



**MORTAL SHIBA
KOMBAT**

MORTAL SHIBA KOMBAT

INTRODUCTION

MortalShibaKombat heralds a groundbreaking leap forward in the GameFi sector by debuting on the Solana Network. This innovative 3D play-to-earn game is set to revolutionize the gaming industry, serving as a catalyst for widespread crypto adoption and play-to-earn dynamics. With an ever-evolving ecosystem, MortalShibaKombat promises to captivate both avid gamers and visionary developers alike. This bold initiative is poised to accelerate the adoption of play-to-earn gaming, propelling the industry to unprecedented heights of success and innovation.

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ECOSYSTEM

How MSK is used for transactions within the ecosystem?

During matches, players will be required to pay some amount of MSK native tokens to have access to the match and benefit from the prize pool if they win. In case of a victory the player will get 85% extra tokens as a reward whereas the remaining 15% will be added to the ecosystem reward wallet. These MSK tokens paid into the project game wallet will be locked up and later added to the ecosystem reward wallet which will be used as rewards to keep promotional and marketing activities in the community at peak

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HOW DOES IT WORK?

P2E:

During matches, players will be required to pay up \$10-up to so on worth of MSK tokens to have access to the game and participate in the prize pool if they win. These MSK tokens paid into the project ecosystem reward wallet will be used as rewards to keep the play to earn, promotional and marketing activities in the form community competitions and bounties at peak. On each Victory players will get an extra 85% depending on the number of tokens they entered with

NFTS

NFTs will be minted subsequently using our tokens as well as Sol. All the NFTs sold will be used to do Burns / Future Marketing. Players will be required to purchase these Nfts as character. When the Player wants to play the game, they will need to connect their wallets with our Blockchain game. If the NFT is available in his wallet only then the user can play the game and that character NFT will be displayed inside the game. After that the Players will be required to deposit tokens in game wallet. Both parties are required to deposit 10\$ up to any amount worth of MSK tokens in the game wallet. So, when both the parties deposit tokens in a pool the match will begin. Winners will get the 85 percent amount of total money whereas the remaining 15 percent will be used for marketing or burn purposes

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LEVEL OF NFTS

LEVEL 1

Level 1 NFTs will have the lowest power among all the NFTs. These will have the lowest Floor price, but players can still enter in the game having this NFT in their wallet. Level 1 NFTs will mostly be used for Giveaways and Competitions to show our love towards the community.

LEVEL 2

Level 2 NFTs will have high strike points and will have a slightly higher floor price. All the people that Participate in the Presale will

LEVEL 3

Level 3 NFT will have the higher Strike points as well as shields to protect from the incoming attacks. These will have a high floor price on launch, and they will be exceedingly rare, so players are advised to get their hands on them as early as possible. Although they have high powers but still you need to have good game skills to defeat your Opponent

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GAMEPLAY

Its a turn-based game similar like Axie infinity where both parties will attack each other with bombs and lightning powers. They can protect themselves with shields and can increase health with healing Potions. The higher the Rankof your NFT character, the higher the chance of you winning.

MERCHANDISE

Merchandise like skills, weapons, arenas, and characters will be sold with \$MSK tokens and remitted to the ecosystem/rewards wallet

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UTILITIES

CHARACTER STORE

The MSK token is required to purchase advanced characters with more skills and energy which enables the user to win more combats. Players can buy more characters with more Armor to quickly defeat and earn more tokens.

SKILLS STORE

You can use the MSK token to purchase more skills for your purchased character which enables the user to win more combats. Players can buy and add more skills to their players, making the fighting experience more exciting and enabling the player to win and get more tokens.

ARENA STORE

The MSK tokens are required to unlock advanced arena.

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UTILITIES

NFT STORE

Each NFT will have different skill sets and powers. Level 3 NFTs have the highest powers that can be bought using Bnb or MSK tokens which will give the players a higher chance of defeating their opponents and winning extra tokens.

SOLO MODE

In Solo Mode players will be playing against AI. The difficulty level for this mode is set as Normal where players will have a winning chance of 51%.

DUAL MODE

Two MortalShibaKombatants can decide to wager an agreed amount and battle for it, on which the winner takes an extra 85%.

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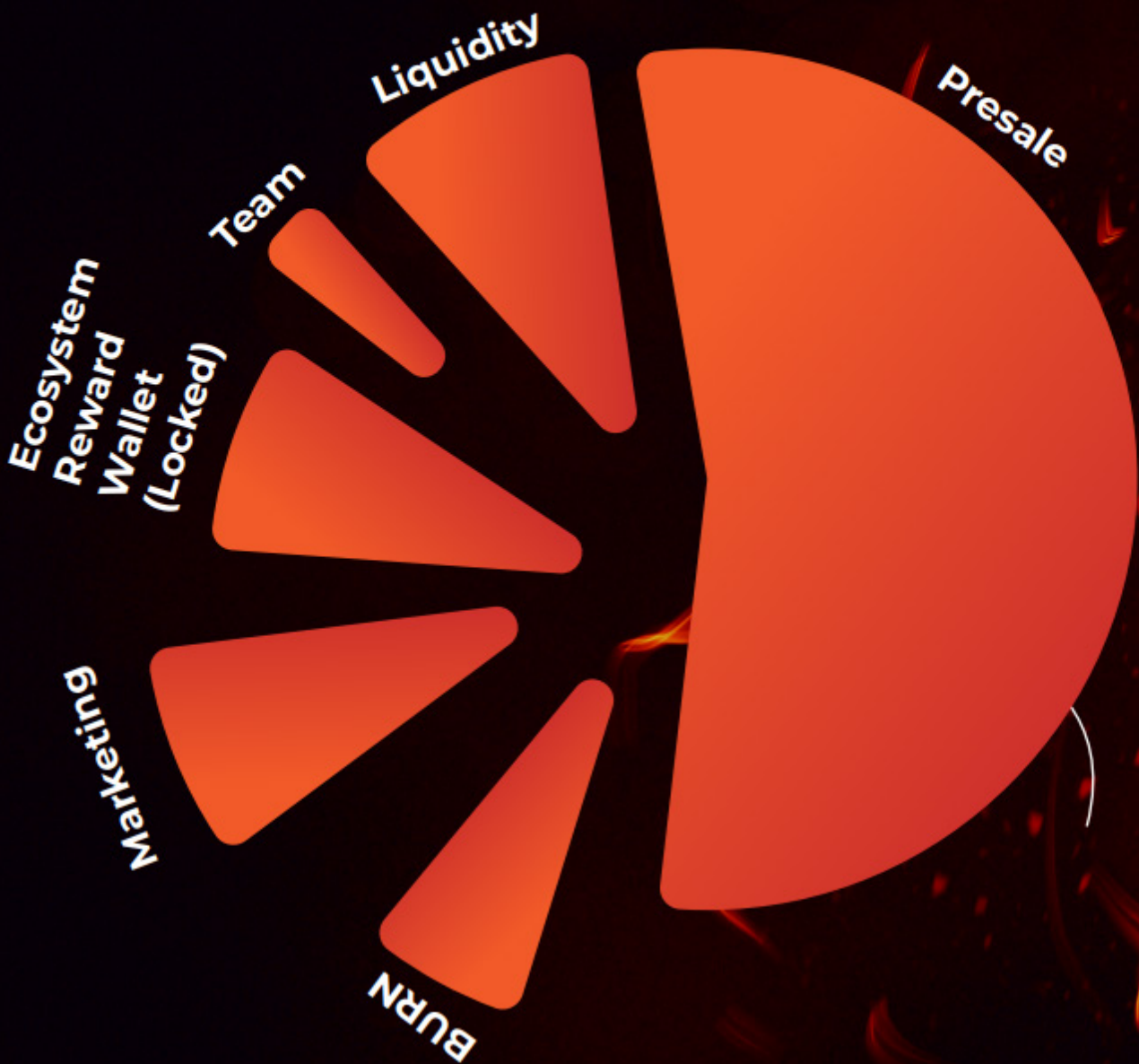
TOKENOMICS

NAME: MORTAL SHIBA KOMBAT
SYMBOL: \$MSK
SUPPLY: 10,000,000, (10 million)

Presale:	55%
Liquidity:	13%
Team:	2%
Ecosystem reward wallet (Locked):	15%
Marketing:	5%
Burn:	10%

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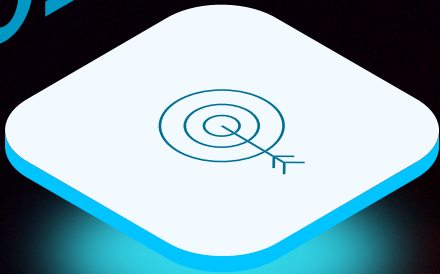
TOKENOMICS



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ROADMAP

01



PHASE 1

Idea Creation
Project team compiling
Project infrastructure Q3 – 2024
PC development build
Android development build
IOS development build

02



PHASE 2

Smart Contract deployment
Presale initialization.
Marketing and mainstream media engagement.
Social media Influencer partnerships.
Smart Contract deployment
NFTs minting

03



PHASE 3

Launch on Raydium dex
MSK dApp launch
Listing on CMC and CG
Android and iOS store uploads.
Mainstream media partnership. Q4 - 2024
New Roadmap release.

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SAFU BADGE AND KYC:

We will have an Audit, DOX and KYC badge

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DISCLAIMER

It is not intended to create or in any way put into effect contractual relationship through the information contained in this whitepaper. This whitepaper is primarily designed to provide relevant information to potential holders so that they can comprehensively analyse the project and make an informed decision.

Statements, estimates and financial information in this lite paper incorporate and consider certain known and unknown risk factors, which could affect estimated results in fact or influence them substantially, factually and significantly from those featured in forward looking statements.



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