



NEKOTOPIA

**"Play To Earn" social world
with evolving NFTs**

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What is Nekotopia?

Nekotopia is a blockchain enabled 2D social world (metaverse) comprised of interactive Dapps & a primary Massive Online Battle Arena game.

The Neko NFTs are the avatars/memberships for access to the metaverse that also double as playable characters within Nekoverse games. The metaverse is visualised as a top down "Stardew Valley" style open ended world.

Social avatars interact with NPCs (Dapps) to perform Defi functions (staking, swapping), NFT evolutions and buying in-game assets



Problem Statement

NFT USECASE

There are very few stand alone NFT projects that allow users to regenerate or evolve their NFTs. NFT projects without defined functionality & interactivensess are just status signals with pre-generated imagery that only support locked-in cosmetic layers with no room for functional or cosmetic evolutions with well-defined utility.

ENTERTAINMENT VALUE

Blockchain gaming projects in place right now feature mainly grind-style 'play to earn' mechanics and ignore the **entertainment aspect of gaming**.

HIGH QUALITY

AAA Quality games with enough gameplay loops have been missing in this space.

Our Solution

NFT's as player Avatar

NEKO NFT's are the character sprites in the social metaverse and also playable characters in multiple games that will come to Nekotopia. They also have a one to one 3d representation. The NEKO NFT are also evolutionary characters that gain value with more activity.

Entertainment and Retention

By Bringing our decade worth of game development experience to blockchain, we will make blockchain games entertaining by keeping fun element intact through solid game mechanics that host several different style of gameplay in different realms of the metaverse (RPG, MOBA, infinite runners and more)

Our metaverse also supports multiple aesthetic enviroments for different games in the ecosystem. For example - MOBA gameplay in 3D, top down pixellated social metaverse & mini games



Vision

Interactiveness of the metaverse solved by DApps, and evolution experiments, social coordination (ex creating guilds, parties, trading etc) Keeping fun element intact through solid game mechanics that host several different style of gameplay in different realms of the metaverse (RPG, MOBA, infinite runners)

Our metaverse also supports multiple aesthetic environments for different games in the ecosystem for eg- MOBA gameplay in 3D, top down pixellated social metaverse & mini games

CORE Team



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Chen Jiao

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Anuj Kodagam

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Product highlights

NFT evolution experiment

Players use game assets like 'dinger and psi functions' to perform experiments on their minted base animated NFTs.

Experiments enable players to upgrade their NFTs (cosmetic & game stats).

Mini-games

An open ended Metaverse supporting a wide range of realm-specific mini games like side scrollers, strategy games etc

Marketplace

NFT Market place to buy, trade, stake, export NFT assets* (Assets include Nekos, Dingers, Psi Functions)

DAO

Players with DAO access can enter the Virtual DAO land inside the Nekotopia. Virtual DAO in Nekotopia will be used for meetings, proposals and voting booths

Primary MOBA game

MOBA game in 3D with PvE and PvP gameplay options



Screenshots of the metaverse



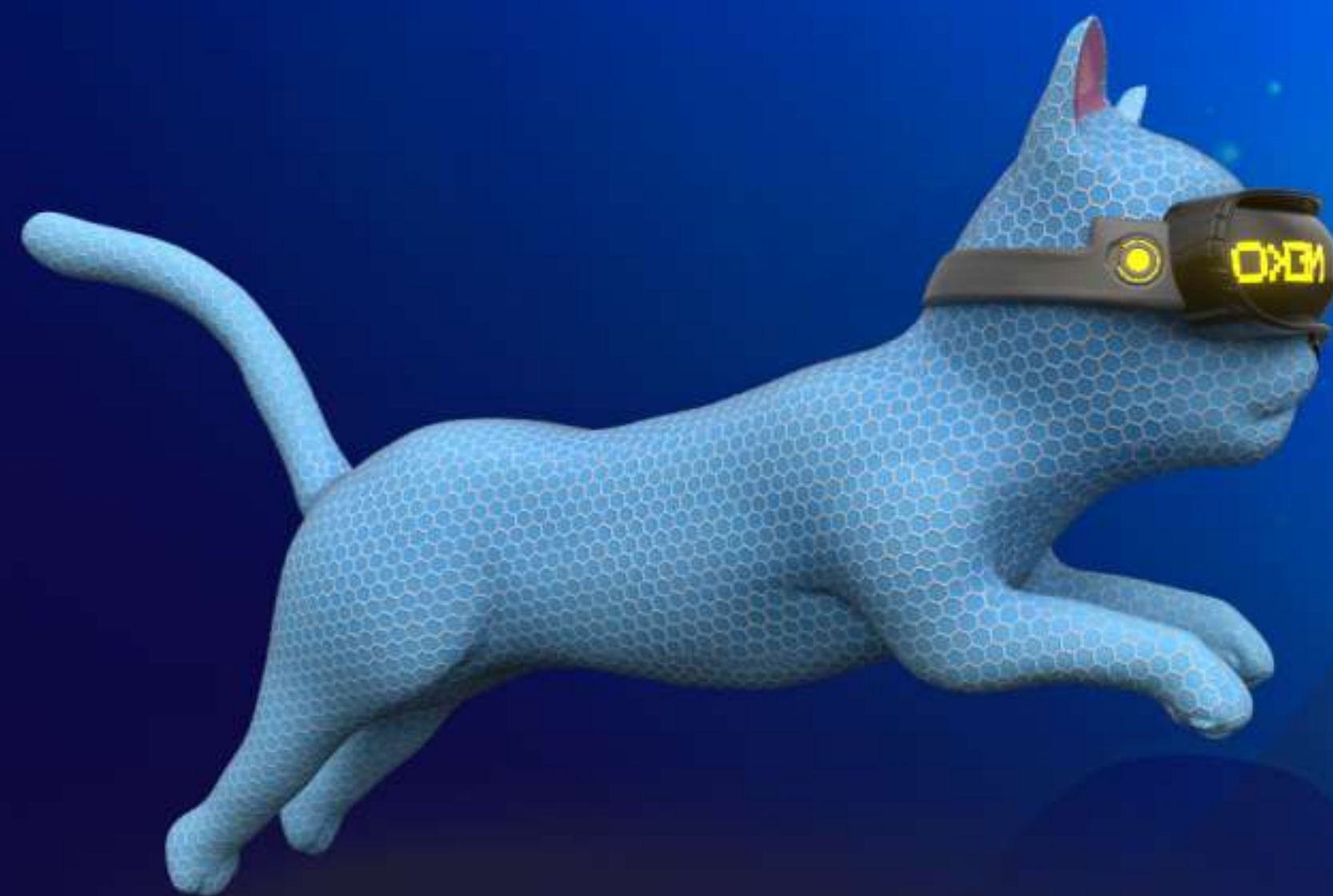
Characters Set-1



Characters Set-2



Neko 2D – 3D Representations



Nekotopia Battle Arena

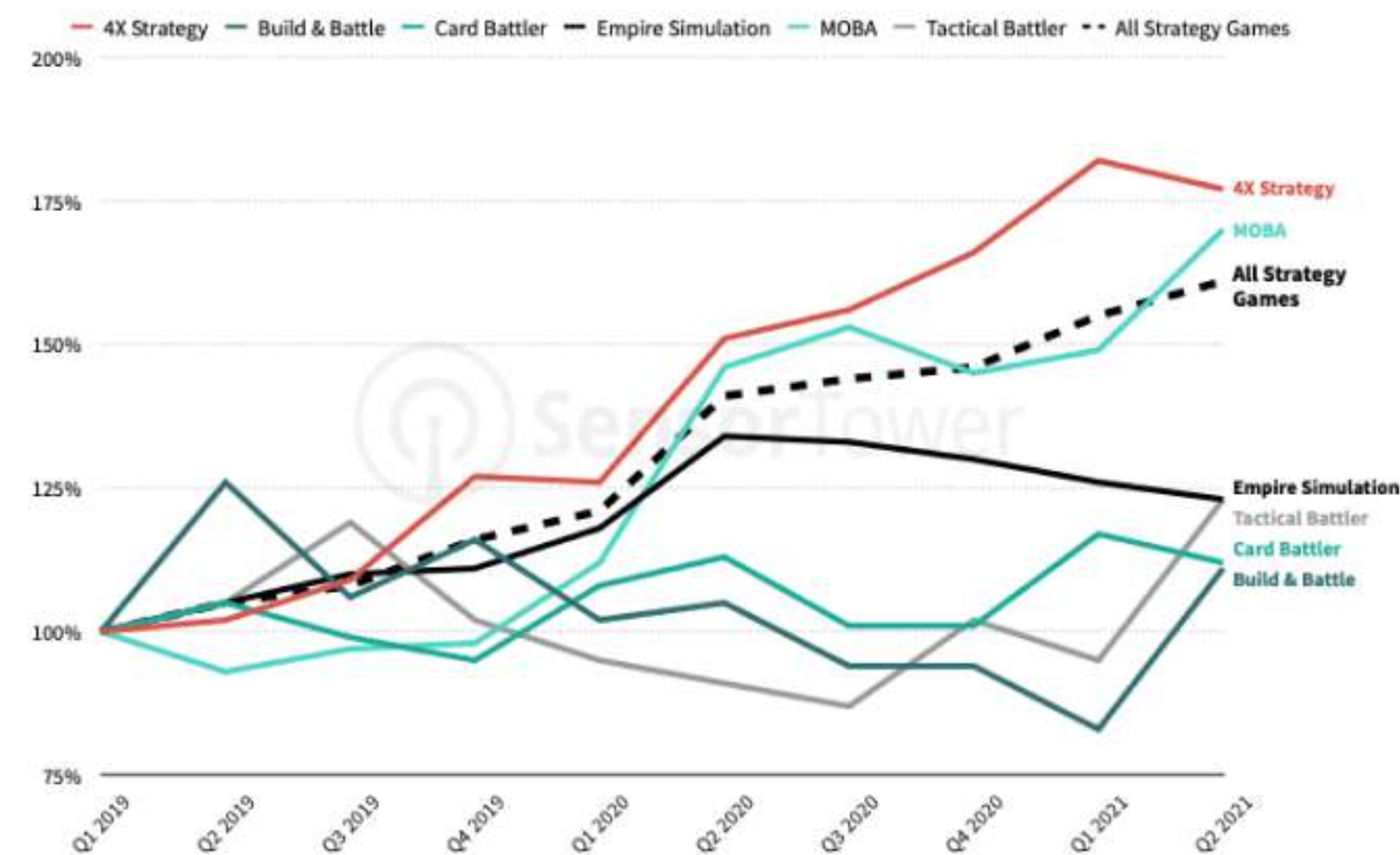
Pre Alpha



Industry gaming overview

MOBA Is One of The Fastest-Growing Strategy Sub-Genres

Quarterly worldwide Strategy genre revenue by sub-genre (indexed to Q1 2019)

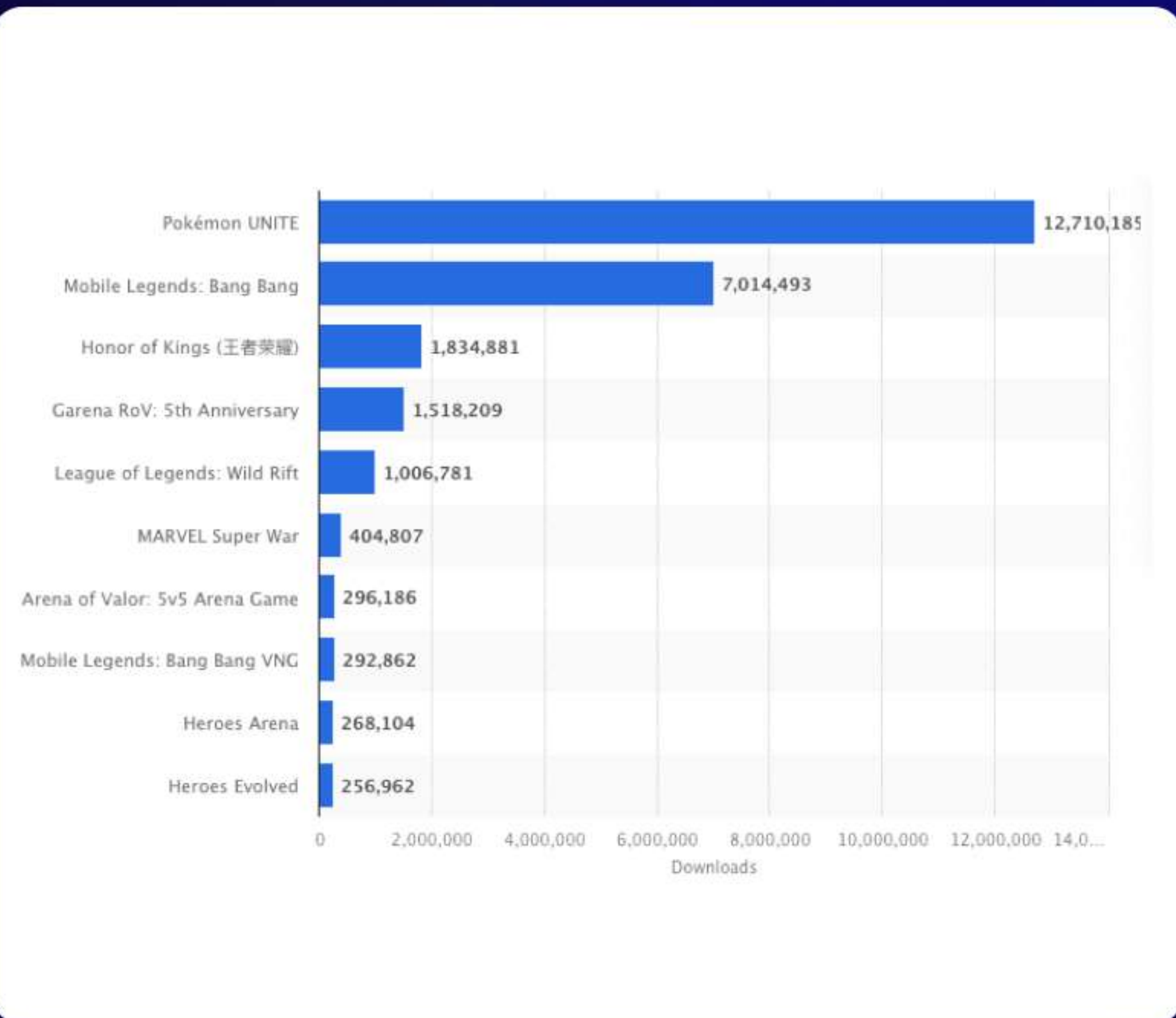


MOBA is one of the fastest growing Strategy sub-genres. Revenue increased by 14 percent quarter-over-quarter during Q2 2021, its steepest rise over the past year. During the first half of 2021, titles in this sub-genres generated approximately \$2 billion in player spending globally.

- Asia accounts for the vast majority of MOBA revenue so far in 2021, making up 84 percent of player spending.
- MOBA games find sizable audiences in emerging markets. Brazil stands out as one of the largest markets for active users, ranking No. 1 for DAUs in League of Legends, No. 2 for Brawl Stars, and No. 3 for Mobile Legends.
- First launched in 2015, Honor of Kings (Arena of Valor in Western markets) has become the highest revenue generating mobile game globally across the AppStore and Google Play, generating \$10 billion in player spending.

Industry gaming overview

- IP-Based MOBAs make up nearly half of U.S. installs. Games that don't own an IP, such as Mobile Legends and Arena of Valor, have historically used licenses to appeal to a wider audience.
- Pokémon Unite is the biggest MOBA launch ever on mobile, surpassing 15 million downloads in just two days following its release on September 22, 2021.
- Some MOBAs incorporate paid advantage mechanics with purchasable upgrades that can impact chances of success. These games can achieve higher revenue per download, but might see lower long-term retention.



Token Usecases



\$NEKO

- Secondary Market Purchases
- Staking for Dinger (Consumable)
- Teleportation to enter other Realms
- DAO Token
- Evolution Experiment
- Purchase Mystery Boxes and battle Passes



\$Pcash

- To buy Psi Functions (Can be sold in secondary market for Avax / NEKO)
- In game P2P item trading (Buying in game consumables)
- Nft holders will get other surprise airdrops like minigame NFTS, Card Decks etc
- Customizing Skills

Tokenomics

Max Supply- 250,000,000

Allocation	Supply	Percentage
Private Round	32,500,000	13%
Public Sale	5,000,000	2%
DEX TGE	3,000,000	1.2%
Team	37,500,000	15%
Advisors	17,500,000	7%
Usage Rewards	97,500,000	39%
Staking Rewards	22,500,000	9%
Marketing	18,750,000	7.5%
Ecosystem	20,000,000	8%
Reserves	14,500,000	5.80%
Total	250,000,000	100%



Thank you

nekotopia.co