



INUGAMI

A DEFI GAMING PROJECT
PVE WITH P2E MECHANICS

PVP WITH ASSET STAKING
COLLECTABLE NFTs WITH UNIQUE ABILITIES



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Market potential and Growth

source: MarketWatch

MARKET VALUE

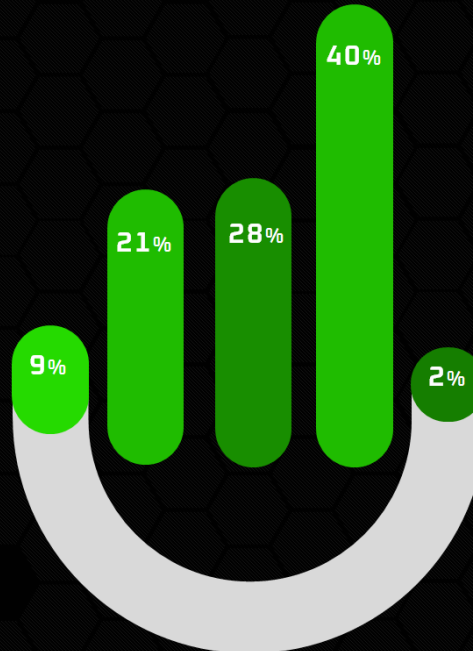
Market Size > **\$201Bn USD**

REVENUE

Yearly Revenue > **\$90Bn USD**

USERS

Almost > **3 Billion** gamers world wide



MARKET GROWTH BY CATEGORY

40% SMARTPHONE GAMES > **\$63.6Bn +16% YoY**

28% CONSOLE GAMES > **\$45.2Bn +7% YoY**

21% PC GAMES > **\$33.9 Bn +7% YoY**

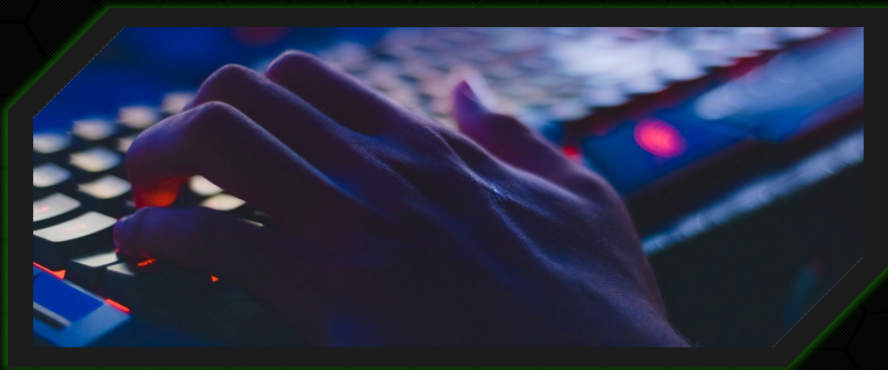
9% TABLET GAMES > **\$13.7 Bn +3% YoY**

2% BROWSER PC GAMES > **\$3.0 Bn -13% YoY**



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For the Gamers



DEFI AND TRADITIONAL GAMING

Inugami game will not only launch as a DeFi Game with tokenomics to reward players - it will also branch out to reach the **traditional gaming market**, aiming to capture an audience on smartphones, tablets and PC. A combined traditional gaming market worth over **\$110Bn USD**.

INCENTIVISE NON-GAMING HOLDERS



Inugami will also provide **Single Asset Staking** of its native token to incentivise non-gaming holders.



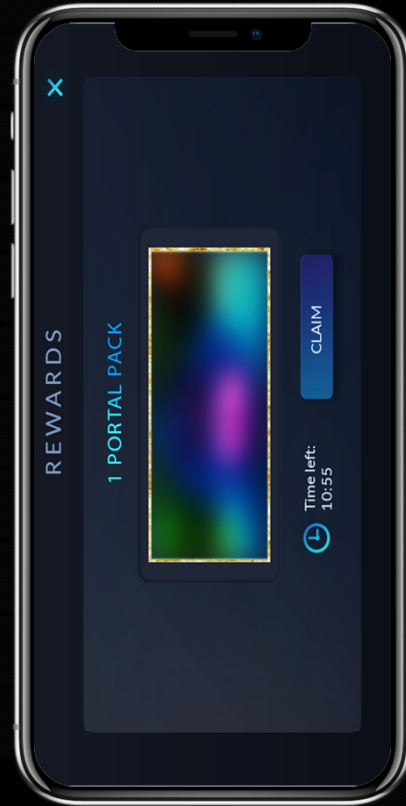
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Innovative Solutions

Inugami will create an innovative game, which rewards token holders who play the game with a **Play To Earn** model.

Inugami game will also reward non token holders who play the game, by creating a portal for these players to convert their **game earnings** to credit for various digital store fronts.

By targeting both Token holders and traditional gamers, we can reach a global audience of gamers as well as Crypto investors.



Issues in Gaming

01

NO INCENTIVE TO REWARD PLAYERS

Traditional gaming models are majority controlled by large publishing houses with no incentive to reward players.

02

BIG PUBLISHERS

Game creators are often at the mercy of publishers.

03

REVENUE SOURCE

Game players are only seen as a revenue source.

Revenue Streams

Inugami will create revenue through several methods

TOKENOMICS

Our tokenomics will have a marketing & development wallet as well as holder reflections, ensuring the team can develop a world class game on multiple platforms as well as advertise it.

TRADITIONAL GAMING MARKET

Once Inugami Game moves to the traditional gamer market there will be a free version with in game adverts and a paid version which is advert free. Token holders will not be subject to in game adverts and will have access to exclusive content.

Advertising and sales funds will be split to fund the free to earn model and to also buy tokens to create value for token holders.



PVP CONTESTS

Our PVP contests will have a 2% pooling fee which will be used to fund the PvE ecosystem.

PVE NFTs

Our PvE NFTs will be used to fund the single asset staking pool - these NFTs will be mintable using ETH - of which 90 % is used to buy tokens to replenish the pool and 10% used to develop future NFTs.

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Tokenomics & Distribution

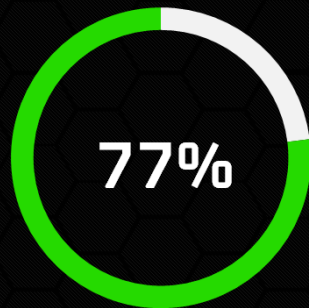
Inugami is a stealth and fair launched token.

The total supply is : 1,000,000,000,000,000 (1+18 zero).

Single asset staking is scheduled to start within 10 days of launch. Tokens will be locked for this duration.

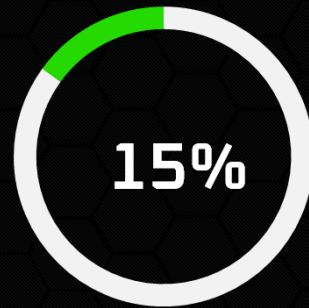
Liquidity will be locked shortly after launch.

Burn milestone will send 1% of supply to the burn address at 1000 holders, 2500 holders, 5000 holders, 10000 holders and 20000 holders.



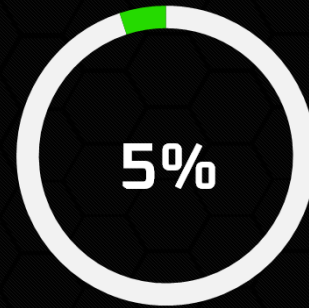
LIQUIDITY

770,000,000,000,000,000
tokens added to the LP



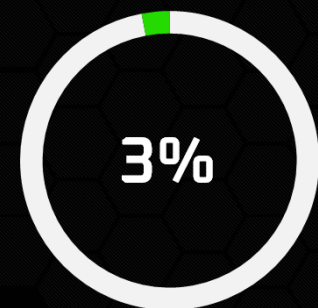
SINGLE ASSET STAKING POOL

150,000,000,000,000,000
tokens added to the SASP



MILESTONE BURN ALLOCATION

50,000,000,000,000,000
tokens allocated for
milestone burns



TEAM TOKENS

30,000,000,000,000,000
tokens allocated to the team



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The Inugami Game

(PvE) PLAYER VS ENVIRONMENT

Inugami **Player vs Environment** (PvE) is a single player turn-based rogue lite game.

Players will draw from a set of cards with unique attack, defence, elemental, magic, chance and various other abilities.

Each turn the player will have a set amount of Aether, with each card costing Aether to use. Once your Aether is exhausted your turn ends.

The players Aether is replenished for each turn. Some cards will allow extra Aether for a turn while others may reduce a players available Aether.

Not all cards are beneficial to hold, so players must use caution and tactics to ensure victory.

Each player and opponent will have their own base cards which they always start with. There's also a share pile, which both players can pick up cards from during **special events**.

The card generation in this pile is random at the start of each game.

Special sight cards are available which allow players to see upcoming cards in the pile, other cards can force an opponent to collect from this pile, so playing sight cards can give advantages.

The player has a life bar, which is depleted from attacks by the opponent. It can be replenished, through special cards and events.

Damage can be reduced by using defensive cards.

Once the player runs out of life, the game is over.

The object of the game is to defeat increasingly stronger and more cunning enemies from each faction and finally defeating their leader.

Once the player defeats the **Inugami** the game is over and the player is victorious.

Each turn consists of a set of random cards from a players' available cards, special cards will allow card swapping or the use of unique abilities.

Extra cards can be gained during gameplay from special event stages.

Whilst the rules may seem complicated, they are much easier to understand during gameplay.



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The Inugami Game

(PvP) PLAYER VS PLAYER

Inugami **Player vs Player** (PvP) is a two player game in which opponents battle to defeat each other. Once a player has had their life reduced to zero, the game is over and the surviving player is the winner.

Players will engage in combat in a similar way to how they play the PvE game.

Certain cards will be unavailable to play due to game play balancing.

Players can upgrade their base decks in PvP by spending tokens.

You can build multiple decks of varying power.

Players will be able to see viable opponents via the **matchmaking lobby** and the amount of tokens they wish to offer to **stake** for the winner.

If you choose to offer to fight a deck of higher power you will be required to match their stake with a proportionally lower tier.

While attempting such battles will be far more difficult to win, it will never be impossible. The risk to reward ratio will be lower.

Players can also offer up the unique game **NFTs** to battle over.

Should either player disconnect during the battle the game will be paused. This is to give players who have connectivity issues a chance to rejoin.

If the connection is not restored within a fixed amount of time, the opposing player can choose to end the battle and thus winning the game.

Should a game be disconnected due to issues with the Inugami servers, or other technical issues, all tokens will be returned to each player.



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The Inugami Game

MATCHMAKING EXPLAINED

Match making examples – *Visual example on page 11*

Player one has a power deck of 1 and offers 1,000 tokens to stake.
Player two has a power deck of 1 and wants to battle. They match the stake and the battle begins.
The player that wins receives the stake amount, minus the pool fee.

Player one has a power deck of 3 and offers 1,000 tokens to stake.
Player two has a power deck of 1 and offers 250 tokens to stake.
Player one can accept the offer and the battle begins or Player one can reject the offer and wait for a new player to challenge them.

Player one has a power deck of 3 and offers 10,000 tokens to stake.
Player two has a power deck of 4 power, the lowest offer they can make is 12,500 tokens.
Player one can accept the offer, reject the offer or propose a raise to player two's staked amount.
Players can barter like this until a deal is agreed or a player rejects the match making challenge..



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Matchmaking Examples

Matchmaking

Power

Offer

High

Low

Win

	PLAYER 1	1	1000	/	/	1960
	PLAYER 2	1	/	1000	1000	1960
	PLAYER 1	3	1000	/	/	1470
	PLAYER 2	1	500	1000	250	1470

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INUGAMI

The Story

Inugami Game revolves around 5 factions, each vying to be the dominant race. These factions can be chosen by the player and each faction has a unique skill.

Defeating the other factions and then defeating the Inugami is the goal of the PvE game.

You can find the detailed back story to Inugami Game on our website when it goes live.

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Roadmap

PHASE 1

- ❖ Prepare media
- ❖ Initial game idea & story
- ❖ Website & Whitepaper release
- ❖ Stealth launch
- ❖ Concept art & Community
- ❖ Feedback
- ❖ Initial game engine building
- ❖ List on popular sites for token visibility
- ❖ Single asset staking Dapp
- ❖ Marketing & community building
- ❖ Development partnerships
- ❖ Lore & story building
- ❖ Art reveals

PHASE 2

- ❖ Team recruitment
- ❖ Continued marketing
- ❖ Community feedback for game direction
- ❖ NFT reveals for unique abilities
- ❖ Partnership & licensing of IP for IRL Card game
- ❖ Cex listings



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Thanks for joining

Want to work on Inugami game?

Drop us an email with your experience and what you can bring to the team.

The Inugami team are passionate about crypto and gaming. We believe we have created a project that will have a broad appeal to investors and has the potential to reach a high market cap.

We promise our investors transparency in what we do and how our funds are spent.

Inugami game is complex and we are a small team, we aim to bring on board more people to speed up development. All aspects of our game will be made using original, or licensed assets where needed to speed up development.

Our art will be original and our story & lore will be unique.

If you are interested in licensing our IP to create fan content it is free to use for non commercial use. We are happy to discuss commercial licensing rights with interested parties.

Enjoy the world of Inugami!



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Contact us



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