



**Pikaster by Metaland**

Pikaster is Metaland's first card-based battle strategy Play-To-Earn project.

It is the first attempt to adopt a 3-token in-game economic model, and standing at the forefront of gameplay and token / NFT applications. Our built-in wallet allows users to make a smooth transition from Web2.0 to Web3.0, simplifying the procedures for non crypto-native players.

**Metaland's vision**

Metaland's vision is to build a metaverse, where its community is DAO-based. Through our governance token \$MLS, players will be able to participate in the metaverse, playing a variety of games, be it card-based, casual, or competitive.

Players will be able to interact via a set of social networking tools, built both in-game and externally, connecting with friends and friends-to-be. Not to mention the possibility for \$MLS holders to shop online and offline, as well as participating in move-to-earn in the near future.

Further, token holders will obtain their own unique identities, while having a full control of their assets and personal data. But more importantly, \$MLS holders will finally achieve a high level of autonomy, thereby fully immerse oneself into the era of Web 3.0.



**Our Team - Metaland Technology Foundation**

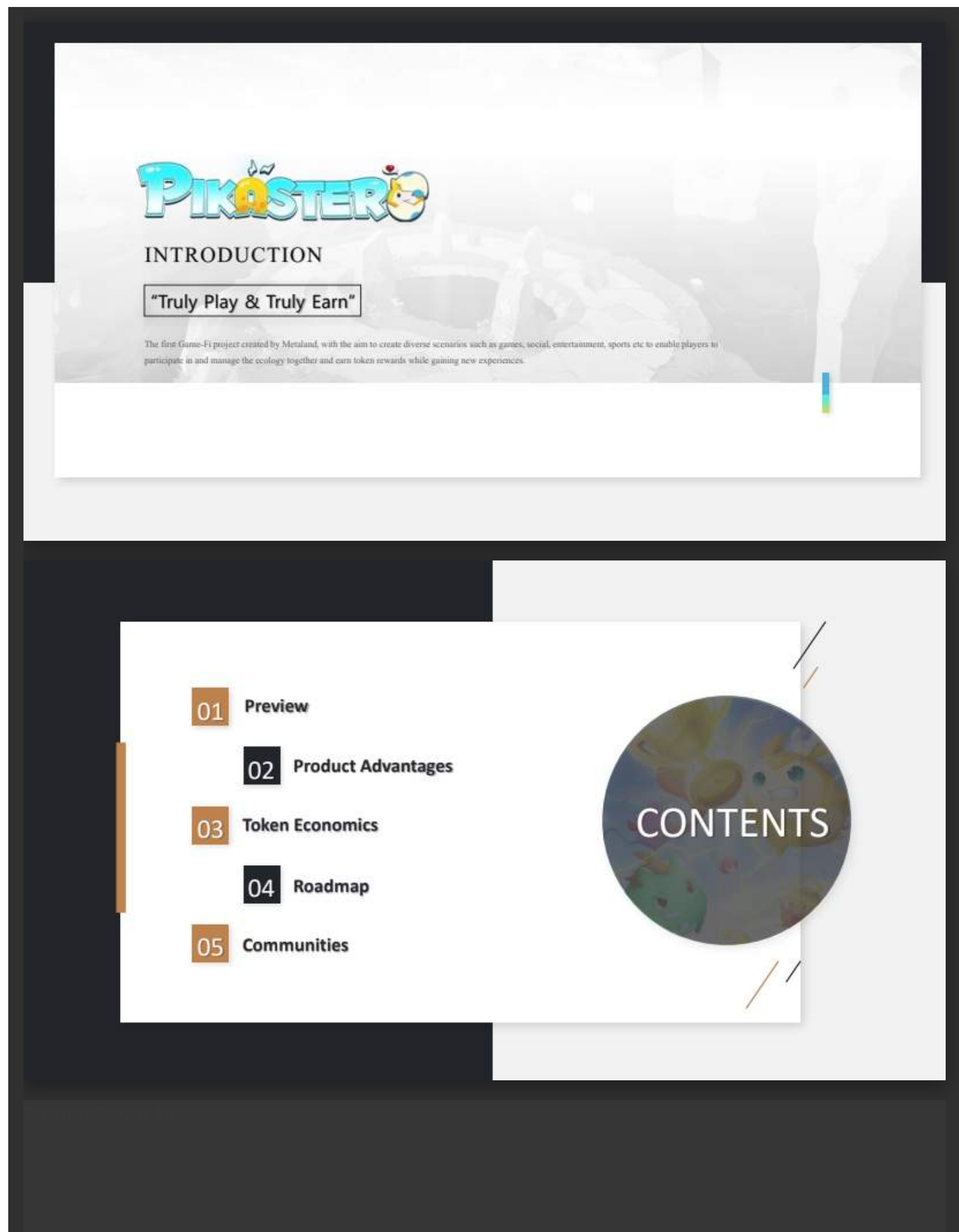
Metaland is the metaverse subsidiary of Metaland Technology Foundation. Our vision is to build a DAO-based metaverse. Our team members have a wealth of past experiences in 3As gaming studios, mobile games startups, deFi protocols and gamefi projects. Many of them are also crypto-natives. Profiles of our team members coming soon!

# Pitch Deck

:

Pikaster is a leading play-to-earn gamefi project developed by Metaland, powered by Unity Engine. It is built on KuCoin Community Chain(KCC). A card-based battle strategy game featuring Pikaster(NFTs), an innovative NFTs staking and evolution system, an outstanding scholarship system, guilds and wars, marketplace and in-game wallets.

A unique 3-token model has been adopted: \$RBP \$SRBP as game tokens and \$MLS as governance token. The 3-token model provides a unique perspective tackling in-game inflation and a superior control on balance of minting vs burning. Current registered users at 400k, stable DAU approx. at 5k.





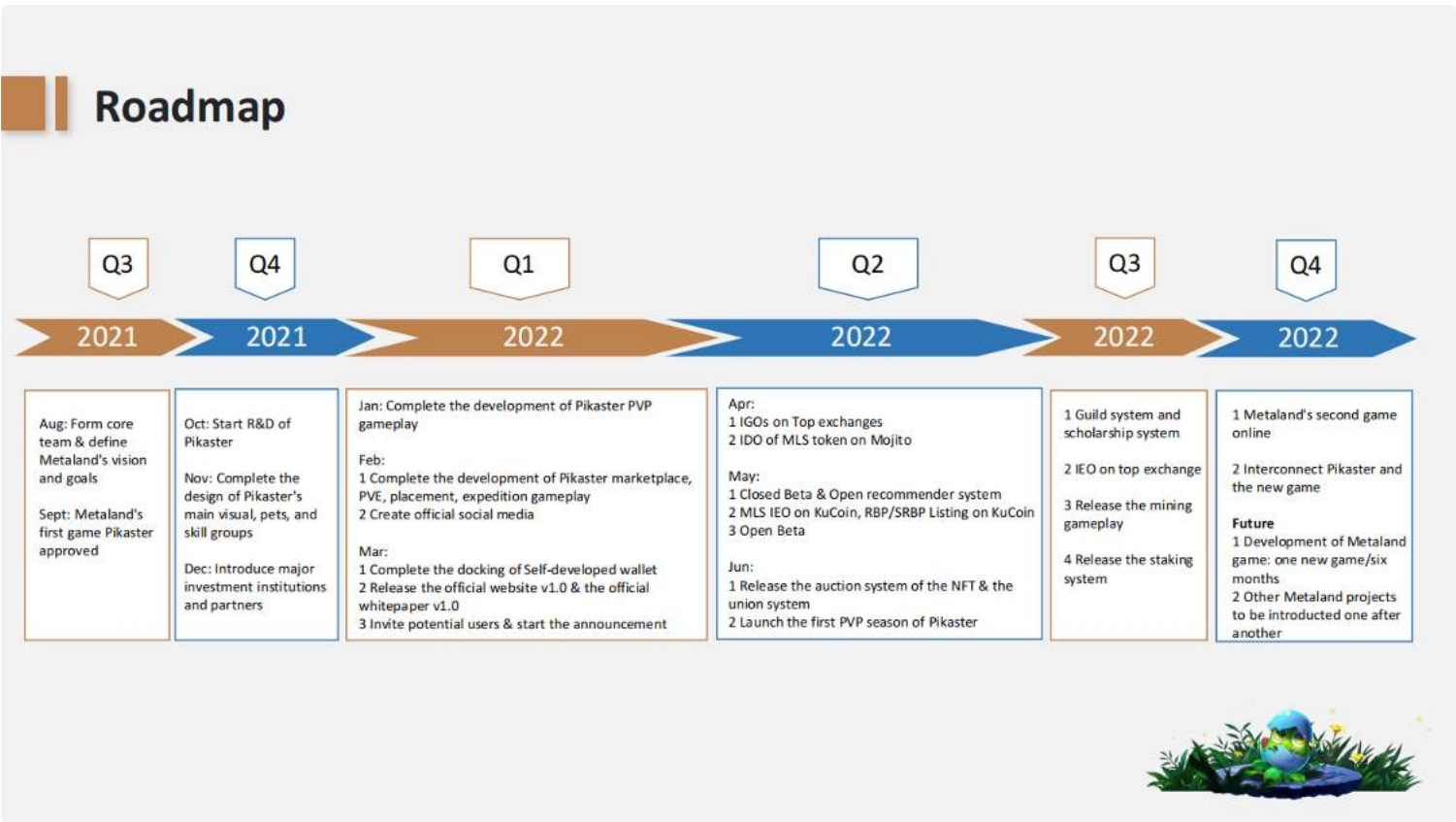
# Looking Forward

⋮



Metaland's economic vision is DAO-based. We will focus on developing and balancing the economy among players. All platform revenues will go into R&D and Marketing, so as to further enhance the community. Developers will earn benefits through their ownership of \$MLS. All resources of Metaland are in the form of tokens and NFTs, which players can trade in open markets and our marketplace.

Metaland is dedicated to protect the IPs in each of the project being developed.



Our roadmap looking ahead

# Gameplay

⋮



Pikaster is a card-based NFT battle strategy game. The game is committed to fairness in competition: players are required to use their tactics and strategies to engage in battles, paying attention to the functionalities of different cards and the NFTs attributes.



# Basics

⋮



**Pikaster** is a turn-based strategy card game where players use NFTs to engage in battles.

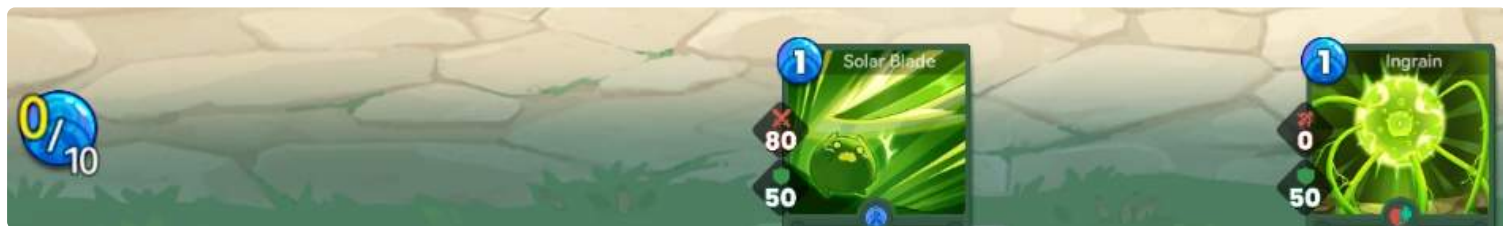
**Classes:** *grass, bug, water, lightning, fire and fighting*

**Restrains between classes:** Classes exhibit restraining relationships - grass restrains water, water restrains fire, fire restrains grass, grass and bug restrain water and lightning, water and lightning restrain fighting and fire, fighting and fire restrain grass and bug.

**Evolution:** Evolved NFTs have powerful and balanced attributes, so they will have a better performance in fights. Players can obtain an evolved Pikaster by merging NFTs, or via breeding with a relatively low probability(naturally-evolved).

# Game Mechanics

⋮



Total energy available(left) and energy required to use a skill card (top left of each card)

1. A player chooses 3 to 5 Pikasters to enter a battle: 3 pikasters will begin the line-up. When one of them is defeated, the back-up Pikasters will then enter the battle accordingly.
2. At the beginning of each turn, each player will initially get 6 random skill cards and 3 Energy. Once both players are ready by clicking the "Battle" button, the match will begin immediately.
3. The first use of the skill card will consume 2 Energy, and then Energy will increase by 1 to 2 every turn.

# Battle Modes



**PvP Battles:** our online matchmaking system in PvP enables players to battle. If you defeat your opposing player, you will be rewarded with game tokens and the corresponding PvP points. According to the PvP leaderboard, the top 500 players in each season will receive MLS rewards.

**PvE Adventures:** Players indulge in an adventurous experience and will be rewarded with game tokens if they win the battle.

**World Trees:** World Trees are upgraded in order to provide blessings to NFTs, where NFTs can be selected to upgrade their particular attributes. By upgrading the World Trees, points will be accumulated in the leaderboard and generating Weekly and Seasonal Rewards.

**Guilds:** Players are free to join a guild and fight in groups in the guild's territory. Handsome rewards will be distributed upon guild wars victories.

**Weather Conditions:** Different weather conditions can enhance or restrain different class attributes. For example, under the searing sun; all fire-related skill effects will receive a boost. However, when the searing sun is coupled with a rainy day, this will result in a foggy weather which subsequently strengthens bugs and certain water attributes.



# Tokenomics

:

The 3-token model



**Three types of tokens will be issued:**

**\$MLS:** MetaLand Shares, the governance token in Metaland.

**\$SRBP:** Super Rare Ball Portion, the rare game token in Pikaster.

**\$RBP:** Rare Ball Portion, the regular game token in Pikaster.



\$MLS



\$SRBP



\$RBP

With the 3-token model, Pikaster seeks to slow the inflation problem that commonly plagues Game-fi projects. The adoption of dual game tokens will enable our team to superiorly manage in-game inflation: In the case that an in-game token shows an inflationary trend, a higher consumption and conversion can then be adjusted with the second in-game token.

\$SRBP and \$RBP released in-game is the barebone of Pikaster's economy. Releasing rules for \$SRBP and \$RBPs have been designed to achieve economic sustainability. \$SRBP and \$RBP pre-minted are distributed almost entirely to players in-game. The team will only receive benefits from the ownership of \$MLS tokens.

Pikaster's NFT assets are mainly generated through breeding, which requires a certain amount of \$MLS, \$SRBS and \$RBS as materials.



# \$MLS



MetaLand Shares

MLS is the governance token in Metaland's universe and will be applied to all future games developed.

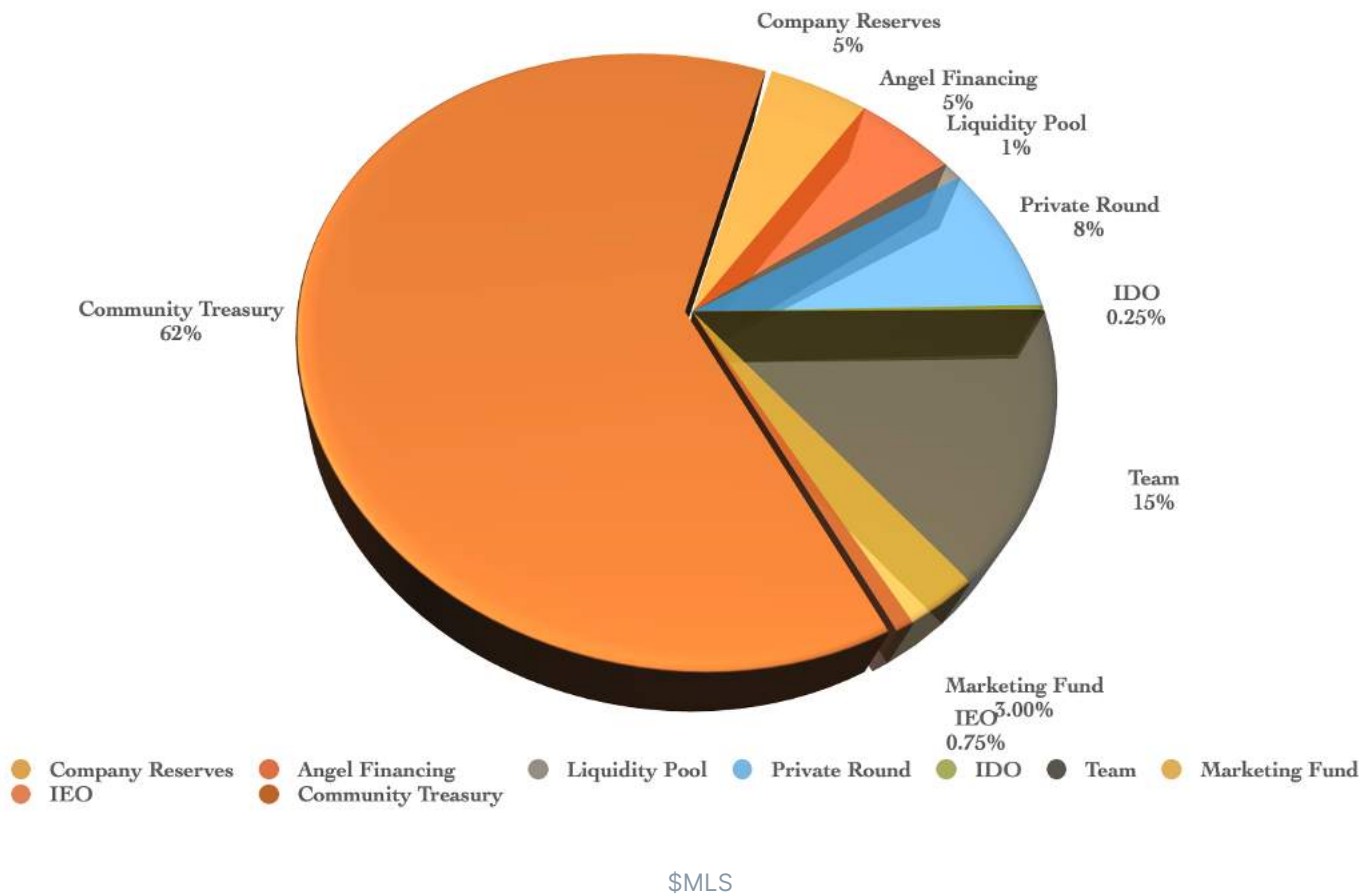
The supply of \$MLS is limited, with a total of **200,000,000** issued. \$MLS reflects the core value of its community. Holders of \$MLS will have community governance rights and enjoy value-added benefits with future developments of Metaland.

# Distribution and Vesting

:

A total of **200,000,000 \$MLS** will be issued.

Distribution plan and vesting schedule as follows:



Distribution	Total Supply	Percentage	Vesting Schedule
Company Reserves	10,000,000	5%	Not locked
Angel Financing	10,000,000	5%	15% will be unlocked the end of the IDO, 5 subsequent quarter, quarter, and all will b
Liquidity Pool	2,000,000	1%	Not locked
Private Round	16,000,000	8%	6.25% will be unlocke end of the IDO, and a
IDO	500,000	0.25%	Not locked
IEO	1,500,000	0.75%	Unlock 25% immediat the next 6 months
Team	30,000,000	15%	6.67% will be unlocke be unlocked every si unlocked in 4 years
Marketing Fund	6,000,000	3%	Not locked
Community Treasury	124,000,000	62%	Not locked; to be rel according to release

The Community Treasury is the main source of \$MLS in the game. We have established a release model of the Treasury, with the rate of release declining year-by-year, and have formulated the recycling rates of \$MLS; ensuring that \$MLS can hold its value in the future.

We will also support \$MLS Staking: allowing players to share the fee-profits generated from the platform.

✔

Company Reserves Public Address: 0x337E5461fa1e99871a9C893e78bd9851e5ba1759

Marketing Fund Public Address:  
0x18AAAd1890e7d686d77d36CcB382b042b783e0C62

# Release and Rewards⋮

The Community Treasury will reserve 62% of the total amount of \$MLS issued, totaling 124,000,000 MLS, which will be released at a declining rate year-by-year. The amount to be released in the first year is determined according to our propreitary Data Model. From the second year onwards, the decline coefficient of the amount released is 7.6%+(n-1)\*1.2%; the annual output in the fifth year is 12,825,996, and the annual output in the tenth year is 5,358,511.

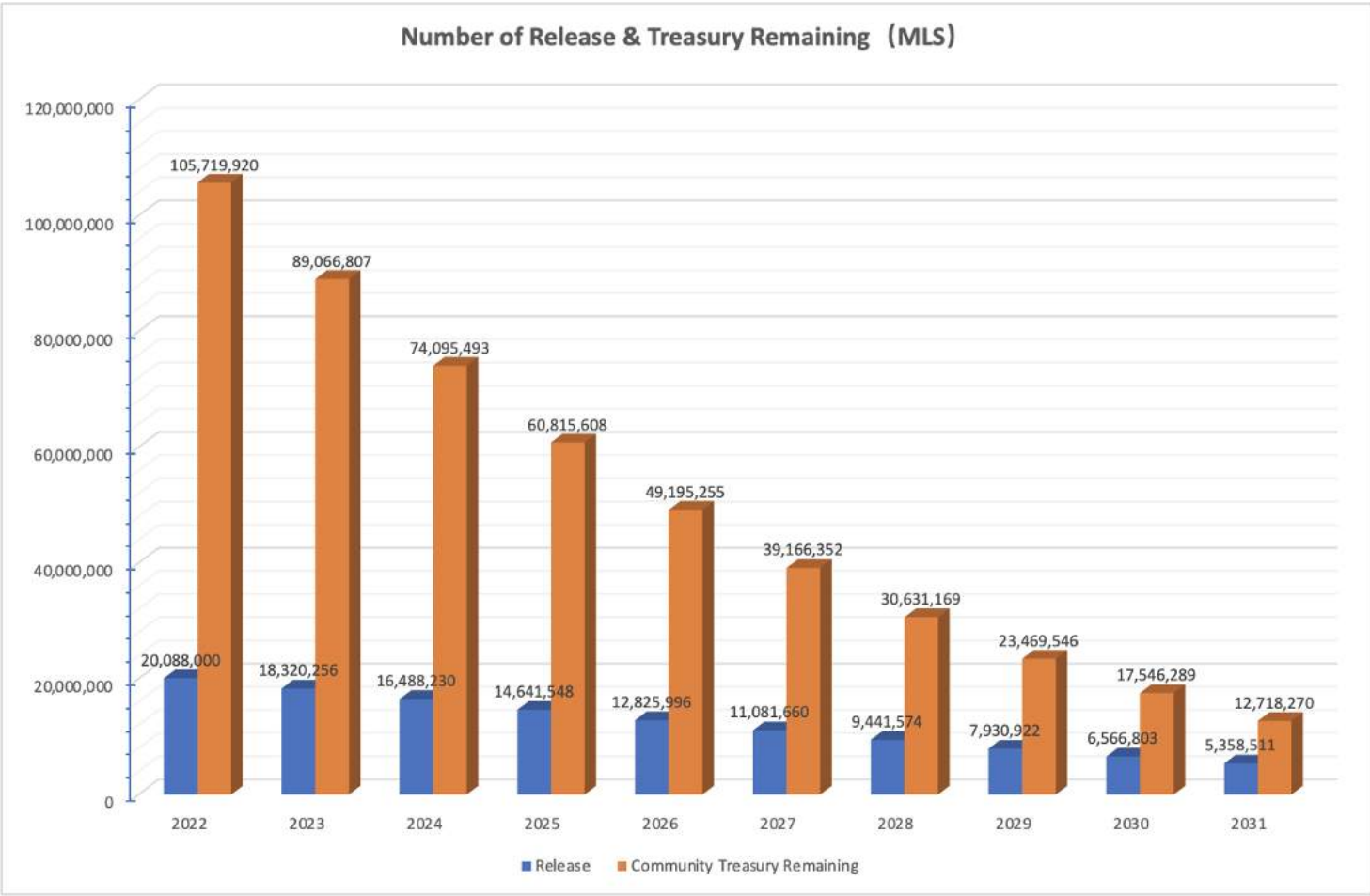
**Game Recycling Rate** = \$MLS consumed in the game in the current year, divided by \$MLS released in the current year. The recycling method is mainly in the form of new NFTs generated through breeding.

**Platform Recycling Ratio:** Platform Recycling Ratio is increased year-by-year, and the theoretical growth coefficient is (n-1)\*0.2%+3%.

**Total Recycling Rate** = Game Recycling Rate + Platform Recycling Ratio; if the Total Recycling Rate is controlled within the range of 15%-20%, then such rate will be deemed as appropriate and satisfactory.

**Return Ratio** = 50% of the recovered \$MLS will be returned to the Community Treasury, and the other 50% will go to our bonus pool to be used as bonus rewards for community players.

Year	Release Factor	Release Amount	Game Recycling Rate	Game Recycling Amount
--				
2022		20,088,000	15.0%	3,013,200
2023	91.20%	18,320,256	15.0%	2,748,038
2024	90.00%	16,488,230	15.0%	2,473,234
2025	88.80%	14,641,548	15.0%	2,196,232
2026	87.60%	12,825,996	15.0%	1,923,899
2027	86.40%	11,081,660	15.0%	1,662,249
2028	85.20%	9,441,574	15.0%	1,416,236
2029	84.00%	7,930,922	15.0%	1,189,638
2030	82.80%	6,566,803	15.0%	985,020
2031	81.60%	5,358,511	15.0%	803,776
...				



The actual released amount of \$MLS ultimately depends on the transaction volume and the number of active players of the platform, and will fluctuate within a certain range. The specific released amount is determined by the given algorithm. At present, there are four ways for players to obtain \$MLS within the community:

1. Entering the top 500 of PVP Arena Rankings;
2. Entering the top 500 in the Referral Ranking (within the duration of the referral program);
3. Participating in the Pikaster Tournament;
4. Stake \$MLS to obtain dividends



# \$SRBP / \$RBP



A total of **1,000,000,000 \$SRBP** and **10,000,000,000 \$RBP** are produced.

\$RBP is the basic in-game token, which players will earn in their daily gameplay. The amount of \$RBP that can be earned by players varies, depending on the player's NFTs holdings.

\$SRBP is the scarce in-game token and players will earn them in advanced gameplay. Their output will be very limited. Players must deeply participate in advanced gameplay to earn them.

The NFTs of the game must be generated through breeding, and the breeding process will consume a certain amount of \$RBP and \$SRBP. These consumed tokens will be recycled to the Game Vault as reserves for future releases.

# Release and Stability

The Game Treasury reserves almost all \$RBP and \$SRBP, accounting for 97% of the total amount issued. \$SRBP will be scarce in the early stage. The following is the release rule of \$RBP/\$SRBP. The amount released in the first year is calculated according to the model, and the amount of subsequent releases will increase by 5% every year, which will be the upper limit of the annual release of \$RBP/\$SRBP.

**Breeding-Recycling Ratio:** amount of \$RBP/\$SRBP consumed in breeding in the current year, divided by the amount of \$RBP/\$SRBP released in the current year. We expect that the Breeding-Recycling ratio will decline as the game matures.

**Gameplay - Recycling Ratio:** amount of \$RBP/\$SRBP consumed in the game in the current year , divided by the amount of \$RBP released in the current year.

**Platform Recycling:** the platform determines the recycled amount of \$RBP/\$SRBP according to the Recycling Model.

**Return Rate:** 80% of the recycled \$RBP and 50% of the recycled \$SRBP will be returned to the Game Treasury, and the other 20% \$RBP and 50% \$SRBP will be distributed as special in-game incentives. The specific distribution logic will be announced to players.

The actual released amount of \$RBP/\$SRBP is ultimately determined by the given value of gameplay participation and gameplay output. It is fixed such that the annual release limit cannot be exceeded.

\$RBP/\$SRBP will be heavily used in breeding and NFTs evolution. We will continue to pay attention in monitoring the recycling rate of \$RBP/\$SRBP, ensuring the rate is within a healthy range. Once that a significant imbalances arise, the platform will use its profits to recycle \$RBP/\$SRBP and return them into the Game Treasury, and we will lower the output further if necessary. We have made certain restrictions on the initial \$RBP/\$SRBP output design, as follows:

Year	Release Factor	Release(10k)	Breed Recycling F
--			
2022		436,500	25.0%
2023	45.0%	299,788	23.5%
2024	50.0%	231,769	22.0%
2025	55.0%	171,323	20.5%
2026	60.0%	121,520	19.0%
2027	65.0%	82,989	17.5%
2028	70.0%	54,749	16.0%
2029	75.0%	35,007	14.5%
2030	80.0%	20,872	13.0%
2031	85.0%	11,531	11.5%
2032	90.0%	5,857	10.0%
2033	95.0%	2,708	8.5%
2034	100.0%	1,127	7.0%
2035	100.0%	395	5.5%
2036	100.0%	132	5.5%

Year	Release Factor	Release(1k)	Breed Recycling F
--			
2022		436,500	30%
2023	45%	279,360	29%
2024	50%	199,703	27%
2025	55%	133,450	26%
2026	60%	83,328	24%
2027	65%	48,565	23%
2028	70%	26,379	21%
2029	75%	13,326	20%
2030	80%	6,244	18%
2031	85%	2,706	17%
2032	90%	1,080	15%
2033	95%	380	14%

# Buyback and Burning



Our team is dedicated to achieve price stability of our tokens, hence, will use the revenues from fees generated in-game for our Buyback & Burn Program. Details on the buyback and burn are published on Pikaster's official website.

**Burning:** Tokens from buyback will be burnt. No less than 80% of the tokens consumed via breeding, evolution, World Trees and etc will be burnt.



# NFTs - Pikaster



**A total of 19,210 NFT Genesis Eggs were minted.**

**Our previous IGO results:**

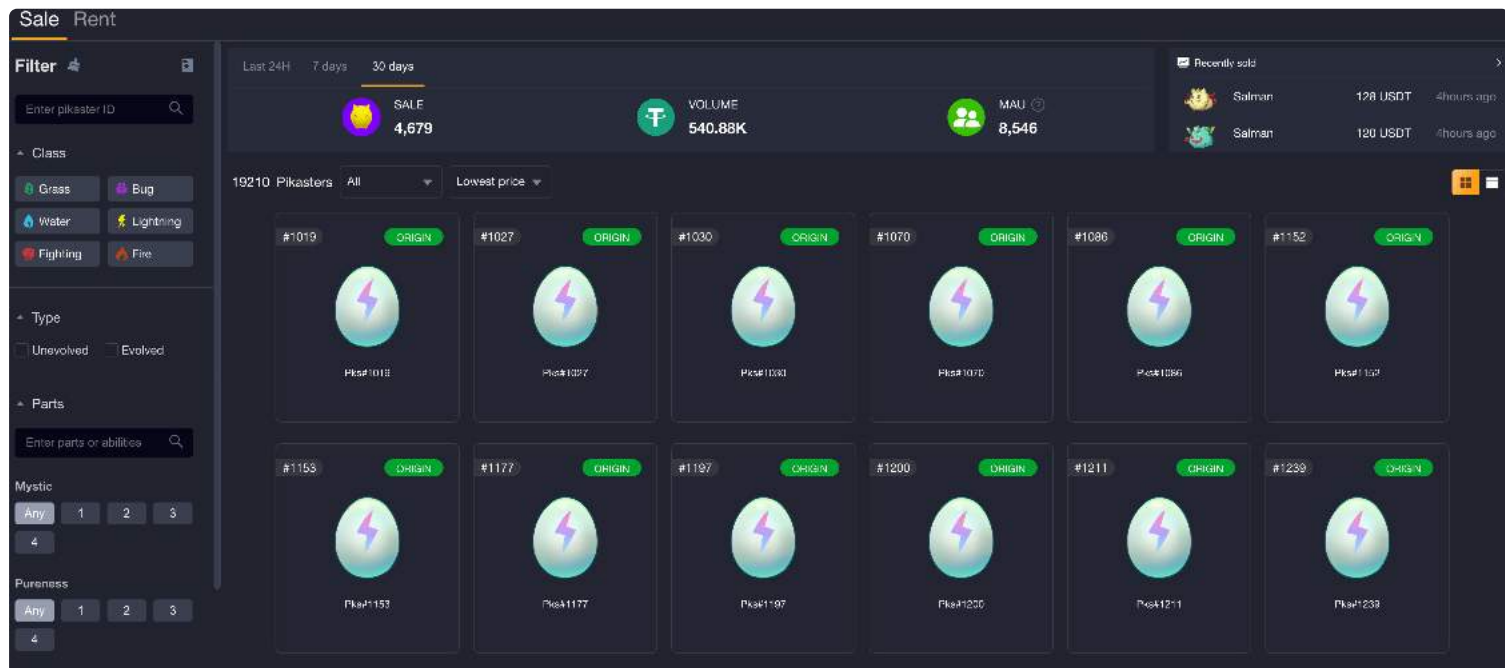
3,000 eggs sold in the first round at \$30

1,000 eggs sold in the additional round at \$30

15,000 eggs sold in the second round at \$60

A total of 200 eggs were released for marketing purpose

Visit the [Official Marketplace](#) to buy them !





# Characteristics

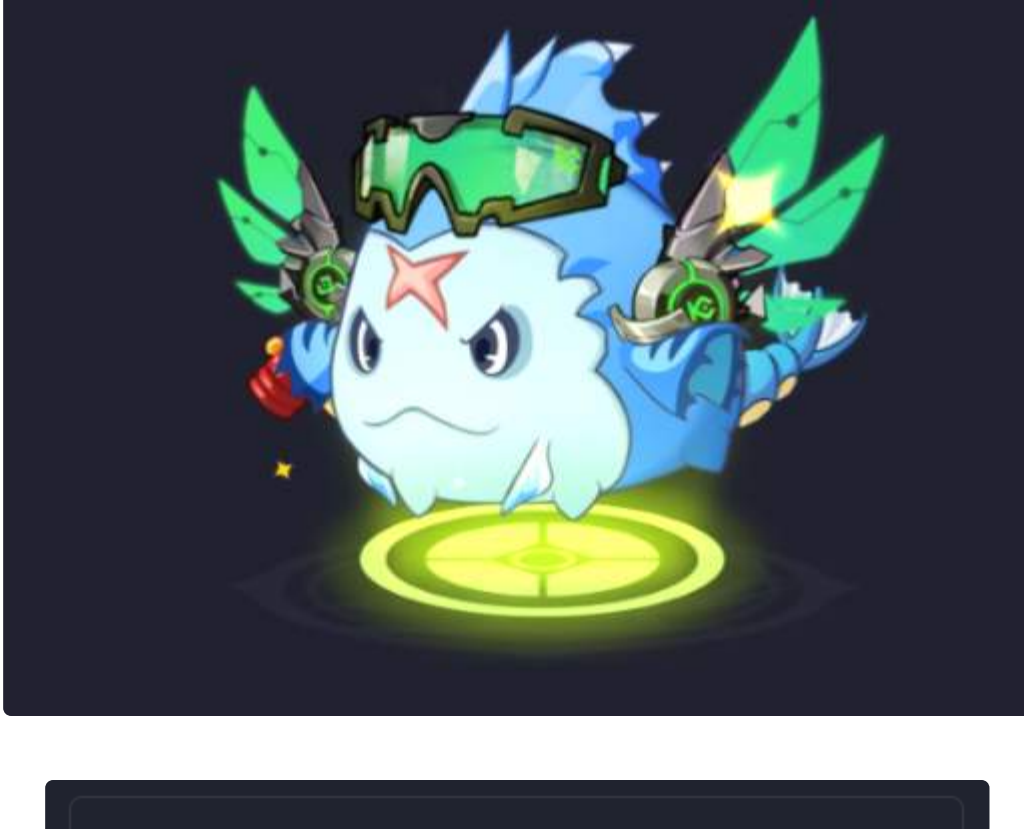
Body Parts, Class, Attributes, Pureness, Rage

## What is Pikaster?

Pikaster is a digital NFT that can fight and breed in the Pikaster world. The following introduction will guide you to choose the your perfect Pikaster.

## Body & body parts

A Pikaster consists of one body and four body parts (head, wings, weapon, and tail). The body provides the base attributes, and each body part provides a corresponding skill. In the early stages of the game, a certain number of mystic body parts (with KuCoin tags) were auctioned. These mystic body parts are relatively stronger by nature.



Body and Body parts

**Body:** Firechar

**Body parts:** Devil, Cyber Guns, Yellow Duck and White Fox's Tail

## Classes

**There are six classes:** grass, bug, water, lightning, fire, and fighting.

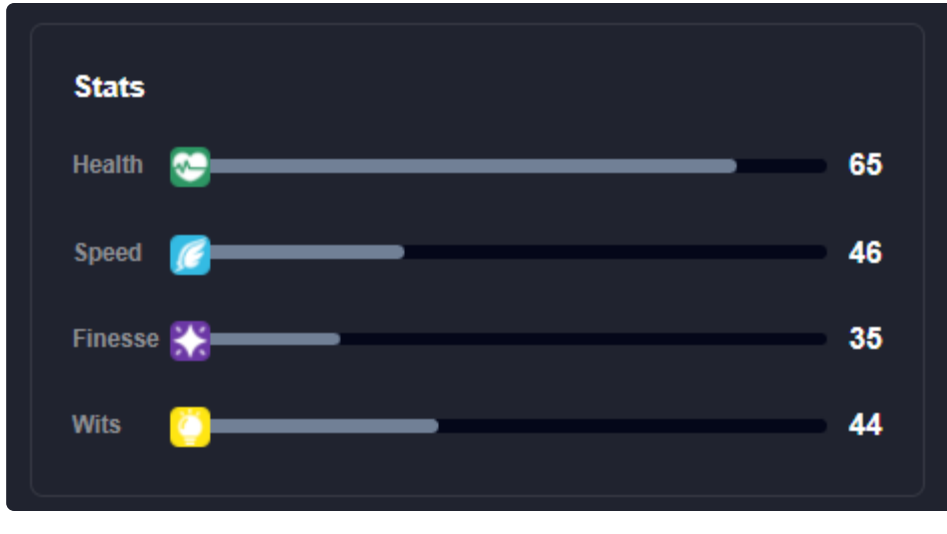
**Restraint Mechanism between classes:**

- \***Grass** restrains **water**
- \***Water** restrains **fire**
- \***Fire** restrains **grass**
- \***Grass and bug** restrain **water and lightning**
- \***Water and lightning** restrain **fighting and fire**
- \***Fighting and fire** restrain **grass and bug**

## Attributes

**There are four types of attributes:** Health, Speed, Finesse, and Wits.

Total attributes = body attributes + 4 body parts attributes



4 attributes

**Health:** It determines the HP of an NFT.

**Speed:** It determines the order of launching an attack.

**Finesse:** It determines the damage when you land a critical hit.

**Wits:** It determines the probability of regaining rage points. Each attack may or may not return any rage points. The higher the Wits are, the higher the probability of regaining rage points. When the Wits reach 60 points, each attack will return 1 extra rage.

## Classes' main attributes:

**Grass:** Health+Wits

**Bug:** Health+Speed

**Water:** Speed+Health

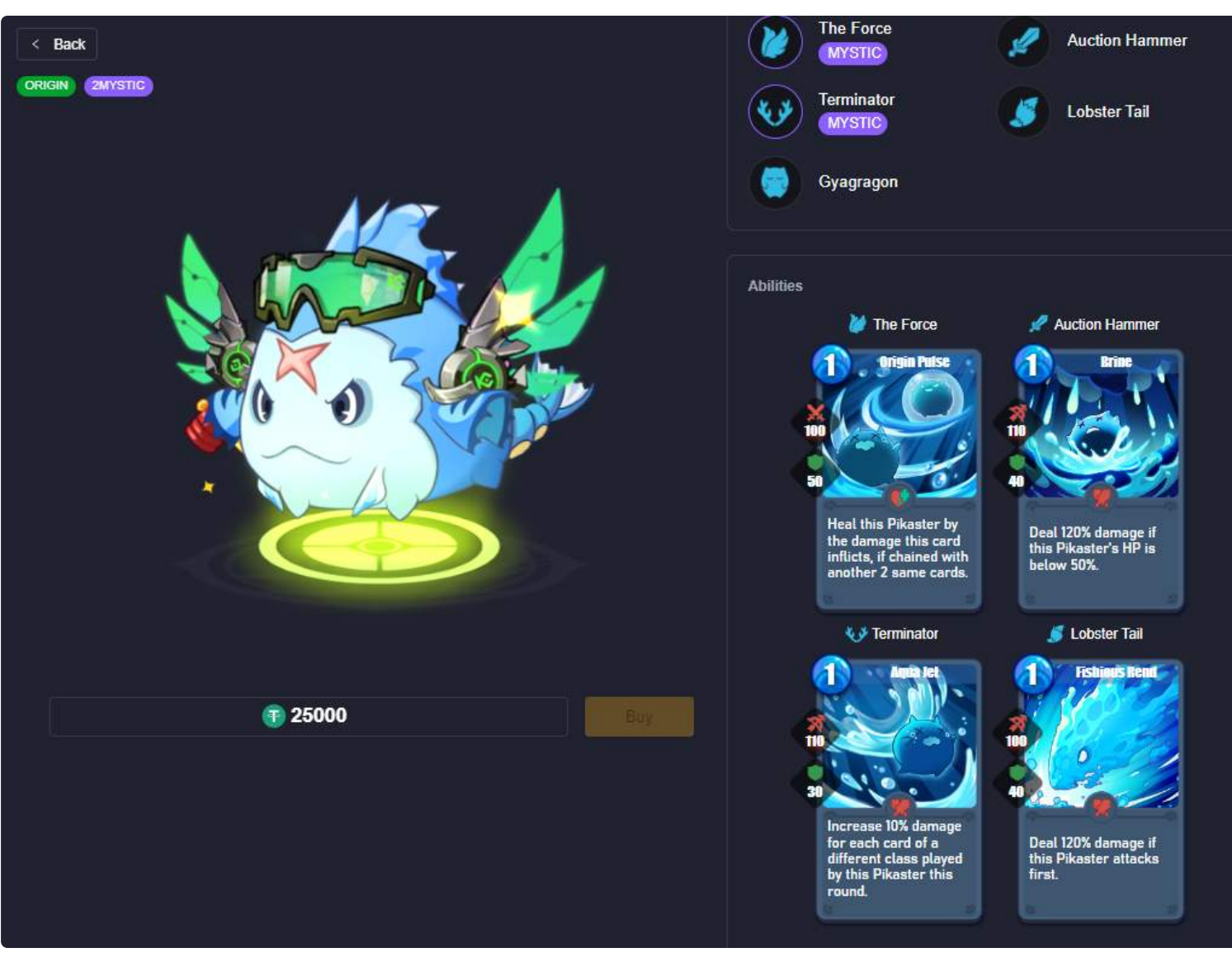
**Lightning:** Speed+Wits

**Fighting:** Wits+Speed

**Fire:** Wits+Health

## Pureness

A Pikaster consists of one body and four body parts. Pureness means how many body parts share the same class (colour) as the body.



Using the example above, 3 body parts share the same class (colour) with the body, which means this NFT has 3 points of Pureness. For reference, a pure NFT one will obtain a 15% increase in attack as compared to an impure NFT, assuming they use the same skill card.

## Rage



Each Pikaster has 5 rage slots. When the rage slots are full, Pikaster will launch a critical hit in the next attack.

**How to gain rage points:** At the end of each turn, each Pikaster will gain 1 rage point automatically. Besides, the Pikaster will gain 1 or 2 rage points based on its Wits after each attack.

## Naturally-evolved NFT

Players have a certain chance of getting an evolved NFT from eggs (Not to be confused with post-evolution NFTs). The general attributes of a naturally-evolved NFT will be higher than the normal one.

## How to choose your Pikaster?

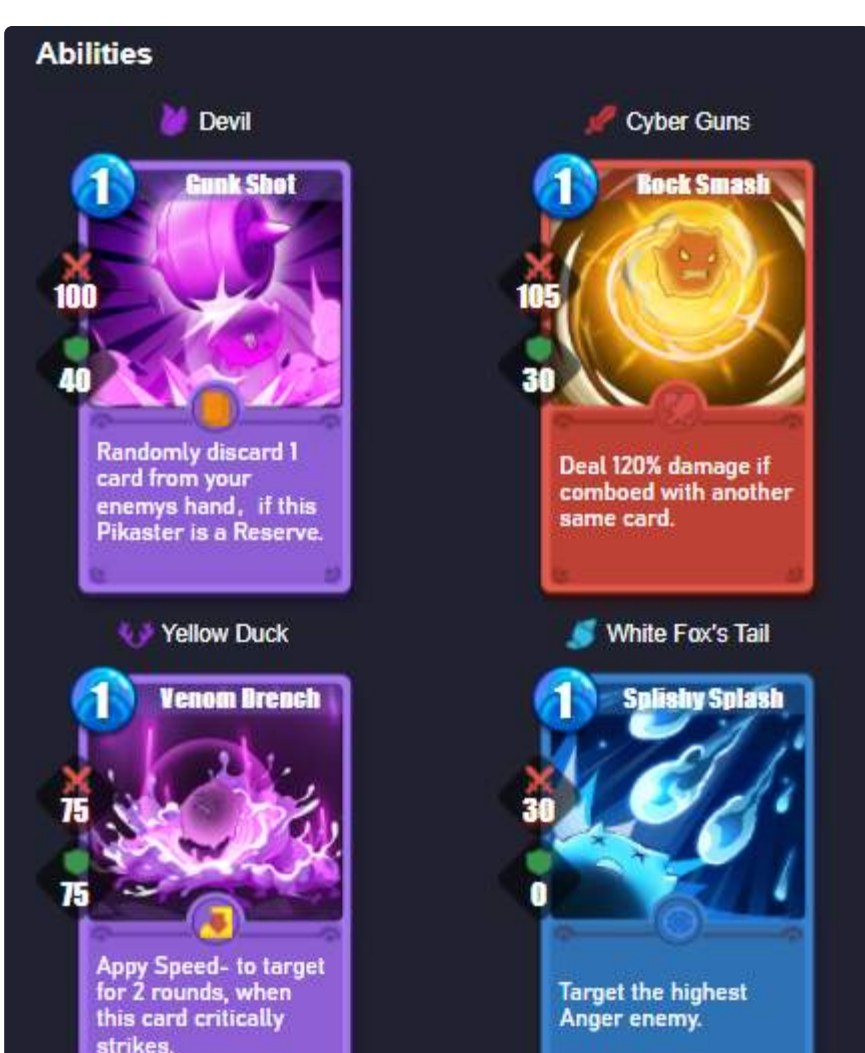
Players need at least 3 Pikasters to participate in battles. Pikasters can be obtained by breeding, or purchases from the [official marketplace](#).

## Team

There are five battle positions, where two of the Pikasters are substitutes. Players are flexible in adjusting their positions as well as the line-up order. For example, you can put two Pikasters with high HP in the front row to take the damage, or you can put one Pikaster on the field earlier and another Pikaster as a substitute to ensure that there is always a Pikaster to protect the back row.

## Skill

A skill comes from each body part (head, wings, weapon, and tail). These skills also share the restraint mechanism between classes.



Skill cards

**Grass:** Decontrolling, healing and gaining energy.

**Bug:** Poisoning, causing stun and reflecting effects.

**Water:** Launching critical hits and gaining HP.

**Lightning:** Causing high damage with high speed.

**Fighting:** Regaining rage points and easier to launch critical hits.

**Fire:** Ddiscarding, causing fear and stun.



# Breeding



Using 2 NFTs, players can breed a new NFT, while the NFTs parents will remain. Breeding requires to consume different amounts of RBP, SRBP and MLS.

Each NFT can be bred a maximum of 7 times. With the breed count increases, so as the tokens needed to be consumed.

**The following shows the relationship between Breed Counts vs Costs. Note that breeding involves 2 NFTs parents, and the cost below refers to the cost for each parent NFT:**

Breed Count	Cost		
	RBP	SRBP	MLS
/			
1	280	12	20
2	360	15	20
3	450	18	20
4	675	28	20
5	1000	28	20
6	1530	28	20
7	4600	60	20

Breed count vs Cost summary



# Vitality



Vitality is a concept to be understood as the "health of NFTs" and plays a pivotal role in the economic model of Pikaster - by incentivising players to re-invest and recycle their earnings partially back into the game. It sets the cornerstone to ensure the game's vibrancy and long-term sustainability.

When participating in PvP battles, players need to exchange portions of the NFTs' Vitality into Stamina. When Vitality is less than 5% of the total Vitality, that particular NFT cannot be used for any battles, PvE nor PvP.

These "retired" NFTs can then be used as evolution materials or sold in the marketplace.

## **Vitality:**

Non-evolved NFTs: 20,000

Evolved NFTs: 25,000

## **Vitality and Evolution materials**

NFT without full vitality amounts to 1 evolution material

NFT with full vitality amounts to 4 evolution materials

# Stamina

NFTs require Stamina to participate in PvP battles (but not required for PvE)

As mentioned in the [Vitality](#) section, Stamina can be obtained by exchanging Vitality. Each time when Vitality is exchanged into Stamina, lucky draws will appear and the number of lucky draws obtained will depend on the amount of Vitality being exchanged.



The more NFTs are possessed, the more total Stamina is available. Maximum Stamina is capped at 15 NFTs.

The followings show the relationship between number of NFTs owned and the total Stamina that can be converted:

NFTs	Stamina (convert from vitality)
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20
11	22
12	24
13	27
14	30
15	33

No. of NFTs vs Stamina to be converted

# Evolution

Evolution levels, methods of evolution and advantages of evolution

**Evolution levels:** Pikasters exist in pre-evolved status and post-evolution status. There are in total 7 levels in evolution. NFTs reaching evolution level 7 can continue to evolve, but evolution level will be capped at 7. Each evolution will reset the Pikaster's Vitality.

**How do you evolve:** While in evolution, players will need to select an eligible NFT to evolve. Then , players are required to feed the evolution process with NFTs which has lost more than 95% of their Stamina, at the same time fueling the process with RBP and SRBP.

				Cost		
Evolution Levels	Vitality	Vitality cost for each conversion	Arena earning boost	Evolution materials	RBP	SRBP
0	20000	1000-1500	0%	0	0	0
1	25000	1000-1500	3%	4	25	1
2	25000	1000-1500	5%	4	35	3
3	25000	1000-1500	6%	4	55	7
4	25000	1000-1500	7%	4	95	15
5	25000	1000-1500	8%	4	160	32
6	25000	1000-1500	9%	4	210	50
7	25000	1000-1500	10%	4	260	68

Evolution levels and the associated earning boosts and costs

## Advantages of evolved NFTs

**Higher returns:** Evolved NFTs have higher Vitality and generate higher returns from battles.

**Higher attributes:** Evolved NFTs have higher attributes. After the initial evolution, the NFTs' attack and defence will increase accordingly. Attributes will only increase going from level 0 to level 1 in evolution. Attributes will not benefit from evolution post level 1.

**Recovering Vitality:** After an evolution, NFTs will completely recover their Vitality.

**Dominating effect:** Higher level of evolved NFTs will have a dominating effect on lower level of NFTs, however, dominating effect is constant(i.e fixed), regardless of evolution level differences. Therefore, an evolution level 6 vs an evolution level 3, will have the exact dominating effects as if level 5 on level 1.

	Vitality	Total attributes	Arena earning boost	Others
Non-evolved NFT	20000	190	0%	1. When a high-level evolved NFT battles with a low-level evolved NFT, it deals more damage and takes less damage from the low-level evolved NFT. Same as an evolved NFT versus a non-evolved NFT. 2. Evolved NFTs have exclusive cards' decoration.
Evolved NFT	25000	195	3% - 10%	

Evolved NFTs have advantages in Vitality, Total Attributes and Arena earning boost...etc



# NFTs Staking



**NFTs staking is available for NFTs only when one of the following requirements is reached:**

- 1) The breed count is higher than 5
- 2) NFTs which possess mystic body parts
- 3) NFTs with an evolution level 4 or higher

Yields from staking are provided by tokens that were consumed during the breeding and evolution processes.

# Scholar System



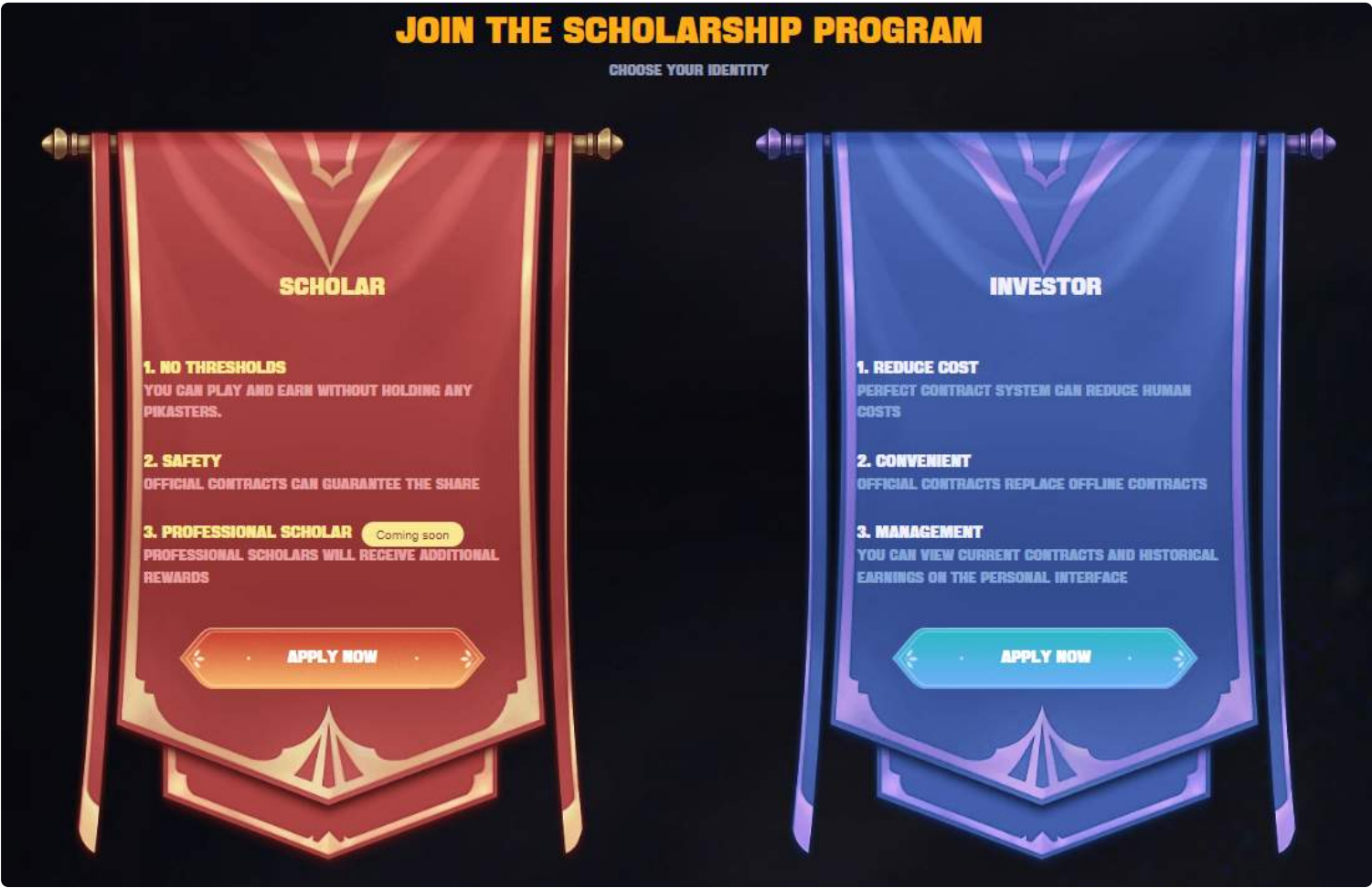
In our Scholar System, there are two roles: Investors and Scholars. Each player can become either Investor or Scholar and the choice is irreversible per account. A contract is set between Investor and Scholar, where Investors essentially provide their NFT assets to Scholars for gameplay. In return, Investors and Scholars split the in-game earnings. The platform will take a 10% services fees from the earnings.

Each contract lasts for 30 days. Earnings can be derived from PvE, PvP, Boss Challenge and Tasks.

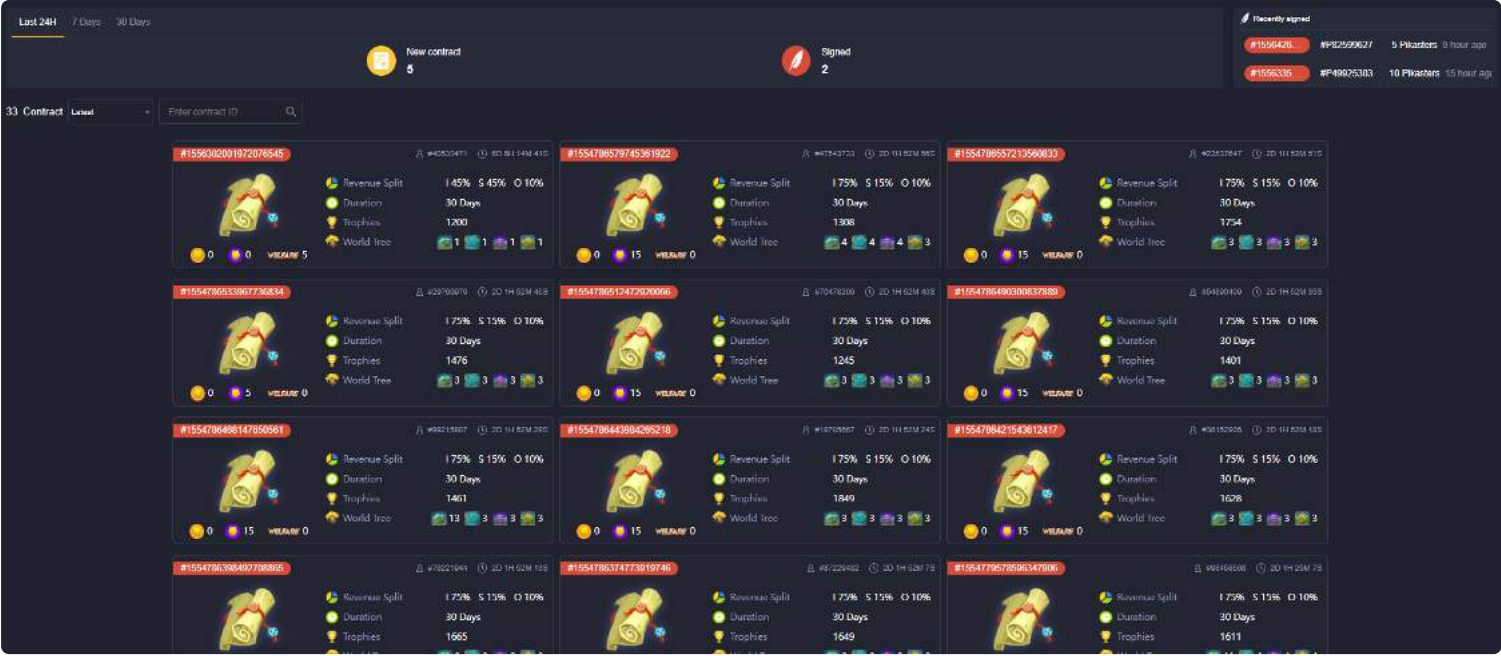
Scholars can upload their “resume” in their own account page and apply for contracts issued by investors. Scholars cannot initiate the termination of contracts.

Investors can issue contracts and terminate contracts as they wish. Once the contracts are terminated, earnings are distributed immediately between Scholars, Investors and recycling in-game.

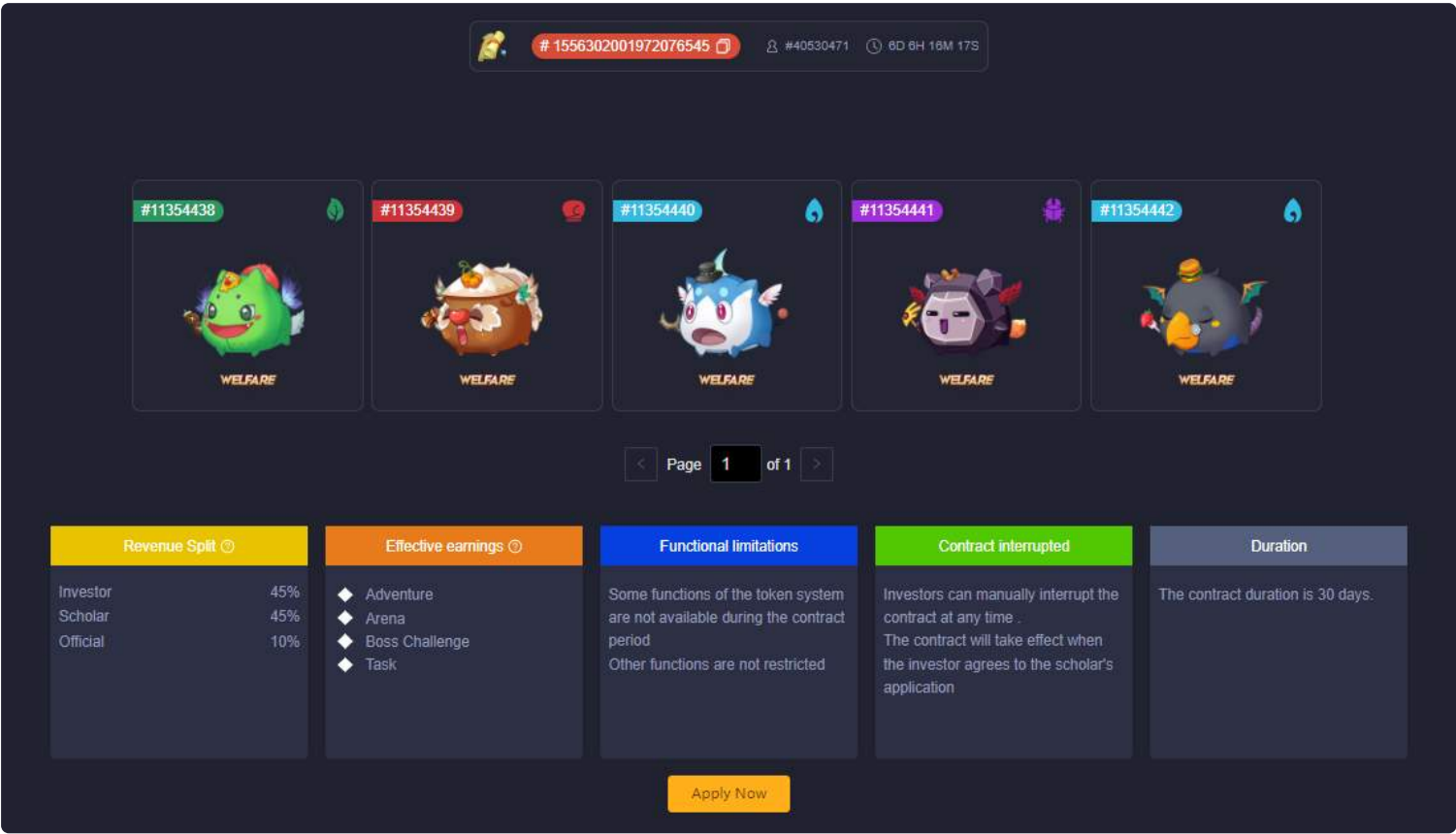
By creating a set of sub-accounts, Investors can allocate their NFTs assets and create contracts for Scholars. The main account is then used to manage the Investor's NFT assets.



Creating a linkage between Scholars and Investors



A dynamic list of contracts available



An example of a Scholar contract

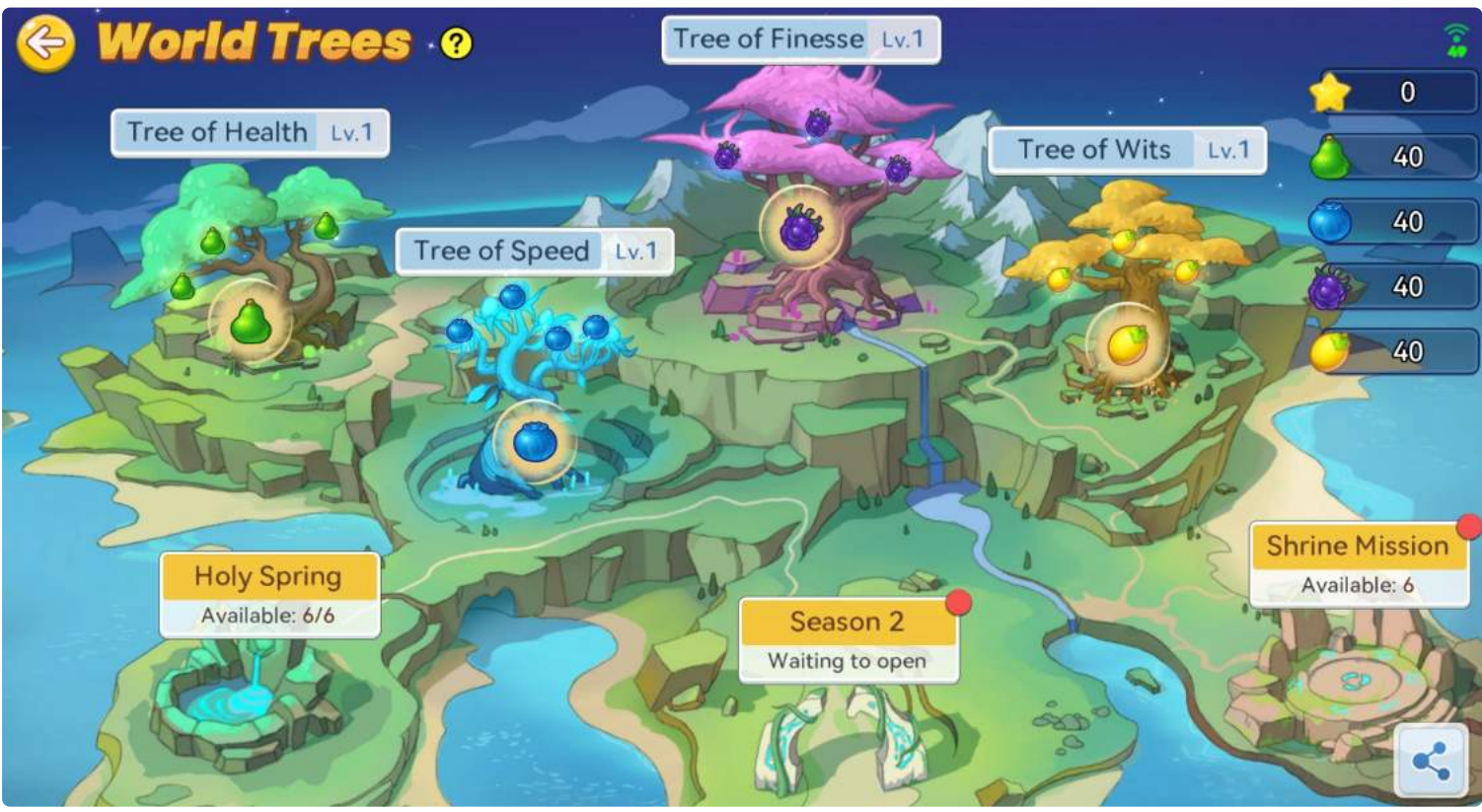


# In-Game Photos

...



Home



World Trees



Boss Challenge



Guild list



NFT Marketplace



PvP Arena



PvE Adventures list



PvE in-game battle



# Join Pikaster

⋮



🌐 Website <https://www.pikaster.com>

🐦 Twitter <https://twitter.com/PikasterNFT>

📠 Telegram <https://t.me/Pikasterofficialchat>

📺 Youtube <https://www.youtube.com/channel/UCBzOz-FBEf64E4iQLUHesaw>

📖 Medium <https://medium.com/@pikaster2021>

🗨 Discord <https://discord.gg/pikaster-official>



# Audit Report & Contract & Public Wallet

⋮

## Audit Report

[https://github.com/peckshield/publications/tree/master/audit\\_reports/PeckShield-Audit-Report-Pikaster-v1.1.pdf](https://github.com/peckshield/publications/tree/master/audit_reports/PeckShield-Audit-Report-Pikaster-v1.1.pdf)

## \$MLS

0x974E54266708292383C2989DCA5FDbb115666D4f (KCC)

## \$PKS(NFT)

0x420FFeA7CB9d0c06C178a1485478d4C3B29055da (KCC)

## \$RBP

0x0293f1b44aa052e3c3f6fc6078276ed36268e182(KCC)

## \$SRBP

0x44deccb4e1d356418581b58956f9efc806e15e84(KCC)

## Market Wallet-1

TTgd1mvZHhVxa3Ek1PpE4uJLCNWtDkKApd

## Market Wallet-2

0x18AAAd1890e7d686d77d36CcB382b042b783e0C62