



MetaPlay

The Gold Standard Gaming Token

E-sports is rapidly growing industry, with the global eSports market valued at just over 1.08 billion U.S. dollars. Whilst there are plenty of potential to explore, together there are also challenges to overcome.

Success in e-sports does not come easy. The very basis of competitive gaming is built on the foundation of being better than someone else. As players compete with millions to rise through the ranks, the field of competition gradually shrinks. And this is what separates the good from the great, the great from elite, and the elite from the legends.

Having said that, this system is difficult to be sustained over time. Picture a pyramid: at the base, most people are playing for fun, not expecting to be compensated; whilst at the top, there are professionals, with specific values and who competed professionally on global tournaments with huge price money. The gamers with the biggest huddle are those situated in the middle of the pyramid, who are training to be professionals but are just not at the level where they can create values for professional teams to support them.

Enter MetaPlay



MetaPlay aims to host E-sport tournaments for all the amateur players as if they are professionals. With a sizeable prize pool funded by all transactions made on the project blockchain.

The team shall be offering tournaments, staking, and a launchpad With a fully transparent and DOXXED team, MetaPlay will quickly Gartner the interest of that very same gamers stuck in the middle of the pyramid. Being business oriented, there would also be facilities for Sponsors and Companies to be promoted through MetaPlay's live twitch stream, YouTube Tournament Highlight shows and PLAYROOM Store.

MetaPlay welcomes all prospects of e-sports gaming and hopes to be the next driving force by being Gaming's Gold Standard.



Sales Tax



For each transaction, a **6%** Tax will be incurred for:

2%

Tournament Fees

2%

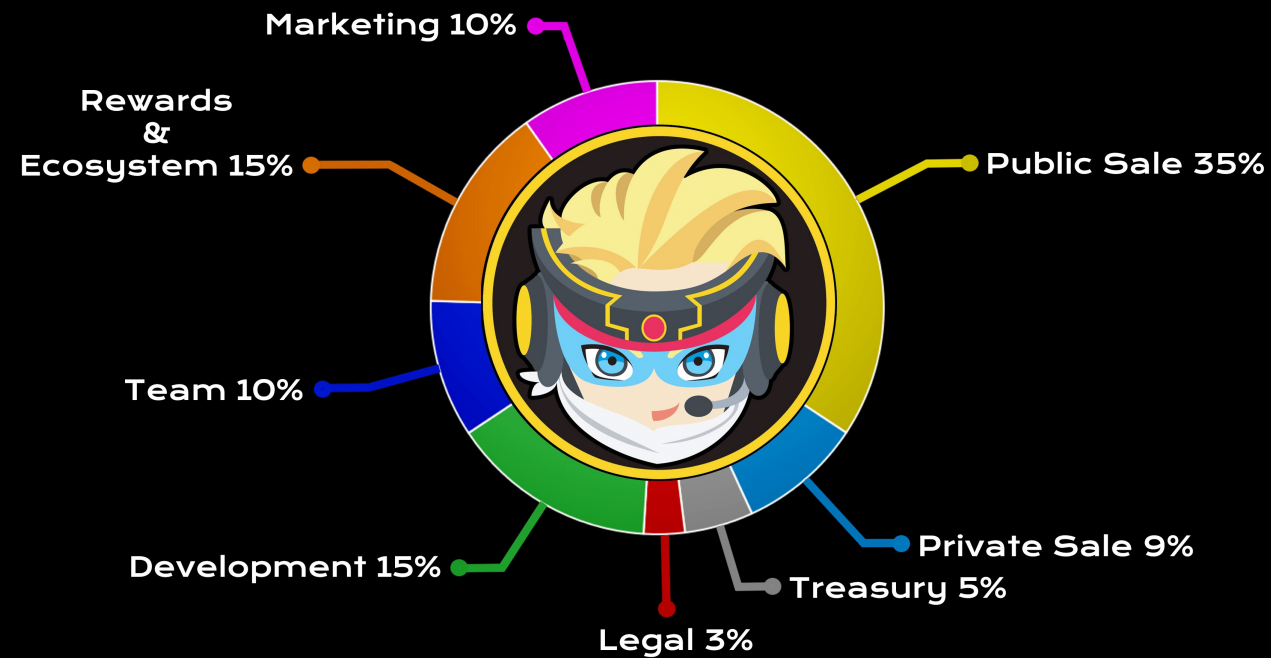
Overhead

2%

Marketing



Total Supply One Million Coins



- Rewards and Ecosystem: First month lock, max 10% every month on development
- Team: First 3 months lock, 10% every month thereafter
- Development: First 3 months lock, 10% every month on partnership and advisory
- Legal: 100% unlocked
- Treasury: First 3 months lock, 10% every month
- Marketing: 25% at TGE, 10% every month thereafter
- Private Sale: 40% at TGE, 15% every month thereafter
- Public Sale: 60% at TGE, 15% every month thereafter



\$PLAY Token Price & Supply



- Private Sale Price: 1 Play = USD 0.40
- IDO price: 1 PLAY = USD 0.55
- Listing price: 1 PLAY= USD 0.62
- Listing on the 24th of July 2021 on PCS, Approximately 16:30 UTC.
- Initial Market Cap to be approximately USD 130,820.
- **Total Supply: 1,000,000 PLAY**
- **Launch Supply: 211,000 PLAY**



Roadmap



Phase 1

- Launch MetaPlay Website & Socials
- Contract Audit from OxBull
- Private Sale
- First DEX and CEX listing
- Sponsorship for tournaments
- Begin Amateur level tournaments.
- Launch MetaPlay Store
- YouTube highlight channel
- Liquidity pools and staking
- Hire Twitch Streamers

Phase 2

- Begin pro leagues
- More Utility: Coins locking PLAY as liquidity for launch
- Gaming DEX Launchpad

Phase 3

- Integrate profiles and App
- Launch Beta App for gaming
- Gaming DEX Launchpad



Leagues



There would be different tiers of tournaments based on the skill levels of the gamers.

To start with, MetaPlay will host 4 games (CS:GO, DOTA2, LOL and FIFA) on different streaming platforms



Thank You



MetaPlay.net