

# MECHA MORPHING

WHITE PAPER

Version 1.0.0



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# 01 Introduction

Mecha Morphing is a fully decentralized ARPG game energized by the players in its metaverse. This play-to-earn game utilizes blockchain technology in the form of digital currency and NFTs. Players in the Mecha Morphing metaverse can earn income by engaging and contributing to the ecosystem. Earn tokens in battles, forging weapons and armor, looting land, trading items on the marketplace, mining resources, and completing tasks through smart contracts implemented by other players. This play-to-earn model allows players to increase their asset value by participating in the metaverse. The more you participate, the more you can earn. This creates a beautiful chain reaction. While you create value for yourself by being active, you simultaneously create value for other players, developers, and everyone involved in the metaverse.




# 02 Mecha Morphing Story

The year is 2107. The world has been annihilated by countless floods, snowstorms, and extreme heat. It has become a fragile place that is unfit for humans to live. Natural resources become extremely scarce. The resources that humans rely on to live are in the hands of a few lords who serve the ultimate ruler, Sarin. The regions that hold these resources are the most powerful. Wars and battles between these regions break out every day for these resources. As humanity gets weaker, cyborgs start to take over the world.

## 02.1 Evil Lord Sarin

Sarin mass-produced cyborgs during the notorious nuclear war of 2089. The war wiped out millions of lives and destroyed the homes of many more. During the war, Sarin secretly sold weapons to all opposing sides. As the war prolonged, Sarin established laboratories dedicated to the research and development of robotics and cyborgs. This emerged the age of humans and technology integrating together. Thanks to all the resources and efforts from the best experts invested in the project, Sarin managed to invent the most powerful war machines known to mankind. He sold reduced versions to various parties of the war and reserved the most sophisticated models for himself. Little did they know, the opposing parties in the war were paying for Sarin to develop his personal cyborg army. At the end of the war, Sarin became the wealthiest person, both in terms of money and resources. When he released his cyborg army, he became the single most powerful entity in the world.





With the order of the old world crumbling down, Sarin was eager to establish a new one. To achieve absolute power, Sarin strived to concentrate the precious natural resources. Natural water, fossil fuel, and precious metals now belonged to those that governed the land. Scavenging is now outlawed. Any civilian who found these natural resources had to report it. A failure to do so would result in the death penalty. People now need to exchange labor for food and other necessities to survive.

Although people are largely dissatisfied with the authoritarian regime led by Sarin, they have little power to overtake him.

## 02.2 Age of Heroes

Thus emerges a new type of hero in the world. The ones who roam the land abiding by their own set of rules are known as “The Rogue Ones”. They refuse to work for Sarin because they despise the hierarchy that is exploiting humans to the point of near extinction. The rogue ones operate in the black market where they trade the natural resources they find and the mecha they create. Since this is illegal, they are all wanted by law enforcement. Despite being cynical towards the regime, most remain kind-hearted. They share the little food they have with disadvantaged people who are famished from extreme rationing. They come from all different types of backgrounds of the world but now work together towards the same goals in life—survival and freedom.



## 03 Game Play

The biggest goal of our game is to create a lasting metaverse that is bustling and always growing . We aspire to co-create with those in our metaverse in order to find the right formula that works for those involved in the community. We hope to create a community that grows and sticks around with us. Therefore, we put a lot of effort into creating gameplay that has many opportunities to earn while keeping it entertaining.

### 03.1 Play to Earn

Although there will be many things to explore in our metaverse, play to earn will be the main route that most players will take in the game. The initial version of the game has five main game systems for players to earn. We intend on adding more worlds and mini games as the metaverse evolves.

Some key notes to acknowledge:

- a) A weapon NFT is required for players to enter into any battles. Players without weapons can still be active in our metaverse in any way that does not require entering into battles.
- b) Drops are directly correlated to your performance in battle, which is directly related to the stats of your character. These stats are determined by the mecha that the character wears. The higher your stats, the higher chance you will have at defeating difficult enemies and the better the drops.



### 03.1.a Players vs Environment (PVE)

The PVE system will be the main form of mining in our game. Players will be allotted up to 10 stamina points each day. One stamina point will be deducted for each character that is brought into battle. Players can use these stamina points anyway they wish to enter into battles. They may bring in one character multiple times or bring in multiple characters (3 maximum at a time) into fewer battles.

#### Level description

According to the current setting, there are four worlds, each world contains 100 levels. There will be a boss for every 5 levels.

The character, weapon, and mecha that enter the level will be locked and cannot go to the NFT trading market or elsewhere before exiting the level.

#### Combat process

This AI generated battle will interact with our random variable that is created by Chainlink (safe, reliable, verifiable) to create the outcome of the battle.

Each level contains three waves:

- Little monster
- Little monster
- Elite monster / Boss

Potential outcome/drops:

- Character experience
- Tokens
- Material
- NFT



## 03.1.b Arena

We are proud to present our skill-based player vs player option. Challenge opponents to a duel in the arena! We will hold regular tournaments for players to show off their skills. During these events and battles, other players will be able to come and spectate. Spectators can also support their favorite warrior by placing a bet on the battle within the arena. A percentage of that pot will be the prize for the winning warriors.

### PVP info:

- All characters in PVP must have all mecha slots
- PVP supports 1 V 1, 3 VS 3 dual-mode
- PVP does not consume PVE stamina, but different modes of PVP also have their own limits

### Arena Tournament

- Need to pay a certain amount of MMC token as a ticket to enter the tournament.
- If warriors win, they continue, up to 12 wins.
- When warriors lose three times, they are disqualified from the tournament (unless there is a special situation that overrides this)
- At the end of each ticket entered (either by winning, losing, or being disqualified), corresponding prizes (mecha fragments, mecha, materials, tokens) will be sent according to the number of wins.



### 03.1.c Loot Mode

One of the more prestigious NFTs in our Metaverse will be the plots of land. Players that own land NFT will be able to collect the resources that the land produces regularly. These resources can be used to forge or sell on the marketplace to earn quickly in our metaverse. Players that own land NFT are able to lease out their land to other players for a predetermined time frame and split of resources as another form of earning.

However, owning land does not come without risks in our game. Other players can team up and loot the land of the owners. If they are successful, the team shares the resources produced on that plot of land for a certain amount of time. If they fail, the attackers must pay an inconvenience fee to the land owner. The land owner will also earn a boost in the resources produced for a certain amount of time.

## 03.2 Forging System

The main function of the workshop is to forge, enhance, and upgrade mecha and weapons.

The cost of forging mecha is:

- Mecha drawing
- Materials
- Cost of forging in \$MMC
- Time



The cost of enhancement of mecha is:

- Original mecha
- Any other mecha (as experience material)
- Cost of enhancement in the form of \$MMC
- Time

The cost required to upgrade or enhance the mecha level is:

- 3 pieces of the same mecha
- Upgrade cost in the form of \$MMC
- Upgrade time

Weapon manufacturing: weapons can be obtained by weapons drawings

- weapons drawing
- Materials
- MMC Token
- time

Weapon enhancement cost:

- initial weapon
- enhancement cost in the form of MMC
- time

## 03.3 Bounty System

Bounty in our metaverse will be player to player smart contracts. Players will be able to write out specific tasks they want to be done for a certain prize that is predetermined. Any players that are willing to take up these tasks must complete it before being given the prize in the contract. The opportunities here are endless.



## 04 NFT Trading Market

The market is the core of this game. The goal is to develop the game's market into a commodity trading market.

It is difficult for a single player to gather all the materials needed to upgrade mecha. One player's unnecessary mecha will be needed by other players. The required mecha will likely be easiest to get by purchasing it off the marketplace.

Everything in the game is an NFT. A Level 1 player has the option of entering the market to buy top-level mecha and weapons to increase the speed of token mining.

No gas fee will be charged for putting items on the shelf. Items on the shelves will be locked in the player's warehouse. The buyer's gas fee will be charged for the successful transaction.

### 04.1 Internal Market

An internal market is set up in the game where players can purchase items by using \$MMC. Individual products can only be purchased within the validity period. There are restrictions on the number of times that individual products can be purchased on the server, and there are also restrictions on the number of individual purchases.

Our gacha boxes are mystery boxes that you can buy on the marketplace. These mystery boxes have the chance to contain anything from potions, materials, tokens, to exclusive legendary mecha that can only be found in our boxes. You get a chance at some of the best mecha in the game with these gacha boxes. These boxes will be the fastest way to obtain mecha in our game. These boxes contain mecha with varying levels of quality. Gacha can be divided into a single draw and ten draws.



# 05 Peripheral Systems

Peripheral systems are connected to the main game systems in our metaverse but add their own significant functionality.

## 05.1 Bounty Quest System

Mecha morphing consists of multiple modules. These include the combat, production, guild system, etc. The bounty quest system is a great opportunity to help players understand and get familiar with Mecha morphing. Players with different capacities will get different quest lists, this is carefully designed by the producer according to the player's progress to help the player gradually become familiar with each playing method in the game. At the same time, players who participate in the completion of quests will be rewarded with varying amounts of \$MMC, depending on the quest. In some special stages, the reward will also include mecha, drawings, special props, etc.

## 05.2 Achievement system

The achievement system is a record keeping system for the players. It will account for things such as how much the player has earned, how many levels the player has reached, how many battles the player has won, etc. When a certain number is reached, the corresponding achievements will be activated and displayed to the players. These achievements may unlock benefits in the earning calculations.



## 05.3 Guild System - Expected November 2022

The Guild system is the core interactive platform and plays an important role in Mecha Morphing. We hope to enrich the playing methods of the game through the guild system. Players can find other players with the same goals and interests through the guild system. This will be an integral part of the social system within our metaverse. Players can establish symbiotic relationships and help each other to achieve greater goals. Our ultimate vision is to create a vibrant metaverse, and the guild system plays an important part to achieve this vision..

More details will be announced before the guild system goes online.





# 06 Game Assets

Assets in the game will have a color ranking system. Each color will represent an upgrading mechanism. The same mecha or weapon will have different stats as the color changes. The higher you upgrade, the higher the stats. Gold > purple > blue > green > white

## 06.1 Mecha

Mecha will often be what you spend the most time on while playing in our Metaverse. There are nine mecha slots per character (head, chest, waist, shoulder, arm, hand, leg, knee, and foot). The stats of your character are based on the mecha you wear. The higher you can level the mecha, the higher the stats and the better you will perform in battles. Collect mecha during battles, tournaments, loots, and events. There will be many types of mecha to collect for each player to optimize the stats best suited for their personal needs. While some mecha will have specialized stats meant for specific classes of characters, they will be wearable for all characters.





## 06.2 Weapon

Weapons are much like the mecha NFT but with one big caveat. The weapon NFT is special because it is the key to enter into any battles within our metaverse. Any player that wants to join in any battles in the metaverse will need a weapon NFT to do so. Much like the mecha slots, there will be specialized weapons to optimize specific character classes, but they will be wearable for all characters.

You can get weapon NFTs by buying our mystery weapon boxes, drops from battles, tournaments, loots, events, or buying them on the marketplace.

## 06.3 Character

### 1. Class setting

We currently have five character classes.

- Melee
- Range attack
- Tank
- Assistance
- Superhero

Players can choose appropriate heroes to participate in the battle according to their personal preferences. Gain experience points as you clear through levels and increase your character level. Different levels of characters can be bought and sold in the NFT market.



## 06.4 Land

Land is the place where human beings thrive. After the nuclear war, 90% of the land became inhabitable. Oceans became deserts. Soil became a scarce resource. 30 years have passed, society is making a comeback. Urbanization is in progress. The old wasted lands are starting to see life again. Every land has its unique output and rules. Players that own land will be able to harvest the resources, lease, or trade the land.

Types of Land - expected to launch in March 2022 (subject to change)

- ▶ Town/Cities - Strong natural defense against raids. Awarded with refined tokens, potions, material, mecha (rare).
- ▶ Suburban - Medium defense against raids. Awarded with tokens, potions, and materials.
- ▶ Farm land - Low defense against raids. Awarded with tokens, potions, and materials.
- ▶ Buried Mine - Medium defense against raids. Awarded with raw tokens, potions, and materials.
- ▶ Dessert Oasis - Low defense against raids. Awarded with tokens, potions, and materials.
- ▶ Wasted Factory - Medium defense against raids. Awarded with tokens, potions, and mecha pieces.
- ▶ Broken laboratory - Medium defense against raids. Awarded with tokens, potions, and drawing pieces.
- ▶ Ruins - Can't be raided. NFT Showroom where NFT collections can be exhibited in form of galleries
- ▶ Civil Museum - Can't be raided. The first players to donate particular mecha and weapons to museums will be rewarded for the views it accumulates. Players' names will also be



# 07 Token economics

Mecha Morphing adopts a dual token system. \$MMC is the utility currency circulating in the game and \$MAPE is the governance token in the ecosystem.

## 07.1 About \$MMC

\$MMC(ERC-20) is the in-game utility token that underpins the game's gameplay system. Players use this token to do everything during gameplay. Tasks such as repairing armor, refilling their health, buying NFTs in the marketplace, and forging will use the \$MMC token.

### Obtaining \$MMC

\$MMC is primarily obtained through successful PVE and PVP combat, land production and the trading of NFTs on the marketplace. Over time, more features that reward \$MMC will be developed. There will be new worlds introduced with a refreshment in the resources in order to earn more \$MMC.





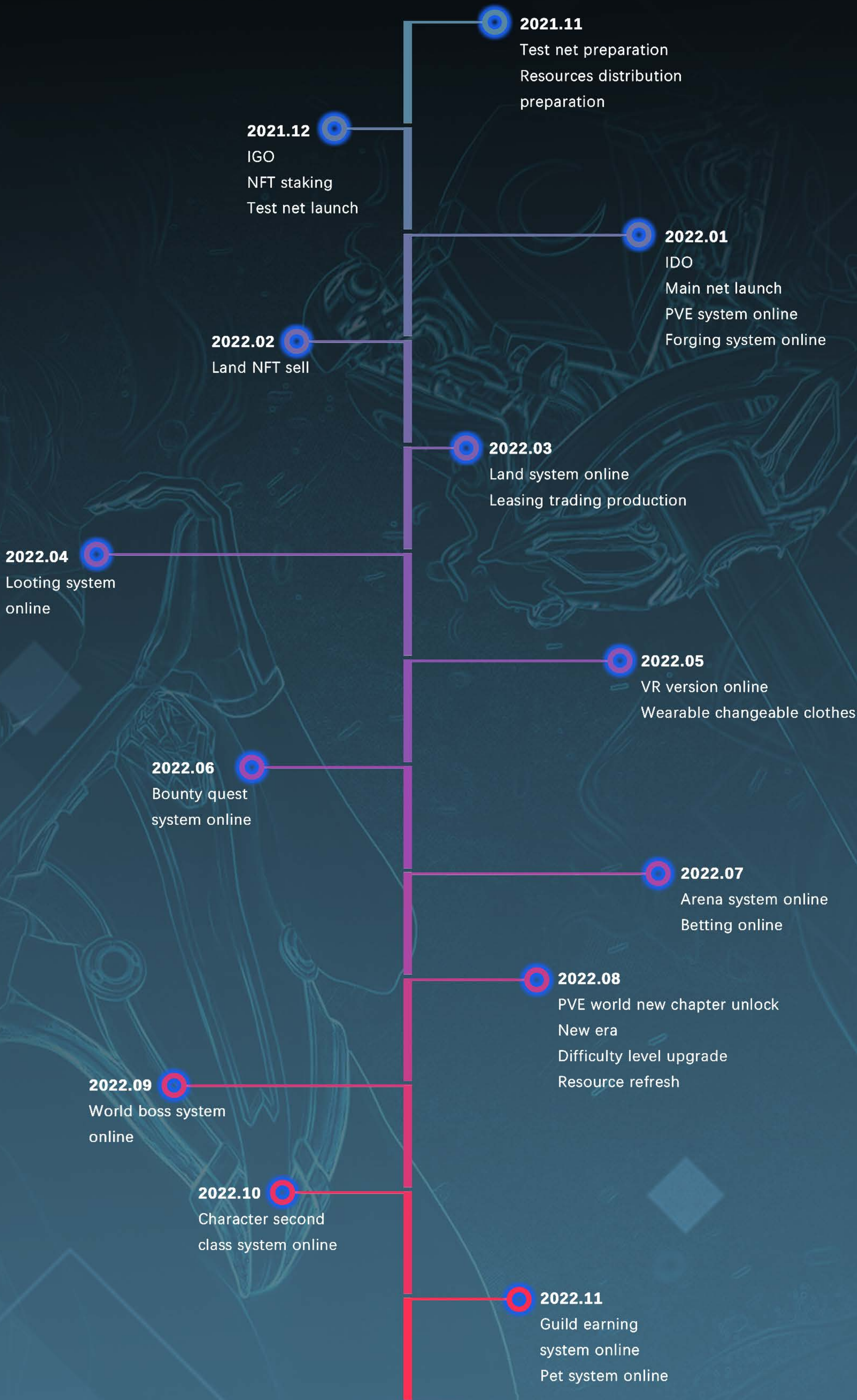
## 07.2 About \$MAPE

Governance token (\$MAPE)

MAPE(ERC-20) is the governance token. Players that hold the \$MAPE token will have voting rights on proposals and share game revenue in the game. The more \$MAPE you hold, the more power you have in the metaverse. Players may earn \$MAPE by joining our create to earn process or stake a significant amount of \$MMC to earn \$MAPE. We believe that a strong metaverse can only be achieved if the community within it is strong. This is why we want to hear your suggestions in our create to earn system. \$MAPE tokens are awarded to players that create content in the form of art, videos, future plans or anything that the Mecha Morphing team finds useful in the future of our metaverse.



# 08 RoadMap





## 09 Team



- Cofounder : Justin Ma  
Serial entrepreneur and investor in blockchain industry  
Rich experience with Defi and Gamefi



- Cofounder : Jack Pan  
XR indie game producer Metaverse contributor  
Blockchain developer



- Chief Marketing Officer : Marilyn Vu  
Native English Vietnamese speaker  
Digital marketing expert over 10 years



# 10 Social Media



[www.mechamorphing.com](http://www.mechamorphing.com)



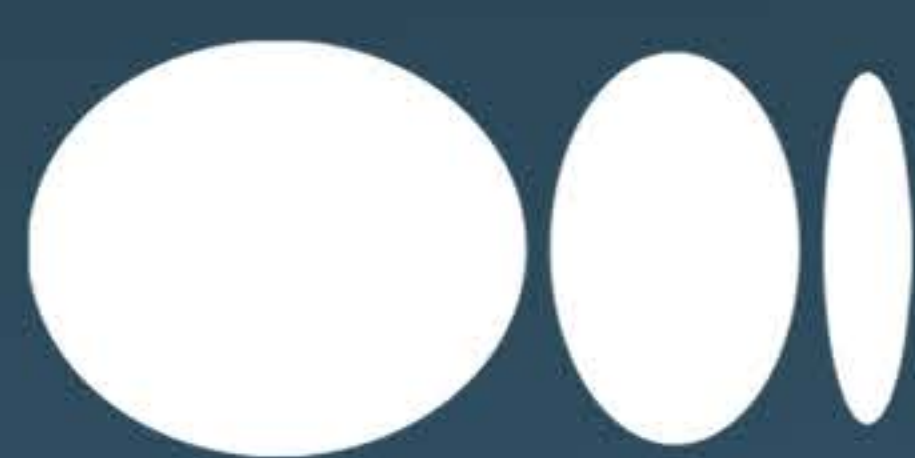
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