👨‍💻MetaDOS Overview

The world's first blockchain-enabled battle royale game.

Welcome TimeKeeper! Here you'll find some useful information about MetaDOS, the free-to-play-to-own Battle Royale game that combines fast-piece gameplay and Time-as-currency concept.

Whether you're a seasoned esports competitor or a novice player, our wiki is the ultimate resource for diving into the game's economy and gaining valuable insights from our vibrant community.

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Shooting Games and Blockchain

We developed the first mobile shooting game, Captain Strike ↗, 12 years ago and had the first 1M users within 2 months. The game was inspired by Counter Strike, and we wanted to bring the amazing team-deathmatch experience to mobile devices. It was a huge success for us with a lot of experience and lessons. The players were so loyal that they are still requesting us to bring the game back until now.

Five years later, in 2017, we develop Bullet Strike ↗, one of the world's first mobile battle royale games (before Free Fire or PUBG Mobile). We received a lot of attractions in the alpha version with almost 10,000+ CCU and the game was featured on many news sites. Unfortunately, we were an indie developer and were not backed by Garena or Tecent. During that period, our approach to financial and technological aspects was inadequate, prompting us to transition our gaming model to a more casual style.

In both our shooting games, the players lost all of their items and currencies when the game closed. They couldn't trade the ones they owned as well. Now, blockchain makes it all possible. MetaDOS represents a groundbreaking era for battle royale games, operating solely on the blockchain. Its innovative features empower players to collectively steer the game's future and take ownership of its direction. The power of blockchain technology in game economies enables gamers to truly embrace asset ownership and presents a magnificent opportunity for them to be rewarded for their unwavering dedication and passion. MetaDOS is more than just a standalone battle royale game; it represents an entire universe of interconnected games that share a unified economy, NFTs, and ownership structure.

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A Better Web3 Gaming Experience

We're here to create an ecosystem of amazing MetaDOS gaming experiences with community and player-owned economies as foundational pillars. But we don't do that by sacrificing player gaming experience. Using our new blockchain network, DOS Chain, and the battle-tested economy and gameplay design of MetaDOS, we aim to solve the main issues in web3 gaming:

- The inflation of the token and NFT economy
- The poor onboarding process negatively impacts players, particularly those on web2 platforms.
- Low quality and fun. Players only play to earn.

Our approaches and solutions will be detailed in the next sections of this wiki.

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