	✗
Smart NFTomics	✓	✗	✗	✗	✗	✗
Bidding system	✓	✗	✗	✗	✓	✗
Multi Game NFT	✓	✗	✗	✗	✗	✗

# FUNDAMENTALS

## STRENGTHS



- Strong F2P game experience
- Shareholders partnership since 2014
- 3 different studios
- High quality developers
- First NFT game ready to launch
- A real value proposition
- Very low fix costs
- Long term vision
- Games translated in 12 languages (including Chinese)

VS

## OPPORTUNITIES



- Exponential market growth
- Largest potential market today
- WEB 3 « new » technology
- Change in consumer behaviour
- Only Ponzi game model available
- Crypto Regulation
- Bear Market
- Just the beginning
- End of 1st P2E Game generation

# ROAD MAP Q3 – Q4 2022

World Wide opening  
Sweetclash.io

Gleam opening with discounts whitelisting and rewards

NFT box available for minting – GodsofGods opening

Add liquidity pool to M3 Ecosystem

Open Beta Game NFT version for all people who register during Gleam launching and top 100 players from F2P game ladder

Add option for players to import /export NFT from SweetClash & GodsofGods

New game Development SweetStone & Sweet War

Integration New features on SweetClash & GodsofGods

Token Pre-Sale and/or ICO to establish the MGR

Possibility to transform Golden Rabbits into Meta Golden Rabbits



**MULTI META  
MULTIVERSE**

**2022**

**ROADMAP**



# TO THE MMMOON 2023 / 2024

Competition  
& Prize Pool

New Game  
SweetStone

Possibility to  
use NFTs from  
a game to  
another

New Game  
Sweet War

Opening our  
Metaverse to  
other artists

M3  
Ecosystem  
to any game  
Studio

Fundraising  
Round B to  
buy « Triple  
A License »  
Manga  
License

Implementing new  
characters license to  
our game Ecosystem

Fundraising Round C to  
establish our presence  
on all support

Using our cash for  
partnership with  
Game console

Implementing our NFTs  
into other game license  
On Game consoles



**MULTI META  
MULTIVERSE**

**2023/2024  
ROADMAP**



**MULTI META  
MULTIVERSE**

# **M3 APPENDIX - MARKET AND EXTRA CONTENT**



# MULTI META MULTIVERSE

# WHY?

Different Universes on same game – Different Games on same Universe



VS



# Key Statistics on video game

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**\$ 300B**

Video Game market size in 2021 is more than 300 Billions

**85%**

More than 85% of total gaming industry revenue comes from F2P games

**3,2B**

3.2 Billions of gamers worldwide in 2021 – 2.2 Billions as Mobile gamers

**50%**

Almost 50 % of gamers have made a microtransaction in the past year

**\$ 1.3B**

The E-Sport sector should generate nearly 1.3 billion euros in 2022

**30%**

Global Esports industry is growing at the rate of 30% year-over-year

# Key Statistics on Crypto

**79%**

79% male, only  
21% female

**58%**

Percentage of people  
aged under 34

**82%**

Have a Bachelor's  
degree or higher

**36%**

Users with annual  
income over US\$ 100K

**Over 300+ MILLION CRYPTO USERS WORLDWIDE**



# Key Statistics on NFTs

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**\$ 41B**

NFT Global  
Market in 2021

**\$ 250M**

NFT Global  
Market in 2020

**50%**

NFT sales are  
less than \$200

**250K**

People trading  
NFTs each month  
on opensea

**23%**

Millennials in  
American collect  
NFTs

**\$ 11B**

Trading Volume of  
NFTs in Q3 2021

**15%**

Percentage of  
E-Sport Male Fan  
collecting NFTs

**800%**

Increase of trade  
on opensea from in  
August 2021

# Our unique positioning



# From « Play & Earn » to « E-Sport »

## SPECIAL FEATURES FOR PRO GAMER



### Become a Pro player

Use your MMM token to Bid the fight against someone else

### Shadow Ban

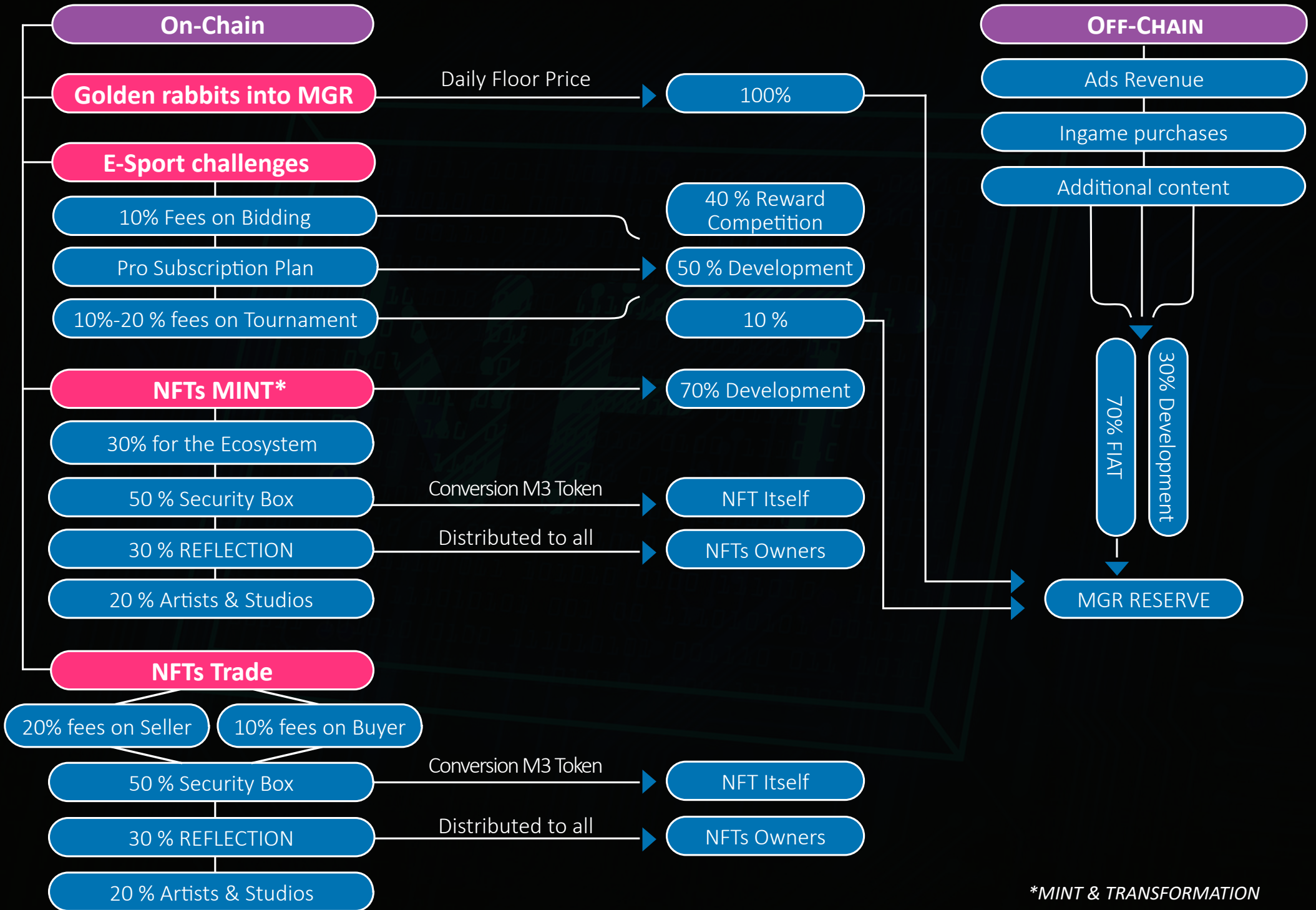
You lose against someone, shadow ban him to ensure he will not appear again on your table

### Play to Earn

Competition all the time  
Legendary Prize Pool



# ECOSYSTEM REVENUE CYCLE



\*MINT & TRANSFORMATION

# ROAD SHOW Q4 2022

Biggest Event on video game industry

Preparation for Fundraising

Halloween



Black Friday



Christmas



Round A



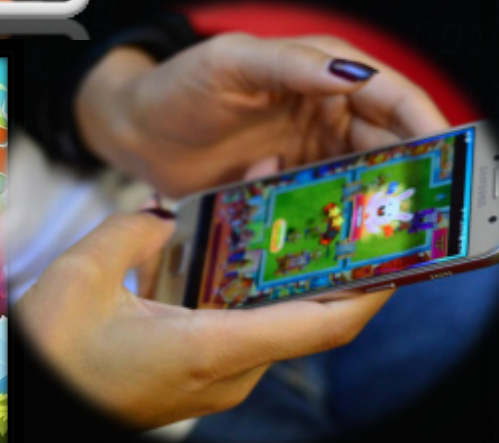
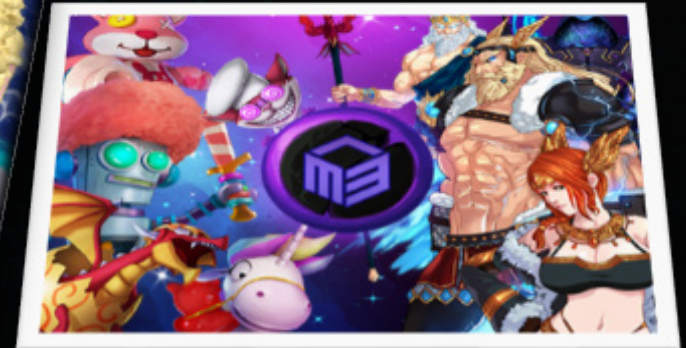
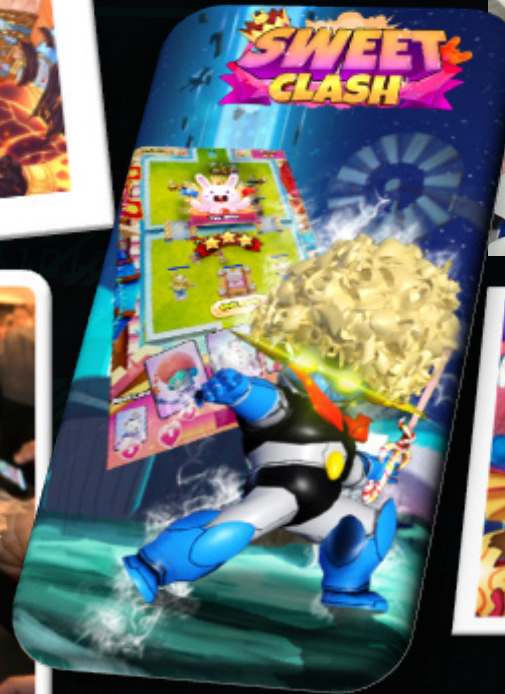
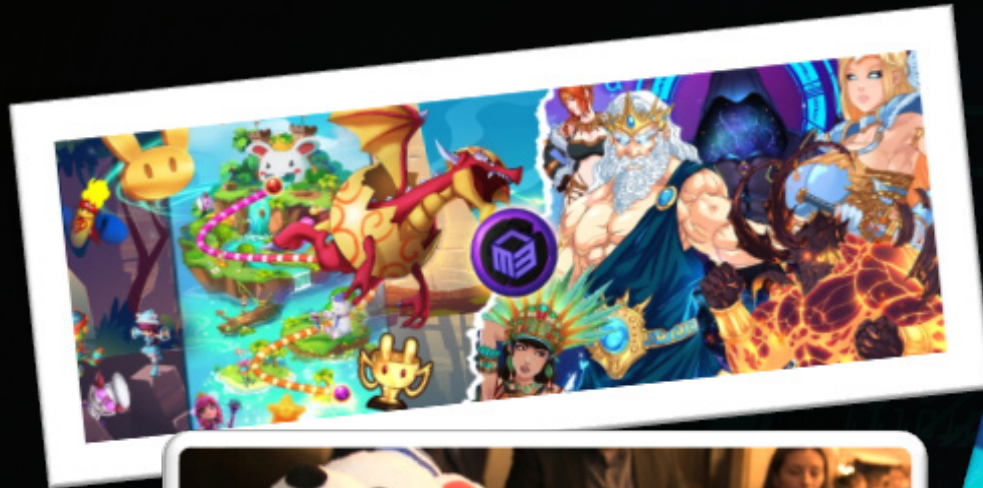
Token Pre-Sale



Initial Coin Offering



# Tons of content already done to start advertisement





MULTI META  
MULTIVERSE

# SWEET CLASH APPENDIX



# SWEET CLASH SOFT LAUNCH KPI

A soft F2P version was launch in Bulgaria between 2020-2021 to test and improve in-game mecanisms.

Bulgaria is a small country with a very low user acquisition, we have used player's feedback to analyse their behaviour without crypto or NFTs.

In our plan F2P version is very important to create a bridge between game and crypto. Below our insane KPI for a mobile game :

**16 K**

Total number of  
unique player

**100 K**

Number of pvp victories  
for the 2 best players

**12,5 K**

Number of pvp victories for  
number 20 in the ladder

**25 %**

Conversion through  
landing pages

**78,26 %**

Percentage of player  
after one week

**43,66 %**

Percentage of player  
after one month

# GAMEPLAY

The 1st available game on M3 platform is a « Clash Royale » like, a Tower Defense.

You enter the arena with a Deck of 8 cards that you choose in advance from a selection of 24 characters and 6 spells.

It's a pure strategy game, you place cards on your side of the battlefield in order to destroy your opponent's towers within a given time.

Game's mechanics are pretty much the same as « Clash Royale », with some undeniable strategic upgrade, which you will discover in the appendix of this document.

M3 platform will offer 2 different game designs; Sweet Clash, payable immediately, which is a crazy and funny candy parody, and the other, GodsofGods, available in few months, which retraces the magical universe of the mythological Gods.



# SWEET CLASH & GODS OF GODS META GAME



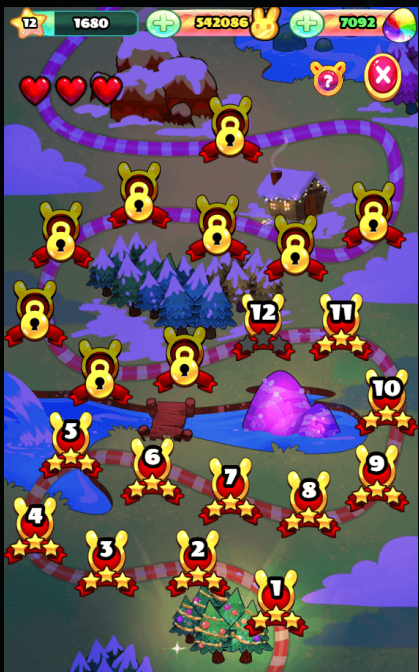
## 10 DIFFERENT LADDERS

New player start almost n°1 in the 1st ladder.

A player cannot see better ladder

**Ladder Goal :** Players are keen to stay or even move up to the top. There are a lot of rewards to be won at the top of each League. Currently, our top players have over 80,000 wins to their credit and are very competitive, but of course, no casual player will be able to reach them until they reach the top leagues to avoid lopsided battles.

**BOT special feature:** our system is loading a bot with difficulties adjustment for players who cannot find other players for a fight.



## A DIABLO LIKE SYSTEM

Complete the 21 worlds to get all characters and spells first collections with common rarity.

Difficulties increase each time a player defeat a world.

Players can beat the record to collect jackpot.

This jackpot is increasing every day when the record is not beaten.

# SPECIAL FEATURES

## TOWER MANAGEMENT

Players can prepare their defense by loving their tower and select their skill like lower damage / higher range or higher damage / lower range



## CHARACTER EVOLUTION

Actually there is 2 evolutions per character but the game was created for 5





# CARD CHARACTERS RARITY



Each card could be collected in 7 different versions from common to unique. You will be able to keep maximum 5 different in your own game in F2P version

When Rarity is at least Epic, the card unlock one skill

For legendary and Mythic, 2 skills

For Unique 3 skills

Players can create different meta and nobody in the game will have the same deck.

# SHOP

On the shop, players will be able to buy coins, chests and cards.

Everything is accessible for free players thanks to our mechanisms of Cash back reward (following slide).

We cannot stop Whales from games, so we thought of something specific for them. It's another reflexion because they buy what they need at the moment they want.

As a result, the shop is very expensive and since we are putting a large part of the revenue back into the Ecosystem, for the first time in the history of video games, there is a real Win/Win situation between the whales and the players who don't spend money.



# SHOP MECHANISMS

## « Cash Back »

When a player buy a chest with a lot of item inside, he has a chance to get back more than what he spent , exactly like in a slot machine, except we are really using random value from 20% to 120%.

## « Founder Pack »

To start, 3 founders pack in the shop starting at US 1\$ and it give to user a permanent bonus in games and some coins.

After a user bought the first 3 chest, 3 news chest will appear, with higher reward and higher cost.



# FREEMIUM MODEL – OPERATIONAL MONETIZATION

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**PLAYERS DISLIKE PAY2WIN, OUR TEAM CREATED A NEW INCLUSIVE ECONOMY USING THE BEST PRACTICE FROM SLOT GAMES AND PAY2WIN RPG**

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On freemium we are limited compared to NFT version so we focus on 3 sources of revenue

**Founder Pack**

**Shop Chest**

**Optional ad-video to accelerate chest opening or to get free life in PVE**

The NFT version is much more interesting for “cashers” who want to invest in the Ecosystem, and to have access to the E-Sport format via the Freemium format, the investment will be lower in order to privilege the community of players and especially to convert game players into “cryptomaniacs”;

- Players will be able to transform their freemium card into real NFT and pay to convert depending on the rarity of the card;
- Players need to play on freemium to improve their NFT, so there is fees when they move from NFT to Freemium version;
- In order to acquire the best skills for the cards, without going through the the Mint, players will have to refresh the skill system a number of times, which is very resource-intensive on the classic version.



# FREEMIUM MODEL - RETENTION

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Weekly events, one card or character will have modify stats like this week fireball X2, or each fireball spawn a character...

PVE World modification : pvp chest an epic version of the card, so all players will have access to bonus skill which is the base of the metagame.

All players will be able to collect all cards from common to mythic. Unique cards will only be available via the NFT version, or during random events.

From time to time and at random, we will reduce the cost of skill refreshes to allow all players to compete. We will notify the Discord, Facebook, Twitter and Telegram community 24 hours in advance.

**Our biggest challenge will be to convert players who do not spend money into NFT players.**

**To achieve this, when a player opens a chest and wins a legendary, mythical, a pop-up offers to convert it to a price below the Floor Price and shows them a comparison of the value of their card on the marketplace with a similar card.**

**On the marketplace, no card can be below the Floor Price where we automatically buy it back, so this mechanism does not disturb the value of our NFTs.**



# NFT Version - MONETIZATION

At least 8 cards to enter the NFT version of the game.

In term of api, it will be the same way as the freemium only subdomain will change.

When a player has access to the NFT version, he/she is able to purchase M3 Chips, for a previously seen value of €1 for 1 M3.

Depending on the player's status, different modes are available, such as randomized duels, daily tournaments or professional mode.

At the beginning players will be limited to 1-3 range for bidding, but after a win, the range will increase.

Players who enter in pro mode will be able to fight against the character of their choice, to see the remaining time until they will be able to queue the players if he is already in play, but also to see some replay, Shadow ban/unban and send tips.

For monetization on NFT we have the random box selling ( kind of launchpad ) we can sell maximum 50% of the players number multiply by 8 NFT random box.

We will have possibility to sell monthly or even weekly character Skin, as in NFT the game only load players assets and not the whole game, we are not limited by storage and bandwidth.

To ensure development, 10% commission will be taken on bids between players (we may adjust this later based on feedback from the community).

We will also have subscriptions to become a Professional and entry fees for the daily tournaments.



# NFT Version - RETENTION

In order to keep NFT players as players and not just collectors, additional tournaments with M3 token legendary rewards will be distributed on a weekly, monthly and yearly basis. To fund these tournaments, 40% of the entry fees collected in the classic tournament format will be put back into play over time. (see OVERVIEW slide)

In a future update, professional players will have a BOT that will automatically bet even when offline.

Players who do not have time to play will be able to stack their NFTs, and rent them to others by sharing the revenue (and only the revenue) generated by tournament wins.

Finally, in order to give a real value to common, unusual and rare cards, as explained in slide (NFT in detail), these NFTs will have founder bonuses equivalent to what players can buy in the game shop. The benefits will be cumulative to enhance the playing experience and especially to give real utility value to common and uncommon cards.





✉ [support@multimetamultiverse.com](mailto:support@multimetamultiverse.com)

🗨 <https://discord.gg/2mavr28Bdt>

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