metal mine coin

play mining, start living

White Paper v 1.0

10 December 2022

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Abstract

Metal Mine is a Strategy Game, where everyone can buy and own mines, collect metal and meet new friends. Inspired by successful games, this game combines the best of two worlds – a fun for the regular players who want to enjoy the gameplay experience as well as an ecosystem for players who want to collect, mine metal and earn real cash, even if it is new to them. The game is aimed at the diverse gaming community which can get easily onboarded from regular platforms. Our main line of comparison lies within the traditional gaming market with the same players being targeted as our audience. Metal Mine has the potential to attract millions of gamers, and an associated greater opportunity for revenues. The game is designed in a way to allow players to own the Mines in the game, and earn MMC in their wallet. Metal Mine has a first version that runs and plays well, and proves that the technology behind it works. The team will keep updating the game and will provide the new version of whitepaper for each update.

Introducing Metal Mine Game

Game Overview

Anyone can join our MMC game by buying a mine within the game. After buying the mines, players will be able to Level up and upgrade their mines. The Metal Mine is the first attempt to create a truly public application with an exciting plot that would attract ordinary players, from every corner of the crypto space. The game will attract not just players, but the whole communities. It has a light and intuitive interface with a variety of features to explore. Moreover, we designed the game in a way to make it "live forever" with a narrative that never becomes boring, as we will have monthly updates to the game to add more features and more choices to build the best earning strategy.

Business Objectives, Market and Target audience

Metal Mine is not to be seen as a game for blockchain players. It is a game for a large global audience of players in general. Absolutely no prior knowledge about cryptocurrencies is needed. We plan to have a much bigger audience than previously seen in the field of blockchain gaming.

Millions of users

With the unique style and large interest in these kinds of games, as well as the unique element we bring, we think the game can compete in the market and share similar numbers as the other games, reaching millions of users. Mainly, as no previous experience or interest in blockchain or cryptocurrencies is required, we aim at fully developing the potential of blockchain economy, while abstracting its complexity from the users. Current Status: Game Strategy Ready MMC has been developed during 2022, and now has several key components done. After the launch of the game, the development team will be adding features as we go along. The game will soon have a completely different onboarding process.
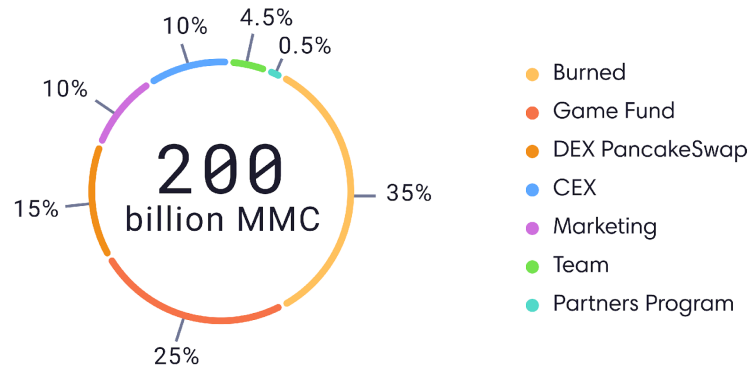
Token model

MMC token is the native currency in the game. It allows token holders to play, invest in the Mines (by upgrading) and also be part of the game. There is a fixed supply of MMC tokens. Please see below:

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200
billion MMC

- Burned
- Game Fund
- DEX PancakeSwap
- CEX
- Marketing
- Team
- Partners Program

35%
25%
15%
10%
10%
4.5%
0.5%

Audit

As of 12Dec2022, we are in the process of having our Token being submitted for an audit to TechRate.

Roadmap

o **4Q 2022**
   - Public Presale
   - Massive Launch of the Advertising campaign
o **15 Jan 2023**
   - PancakeSwap Listing
   - Affiliate Program
   - Application for CMC and CG
o **1Q 2023**
   - Grand Release of the MMC Game
o **2Q 2023**
   - Mataverse Partners
   - Marketing
   - Listing on CEX
o **3Q 2023**
   - Release of the MMC Game for IOS and Android

o **4Q 2023**
  - NFT Update

Gameplay

There will be a more detailed introduction of the gameplay and instructions on different choices in the next version of the WhitePaper, closer to the launch of the game.

The Main Game principle

A player can mine various metals using the internal currency in the game + NFT (including mines renting). The daily production - will depend on the qualifications of the workers which will increase the percentage of mine production. Workers: "General labor workers" (+1%), "Loader" (+2%), "Barrowman" (+3%), "Hurrier" (+4%), Timbers(+5%).

In total, there will be four kinds of mines:

o Bronze Mine - Will cost 100 MMC - Mining return from 1% to 5% (per month);
o Silver Mine - Will cost 500 MMC - Mining return from 5% to 10% (per month);
o Gold Mine - Will cost 1000 MMC - Mining return from 10% to 15% (per month);
o Platinum Mine - Will cost 2000 MMC - - Mining return from 15% to 20% (per month);

There is also a choice of the renting duration for your mine. The choices are: 3, 6, 9 and 12 months.

Clarification

When we provide a gaming function in a country that requires obtaining a rating before its launch, it will comply with all local requirements before providing services.