

JONNY BOY
METABORG
FIGHT TO SURVIVE

A project by Giovanni Motta

ISSUE N° 01

**NIFTY
GENESIS
DROP
TOKE
NOMICS
AND
MORE**

JONNY BOY
METABORG
FIGHT TO SURVIVE

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STORY

2024...

HUMANITY HAS BEEN DESTROYED BY A
DEADLY PANDEMIC CREATED IN A LABORATORY,
ONLY THE MALE KIDS AND A NAMELESS LITTLE GIRL
HAVE SURVIVED.

THE SURVIVORS HAVE NO MEMORY OF THE PAST,
THEY LIVE IN SMALL NEIGHBORHOOD GANGS
AND KNOW ONLY ONE LAW:

THE LAW OF THE STRONGEST.

FIGHTING TOURNAMENTS ARE ORGANIZED
EVERYWHERE AND THE COMMON HOPE IS TO
QUALIFY FOR THE METABORG, THE
WORLD'S MOST IMPORTANT FIGHTING
TOURNAMENT TAKING PLACE IN
KAPITALE, THE CITY OF DESTINY.

THE WINNER OF THE METABORG WILL FACE THE
LITTLE GIRL, THE WARRIOR GODDESS.



Nifty Gateway

A project by **Giovanni Motta**

JONNY BOY METABORG FIGHT TO SURVIVE

GENESIS DROP

7 JULY

ISSUE N° 01

Free PDF for reading on metaborg.com

Every collector of this historic launch will be a Fighter Collector.

Free PDF for reading on metaborg.com

1 - Ranked Auction

"NEVER NEXT"

Video loop

30 minutes
Limited edition 9 pieces

2.000 dollars
reserve price

2 - Limited Edition

"ALWAYS"

Video loop

30 minutes
Limited edition 50 pieces

999 dollars
each

3 - Open Edition

"ALONE"

Still image

15 minutes
Open edition

99 dollars
each

The first two classified collectors will receive one edition of the Artwork "ALWAYS".

BENEFITS

Fighter Collectors who purchase an edition of "NEVER NEXT" will receive:

- 1 - One free Diamond Metaborg Manga NFT and one edition of future issues.
- 2 - Golden Box Gadget with:
 - Limited edition of Metaborg physical Manga printed, signed.
 - Limited edition Physical poster signed.
 - Screen printed stickers package (n° 7 pieces).

FUTURE BENEFITS:

- 3 - WHITE LIST for the Metaborg Manga NFT issue #2 (DEC 2022)
- 4 - WHITE LIST for the Metaborg Manga Collection project (140 individual ArtPages) that make up the Manga (October 2022)
- 5 - WHITE LIST for the MetaFighters Collectibles project (February 2023)

BENEFITS

Fighter Collectors who purchase an edition of "ALWAYS" will receive:

- 1 - One free Gold Metaborg Manga NFT and one edition of issue #2.

FUTURE BENEFITS:

- 2 - WHITE LIST for the Metaborg Manga NFT issue #2 (DEC 2022)
- 3 - WHITE LIST for the Metaborg Manga Collection project (140 individual ArtPages) that make up the Manga (October 2022)

BENEFITS

Fighter Collectors who purchase one of this edition will receive:

- 1 - Pass to mint one Metaborg Manga NFT on www.metaborg.io for the price of 0,1 ETH

FUTURE BENEFITS:

- 2 - WHITE LIST for the Metaborg Manga NFT issue #2 (DEC 2022) for Fighter Collectors who have minted a NFT Metaborg Manga issue #1

The Metaborg Manga NFT is a numbered edition consisting of:



The number of Metaborg Manga NFTs minted on www.metaborg.io



The number of Metaborg Manga NFTs given away to Fighter Collectors who purchased "NEVER NEXT" and/or "ALWAYS"

NFT Metaborg Manga has 3 different rarity versions. Good luck!!!

WWW
METABORG
COM

A project by Giovanni Motta

JONNY BOY
METABORG
FIGHT TO SURVIVE

JULY 2022

ISSUE N° 01

METABORG MANGA NFT - NUMBERED EDITION

The Metaborg Manga NFT is a numbered edition that will be minted by Fighter Collectors during the Nifty Gateway Drop on July 7, 2022.

It is a 140-pages NFT that will be randomly delivered to Fighter Collectors in 3 different versions (After mint only)



Cover A - ORIGINAL

Inside pages
in black and white

2 color pages included

140 pages

65%
of the
numbered
edition



Cover B - GOLD

Inside pages
in black and white

8 color pages included

140 pages

25%
of the
numbered
edition



Cover C - DIAMOND

Inside pages
in black and white

16 color pages included

140 pages

10%
of the
numbered
edition



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JONNY BOY METABORG FIGHT TO SURVIVE

OCTOBER 2022

ISSUE N° 01

METABORG MANGA COLLECTION

This collection consists of 134 unique Artworks that will be released in October 2022.

These are the 134 ArtPages of Metaborg Manga - Issue #01 - available with a rarity filter that qualifies them from one to five stars.

Pages with five stars are the rarest. Also available within this special edition will be 3 color ArtPages, which are very valuable and rare.

★☆☆☆☆ 54 ArtPages
★★☆☆☆ 40 ArtPages

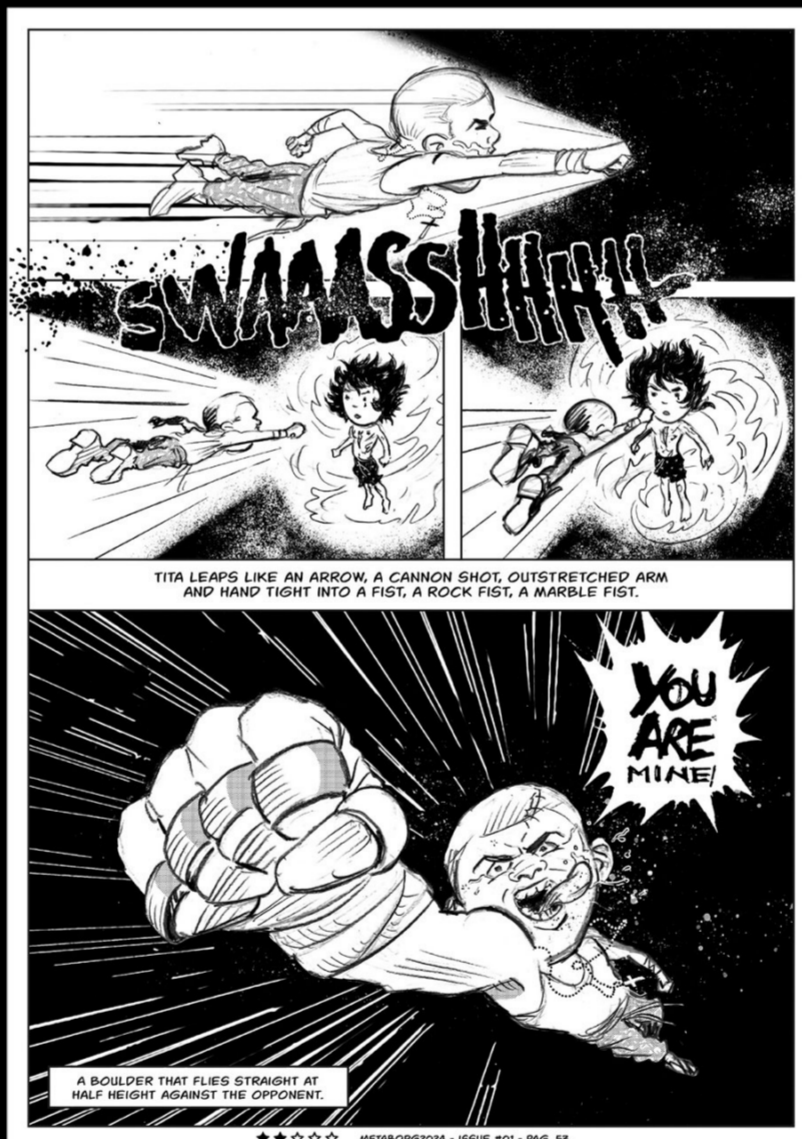
★★★★☆ 20 ArtPages
★★★★☆ 13 ArtPages

★★★★★ 4 ArtPages
★★★★★ 3 Color ArtPages

Example of "One Star" NFT manga Page



Example of "Two Stars" NFT manga Page



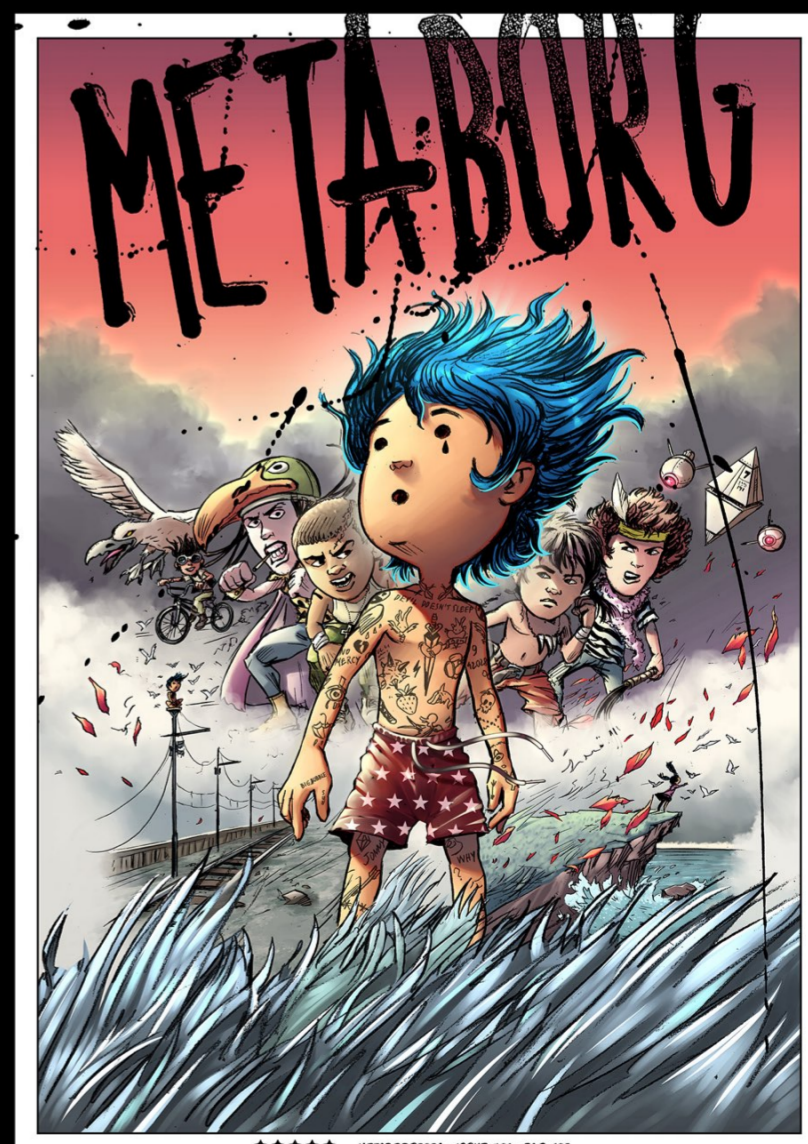
Example of "Three Stars" NFT manga Page



Example of "Four Stars" NFT manga Page



Example of "Five Stars" NFT manga Page



Example of "Five Stars Color" NFT manga Page



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JONNY BOY METABORG FIGHT TO SURVIVE

FEBRUARY
2023

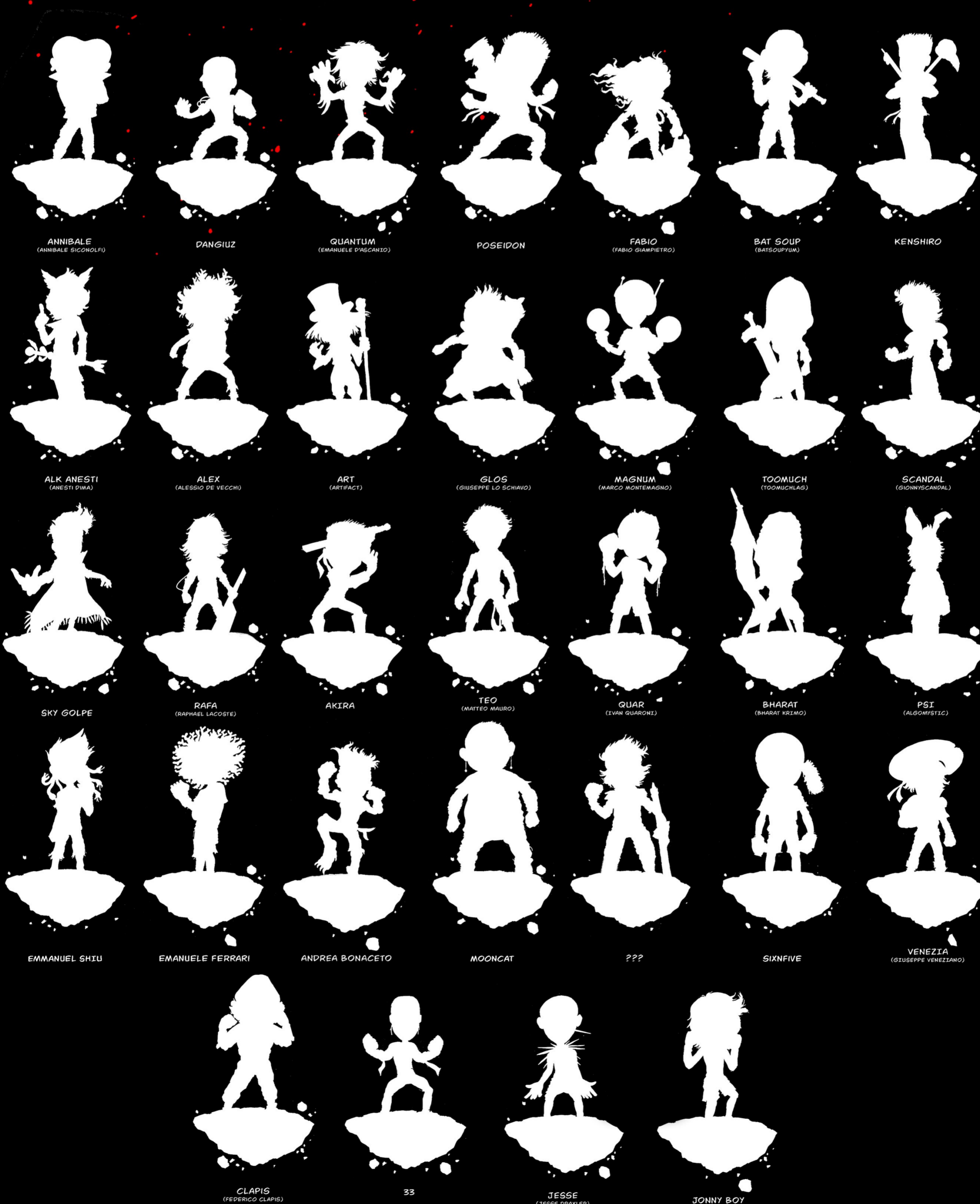
COLLECTIBLES

METABORG METAFIGHTERS COLLECTIBLES

32 legends of the crypto world, 32 fighters.

This collectibles consists of 32 characters design that will mix to form a group of 2024 NFTs

These MetaFighters will face each other in legendary fights but only one will be the winner



FIGHTERS



ANNIBALE
(ANNIBALE SICONOLFI)



DANGUIZ



QUANTUM
(EMANUELE D'ASCANZO)



POSEIDON



FABIO
(FABIO GIAMPIETRO)



BAT SOUP
(BATSOUPLYUM)



KENSHIRO



ALK ANESTI
(ANESTI DIMA)



ALEX
(ALESSIO DE VECCHI)



ART
(ARTIFACT)



GLOS
(GIUSEPPE LO SCHIARO)



MAGNUM
(MARCO MONTEMAGNO)



TOOMUCH
(TOO MUCH LAG)



SCANDAL
(SIONNYSCANDAL)



SKY GOLPE



RAFA
(RAPHAEL LACOSTE)



AKIRA



TEO
(MATTEO MAURO)



QUAR
(IVAN QUARONZI)



BHARAT
(BHARAT KRIZMO)



PSI
(ALGONMYSTIC)



EMMANUEL SHIU



EMANUELE FERRARI



ANDREA BONACETO



MOONCAT



???



SIXNFIVE



VENEZIA
(GIUSEPPE VENEZIANO)



CLAPIS
(FEDERICO CLAPIS)



33



JESSE
(JESSE PRAXLER)



JONNY BOY

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INFORMATION



POSEIDON



DANGIUZ

All warriors will receive their original MetaFighter Collectibles for free.

This is an example of the final result.



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Metaborg. Fight to Survive - by Ivan Quaroni

Many contemporary artists have been inspired by the world of comics, but not many have actually drawn comics. We can recall, for example, those made by Robert Williams, the father of Lowbrow Art, for Zap Comics, Robert Crumb's magazine that hosted the best of the underground counterculture of the late 1960s, from Victor Moscoso to Rick Griffin, S. Clay Wilson to Spain Rodriguez. There are Gary Panter's forays into Slash Magazine between 1977 and 1980 and the graphic novel Jimbo's Inferno. Also memorable are Raymond Pettibon's beginnings on the fanzine Captive Chain at the end of the seventies, before his definitive transition to the world of art. In the East, there are mangas created by Aya Takano, who shows at Kaikai Kiki, the fertile factory created by superstar Takashi Murakami who also produced anime for the music and fashion industries. The list of artists who have tried their hand at telling a comic story certainly doesn't end here, but it's not that long.

Making a comic requires skills that usually an artist, be it traditional or digital, or both, as in Motta's case, doesn't necessarily possess. In fact, you have to invent a story, you have to write it and, above all, you have to draw it, panel after panel, table after table. Giovanni Motta succeeded because he has always been a planner, one who has never left anything to chance, who has never basked in the romantic idea that improvising something is enough to create a work of art. Furthermore, additional motivation came from the idea of expanding the universe of the character who's the protagonist of all his works, Jonny Boy, making him live in the temporal dimension of a story, not only in the still images of his paintings on canvas or, again, in the short, wonderful, digital videos. Giovanni Motta wanted not only to broaden his field of action as an artist, as he had already done by extending his research from analogue to digital art but also to bring Jonny Boy into a larger space, which in the future could affect new areas of creativity.

But who is Jonny Boy? He is the personification of the inner child, the condensation of all that is precious, innocent, vital in a person's soul, the reservoir of all enthusiasm, the sancta sanctorum of creativity itself. He looks like a child with a surprised expression, one of those characters you might find in a Japanese manga or anime. Giovanni Motta is a fan of manga and anime and for this story he was inspired by the Shonen genre, a term that derives from the Japanese magazines dedicated to male adolescents, which include stories of fights and battles. Motta grew up, like all children born in Italy in the seventies, watching Japanese cartoons on TV, but he was also a passionate reader of manga such as Ashita no Jo, Dragon Ball, and Berserk where the theme of the affirmation of the individual takes the form of the fight that the protagonists wage with themselves through the opponents they meet in the ring or on the battlefield. Giovanni Motta's comic can be read as a metaphor for the initiatory journey of inner and spiritual evolution, spiced with all the typical elements of post-apocalyptic fiction blended with his childhood memories. The result is a sort of phantasmagoric bio-graphic novel in which fictional characters, but also eminent figures of Crypto Art, above all artists and collectors, appear transfigured into a band of ruthless warriors and wrestlers, each of whom has a costume, a name, or a disguise that reveals their true identity.

Metaborg. Fight to Survive is a comic book of almost 140 pages, whose tables, all rigorously drawn by hand and then reworked with Photoshop on a graphic tablet, are read in the western way, from left to right. It's a dystopian story based on the most classic premise, the end of the world as we know it.

In 2024, humanity was destroyed by a deadly pandemic that left only boys alive, except for a mysterious, nameless girl. The survivors, who remember nothing of their previous life, gather in small neighborhood gangs and obey only one law, that of the strongest. Everywhere, in this world in ruins, collapsed under the weight of irresponsibility, fighting tournaments are organized to qualify for the Metaborg, the most important championship that takes place in Kapitale, a devastated megalopolis on the outskirts of which is the suburb of Innocent Land, the scene of the events of Jonny Boy and a handful of the most bizarre and memorable characters.

All the kids in Innocent Land belong to one of the four local gangs in the neighborhoods of Plaza, St. Kristin, C-Popolo, and Stazion 11. They spend most of their time training, chasing the dream of one day participating in the Metaborg, the only social elevator in a pulverized reality, but also the only opportunity to meet the nameless girl, the only survivor of the female gender. In this Wasteland, which is also a sort of geographical symbol of puberty, the evolutionary age in which the personality of individuals is formed, technology takes on the disturbing forms of Karonte, a drone that records and broadcasts all the qualification tournaments, as well as functioning as referee.

The first episode of what promises to become an exciting saga, reveals the context in which the adventures of Jonny Boy, the leader of the Stazion 11 gang, unanimously considered one of the strongest and most unpredictable fighters, take place. His twelve-year-old body is strangely covered with tattoos (no less than seventy-five) of which he does not remember the origin. But how can a child's body be tattooed like that of an adult who has lived a long life? There's something mysterious, in fact, in the identity of Motta's hero, in which the carefree candor of the Puer Aeternus, the perennial child of Ovid myths, co-exists with the calm reflexivity of the Senex, the old sage with the body marked by symbols of the experience accumulated in his existence that should logically be very long.

This is an enigma of which the artist - as a good narrator - postpones the solution, reserving it perhaps for future developments in history.

The other characters, leaders of the neighborhood gangs competing for the right to qualify for the Metaborg, are Tita, from the Plaza gang, Giako, from the C-Popolo gang, and Magogah, from the St. Kristin gang, each characterized by particular physical abilities and by a series of deadly skills. Tita has monstrous strength and fingers covered in hard plastic rings that act as brass knuckles. Giako's punches are lethal and his steel leg is as sharp as an awl. Magogah is agile and fast, wields a nine-tailed cat, and can produce powerfully dazing farts. Jonny uses a simple Yo-Yo but has a skill that no one possesses: mental clarity, that perfect knowledge of himself and of his abilities, which allows him to devise the most inventive and unexpected of moves every time. In the scenes of the clashes that take place in Kovo, the local arena of Innocent Land, an elevated structure supported by a scaffold on which are erected scraps of advertising posters from the previous era, debris of a capitalist society by now waned, Giovanni Motta gives proof of having a wild fantasy that reaches, and often goes beyond, the dimension of the surreal. They aren't boxing matches, karate, kung fu, ju-jitsu, or any other martial discipline known in the old world, but fierce fights in which practically everything is valid, where violence becomes a form of invention and creativity.

Scrolling through the pages of Metaborg, one is amazed by the precision and detail of the landscape and urban backgrounds, the meticulous description of the characters, the knowledge of anatomy and movements, the constant visual use of onomatopoeia and, above all, the skilled use of framing, characterized by cinematic cuts: the results of hundreds and hundreds of hours spent designing and typesetting the fantastic tables of this comic, of which it would be a real shame to reveal all the surprises it has in store. Suffice it to say that one of the most epic clashes sees Jonny Boy fighting the mysterious Zukk, a name that refers to a famous American computer entrepreneur, and that, finally, among the heroes and villains that anticipate the next episodes of the saga there are many well-known names in the NFT world.

With Metaborg Giovanni Motta does something more than a comic book for the blockchain era, in which he manages to connect his artistic research with a fantastic scenario full of references to the Crypto revolution. He manages to catapult us back in time, to the era of our happy childhood, to those afternoons, after school, in which we waited in front of the TV for the adventures of our favorite heroes to begin. A skipped heartbeat that only an artist like him could provoke, in love as he is with the innocence and beauty buried in the eternal child that lives inside each of us.