



NFT. Metaverse. P2E.

MOON RACCOONS



PROJECT OVERVIEW

SOLANA

Game on the Solana blockchain.

Moon Raccoons is a big project to develop a P2E game on the Solana blockchain.

2D

Collection

The project includes the release of a 2D collection, the release of the game and its completion, the stacking of coins and the creation of a large NFT-GAME-COINS interaction system.

PLANS

Our immediate plans are:

1. Open Beta test the game
2. Launch the 2D collection
3. Open the stacking of \$MRN coins
4. Send Airdrop to holders
5. Release the final version of the game



LORE

It has always been believed that the only satellite of the Earth, the Moon, is not inhabited by living organisms. But who knows what's out there on the dark side of the moon?

And we know!

Moon raccoons who had their own civilization, industry, etc. But space is highly unpredictable...

Just one small asteroid...

And all the survivors had to flee in order to find a new, habitable planet nearby to watch their old home from it...

Once on the Ground, the Raccoons immediately realized that it would not be easy for them! But they quickly got used to it and the easiest way to look for money for food and the arrangement of life is theft. But Moon Raccoons are not as simple as they seem. If everyone's favorite ordinary raccoons steal from garbage cans, then Moon Raccoons rob banks and vaults with gold and jewelry!



GENESIS COLLECTION

One of the steps in the development of the game is to raise funds by launching a collection of 2D Lunar Raccoons in the amount of 4444 NFT. Holders will have early access to all versions of the game. After the coin is launched, an Airdrop will be sent to everyone. In the game, this character will be involved as your main character! According to the type of your character, you will have various skills and receive in-game bonuses.



RARITY

The rarity of our raccoons will be determined by their fur. The most basic is gray, which you can see on the street, in the zoo, in the forest, and so on. With a minimum of bonuses and have standard abilities. The rarest is a zombie raccoon, which will bring a lot of bonuses and which will have a lot of interesting abilities. The rest are a gang of moon raccoons, each of them has a different set of abilities that complement each other.

Since our game will be available to everyone after the release, the owners of NFT's will have basic advantages, such as increased rewards for successful missions and discounts in the in-game store

Coon

Does not possess any unique abilities



Spectro

Temporarily activates a shield that absorbs all damage



Leo

Berserk mode. For a short time, the damage inflicted increases and the damage received decreases



Acid

Creates 3 acid balls around itself, each of which in turn, when an enemy approaches, clings to it and deals damage during the lifetime



Zibra

It has a temporary ability to increase the parameters of dexterity and speed to maximum values, the speed of treasure selection increases



Frank

Zombie bite. When activated, the ability can subdue up to 3 enemies who will fight for it until they die



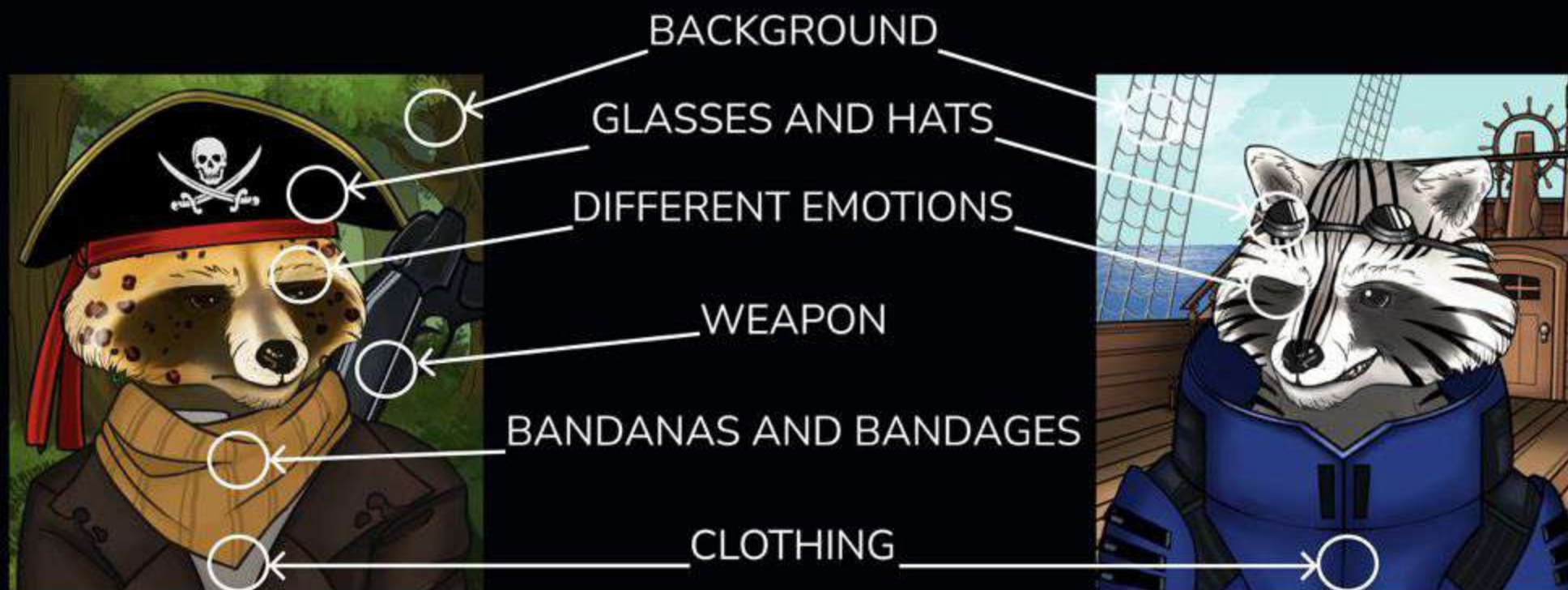
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ATTRIBUTES

In addition to everything else, each character has different attributes in addition to color, some of which will also affect the gameplay

For example, if you get a character with a weapon on his back, the damage of the weapon you bought in the store will be increased.

Also, when using a character with heavy equipment, your store armor will be with increased durability.



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DESCRIPTION
OF THE GAME
MECHANIC

In the release version there will be many locations with varying degrees of complexity and approach to the task. The mission begins with the selection of inventory in the in-game store. There will be available: weapons, armor, various hacking devices, assistants and much more for the successful completion of the task. The goal is to steal coins and get out so you don't get caught. The mission will begin with planning the theft of coins and choosing tactics. A location map will be available, usually a map of a room. At the end of the task, you either successfully completed it and received \$MRN tokens, or you lose the purchased inventory. Depending on the difficulty of the level, there will be a different reward.



TEAMPLAY

In future versions of the game, we will add the ability to play with friends in cooperative mode! Plan your robbery together and use the abilities of your characters in conjunction to achieve the best results. By the time this mode is released, new maps will be added specifically for playing together



TOKEN/ TOKENOMICS

For in-game purchases, rewards for missions and stacking, our \$MRN token with a total of 50 million tokens will be used. The economy looks like this:

01	Total supply: 50,000,000	05	Liquidity: 3,000,000
02	Team: 5,000,000	06	Airdrop in the first round: 6,666,000
03	Reward for completing missions: 15,000,000	07	Airdrop in the second round: 5,338,000
04	Staking: 10,000,000	08	Reserve: 5,000,000



STAKING

Can your raccoon hunt for treasure without your participation? Of course! Simultaneously with the release of the first public beta version, it will be possible to send your character to a stakeout, where he will be able to find treasures without your participation

We are a young team of enthusiasts, specialists in their fields with experience in organizing various projects on the Internet and beyond



MR. R

Co-founder, marketing and logistics of the project. He studied at the Institute of Thermal and Nuclear Energy. Graduated from the Department of General Physics and Nuclear Fusion in the direction of thermonuclear energy and plasma-facing materials. He tries to help everyone. I have been communicating with many founders of NFT projects for a long time and got so carried away that I decided to make my own unique project together with a good team.



MR. O

Co-founder. Project discord manager. He received an education in the direction together with Mr. R. Acting entrepreneur. The ideological inspirer of the project