



# Master Duel Whitepaper



## 1. Project Details

Master Duel is a token system based on Binance Smart Chain(BSC) intelligence ,The world's largest virtual currency trading platform. We're going to inject fresh energy into this platform and continue to do better. The details are on the figure.1

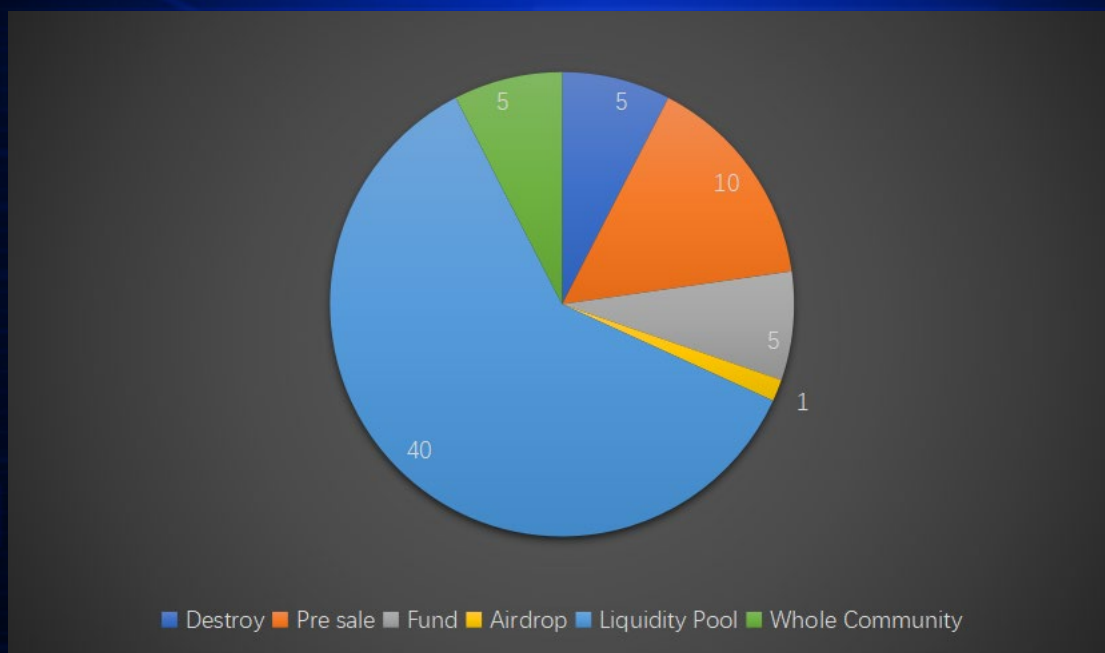


Figure.1 Tokenomics Pie chart

## 2. Mechanism

We have a good system.Six percent of each transaction is going

to be taken out and added to our pool. We will take out presales and add them to our pool, and then repurchase and pull as needed.

### 3. Concept

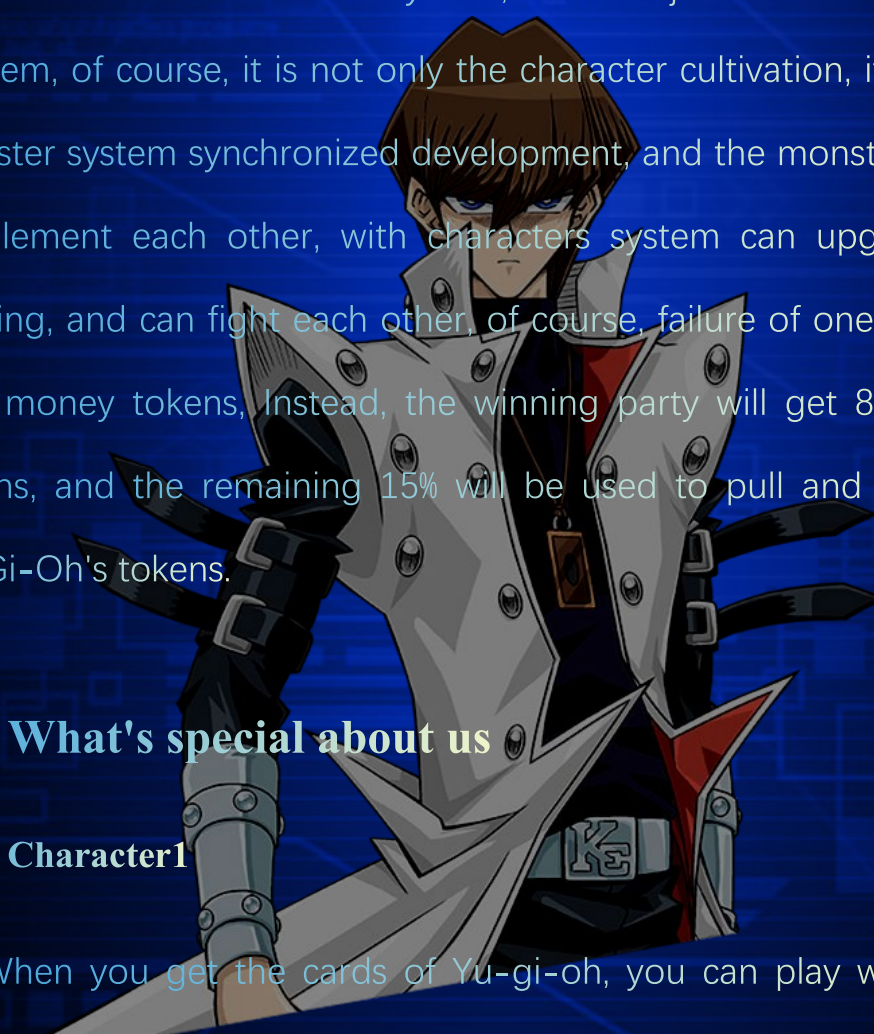
The Master Duel community, which is a complete autonomous system, is staffed by skilled people who work on both the tokens and the games, and promote the synergies between the two.

We will build its own ecosystem, and to inject more fresh vitality of them, of course, it is not only the character cultivation, it will be a monster system synchronized development, and the monster system supplement each other, with characters system can upgrade and training, and can fight each other, of course, failure of one party will lose money tokens, Instead, the winning party will get 85% of the tokens, and the remaining 15% will be used to pull and buy back Yu-Gi-Oh's tokens.

### 4. What's special about us

#### 4.1 Character1

When you get the cards of Yu-gi-oh, you can play with them. When you succeed in the game, you can get the tokens of Yu-Gi-oh, and you may also get the cards of the game. Each card has its own





special attributes and will not be repeated. The card battle system will be available in a week. A card blind box system will be released later. The card blind box system is divided into five stages, the first stage has 1000 cards, each blind box can be issued at least one, a 1% chance of critical hit can be issued two. Cards can be gamed or traded. Cards can be traded to project parties for tokens, cards can be exchanged with other players for equal value, or tokens.

#### **4.2 Character2**

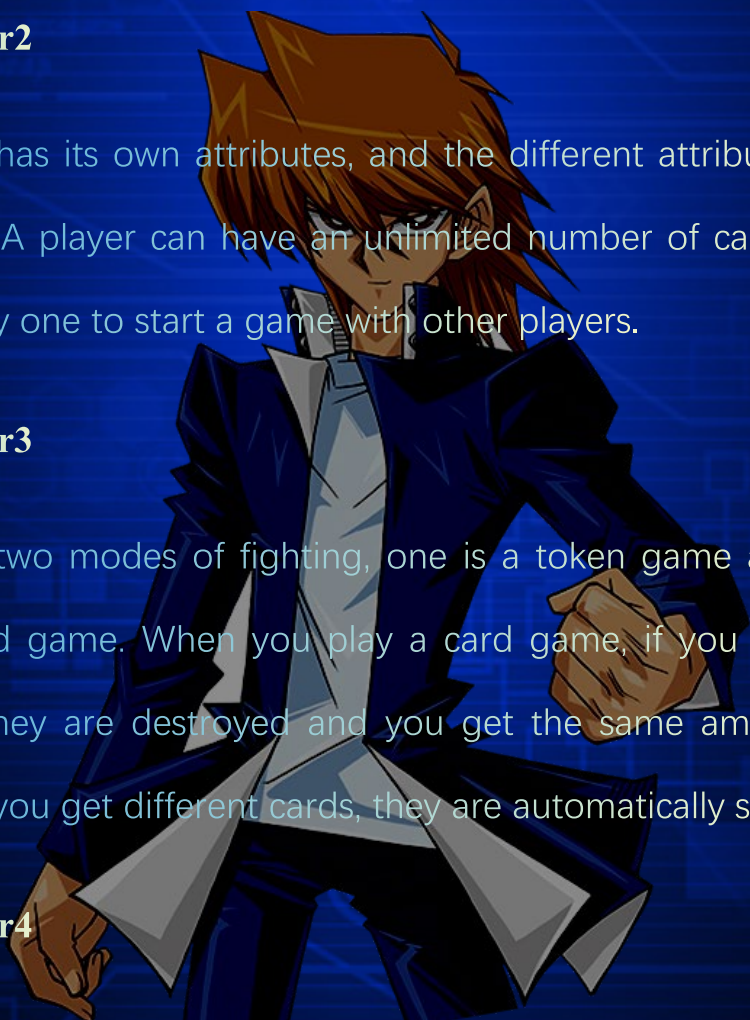
Each card has its own attributes, and the different attributes are contradictory. A player can have an unlimited number of cards, but must have only one to start a game with other players.

#### **4.3 Character3**

There are two modes of fighting, one is a token game and the other is a card game. When you play a card game, if you get the same cards, they are destroyed and you get the same amount of tokens, and if you get different cards, they are automatically saved.

#### **4.4 Character4**

We will carry out card buyback and destroy a large number of the same cards in the market. When the card blind box develops to the



fifth issue, we will try to ensure that the number of each card in the market is less than 50.



# MASTER DUEL