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MYTHERIA

CLASH OF PANTHEONS

White Paper ver 1.1

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» INTRODUCTION

- Vision & mission
- Our story
- What set Mytheria apart?
- Roadmap
- Advisors
- Team
- Partners

» THE GAME

- Mytheria lore
- Character
- Gameplay
- Play-to-earn model

» MARKETPLACE

- Marketplace features
- GodForge – Artist community

» TOKENOMICS

- MYRA token
- Allocation & distribution
- How it works



INTRODUCTION



OUR STORY

The idea of a mythical world, where all the gods and heroes from different cultures coexist, burgeoned when Le Manh Cuong, our founder work for famous game studios (Marvel and Dota2). With the knowledge and experiences in game industry, our founder created the very first sketches for Mytheria in a small studio back in 2018.

In the majestic universe of Mytheria, each character is refined and invested in background story, psychological development, and graphics. The game development team aims to give players a vivid, insightful world with top-notch graphics, a place where anyone can find their own version of the Gods' war that they have longed for.





Mountain of Divinity

KUNLUN

VISION AND MISSION

Welcome to **Mytheria** – a world where Gods from different mythologies combat for honor and glory!

Our goal is to provide an unique experience, full of fun and thrilling moments for all kind of users. With **Mytheria**, we offer the players an environment to display their skills in both PVP and PVE, while also keep them engage with chances to make practical profits through trading, collecting and gatcha system.

Mytheria brings to its users thrilling feelings of building a Deck to win battles against other players. With hundreds of different characters and artifacts, players are free to create their own alliance to conquer the ultimate victory.

What set Mytheria apart?



Exciting gameplay

- ✓ Gods from different cultures combat in the same battlefield
- ✓ You have the control over Gods
- ✓ Each game lasts about **5-10 minutes**, enough to bring you excitement and intensity without exhausting you



Impressive graphic

Distinctively attractive graphic designed by famous artists with years of experience in global game studio



GodForge

- ✓ A community where artists can **freely express their creativities**, talent and also make money
- ✓ Artists' creation can be **traded, auctioned, selected** to incorporate in the game universe through voting system

ROADMAP

Mytheria: Clash of Pantheons' ultimate goal is to provide an unique experience, full of fun and thrilling moments for all players.



ADVISORS



Tri Pham

- CEO Whydah
- Co-founder Kardiachain
- CEO My Defi Pet



Binh Nguyen

- Partner, Decom Holdings



Joe Lee

- Founder & Chairman GOSU Online Game Corp



Dung Nguyen

- Founder METUB Network
- Founder Netlink Online



Dinh Tran

- CEO, Alpha True
- Blockchain Director, Decom Holdings
- Co-founder Vietnam Blockchain Forum



Kien Tran

- Founder & Director GOSU Online Game Corp



God of the Sea

POSEIDON





OUR TEAM



Cuong Le
CEO & Creative
Director

- Artist for Marvel, Dota 2
- Founder KEIG Studio



Nhat Le

- Founder N-Code
- Founder ZOO Entertainment & Media
- Founder Board Game VN



Tuan Ngo

- Founder N-Code
- Founder Board Game VN
- Founder ZOO Entertainment & Media



**Hoang
Nghiem**

- Partner, Bee Capital



**Le Hoang
Linh**

- Senior Game Maintenance at Gameloft
- Game Analytic



Duy Khanh
• Senior Artist



Le Trong Dao
• Former Artist
for RiotGames



PARTNERS

Mytheria is backed by experienced partners in blockchain, gaming and finance industry



KARDIACHAIN



DECOMTM
HOLDINGS



BEE
CAPITAL

@coincu

N-code

AlphaTrue

WHYDAH



THE GAME



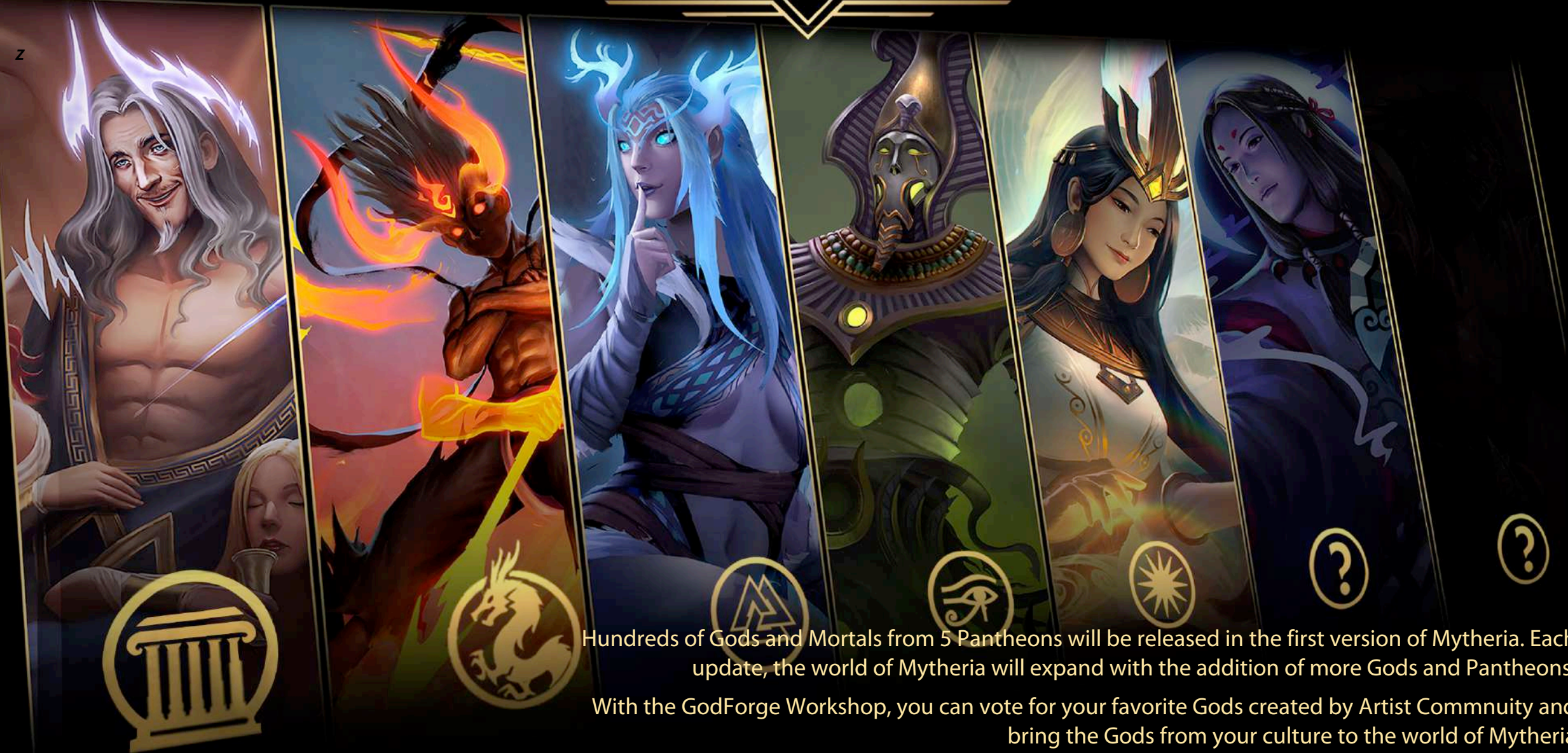
THE WORLD OF MYTHERIA

A war takes place that shakes the entire universe, causing Gods and Mortals of different mythologies to clash with each other.

Mytheria, a crystallized energy that stores incredible power that even the Gods envy. Every God from all Pantheons would want that power for themselves.

In such a world full of chaos, where Zeus can shake hands with Odin, Heracles fights side by side with Thor, Wukong engages Ares in the battlefield, etc. Anything can happen. Will you be the one who lead the winning side?

PANTHEONS



BATTLEFIELD

MOBA ELEMENTS

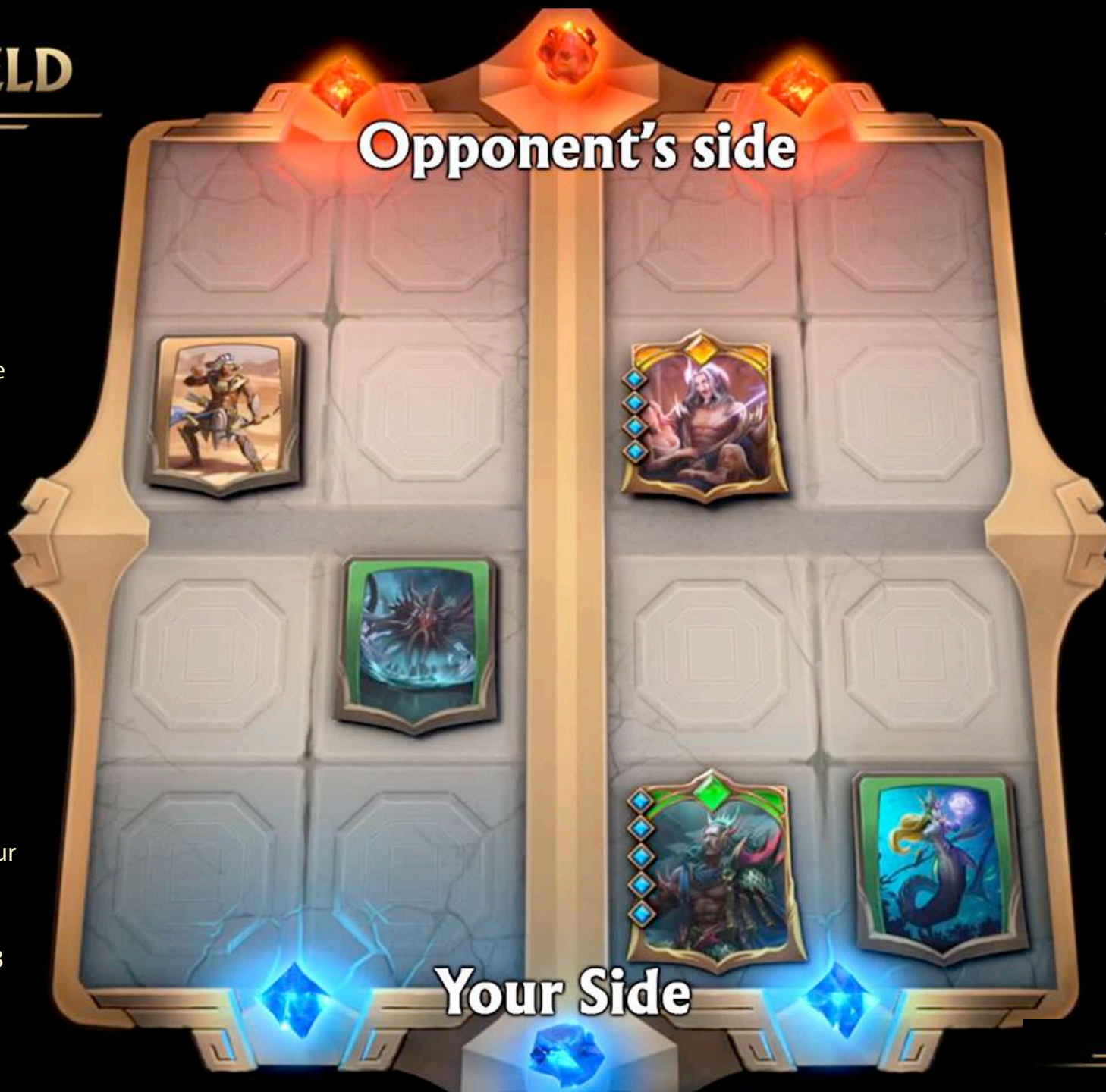
Inspired by various MOBA game, such as DOTA 2, League of Legends, Arena of Valor, etc. The battlefield of Mytheria have 2 lanes with Towers at the end of each lane. Gods act as Champion/ Heroes, can level up, unlock abilities and equip powerful artifact.

TOWER DEFEND

Protect your Tower by block enemy from attacking with your Units and try to attack their undefended Towers.

Whoever takes down 2 out of 3 Towers first will win the game

Opponent's side



Your Side

ROUND SYTEM

Each round, Players move/summon Units in the battlefield or cast Spell to gain advantage on their respective PREPARE phase. When COMBAT phase start, units from both sides will clash in the middle.

Units move from lane to lane will be disarmed for one turn.



YOUR ARMY



GODS

Gods are the most important Cards in the game and play key roles in the strategy of the entire Deck.

Gods is the only unit can be stronger overtime in the battle by consuming Mytheria's shards to unlock new abilities, Just like how you level up you Hero and buy items for them in a MOBA game.

You can have multiple Gods that serve different roles for your team: Warrior, Tanker, Assassin, Nuker, Support or Carry. Balancing is the key to get the best result.

CUSTOMIZE YOUR GODS

Gods have multiple choices for their Primary, Secondary and Ultimate abilities.

Player can see God's story and change Skins to further personalize them



MORTALS

Mortals are cards that directly fight on the battlefield with Gods. When defeated, Troops will enter the Graveyard.

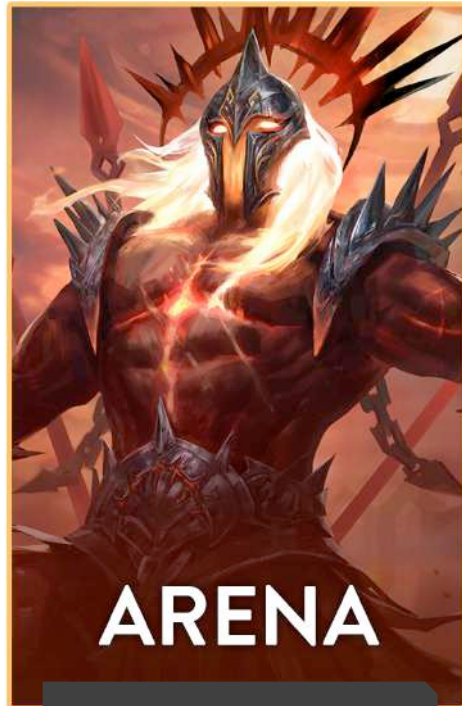


SPELL

Spells are single-used cards that go to the Graveyard after activating its effect

PLAY AND EARN

The ultimate goal is to become a fun game to play, and then play to earn. Players can earn different rewards to trade in the Market Place or to auction when playing different modes using the same source of characters.



ARENA

Competitive Mode

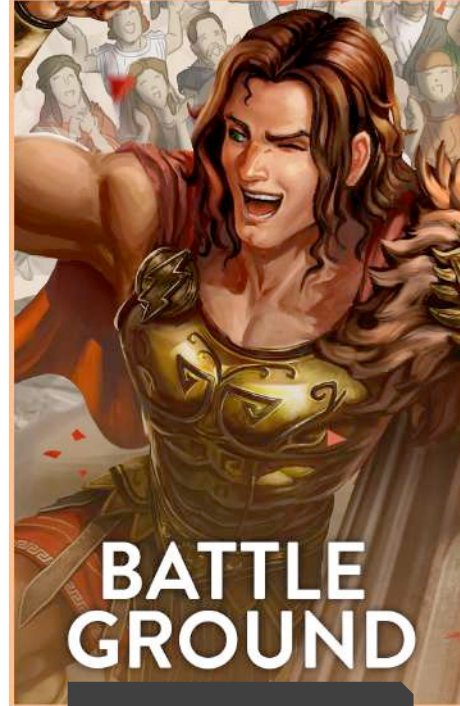
The most hardcore but most exciting mode. By the end of each season, top players with highest MMR will be rewarded with in-game treasures and tokens.



CONQUEST

Expedition

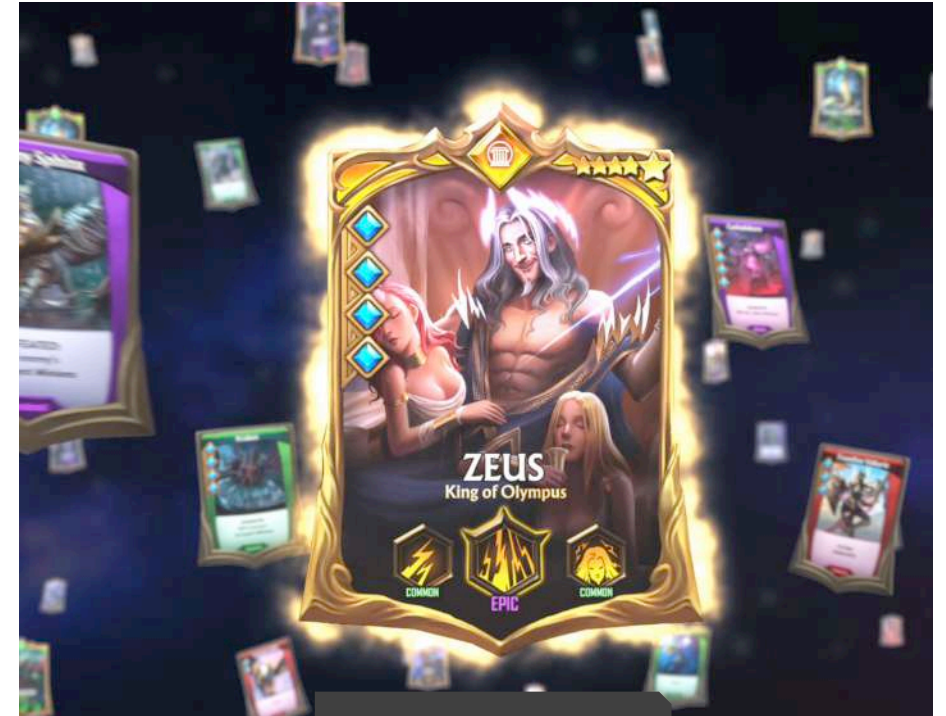
Players can send their Gods to complete Expedition and receive rewards. Can play Solo or versus players around the world.



BATTLE GROUND

Casual Mode

Play with multiple players in a Deathmatch where anyone can be the winner. Play offensively to take down all the opponents or stay defensively to survive and wait for the best moment to strike back.



Side activities

Collecting: Do daily quests, play versus player, trade... to complete your collection and unlock all the God's abilities.

God Forge: Community and Token Holders can create new Gods/skins,..etc through voting schemes.

Trade: Trade or auction super rare Cards or Mytherias with Players around the world.



MARKETPLACE

MarketPlace Features

This is a place where players can buy artworks directly from artists (primary market) and collect cards from other players (secondary market), all in one single platform.

The entire process of pricing, buying, selling, and using works and characters is decided by the artists and the players. This is the pinnacle of the decentralization feature of blockchain technology that most current games have not yet reached, when the publisher is at the center of all transactions

The freedom to display your talent and
get value from your creations

01 Artists



02 Players

Buy, sell and collect your favorite
artworks with market value



Publisher

The flourishing of the game ecosystem.

03

GodForge Workshop

Mytheria takes pride in being the first NFT game with "Create - To - Earn" model for artists to display their creations, with an exclusive name of artist community: **GodForge**.



The first blockchain game to connect Artist Community

Community is created with the desire to bring practical benefits to game artists. This is the place where you can freely display your artworks or even create your own characters.



Auction and Trade

Earn attractive income from trading and auctioning your artworks. Moreover, artists can earn transaction fees everytime their NFTs are traded.



Create your characters

Through voting scheme, your creation can be chosen to develop into real characters in Mytheria world. With GodForge, our game will always be upgraded and supplied with new God, new art for existing God, animations or game board from artists around the world. The future of Mytheria lies in your hands.



CREATE & EARN

Artists are free to create anything relates to Mytheria world in GodForge Workshop, including fanarts, alternate arts and even New Gods (you can create abilities for them!)

For the sustainability of the game, all artworks should be followed our guideline and the power of new Gods can be strong and interesting but not too over-powered. We can consider rebalance new Gods when adding them to Mytheria.

In our vision, GodForge will be a playground for artists; and Players who seek to customize their Gods further, by ordering the artists to create something truly unique for their collections, or artists can auction their works for the only one true owner of their NFT arts.



An illustration of Sun Wukong, the Monkey King, in a dynamic pose. He is wearing his iconic golden armor with green gemstones and a crown with red and orange flames. He has a white beard and a red face. He is holding a large, ornate golden staff with both hands. The background is a mix of dark, swirling clouds and bright, fiery orange and yellow flames. The word "TOKENOMIC" is written in a bold, gold, serif font across the center of the image, flanked by decorative horizontal lines with diamond-shaped ends.

TOKENOMIC

MYRA token

Name: Mytheria

Symbol: MYRA

Total supply: 200,000,000 MYRA

MYRA token is the native currency in the game. It allows token holders to play, invest and also be part of the game. MYRA is created with a vision to a prosperous in-game environment. The MYRA economics has been designed to incentivize and maximize the interaction between the players and the game. For certain actions in Mytheria, players will be rewarded with MYRA.

In addition, MYRA may be distributed to community members for certain actions under a reward programs.

Mytheria will issue 200 million MYRA over 3 years. MYRA issued may be subjected to a transfer restriction on a case-by-case basis, to ensure an appropriate number of MYRA relative to the number of players.

Use cases of MYRA



Player Reward

MYRA is a tradable in-game currency which are given as gameplay reward to improve player retention, maintain traction and provide an avenue for play-to-earn.



Regulating Economy

MYRA forms a critical part of helping build a sustainable play-to-earn economy and protect against bots



Payments

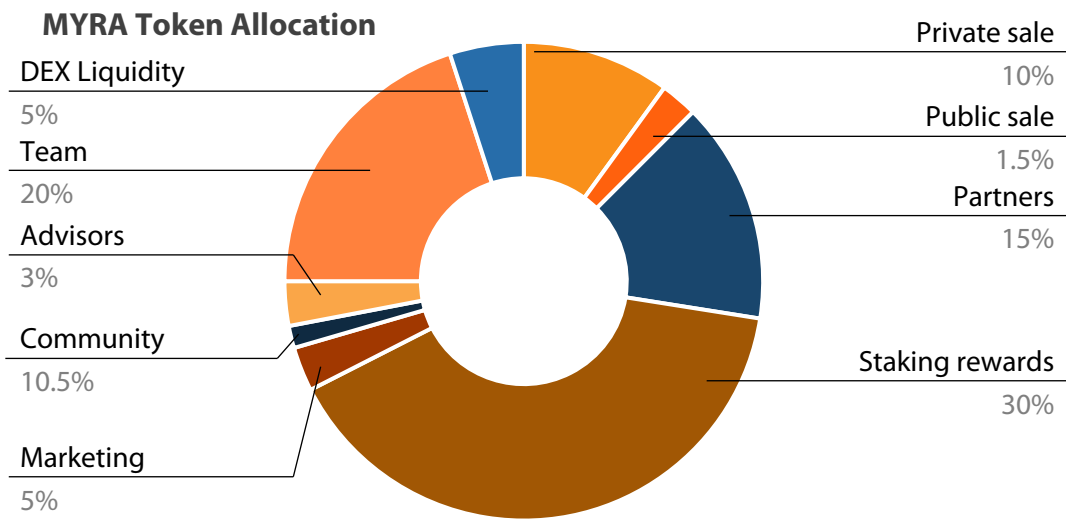
MYRA is the game currency that players use to purchase assets and cards in the game. This could also be used to upgrade cards and perform other in-game activities.



Governance

Owning MYRA enables a player to participate in the governance process through a decentralized organization, with proposals and voting structure.

Token Allocation



Allocation	Amount (MYRA)	Supply	Price	Locking schedule
Private	20,000,000	10.00%	0.1\$	TGE 10% unlock, lock 3 months, then 10% monthly after
Public	3,000,000	1.50%	0.135\$	TGE 100% unlock
Partners	30,000,000	15.00%		Lock 6 months, vest 12 months
Staking	60,000,000	30.00%		
Marketing	10,000,000	5.00%		
Community	21,000,000	10.50%		
Advisors	6,000,000	3.00%		Lock 1 year, vest linearly over 1 year
Team	40,000,000	20.00%		Lock 1 year, vest linearly over 2 years
DEX Liquidity	10,000,000	5.00%		100% TGE

Token Sale

11.5% of Tokens will be reserved for sale in different rounds (10% for Private Sale and 1.5% for Public Sale)

Partners & Advisors

18% of MYRA tokens are allocated to founding and non-founding members of Mytheria.

Staking Rewards

30% of tokens will be used for staking rewards. Any network participant can stake tokens to earn rewards and reduce the supply in the ecosystem

Team

20% of MYRA tokens will be allocated to the Mytheria Team for participating in building Mytheria: Clash of Patheons

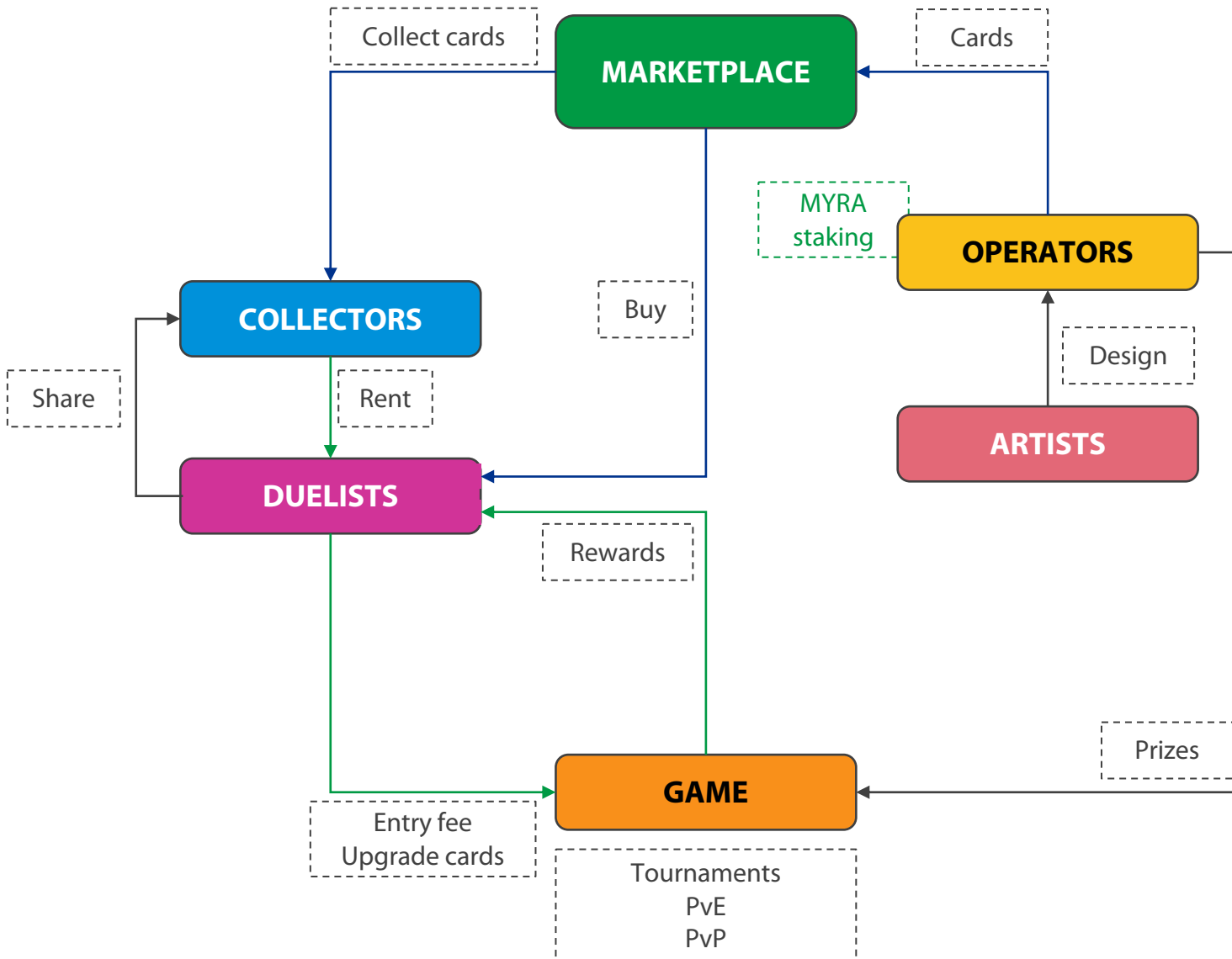
Marketing & community

15.5% of tokens will be used for marketing activities of Mytheria: Clash of Pantheons and building community

Liquidity

5% of MYRA tokens will be used to maintain the liquidity of MYRA on DEX (Decentralized Exchange)

MYRA Ecosystem



The native digital cryptographically-secured utility token of Mytheria (MYRA token) is a transferable representation of attributed functions specified in the protocol/code of Mytheria, and which is designed to be used solely as an interoperable utility token on the platform

- ✓ **Collectors:** Strategic players who trade and build decks, investment required
- ✓ **Duelists:** Casual players who would like to duel, little to none investment
- ✓ **Operators:** open certain rights for MYRA stakers to participate in the governance
 - Vote for new cards from Artists
 - Propose changes and configs. I.e. market fee

MYTHERIA

CLASH OF PANTHEONS

mytheria.io

