



KATANA INU TOKEN WHITE PAPER

The Best ECO System for Traders, Artists, and Gamers.
Powered by DeFi and NFTs for your lifetime earnings.



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INTRODUCTION

Katana Inu (\$KATA) is an all-encompassing ecosystem for gamers and traders powered by DeFi and NFT. We aim not only to provide an avenue for entertainment and fun but also to serve as a platform that generates real income for its participants.

To achieve this goal, the Katana Inu ecosystem combines the elements of gaming and crypto, creating an enjoyable and rewarding experience for our players. Katana Inu was developed by Chain Vision Games, a group of Entrepreneur blockchain enthusiasts and traders from around the world.

Katana Inu NFT-Marketplace (A NFT-Marketplace for ALL)

A vital feature of the Katana Inu platform is its native NFT marketplace, which acts as a hub for trading NFTs (Non-Fungible tokens). Other games and digital artists from all over can use our NFT marketplace to sell their artwork for ETH, KATA, stablecoins, or their native token. At the same time, gamers and holders (of KATA) can also stake, purchase or trade in-game items like skins, weapons, and more which can be used while playing the game.

KATANA INU GAME

Katana Inu is taking a fresh approach to 3D gaming. With high-end graphics, photorealistic visuals, usable 3D Characters, and weapon models - all mintable as NFTs. The game modes available include an open-world Battle Royale and more competitive 5v5 team gameplay on smaller maps.

Every character in the game has a unique skill set and hidden abilities unlocked by completing specific challenges during gameplay. By bridging these interesting game concepts with the idea of NFTs, the Katana Inu game will deliver a pc-gaming experience unlike anything before.

Players can hunt for and discover loot boxes (with real value), sell their loot on the NFT marketplace, and generate real income. They can also participate in monthly tournaments with the chance of winning rare NFTs and \$KATA tokens. Katana Inu will live stream all game tournaments on Twitch, YouTube, and other social media networks.

As the platform grows, we will have Katana Inu streamers who will become online celebrities and help grow the platform and bring more players into the Katana ecosystem. A younger generation of gamers will move onto our platform, and Katana Inu will serve as an educational facilitator for complex concepts like Play-to-Earn, Blockchain, and DeFi.

The more you play, the more you earn, and the more you fall in love with the game!





WHAT DOES KATANA INU PROVIDE?

Katana Inu will provide its users with an NFT Marketplace as a trading platform that integrates different elements from the world of NFTs. We want gamers to not only enjoy gaming but also participate in trading. This is why we have created a symbiosis between our game platform and our NFT Marketplace.

Katana Inu marketplace will help its users connect, get verified results, and, as a bonus, earn rewards for their token holdings. NFT integration allows players to get rewarded for participation; this is why we integrated blockchain and NFTs into our Battle Royale game.

Due to complicated technical analysis or emotional burdens, conventional daily trading is not for everyone. We understand this and have created a game system that allows players to become traders or investors. We built our game with various mechanics and characters such that no matter who you are, there will be something for you in the world of Katana Inu.

Pick your character, load them up with unique skins and in-game items, and win. You can obtain new NFTs, purchase them from their owners, and use them as special power-ups.

Finally, you can also sell these NFTs to make money. The idea behind the NFT game is pretty straightforward - you own every NFT, and you own every NFT you buy. In-game items like skins, caps, and special powers are all mintable as NFTs.

Katana Inu provides solutions for every game and gamer. If players don't own their in-game items, do they really own the game?





BRIDGING GAMING MERITS WITH **REAL-LIFE Learn, Earn, and Have fun.**

When trading NFTs, players can choose to be either holders or non-holders of \$KATA. As a non-holder, you can also have fun participating in the game, make friends and be part of a platform where you can learn, play, earn, and connect with people around the world. \$KATA holders get a discount on the marketplace fee, rewards bonuses, and entry pass to partake in the tournaments.

If you are a good player, you may become a YouTube content creator or a Twitch streamer. Katana Inu will support our content creators by promoting tournament winners and pushing their social media channels to gain traction. With the diverse gameplay of varying maps and characters, everyone has an opportunity to customize their own unique winning play style.

Katana Inu players become a part of a network of traders, gamers, and leaders. We are not just another gaming platform; we represent a revolution in crypto gaming. We believe gamification is the key to widespread adoption among potential crypto traders worldwide. Our platform will help set the stage for this inevitable crypto revolution.

WHY SHOULD BEGINNER TRADERS JOIN KATANA INU?

Beginner traders can earn daily remunerations on their investment as passive income or participate and win tournaments to generate actual revenue. Beginners could make this a full-time job!

Do not forget that you battle with 100 players every round, and owning NFTs can give your character special powers and a unique look. Katana Inu has created a system that produces real value for the gamers, where everyone has an incentive to keep participating and grinding.



GLOBAL GAME INDUSTRY AND CRYPTOCURRENCY

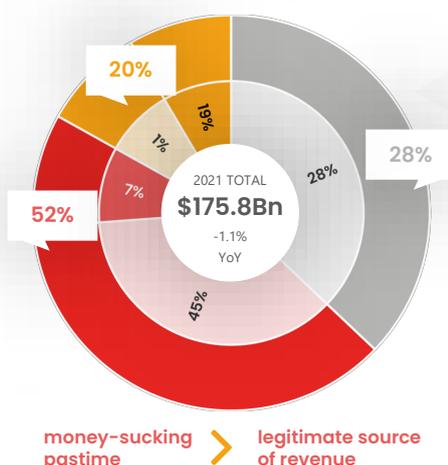
A video game is a computer-based game played on a personal computer, gaming console, or mobile phone. Depending on the platform, video games may be classified into computer and console games. However, the rise of social networks, smartphones, and tablets has created new game categories - mobile and social games.

The video game industry has witnessed tremendous evolution since the launch of the first video game in the 1970s. The visuals in today's video games are photorealistic, and they accurately replicate reality to an accurate extent. The global video game industry was valued at USD 195.65 billion in 2021, with 3.1 billion gamers worldwide. 75% of US households have at least one gamer. According to Nwezoo, the global games market will earn sales of \$188 billion in 2022, according to research from market data firm Ampere Analysis. The sector expanded 26% from 2019 to 2021, which was more than expected compared to the previous year.

Experts anticipate that there will be 3.6 billion gamers globally by the end of the year. When considering the games market in 2022, it's crucial to remember that 2021 was a year of unprecedented growth. Gaming has exploded due to the COVID-19-related lockdown measures, which have sparked interest across all areas and platforms. However, many believe this industry growth trajectory will continue post-COVID-19 and far into the future. Video game trends show that the industry will likely reach a revenue value of \$270 billion by 2026.

Thanks to social media, streaming sites have created an opportunity for gamers to choose gaming as their full-time job and earn revenue. However, not every gamer has the inclination to become a streamer or YouTuber. What if everyday gamers could monetize their grind without being forced to pursue streaming or YouTube careers?

01. Bitcoin Market Worth \$2 Trillion
02. Present gaming sector \$163 billion
03. > 13.5 % of total value of cryptocurrency market
04. Katana Inu Game incorporates DeFi and NFTs
05. Extremely rewarding metaverse:



✓ Mobile
\$90.7Bn
+44% YoY

✓ Browser PC Games
\$2.6Bn
-18.0% YoY

✓ Tablet Games
\$11.6Bn
+2.0% YoY

✓ Boxed/Downloaded PC Games
\$33.3Bn
-1.4% YoY

✓ Smartphone Games
\$79.0Bn
+4.7% YoY

✓ Console
\$49.2Bn
-8.9% YoY

✓ PC
\$35.9Bn
--1.7% YoY

\$90.7Bn
Mobile game revenues in 2021 will account for 52% of the global market



The fundamental concept of gaming is changing at a rapid pace. Blockchain derivative concepts such as decentralized finance (DeFi) and non-fungible tokens (NFTs) are redefining the meaning of gaming in the digital age. Gaming is transitioning from being a money-sucking pastime to becoming a legitimate source of revenue. As one of the few creative platforms pushing this new concept of Play-to-Earn, Katana Inu enters the fray, offering players around the world a new way to approach high-end gaming. With the introduction of Katana Inu, gaming is no longer only a recreational activity. It is also now a money-making adventure. The Katana Inu game incorporates DeFi and NFT principles into its architecture, resulting in an immersive and extremely rewarding metaverse.

CRYPTOCURRENCY

Cryptocurrency is a digital or virtual currency stored in a blockchain database. An unknown person or a group of people with the moniker Satoshi Nakamoto conceptualized the cryptocurrency idea and brought it to fruition by creating the first crypto, Bitcoin. A cryptocurrency is a form of payment that can be exchanged online for goods and services. Many companies have issued their currencies, often called tokens, which can be traded specifically for the good or service the company provides. Think of them as you would arcade tokens or casino chips. You'll need to exchange real currency for cryptocurrency to access the goods or services you want.

Cryptocurrencies work using a technology called the blockchain. Blockchain is a decentralized database spread across many computers that manage and record transactions. Part of the appeal of this technology is its security. Blockchain technology has no central authority; all stored blocks are connected to the chain. With this approach, nobody can change or tamper with the data. Blockchain opens the door to many possibilities with varying applications across different industries – governments, hospitals, businesses, companies, etc., all benefit from blockchain integration. The advantages of blockchain technology are innumerable.

For instance, if your health care services and data are stored on the blockchain, and you get sick while out on vacation, the doctors can easily access your health records, information about your allergies, past treatments, medication, etc. They can then treat you accordingly, even if you are unconscious or unable to speak to the doctor.

Blockchain technology has other merits when applied to food services and farm-to-table tracking. Suppose someone is allergic to certain pesticide sprays and a guardian is out shopping for food for them; they can scan the labels on the food item they intend to purchase and access data related to the product. This information will include how it was grown on the farm, the pesticides used, the method of transport, etc. This approach to food consumption could revolutionize the food industry, promote transparency, and help people make better decisions regarding the food they consume.

Dubai is one of the first countries to drive the blockchain revolution by creating the smart Dubai 2021 initiative. This program is part of the nation's move toward becoming a fully digital and paperless city powered by blockchain services. With this, Dubai can cut costs on paper manufacturing while providing better data storage systems with faster and more secure transactions.

712 million trees. 1,165 million tons of water. 78 million tons of oil are used yearly to make papers. Considering that global warming is a big issue the world is facing right now and how important trees are to the environment, blockchain could provide suitable alternatives to the felling of trees and resources required for paper manufacturing.

These examples only scratch the surface of what is possible with this technology. Experts predict that we will eventually witness a global adoption of blockchain technology cutting across different industries worldwide.



CRYPTOCURRENCY MARKET

The cryptocurrency market size has grown a lot since its inception in 2009 up till now. By 2021, the crypto market size reached more than two trillion dollars in valuation. Even though cryptocurrencies have been around for over a decade, they are still in their early stages of development. Regardless, certain countries are already moving towards the adoption of Bitcoin as a legal tender. El-Salvador was the first country to do this, with the Central African Republic (CAR) following suit.





WHY USE CRYPTOCURRENCY IN GAMING?

There is no argument about it; online gaming is a 'sport,' it is continually expanding and greatly appreciated by a community of passionate gamers. Many indie games are turning to cryptocurrencies and moving away from the old debit/credit card system. By providing crypto payment options, these games confirm the increasing popularity of digital currencies amongst the younger generation. The fact remains that all current trends indicate that the gaming industry's future lies in cryptocurrencies. To illustrate this point, we have put together some fascinating facts showing why many game platforms should embrace the future and start adopting trusted transaction on the blockchain.

Today's players desire financial gain from the online gaming industry. Previously, gamers had to pay to either play or acquire their favourite online games. At the time, the notion of profiting from these games was non-existent. However, due to the advent of blockchain gaming, the gaming industry now has a secure and simple method of revenue generation. This is accomplished by turning the gaming platform into a full-edged ecosystem that remits value to the player. Developers usually leverage the use of Bitcoin and other types of cryptocurrency to achieve this.

Global gaming industry firms are moving towards crypto. Twitch and Steam, two well-known companies in the gaming industry, began accepting cryptocurrency for in-game purchases and other transactions as of 2017.



THE PROBLEM OF **THE CRYPTO-GAME INDUSTRY**

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First, it is worth noting that today's gamers desire financial gain from the online gaming industry. Previously, gamers had to pay to either play or acquire their favorite online games. At the time, the notion of profiting from these games was non-existent. However, due to the advent of blockchain gaming, the gaming industry now has a secure and straightforward method of revenue generation. This new model of playing and earning is accomplished by turning the gaming platform into a full-edged ecosystem that remits value to the player. Developers usually integrate cryptocurrencies or NFTs to achieve this.

Global gaming industry firms are moving towards cryptocurrencies. Twitch and Steam, two well-known companies in the gaming industry, began accepting cryptocurrency for in-game purchases and other transactions in 2017. This event marked the beginning of the entry of cryptocurrency into the gaming industry.





The failures of these platforms have left a hole in the market. The Play-to-Earn space is missing:

- ✓ A hub for innovation in the gaming industry that efficiently combines gaming with blockchain technology.
- ✓ A high-end game that improves the value of its native in-game cryptocurrency via community activity.

A prime opportunity has presented itself, and Katana Inu intends to seize the moment. Katana Inu will drive the innovation of Play-to-Earn by creating a high-end PC game that adheres to the ethos of decentralization while remitting real value to its players.

To achieve our goals, Katana Inu will build:

- ✓ High-end games that incorporate a decentralized ecosystem through an NFT digital art marketplace.
- ✓ A platform for high-end open-world games powered by DeFi.
- ✓ A battle royale game with NFT skins and staking mechanisms to create an entertaining and profitable gaming experience for gamers.
- ✓ An ecosystem that allows players to play games, stake on the platform, buy or sell their in-game items on the NFT marketplace, and get rewarded for their grind.
- ✓ A marketplace that allows players to turn skins into valuable NFTs and enable trading these NFT skins via the marketplace or to make use of as the player deems fit.
- ✓ A technology-focused platform with cross-chain NFT integration, allowing in-game items, skins, and characters to be mintable as non-fungible tokens.
- ✓ An NFT collection program where users can buy and sell digital arts of their choice.



DEFI - DECENTRALIZED FINANCE

The crypto industry is making giant leaps in development. There has been a continuous financial and human resource inflow into the industry, proving there is a bright future ahead for the blockchain industry. The hottest topic nowadays is DeFi – decentralized finance or banking without banks or intermediaries. The DeFi space has experienced almost 15x growth since inception, with over \$40 billion in total locked value (TVL) across all DeFi projects.

Although there has been a slight decrease in TVL value since the recent crypto crash, DeFi remains one of the most prominent sub-niches in the crypto space and still has a lot of growth potential.

Our \$KATA token also features core DeFi functionalities, including:

- ✓ Active platform staking via NFTs (play & stake)
- ✓ Auto staking rewards
- ✓ Liquidity pool rewards
- ✓ DEX listing Non-custodial wallet access via Metamask
- ✓ New features as per the market development
- ✓ Cross-game NFT utilities
- ✓ Global Tournaments for Games





KATANA INU TOKEN ECOSYSTEM

The Katana Inu token ecosystem leverages an innovative approach to DeFi and gaming to create a unique platform to actualize its ideas and reward its community for its contributions. Katana Inu economy operates by deploying its native token, \$KATA, which functions as the governing token for the entire platform, handling transactions both in-game and outside of the game (i.e., trading on the NFT marketplace).

Katana Inu works with well-structured smart contracts and inflation-proof devices to create a healthy token economy. The design of Katana Inu's tokenomics secures a path for its protocol creation and development, ensuring returns for investors.

Katana Inu NFT marketplace allows different projects to list their NFTs and sell against their native token. This approach to the Katana Inu marketplace will enable projects to build additional use cases for their tokens.

MASS ADAPTION OF BLOCKCHAIN.

While blockchain gaming is still a fresh concept, many projects within this space have already witnessed tremendous growth. Despite being new, the blockchain gaming niche already garnered more than \$4 billion in investments in 2021. In contrast, blockchain gaming only saw a little over \$85 million in funding in 2020. According to a statement from Binance, 52% of the cryptocurrency traded on their exchange were GameFi projects; this shows the massive potential for blockchain gaming, play-to-earn, and other related niches.

There are 3.1 billion gamers in the world. If blockchain gaming takes off and goes mainstream, it could play a major role in the adoption of cryptocurrencies by the masses. With the average gamer age around 35 years old, young people playing and making a living from blockchain games could shape the future of the digital economy. The move towards play-to-earn could provide alternative sources of income for many unemployed young people.



KATANA INU MISSION:

Katana Inu is an ecosystem not just for gaming but also for earning. Katana Inu aims to accomplish its goals by developing an accessible game for all, which is attractive to traditional gamers and provides educational benefits (in the areas of NFTs and DeFi). The idea is to keep the game open to everyone, allowing more people to test the game and learn about cryptocurrencies.

The retention of blockchain games is higher than traditional games, and experts say gaming is the tipping point for mass adaption. Blockchain gaming does not only provide users the ownership but also an opportunity for players to earn money.

WHY WILL PEOPLE WANT TO PLAY TO EARN?

In most of the developing world, the minimum and average wages are sub-par, leading to low income and a poor standard of living. With unemployment on the rise, most people find themselves in a rut with no way out.

The figures below show the minimum and average wages of different countries.

SL	Country Name	Average	SL	Country Name	Average
1	Portugal	952.15 \$	11	Greece	770.48 \$
2	Poland	948.36 \$	12	Palestine	737.33 \$
3	Slovakia	946.85 \$	13	India	735.88 \$
4	Croatia	939.32 \$	14	Costa Rica	711.96 \$
5	Lebanon	893.19 \$	15	Bulgaria	711.75 \$
6	Latvia	891.20 \$	16	Panama	708.60 \$
7	Russia	881.76 \$	17	Romania	703.18 \$
8	Malaysia	849.01 \$	18	Uruguay	671.77 \$
9	Trinidad And Tobago	813.23 \$	19	Mexico	625.52 \$
10	Hungary	784.01 \$	20	Jordan	594.93 \$



SL	Country Name	Average
21	Iraq	577.59 \$
22	Bosnia And Herzegovina	567.53 \$
23	Jamaica	549.82 \$
24	Montenegro	548.91 \$
25	Serbia	546.47 \$
26	Chile	536.24 \$
27	Ecuador	491.81 \$
28	Thailand	491.77 \$
29	Honduras	487.34 \$
30	Guatemala	485.87 \$
31	Bolivia	484.68 \$
32	Mauritius	484.48 \$
33	Ukraine	481.00 \$
34	Armenia	461.79 \$
35	Vietnam	431.81 \$
36	Kenya	424.49 \$
37	Argentina	424.23 \$
38	Kosovo (Disputed Territory)	404.03 \$
39	Moldova	395.14 \$
40	Kazakhstan	394.52 \$
41	Morocco	384.62 \$
42	North Macedonia	383.13 \$
43	Albania	382.48 \$

SL	Country Name	Average
44	Brazil	377.12 \$
45	Peru	374.32 \$
46	Dominican Republic	370.60 \$
47	El Salvador	369.64 \$
48	Belarus	364.03 \$
49	Indonesia	333.42 \$
50	Azerbaijan	329.70 \$
51	Turkey	315.39 \$
52	Iran	306.52 \$
53	Colombia	293.29 \$
54	Philippines	282.32 \$
55	Uzbekistan	278.75 \$
56	Tunisia	277.41 \$
57	Bangladesh	271.72 \$
58	Ghana	267.21 \$
59	Algeria	237.88 \$
60	Egypt	224.91 \$
61	Venezuela	205.42 \$
62	Nepal	194.19 \$
63	Nigeria	167.23 \$
64	Pakistan	165.68 \$
65	Sri Lanka	138.46 \$

Play to earn allows the citizens of these countries to tap into an alternative digital economy where they can earn around \$200 a month! This is much more than the lowest average rate in many countries. At the height of the bull market, some people could earn more than \$1000 from a game, which is more than the average income of 65 countries.

By earning while playing, people can create a better life for themselves and their families since their fun time also becomes their income. Blockchain gaming will benefit society as a whole, providing the unemployed with a fun and entertaining means of survival while simultaneously reducing the crime rate.

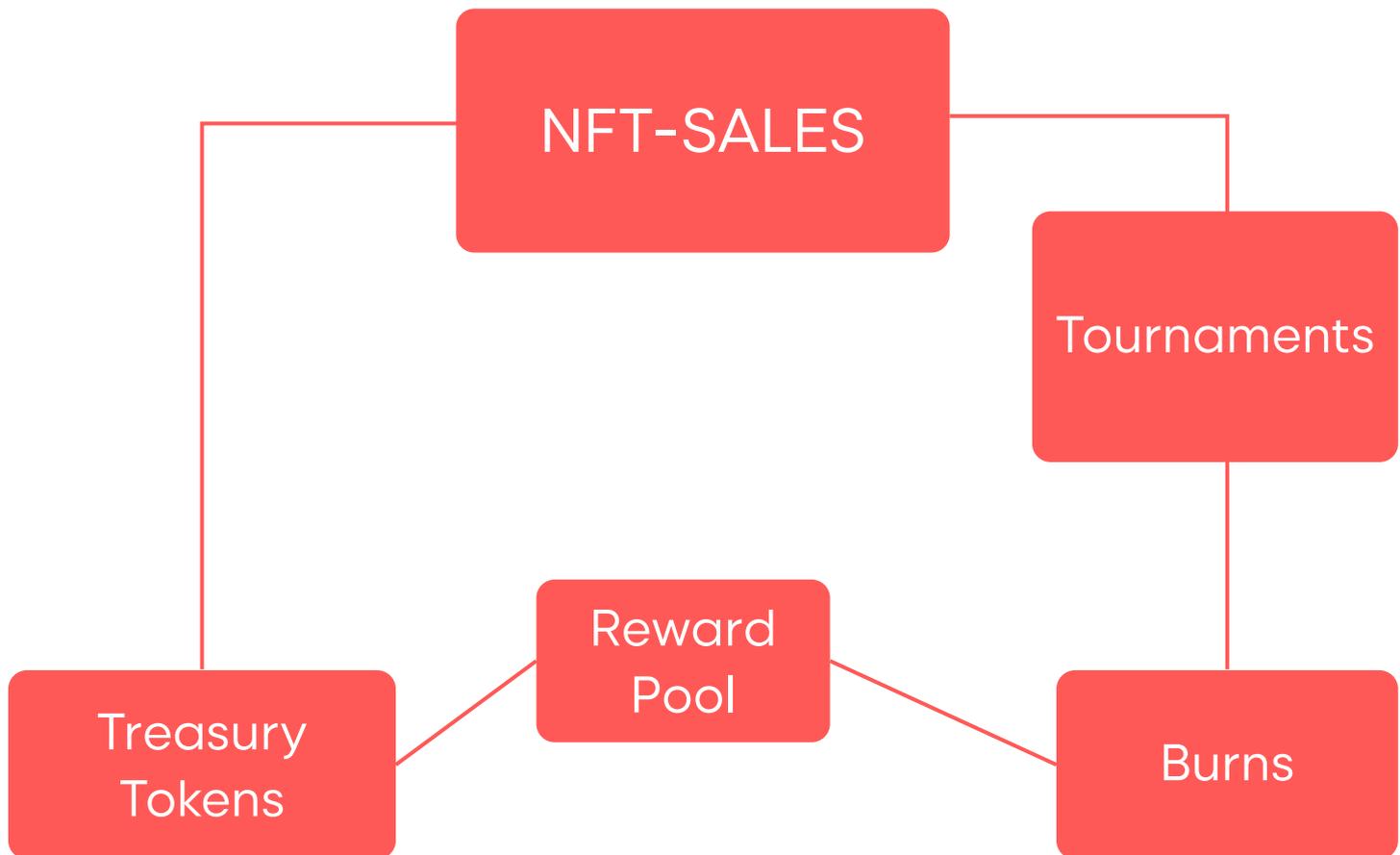


KATANA INU GAME ECONOMICS

Katana Inu has taken a very different approach towards its game economics. Most blockchain games suffer from inflationary issues since their tokens become more inflationary as their player base increases.

Katana Inu plans to redistribute tokens to smart contracts of earnings and burn them every time they exceed a certain percentage. So if you buy Katana Inu NFT and hold KATA tokens, you would benefit from both as NFT sales money would also be used for a mechanism that burns the tokens.

Hence, KATA becomes a deflationary token, encouraging more players to join the ecosystem since there is no inflation issue.



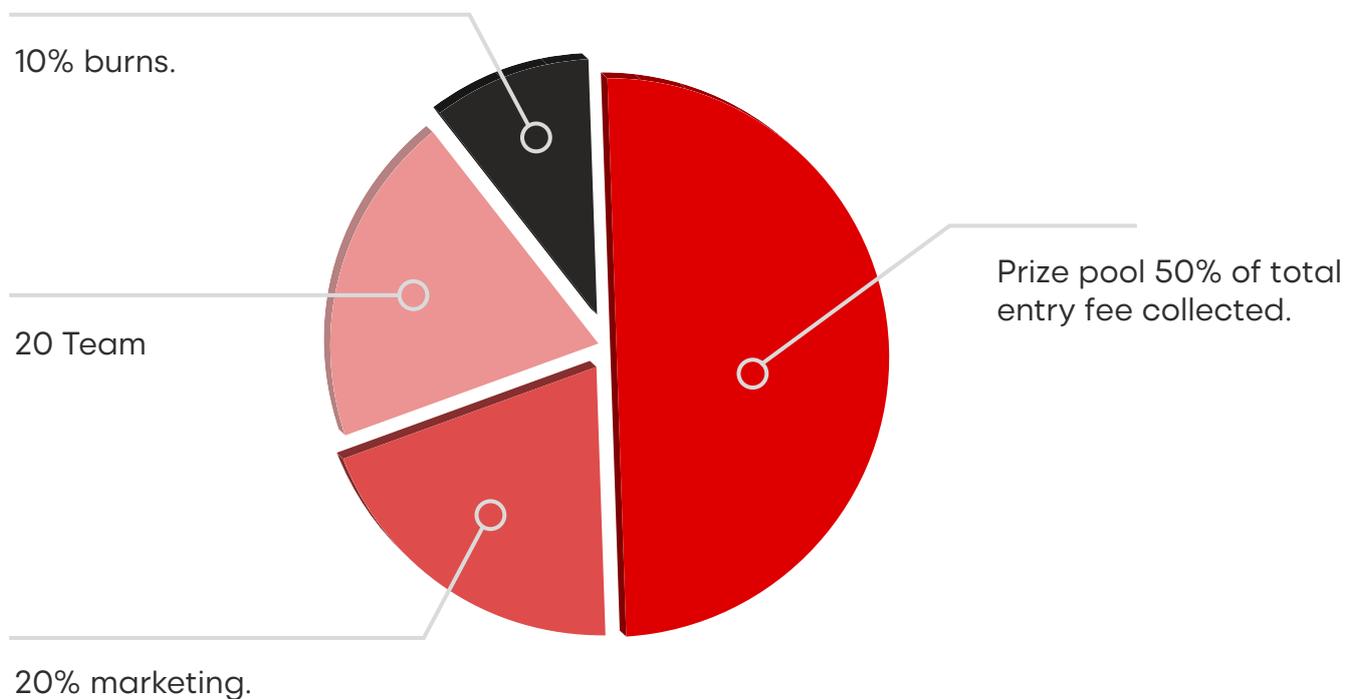


TOURNAMENTS

Katana Inu plans to have global tournaments between players every month where people can participate via a small entry fee. Katana Inu tournaments will be conducted and streamed live on all social media channels of Katana Inu with E-sports teams and players from around the world.

The tournaments will be done through Katana Inu NFT marketplace, where people gather and strive to take it all. The winner takes the pool prize, which is collected through the entry fee.

Tournament distributions





CHARITY

Our planet is in dire straits. Global warming is rising; many people are affected by hunger and poverty. These problems will not disappear without human intervention. Several projects have tried to tackle these issues, but these initiatives collapsed without proper funding and support. By building a community around this cause and rewarding them for their liquidity provision, Katana Inu is deploying a standout approach to some of humanity's lingering dilemmas.

With its charity-focused initiatives, Katana Inu will help the less fortunate around the globe. To meet our charity goals, Katana Inu will slowly disburse a percentage share of its tokens towards this effort, helping poor people worldwide.

Some of Katana Inu's charity projects include:

- ✓ Building self-sustaining fountains in Africa.
- ✓ Helping stray animals with medication, surgeries, feeding, and finding new homes for them.
- ✓ Assisting orphan children.
- ✓ Planting trees.
- ✓ Building orphanages and schools for children in need.

While providing premium entertaining PC games and an NFT-Market place, Katana Inu intends to fully pursue these charitable goals facilitated by liquidity provision mechanisms baked into the Katana Inu token economy.

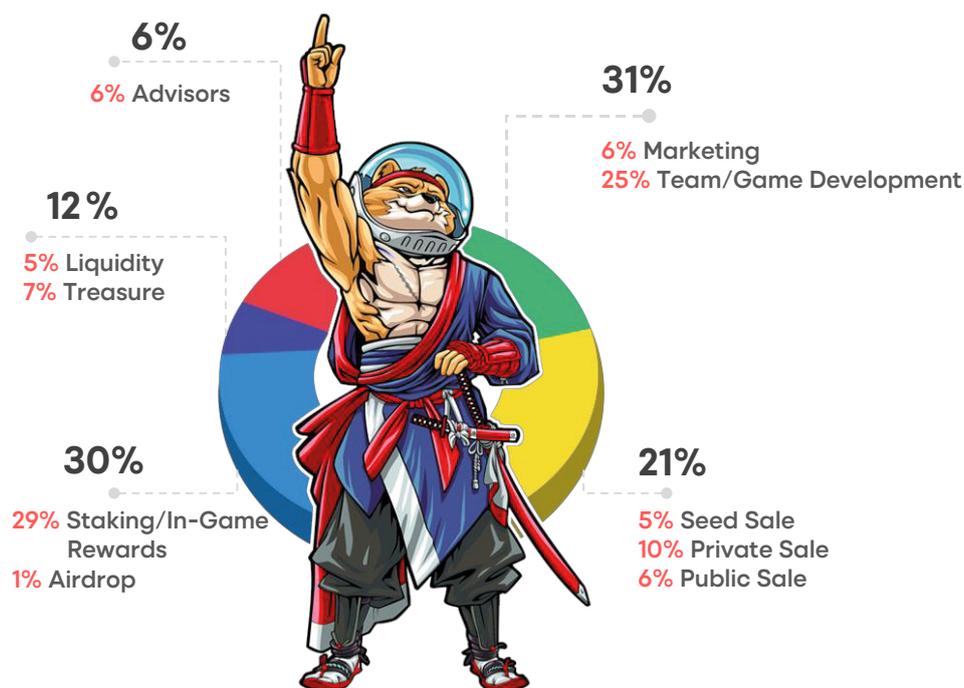




KATANA INU TOKEN DISTRIBUTION

TOTAL SUPPLY: 50,000,000,000 (50 BILLION)

TOKENOMICS



The total token supply of 50,000,000,000 BILLION tokens is distributed under the following metrics:

- ✓ The team tokens are locked by smart contract for a specific schedule.
- ✓ The sale on a different platform is forecasted as per the Tokenomics circulating supply during the token generation event (TGE) at around 6,560,000,000 tokens with a monthly increase of 1,183,333,333 tokens consist of seed sales private sales, treasury.
- ✓ The monthly new supply ratio depends on the platform usage and is offset by the burning plan.



KATANA INU DEVELOPMENT ROADMAP

	Phase 1	Phase 2	Phase 3	Phase 4
Token	<ul style="list-style-type: none"> 🔴 Launch: Whitepaper, Website, SmartContract, Audit 🔴 Sale: Seed Sale, Private Sale 1, Private Sale 2, Public Sale 	<ul style="list-style-type: none"> 🔴 Several Updates <ul style="list-style-type: none"> - Game blog Website - Partnership Cooperation - E-Commerce Launch 	<ul style="list-style-type: none"> 🔴 Katana Inu Mobile App Launch 🔴 Main – net Upgrade 🔴 More Partnerships 	
Game	<ul style="list-style-type: none"> 🔹 Development Katana Inu Character 🔹 Game Studios Cooperation 🔹 Game Trailer Developing 	<ul style="list-style-type: none"> 🔹 Development Characters 🔹 Development Map & Logic 🔹 Developing 3D Skins 🔹 Game Trailer (Small) 	<ul style="list-style-type: none"> 🔹 Game Trailer (Big) 🔹 Game Demo 	<ul style="list-style-type: none"> 🔹 Beta Game Launch: PC
NFT	<ul style="list-style-type: none"> 🔴 Airdrop 🔴 Collection 1: Katana Inu Character 	<ul style="list-style-type: none"> 🔴 Exchange Launch 🔴 Development Collection 2 🔴 Developing 3D NFT Skins 	<ul style="list-style-type: none"> 🔴 Development Collection 3 🔴 NFT Marketplace Launch 	<ul style="list-style-type: none"> 🔴 NFT Skins Launch 🔴 Artist Cooperation
Charity	<ul style="list-style-type: none"> 🟡 Charity Concept "Vision World Animal Welfare" 	<ul style="list-style-type: none"> 🟡 Charity Concept "Vision Green World" 	<ul style="list-style-type: none"> 🟡 Charity Concept "Vision No Human in Need" 	<ul style="list-style-type: none"> 🟡 Running several charity projects worldwide
CEX+ DEX Listings	<ul style="list-style-type: none"> 🔴 CoinMarketCap, Uniswap 🔴 Coingecko, List on Exchanges 	<ul style="list-style-type: none"> 🔴 Gate.io, Huobi, etc. 🔴 Listing on other Exchanges 	<ul style="list-style-type: none"> 🔴 CEX Negotiations 	<ul style="list-style-type: none"> 🔴 More Listings



LEGAL CONSIDERATION

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