



A CASUAL RPG GAME BUILD ON TON AND TELEGRAM BOT

# Daily play



## ► Daily challenge of Majyo

Automatic combat while idle, earn income from fragmented time

A variety of boss types & Pay to acquire challenge qualifications

Through Roguelike gameplay, players' strategies are matched with BUFF to maximize profits.

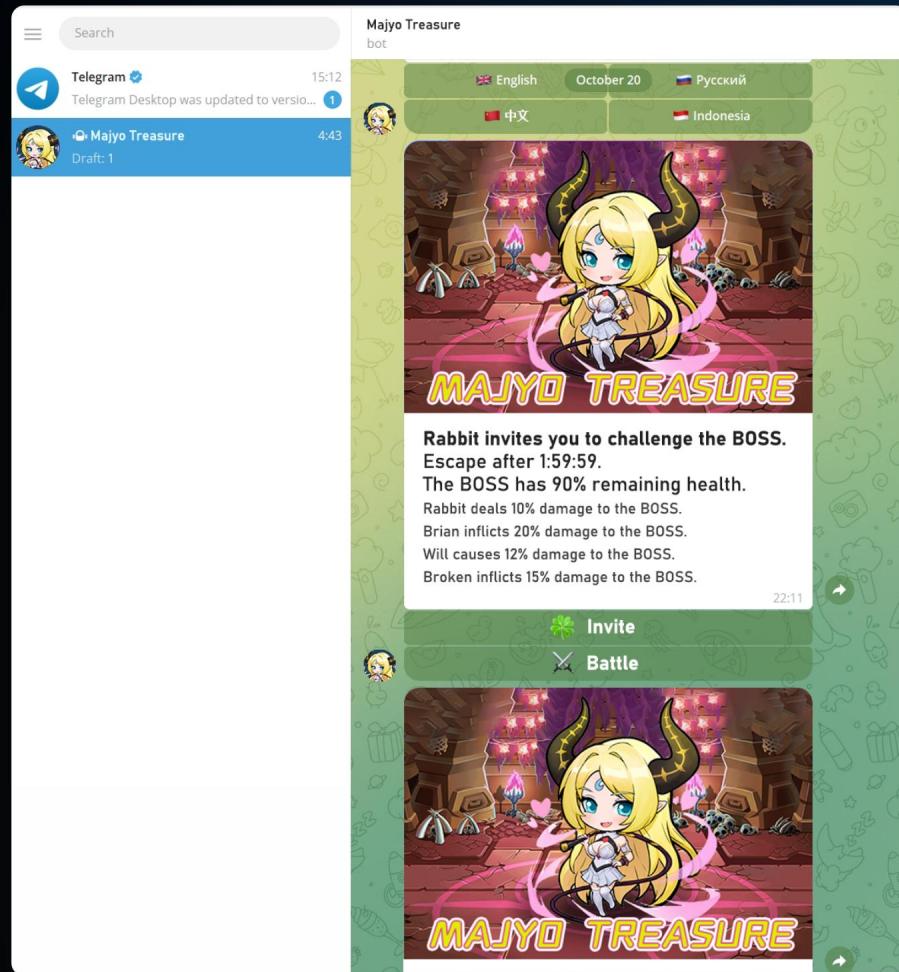
## Rewards

## Various upgrade materials





# Social & share



## ► Invite friends to challenge the mutated Majyo

Share it with the Telegram group and face the challenge together

Divide a substantial amount of rewards

## Rewards

Exclusive rewards for the sharer

Exclusive rewards for the killer

Participants ranked by damage, rewards distributed accordingly



# PVP & Team Mode



## ► PVP Season

Challenge ranking everyday

If you want to get a higher ranking, you need to upgrade your equipment.

**Team up with friends and challenge 3v3 battles to earn more rewards**

## Rewards

The official will release Token rewards in the prize pool every day

Challenge ranking rewards

**The more active the game players are and the more BOSS they defeat, the richer the daily prize pool will be.**



# In-game Market



## ► Transaction

Selling materials you don't need

Define your own transaction price

Purchase materials directly to quickly challenge more advanced BOSS

The official fee is 5%, and will also change according to market conditions



# Token & NFT



## Zero-point Aether (ZPA)

Token issued based on the Ton blockchain, with the prototype originating from the mysterious energy of the high-dimensional universe Akasha, where the in-game Majyo reside.

Total supply: 20,000,000



## Majyo Weapon NFT

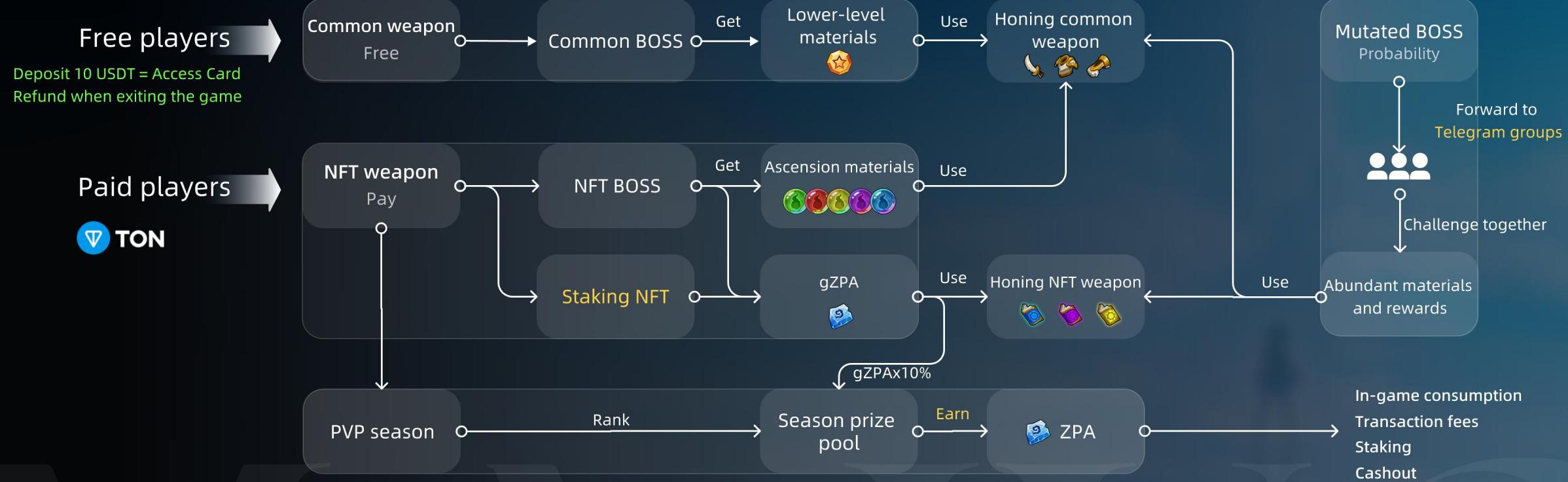
The primary NFTs in the game, players can obtain them by opening in-game blind boxes. Only those who possess the weapon NFTs qualify to challenge the witch clones.

Total supply: 20,000





# Token Circulation



# NFT Weapon Gameplay



## Upgrade

- Basic attributes linear growth
- Every 3 levels, additional random attributes, with a 0.048% probability of reaching maximum attributes
- Appearance changes



## Honing

- Randomly refresh basic attributes
- Infinitely honing
- Does not alter the original NFT weapon level

# Model



## Play to Earn

Primarily focused on casual RPG gameplay, offering a rich NFT development path



## Share to Earn

Positioned as a hyper-casual game category, allowing players to jump in and out, high social engagement, featuring gameplay like sharing to let others take a swing at the boss



## Attention to Earn

Leveraging the powerful traffic attributes of Telegram (TG), integrating either third-party or in-house advertising systems for monetization through watching ads



# User Acquire

## Social

Through the design of game mechanisms, and use social fission to acquire users at low cost

- Share BOSS and invite friends to chop to share the rewards
- PVP ranking list, team up with friends
- Friend assistance system (accelerates recovery, improves strengthening success rate, etc.)
- Mini game matrix, multiple self-developed games attract each other

## Cooperation

Establish cooperation and exchange users through communities, media, KOLs and other project parties

- Telegram & Ton official promotion
- Top mini game & other blockchain project parties jointly announced
- Game Guild & KOL Promotion
- Media PR cooperation

# Team



Will Zhang  
Founder&CEO

10+ years of experience in team management and continuous entrepreneurship, proficient in product design and years of experience in crypto and NFT transactions



Ellen  
Blockchain Programmer

10+ years of experience in contract development, well-versed in various ecosystems such as EVM, MOVE, and proficient in development languages like Solidity, MOVE, Rust.



Brian Bi  
Chief Game Designer

10+ years of experience in game development and planning management, leading the development of a web3 game named 'Tap Fantasy'.



Zoey  
Community Operation

Years of experience in operating Web3 gaming communities, proficient in community operations such as Twitter and Discord, and worked in exchanges, packages, and gamefi projects.



Daniel Wen  
Chief Art Director

8+ years of experience in game art research and development, worked at miHoYo and proficient in various artistic styles and creativity, proficient in Unity3D.



Jon  
Server Programmer

10+ years of development experience, proficient in Go, Python and other languages, and also has extensive experience in blockchain technology.



# Vision

MAJYO Marketplace

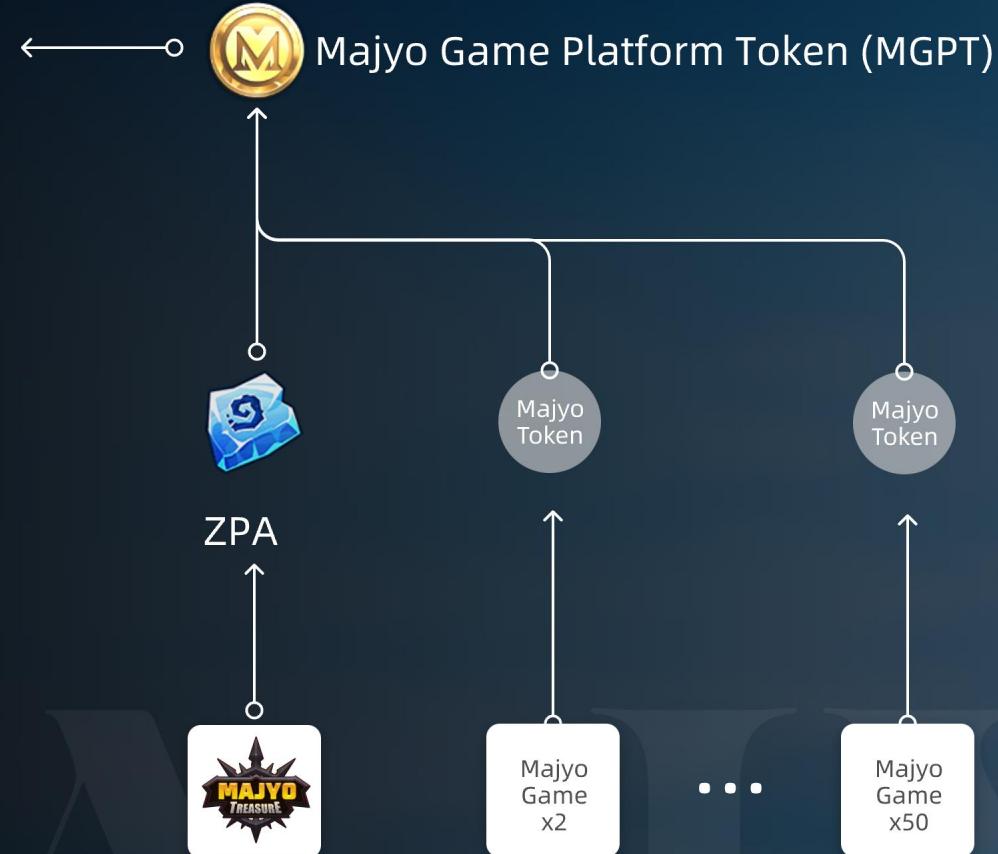
0xWill  
9999999 (= 12000)

6 NFTs Other 3 games

Recent listings All Edda Garm Norns Parvati Tartarus

NFT Item	ID	Level	Price (Ton)	Action
Edda #2377	Edda #2377	Lv.15	3000 (~ 252 Ton)	Buy
Edda #1377	Edda #1377	Lv.5	200 (~ 52 Ton)	Buy
Edda #377	Edda #377	Lv.10	200 (~ 52 Ton)	Buy
Norns #2177	Norns #2177	Lv.15	3000 (~ 252 Ton)	Buy
Parvati #9977	Parvati #9977	Lv.15	4000 (~ 352 Ton)	Buy
Tartarus #5733	Tartarus #5733	Lv.12	3000 (~ 252 Ton)	Buy

No more



Based on the Ton ecosystem, we are creating the Majyo series of mini-games matrix, issuing platform Token (MGPT) and functional Tokens for each mini-game, and building the Majyo Game mini-game ecosystem.



# Roadmap





# Partners



万物岛  
ThreeDAO



→ Thanks ←

MADISON