

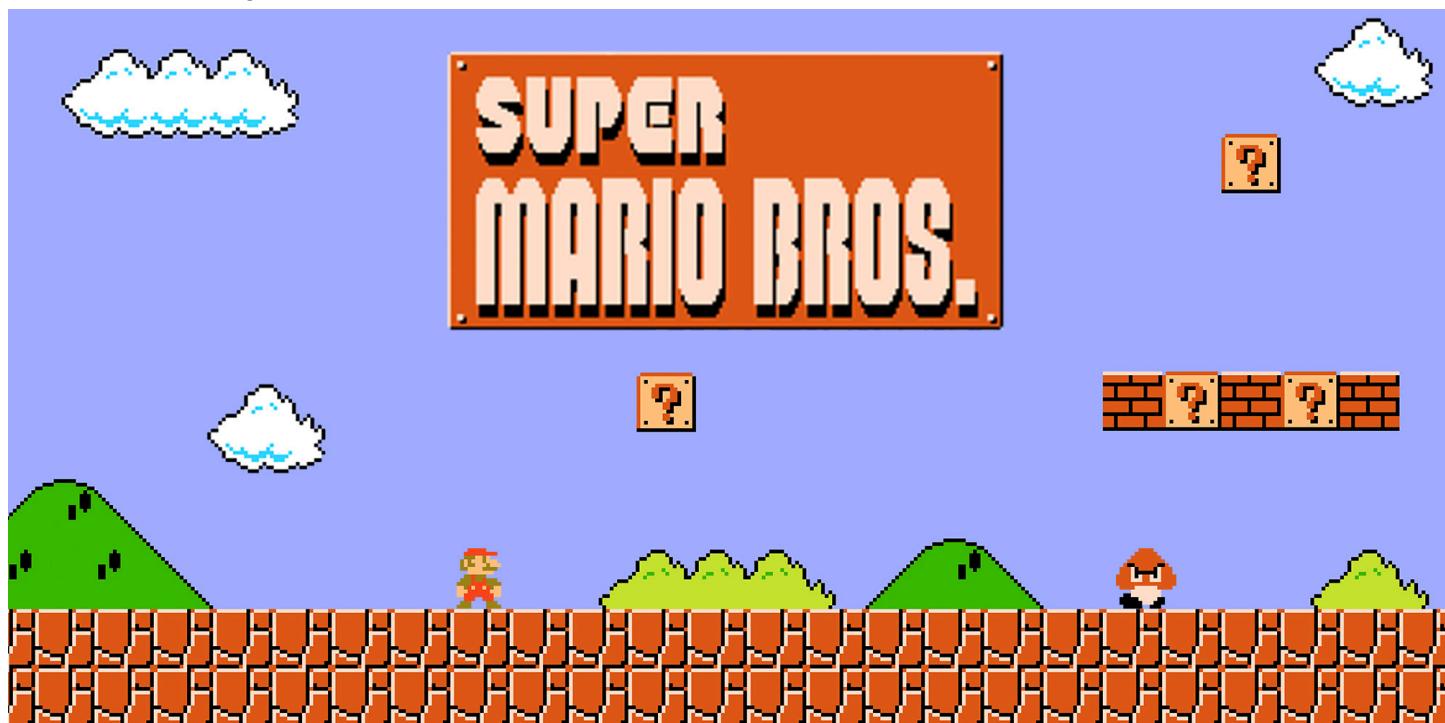
1. Welcome to Mario Team

Throughout the platform generations, Mario has been Nintendo's flagship character, appearing in a variety of games spanning genres. The franchise has evolved beyond platformers to include racing games, sports games, role-playing games, and more. Mario has become one of the most well-known and beloved characters in video gaming history. Mario project aims to maintain and spread the legacy of Nintendo and the rich history of the best Nintendo game ever in the history. Join Mario, and the team will take you on a daring trip with new ambitions to reach memecoin heights never before accomplished by any other enterprise.

2. The Legacy of Nintendo

The Nintendo Entertainment System (NES):

Released in 1983 in Japan and 1985 in North America, was Nintendo's first successful console. It included renowned games such as "Super Mario Bros.", which introduced Mario as the heroic plumber battling through the Mushroom Kingdom to save Princess Toadstool from the villainous Bowser.



NES P BR



Nintendo®

Game Pak (NES-GP)



Nintendo ENTERTAINMENT SYSTEM



The Super Nintendo Entertainment System (SNES):

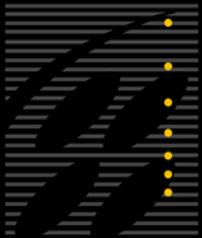
Was released in 1990 (Japan) and 1991 (North America), following the success of the NES. It has improved graphics and audio capabilities. Super Mario World, which debuted alongside the SNES, became one of the console's most recognisable titles.



Nintendo®



SUPER NINTENDO ENTERTAINMENT SYSTEM



The Nintendo 64:

Released in 1996, pioneered 3D gaming for the public market. "Super Mario 64" was a breakthrough title that established the standard for 3D platformers.





Only For



The Nintendo GameCube:

Released in 2001, was not as economically successful as its predecessors. However, it included important titles in the Mario series, like "Super Mario Sunshine."





The Wii:

Released in 2006, revolutionised gaming with its motion controllers. "Super Mario Galaxy" and its sequel were outstanding games on this platform.





Wii

Wii™

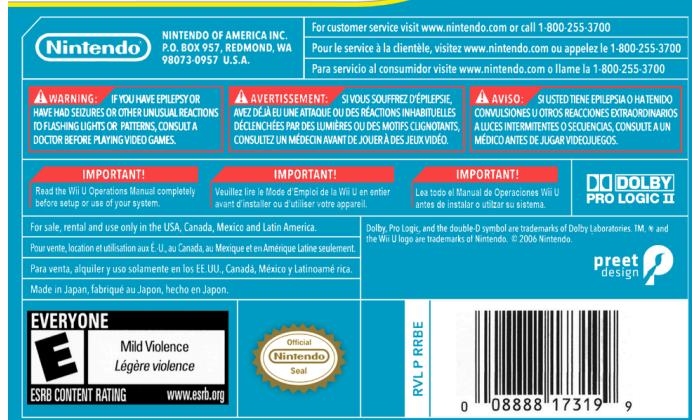


The Wii U:

Released in 2012, underperformed commercially, but had notable titles such as "New Super Mario Bros. U" and "Super Mario 3D World".



Wii U™



Nintendo's Switch:

Released in 2017, has proven to be a big hit. It is a hybrid console that may be used as a handheld device as well as linked to a television. "Super Mario Odyssey" is a notable title.





3. Vision

Memecoin is great with higher reward, and higher risk. However, the investors don't truly see any value that meme coins can bring to the community and society. So, how about we together, launch a meme coin project with value and dignity? Yes, Mario was born with that vision, for the Nintendo community, for the Mario community, and for the rich history of Nintendo - the king of console games.

4. Mission

We have developed a long-term strategy for building a robust community and making Mario an investment-worthy coin, and we are committed to putting it into action at every stage. We want to protect the Mario iconic, character that represents the success of Nintendo throughout the history of console games. We are indeed loyal fans of Nintendo console games and with support from the community, we are confident that Mario and Nintendo will continue to grow and become an important part of mankind's history.

With unfavourable economic conditions, Mario will be the best option for reviving the market and bringing valuable investment to the investors. The team hopes that with their work and the community's support, Mario will swiftly grow and become well-known around the world.

5. Tokenomics

Total Supply: 700,000,000 \$MARIO

Token Allocation:

Presale: 50%

Liquidity: 30%

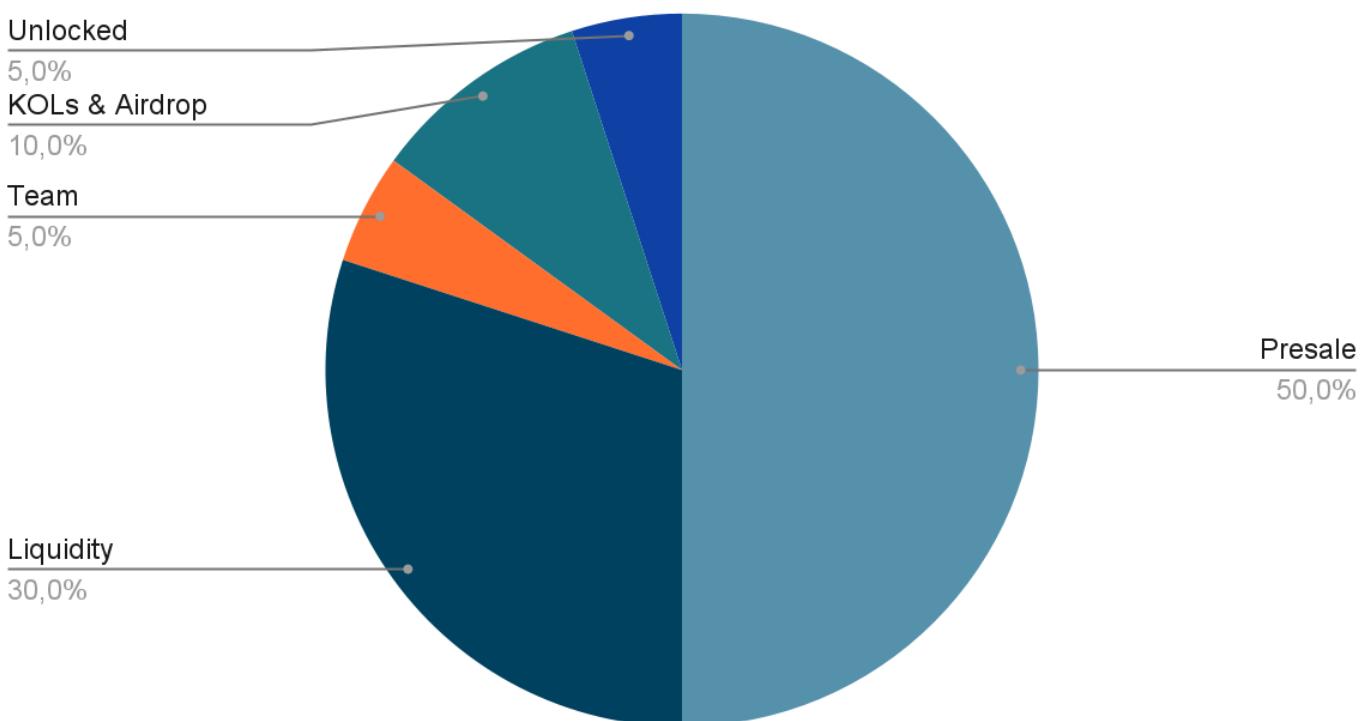
Team: 5%

KOL: 5%

Unlocked: 10%

Total: 100%

Points scored



6. Roadmap

TIMELINE

