



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 to not only provide an avenue for fun, but at the same time 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, a group of Entrepreneur blockchain enthusiasts and traders from Germany.

Katana Inu NFT-Marketplace

A vital feature of the Katana Inu platform is its native NFT-marketplace, which acts as a hub for trading NFTs (Non-Fungible tokens). Artists from all over can use our NFT-marketplace to sell their artwork for \$KATA, while gamers and holders 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. As the younger generation of gamers flock to our platform, Katana Inu will serve as an educational facilitator for complex concepts like Play-to-Earn, Blockchain and DeFi.





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 Katana Inu game. 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 to be connected, get verified results and, as a bonus, earn rewards for their token holdings. This is why we gamified our Battle Royale with the help of blockchain and NFTs. Conventional daily trading is not for everyone due to complicated technical analysis or emotional burdens. That's why we created a game with different types of characters for everyone.

Just pick your character, load them up with unique skins and in-game items, fight and win. You can find fairly new NFTs or 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 you find, you own every NFT you buy. In-game items like skins, caps, special powers are all mintable as NFT.





BRIDGING GAMING **MERITS WITH REAL-LIFE**

When it comes to trading NFTs, players can choose to be either a holder or non-holder of \$KATA. As a non-holder, you can also participate in the tournaments, earn more rewards, and upgrade to become a holder. On the other hand, \$KATA holders get a discount on the marketplace fee, NFTs, and in-game items.

If you are a good player, you may become a YouTube content creator or a Twitch streamer. Katana Inu will support our content creator's efforts by promoting tournament winners and their social media channels to gain traction. With the diverse gameplay of varying maps and characters, everyone has a chance to be a winner.

Katana Inu offers people to 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 that gamification is the key to widespread adoption among potential crypto traders worldwide, and our platform will help set the stage for this inevitable crypto revolution.

WHY SHOULD BEGINNER **TRADERS JOIN KATANA INU?**

Beginner traders can earn daily reflections on their investment as passive income and 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. By creating a system that produces real value for the gamers, everyone has an incentive to keep participating and grinding.





GLOBAL GAME INDUSTRY AND CRYPTOCURRENCY

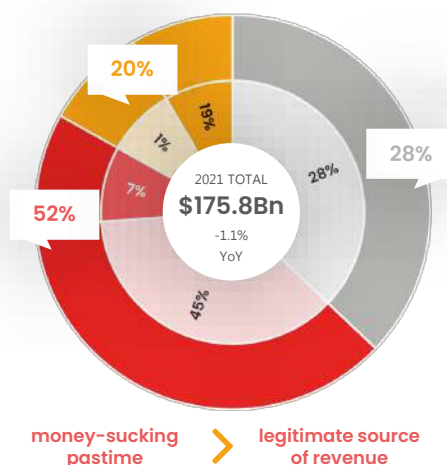
A video game is a computer-based game played on a personal computer, gaming console, or mobile phone. Video games may be classified into computer games and console games, depending on the platform. However, the rise of social networks, smartphones, and tablets has created new game categories such as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

The video game industry has witnessed giant evolution leaps since the first video games launched 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 \$159.3 billion in 2020, with 2.7 billion gamers worldwide. 75% of US households have at least one gamer. According to Nwezoo, the global games market will earn sales of \$175.8 billion in 2021, representing a modest year-on-year drop of -1.1 percent from 2016.

Experts anticipate that there will be 2.9 billion gamers globally by the end of the year. When putting the games market in 2021 into context, it's crucial to remember that 2020 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 \$295.63 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 this wasn't the case? What if 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) redefine 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 now a money-making pastime. The Katana Inu game incorporates DeFi and NFT principles into its functioning, 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, and these can be traded specifically for the good or service that 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, businessmen, companies, etc., can all benefit from blockchain utility. 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 their parent is out shopping for food for them; they can scan the labels on the food item they intend to purchase.

With this, she will access all the information related to that product, including how it was grown on the farm, the pesticides used, the method of transport, etc. This will promote transparency and help people make better decisions regarding the food they consume.

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. Dubai is one of the first countries to drive the blockchain revolution by creating the smart Dubai 2021 initiative - the move towards a fully digital and paperless city powered by blockchain services.





CRYPTOCURRENCY MARKET

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

While other countries have an antagonistic view towards cryptocurrencies due to their inability to control them, they are working to develop their versions of digital currencies. This indicates these nations understand that digital currencies are the natural evolution of money. A good example is China, which has had a strong and negative reaction towards cryptocurrencies but still embarked on creating its digital currency called the E-Yuan.

Looking at things objectively, it is evident that cryptocurrencies are here to stay and will be a core aspect of human economics far into the future. However, despite the increase in cryptocurrency and blockchain adoption, only about 300 million people in the world use and trade cryptocurrencies, which makes an average of about 3.9% people per country. Over 18,000 businesses in the world accept crypto as a form of payment. If blockchain technology is compared with the internet, we are at the same place of acceptance as in 1997, when internet technology boomed. When observing all these flashpoints, it becomes apparent that we are on the cusps of massive global crypto adoption, and we will continue to witness compounded growth in the industry for the coming years.





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 cryptosystems.

✓ 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 crypto 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-fledged ecosystem that remits value to the player. Developers usually leverage the use of Bitcoin and other types of cryptocurrency to achieve this.

✓ Investing in Crypto-Gaming offers significant financial returns

In 2018, the cryptocurrency gaming platform generated an incredible \$137 billion in revenue, a 13% increase over the previous year. As a result, we anticipate that more firms in the gaming industry will invest in cryptocurrency technology over time to capitalize on the growing interest in digital currencies.

✓ 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**

Gaming is a highly centralized industry and activity, with all data, in-game items, and currency, generally restricted to their game of origin. Furthermore, only the game developers own these assets, meaning, they lose their value once they pull the plug.

Gamers only play for fun, and in most cases, use their hard-earned money to purchase in-game items like the battle passes or other forms of cosmetics. In most cases, gamers don't extract any value from playing games apart from the occasional dopamine boost after winning. This is why the idea of Play-to-Earn is exciting to players. Gamers are becoming more interested in increasingly rich virtual gaming environments in which virtual asset ownership is crucial for gamer status and progression within a particular game.

Additionally, Play-to-Earn offers gamers an avenue to profit from investing their time and effort into a game. This is accomplished through the exchange of crypto tokens obtained in-game. With this approach, gaming moves from the arena of a fun-based activity to a money-making opportunity. However, the current effort to integrate cryptocurrency in the gaming industry has failed woefully as most projects end up as exit scams, leaving investors and gamers poorer.





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 combines gaming with blockchain technology efficiently.
- ✓ 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 NFT Digital Arts Marketplace.
- ✓ A platform for high-end open-world games powered by DeFi.
- ✓ Battle Royale games with NFT skins and staking ecosystem solutions, creating an entertaining and profitable 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 for \$KATA tokens throughout the marketplace or use such as they wish.
- ✓ A technology-focused platform built on the Ethereum ERC-20 network with NFT skin staking/minting integration capabilities.
- ✓ NFT collection program where users can buy and sell digital arts of their choice.





NON-FUNGIBLE TOKEN (NFT)

A non-fungible token (NFT) is a type of crypto asset that uses blockchain technology to record the ownership status of digital items like pictures, videos, and text. However, while anybody can view these virtual objects, only the person who purchases an NFT has the official status of being the item's owner. Art, music, in-game goods, and movies are examples of digital assets that can be minted as NFTs.

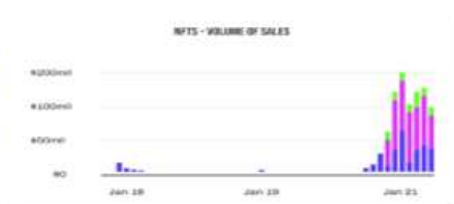
Most NFTs are purchased and sold online, usually through a cryptocurrency exchange. They are generally encoded using the same underlying software as many other digital currencies. Although they have been available since 2014, NFTs are rising in popularity because they are becoming an increasingly popular method of purchasing and selling digital artwork. Since November 2017, a whopping \$174 million has been spent on NFTs, an all-time high.

Aside from that, NFTs are usually unique and have a special identification code to help differentiate them.

Many NFTs are digital works that already exist in some form in other places, such as classic video clips from NBA games or securitized copies of digital art that are already floating around on Instagram. With a plethora of applications and technological possibilities, NFT has the potential to become increasingly appealing as we move towards becoming a more digital society. As a result, the entire market capitalization of Non-Fungible Technologies (NFT) reached \$210 million in 2019. Experts anticipate this figure to rise by 50 percent to \$320 million in 2020, according to Non-Fungible.com. Based on the trajectory, this growth will continue to increase by 125 percent, reaching \$710 million in 2021.



2021 has turned out to be the year of NFTs with sales and volumes reaching new and record heights. In 2018 the total market value of the entire NFT space was less than \$50 million, and now it is well into the billions.





DEFI - DECENTRALIZED FINANCE

The crypto industry is making giant leaps in development. There is a significant financial and human resource inflow proving 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 from 1 to 51 million USD of the value locked in DeFi projects from March 2020 to March 2021, and this is just the beginning.

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

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





KATANA INU TOKEN ECOSYSTEM

The Katana Inu token ecosystem leverages innovative DeFi crypto protocols 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 in conjunction 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 profit creation, ensuring returns for investors.

MERCHANDISE

We intend to build an online store offering Katana Inu-themed merchandise like T-Shirts, hoodies, cups, caps, bags, merch.





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.

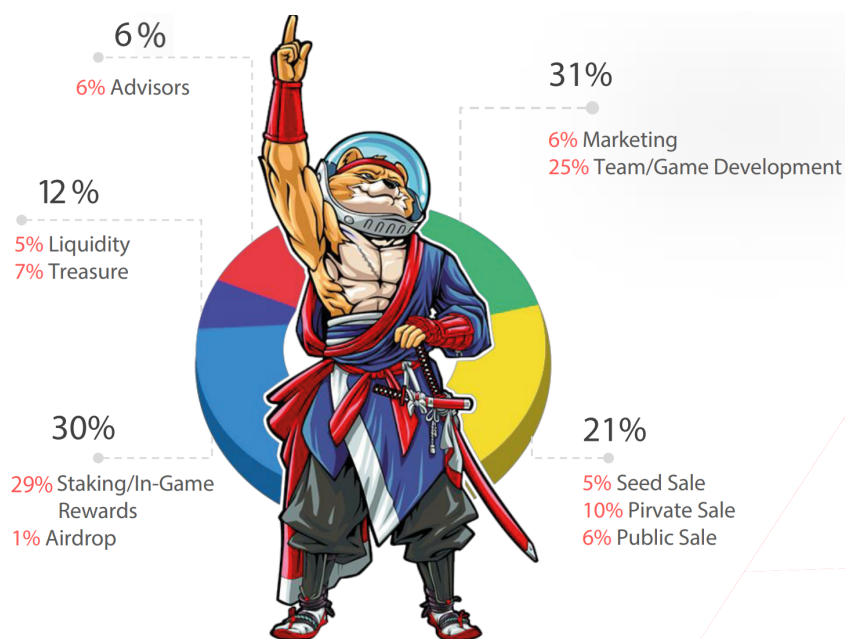




KATANA INU TOKEN DISTRIBUTION

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

The information contained in this White Paper is subject to change or update at any time without notice and should not be construed as a commitment, promise, or guarantee by The Katana Inu Team or any other individual or organization mentioned in this white paper. This applies to the future availability of services and the use of tokens or speculation of future performance or value.

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