

# KAKASHI INU

## V2

WHITEPAPER



"Some people want power and they get mad when they don't get it. They take their fury out on everyone else. You don't want it, it becomes you." KAKASHI

# WHAT IS KAKASHI INU

Kakashi Inu is a Anime based NFT and GAMING token  
on the ETHERIUM NETWORK and TRADED on UNISWAP V2.

Kakashi Inu's NFT platform will be based on rarity, uniqueness and value. This being said we will have  
LIMITED amounts of our NFT's in circulation never to be seen again. .

Kakashi Inu's Gaming platform will involve two games. One mini game which will reward holders by a  
spin wheel based game.

The main game will be a NFT battle game that will bring players head to head in a all out battle.

## ROADMAP

### Quarter 4 2021

- ~Relaunch Kakashi From V1
- ~Continue Building Community Via Heavy Marketing And Community Engagement.
- ~Launch Kakashi Inu V2 On Uniswap
- ~Airdrop Previous Holders After Liquidity Added
- ~Fast Track CoinGecko
- ~Launch NFT Marketplace Within Website
- ~ Community Giveaways
- ~Reach 500 Holders
- ~Start Phase 2 Of Marketing Poocoin, Dextools, Ect
- ~Reach 1000 Holders
- ~Launch Of Wheel Spin Game

### Quarter 1 2022

- ~Fast Track CoinMarketCap
- ~Launch Of 2ND Line of NFT's (MARVEL)
- ~Launch Internal Beta Of Battle Game
- ~Release Public Beta To Community At 1500 Holders
- ~Twitch Marketing For Gaming
- ~First Gaming Competition Live On Twitch
- ~Launch Of Battle Game To Public





# The Advantages of Choosing Kakashi Inu



## **Investing In A Strong Team**

The Development team of Kakashi Inu is well established. The main Development team consists of 4 main people who have all worked together on previous projects. We understand each other and put the token and community before our selves. The Team Will DOXX at a 1 million dollar marketcap.



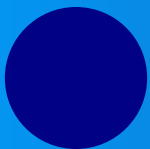
## **Kakashi Inu Is Safe.**

We have implemented numerous safety features and functions to the contract to ensure investor safety. In the event of financial issues we will uses a % of marking wallet for buyback and burn to create a safe haven for all investors. We also will lock liquidity for one month at first then close to expire relock for 6 months with relocking every 6 months.



## **NFT Development**

As we all know NFT's have been taking over the world. NFT's are a very unique item on a blockchain. By only minting a limited amount of NFT's we will be able to control value and circulation meaning as 1st Generation Nft's get older they will become more valuable. Also by adding these NFT's to our game will also create a price increase.



## **Everchanging For The Future**

Kakashi Inu is prepared for the everchanging Defi space. We believe by always marketing and communicating with our holders about our plans as these may change due to unforeseen circumstances. Adaptability is huge when it comes to a successful project and Kakashi Inu is ready for the ever changing space.

# TOKENOMICS

Kakashi Inu has chosen these tokemomics to ensure sustainability and financial grown for our holders

## Marketing 5%

We have chosen a marketing fee of 5% to help with heavy marketing, Game and NFT development.

## Manual Burns

Kakashi Inu will hold manual burn of tokens to bring community hype and stability. Also we will be doing manual buyback and burns to ensure a stable price floor.

## Liquidity 4%

Kakashi Inu is implementing a liquidity tax to ensure a strong liquidity pool. By having a stronger liquidity we will be able attractive to more holders.

## Auto Reflections 3%

We have chosen reflections to holders in 3% \$KKI as a passive income for our holders for a never ending passive income.



# In Conclusion

Kakashu Inu Development team would like to thank you for reading over our whitepaper. We hope to see you in our telegram and become a holder of Kakashi Inu!

## Risk

Like any other crypto coin out there in the market, Kakashi Inu is also volatile. We cannot control it. The market value of Kakashi Inu solely depends upon the number of people who buy it or sell it. As of now, Kakashi Inu cannot be mined or earned any other way than bought.

