ENGELS BLEED BLUE

Life is a game. Souls are limitless. Constraints give meaning.
Bodies are vessels for inflicting change. Chaos appears closely,
but orderly from afar. We live in memories. Time does not exist,
only the current state of matter. Only time travel with our mind.
If god shows themselves, faith ceases to exist.
Math is the universal language, and it is never wrong.
Enter Mirari. A currently in develop COOP platforming
action adventure hack'n'slasher. One player controls
the invader, Engel, the other controls her weapon, The Orb.
Both players come together, Engel wielding The Orb, for
devastating blows and combos / or separate to take on more
shielded enemies from weak-points or multiple objectives
in a timely manner. With gameplay
emphasis on speed, mobility and
player expression, Mirari is not
only on its way to be the best
web3 game thus far but a
landmark achievement among
web2 games as well.

SKINS

Mirari will feature singleplayer
COOP campaign and multiplayer PVP
with multiple gamemodes and level editor.
Sale of unique Orbs, all 1/1 no duplicates
(excluding event Orbs), will ensure every
player feels unique in their own skin.
Players will also be able to submit
their own maps and cosmetics
to be voted on by other players to make
it into the game's content updates. Sale of
player-designed skins will be split
50% Mirari 50% player. Every Orb will be
recieving $MIRARI airdrop on launch-
multiple Orbs in one wallet means multiple
airdrops. Follow @Mirari96 on X to stay
up to date. Ingame ultility announcements
soon there after.
We look forward to seeing how you roll!

SOCIALS

1 — Demo
+First leaderboard tournament

Engel Update — 2

3 — Pet System

Single
+
Multiplayer
Expansion

4

5 — Crunchmode.

6

Major Release