







KILL TO EARN MODEL

- Player 1 pays \$1 to enter game
- Player 2 kills Player 1 and earns
 75% of Player 1's Spawn Fee

\$1

PLAYER 1 EARNINGS

\$ 0.00

PLAYER 1 GOT ZERO KILLS & LOST THEIR REGENERATE FEE

PLAYER 2 EARNINGS

\$ 0.75

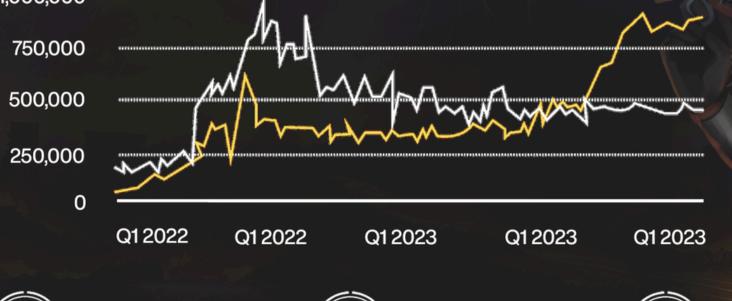
PLAYER 2 RETAINS 75% OF PLAYER 1 REGENERATE FEE

METADOGEUNITY REVENUE (25%)

\$0.25

COMPANY EARNINGS FROM PLAYER 2 KILLING PLAYER 1





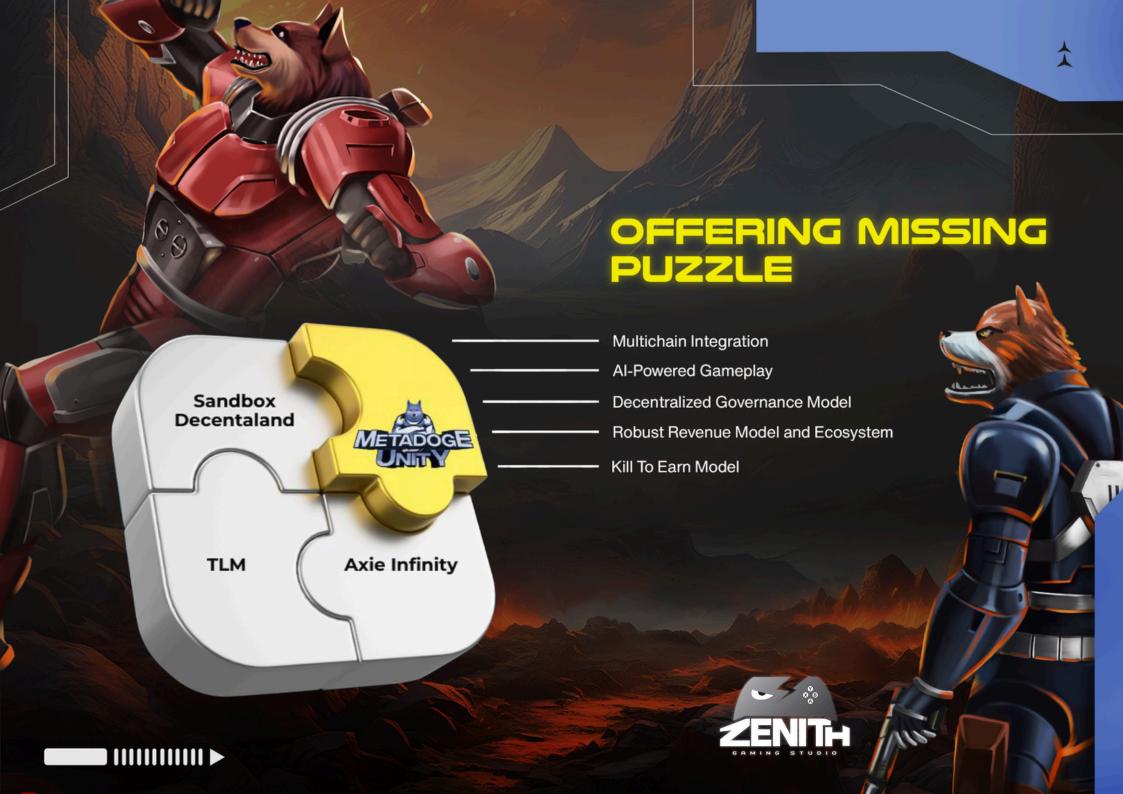


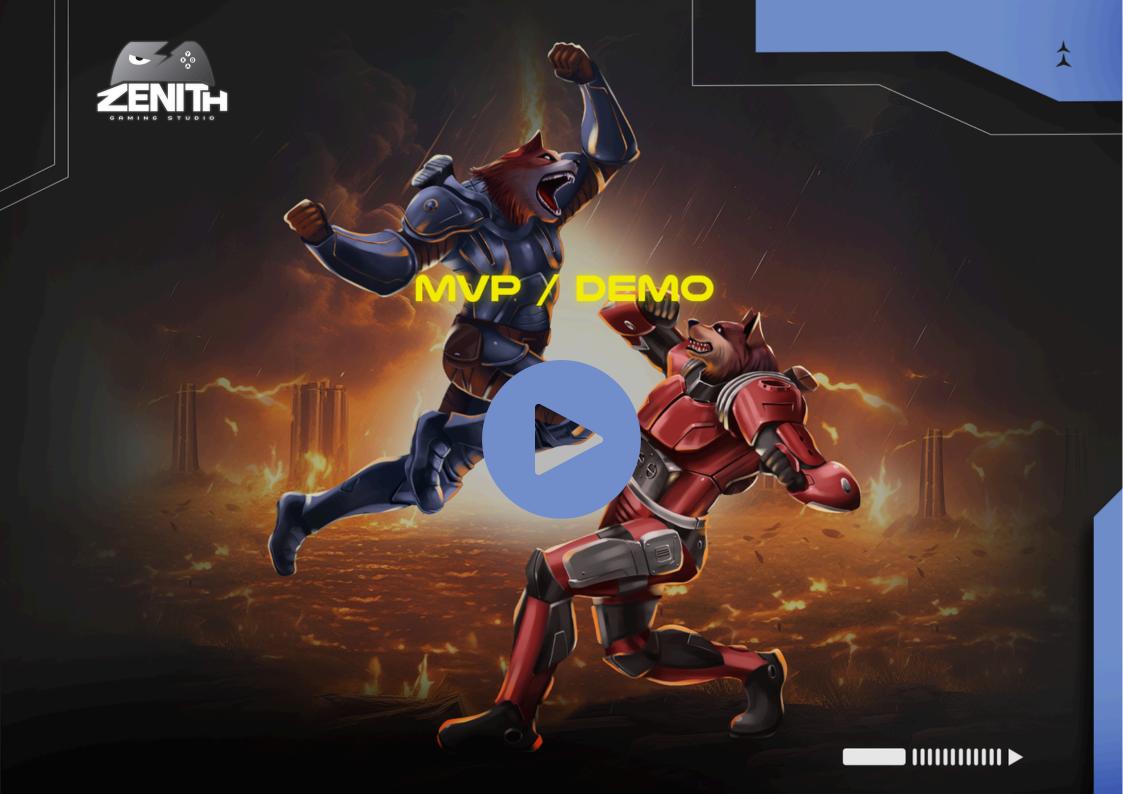


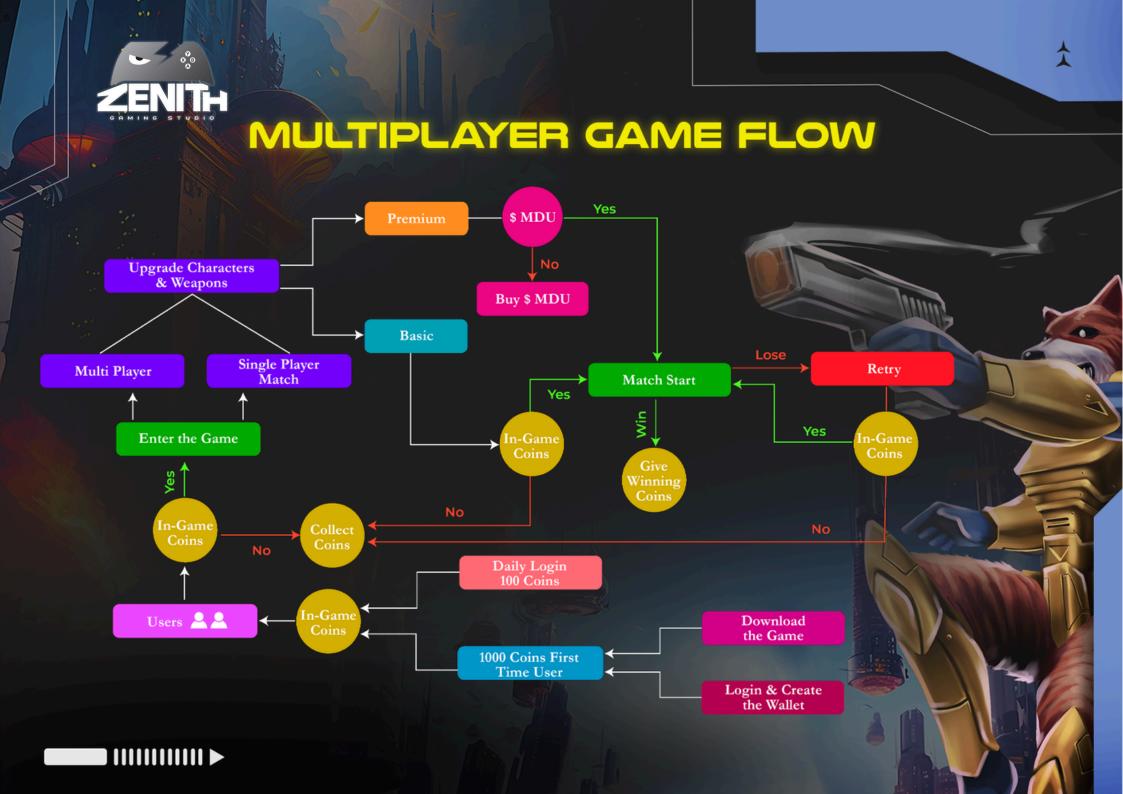
GameFi Market in 2027



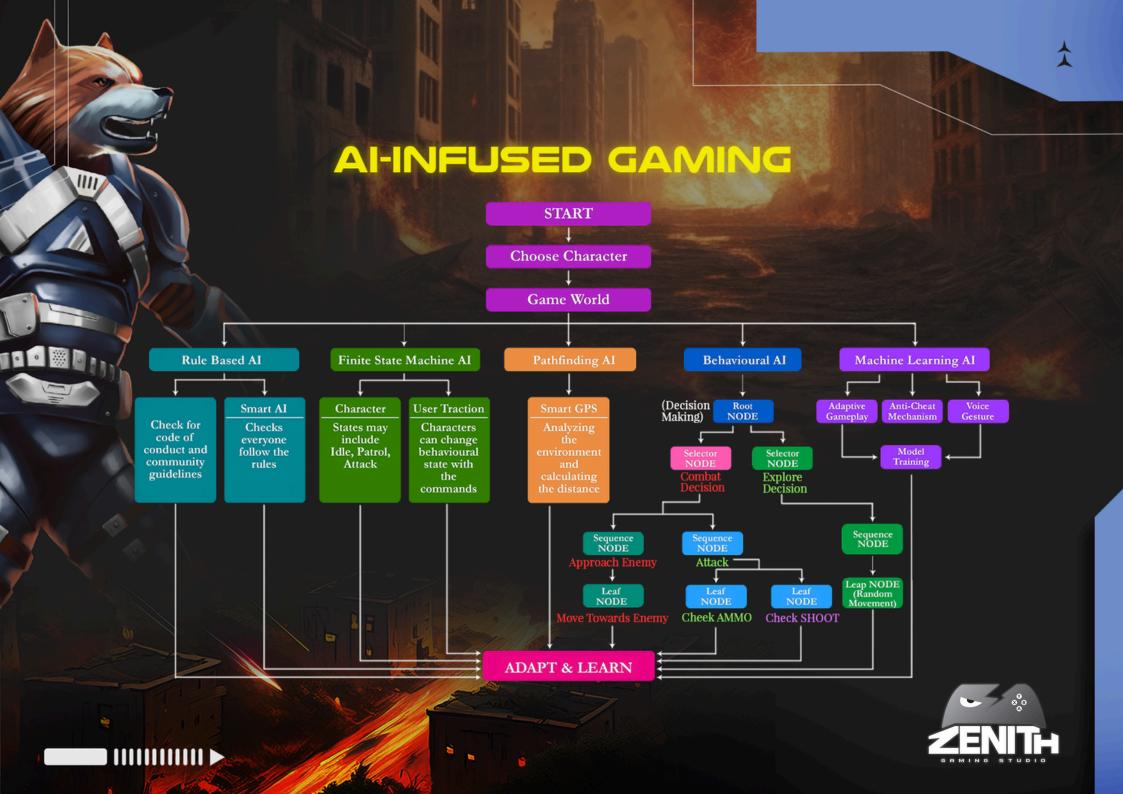
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TAPP-IN KOREAN MARKET

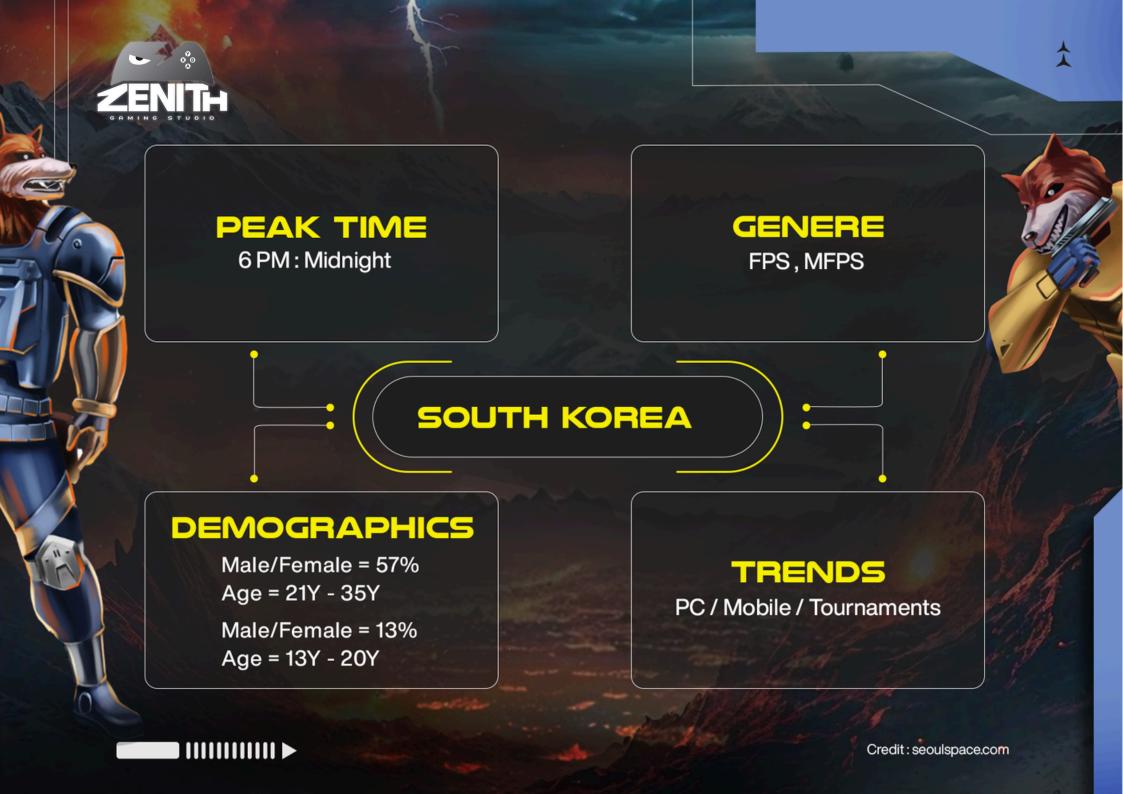
Understanding Local Culture & Consumer Behaviour

Partner with Korean Influencers

Social Media Platforms

Mobile Marketing

Partner with Local Korean Gaming Agency







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ZENITH LIST OF NFT'S

Character NFTs:

- Heroes
- Villains
- Special Characters

Weapon NFTs:

- Swords
- Guns
- Magic Wands

Power-up NFTs:

- Health Boosters
- Speed Boosters.
- Damage Boosters.

Environment NFTs:

- Backgrounds
- Landscapes
- Buildings

Customization NFTs:

- Skins for Characters
- Themes for Weapons
- Special Effects

Quest NFTs:

- Unique Quest Stories
- Special Missions
- Exclusive Challenges

Virtual Items NFTs:

- Potions
- Keys
- Treasures

Skill NFTs:

- Special Abilities
- Unique Moves
- Combo Techniques

Pet NFTs:

- Virtual Companions
- Pets with Special
- Abilities

Accessory NFTs:

- Hats
- Cloaks
- Accessories for Characters

Achievement NFTs:

- Rare Achievements
- Trophies
- Medals

Limited Edition NFTs

- Exclusive Items
- Seasonal Items
- Collaborative Items

WEEKLY TOURNAMENTS (MULTIPLAYER) \$500 WORTH OF MDU TOKENS

- 1. Top 10 Team Prize Distribution
- 2. Need to Win Minimum 3 Multiplayer match
- 3. Need to complete Minimum 2 chapters in Single Player
- 4. Need to have Minimum 5000 coins
- 5. Need to clear all tasks in Gleam/Zealy

\$MDU TOKEN DISTRIBUTION (SINGLE PLAYER)

- 1. Min balance to maintain = 2000 In-Game Coins
- 2. Only 20% of the Token can be Withdraw / Week







STUDIO REVENUE MODEL

IN-GAME PURCHASES (MICROTRANSACTIONS)

Displaying ads in certain areas of the game without disturbing the udere.

GAME PASSES

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Premium Subscription: Players can subscribe to exclusive in-game content such as special skins, faster leveling, exclusive tournaments, and other rewards.

Battle Pass: A tier-based progression system where players unlock rewards as they play and complete challenges.

PLAY-TO-EARN (PZE) REWARDS MECHANISM

Transaction Fees: A small percentage of every in-game transaction (NFT sales, tournament rewards, etc.) is charged as a fee.

Token Staking: Players stake the native \$MDU token to participate in tournaments or access exclusive features. This helps generate liquidity for the platform.

TOURNAMENT FEES

Entry Fees for Tournaments: Players pay an entry fee to participate in competitive tournaments with large prize pools.

Sponsored Tournaments: Revenue generated from sponsorship deals for hosting sponsored competitions.

ADMOB REVENUE

Displaying ads in certain areas of the game without disturbing the uder experience.













\$0.31 **COST PER USER**



75%ACTIVATION RATE





TOKENOMICS



20 %

Strategic & Non-Strategic Investor

13.33 %

Team

50%

Rewards (Gaming & Hackhathon)



Dao voting

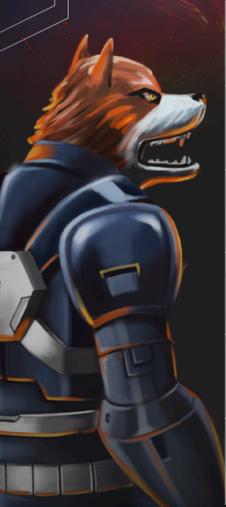
In- Game Token

Deflationary

Staking

Initial circulating supply = 88 Million Tokens **TGE Price = \$0.0166**





| Token Allocation | Total Token Units | TGE Allocation | Cliff Period | Vesting Schedule |
|---|-------------------|----------------------|--------------|--------------------------|
| Rewards (Gaming & Tournaments) | 50% | 10% at TGE | 3 Months | Linear over 12 Months |
| Community | 6.67% | 7.5% at TGE | 3 Months | Linear over 12 Months |
| Team | 13.33% | No allocation at TGE | 12 Months | Linear over 48 Months |
| Staking | 10% | 10% at TGE | None | Linear over 24 Months |
| Strategic & Non- Strategic Investors | 20% | 4.17% at TGE | 2 Months | Linear over 9 Months |

DOGEGEMS

DOGEGEMS is the in-game premium currency used to purchase in-game items and earn rewards from playing MetaDogeUnity.

We prioritise the stability of DOGEGEMS as a medium of exchange and for in-game rewards. By providing a stable currency, we remove incentives for non-players to manipulate currency prices through speculation, which could harm the health of the game economy.

As market trends change, we remain agile and adapt our model to ensure the long-term sustainability of the project.

DOGEGEMS is not an on-chain token; it is a virtual game currency. However, it has a fixed value and can be directly redeemed through the gaming studio.

DOGEGEMS redemptions are fully collateralized by our treasury.

Uses of DOGEGEMS:

- Participating in Single Player and Multiplayer Games
- Purchasing In-Game Assets
- Upgrading Weapons and Skins
- Reward Benefits



FUNDING ALLOCATION





LONG-TERM VISION

Cloud-Based Gaming:

Implement a cutting-edge cloud-based gaming solution, enabling users to access the game from any location globally.

Web2 Gamer Onboarding:

Target and onboard millions of web2 gamers onto the platform by offering high-quality AAA blockchain games.

Non-Crypto User Education:

Conduct educational initiatives to inform non-crypto users about the potential of blockchain gaming, showcasing the benefits of passive income through gaming activities.

Expanded User Base:

Strive to surpass 1 million players on the MetadogeUnity gaming platform, reflecting sustained growth and popularity.

Console Integration:

Extend the reach of the game by implementing the Web2 version on popular gaming consoles such as Xbox and PlayStation.



OUR BELIEVERS























COMMUNITY



www.metadogeunity.in



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MetaDogeUnity



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MetaDogeUnity



