



FIRST CREATE - TO - EARN  
NFT GAME

# MYTHERIA

## CLASH OF PANTHEONS

COMING SOON



Download on the  
App Store



GET IT ON  
Google Play

White Paper ver 1.1



# DISCLAIMER

**The information in this White Paper is subject to change or update and should not be construed as a commitment, promise or guarantee by Mytheria team or any other individual or organization mentioned in this white paper relating to the future availability of services related to the use of the tokens or to their future performance or value.**

The document does not constitute an offer or solicitation to sell shares or securities. It does not constitute or form part of and should not be construed as any offer for sale or subscription of or any invitation to buy or subscribe for any securities not should it or any part of it form the basis of or be relied upon in any connection with any contract or commitment whatsoever. Mytheria team expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the white paper, any error, omission or inaccuracy in any such information or any action resulting therefrom.

This is not a recommendation to buy or financial advice, It is strictly informational. Do not trade or invest in any tokens, companies or entities based solely upon this information. Any investment involves substantial risks, including, but not limited to, pricing volatility, inadequate liquidity, and the potential complete loss of principal. Investors should conduct independent due diligence, with assistance from professional financial, legal and tax experts, on topics discussed in this document and develop a stand-alone judgment of the relevant markets prior to making any investment decision.

We have prepared all information herein from sources we believe to be accurate and reliable. However, such information is presented “as is,” without warranty of any kind – whether expressed or implied. All market prices, data and other information are not warranted as to completeness or accuracy, are based upon selected public market data, reflect prevailing conditions, and our view as of this date, all of which are accordingly subject to change without notice. The graphs, charts and other visual aids are provided for informational purposes only. None of these graphs, charts or visual aids can and of themselves be used to make investment decisions. No representation is made that these will assist any person in making investment decisions and no graph, chart or other visual aid can capture all factors and variables required in making such decisions.

The information contained in this document may include, or incorporate by reference, forward-looking statements, which would include any statements that are not statements of historical fact. No representations or warranties are made as to the accuracy of such forward-looking statements. Any projections, forecasts and estimates contained in this document are necessarily speculative in nature and are based upon certain assumptions. These forward-looking statements may turn out to be wrong and can be affected by inaccurate assumptions or by known or unknown risks, uncertainties and other factors, most of which are beyond control. It can be expected that some or all of such forward-looking assumptions will not materialize or will vary significantly from actual results.



## ▶ 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









## 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



DECOM<sup>TM</sup>  
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.

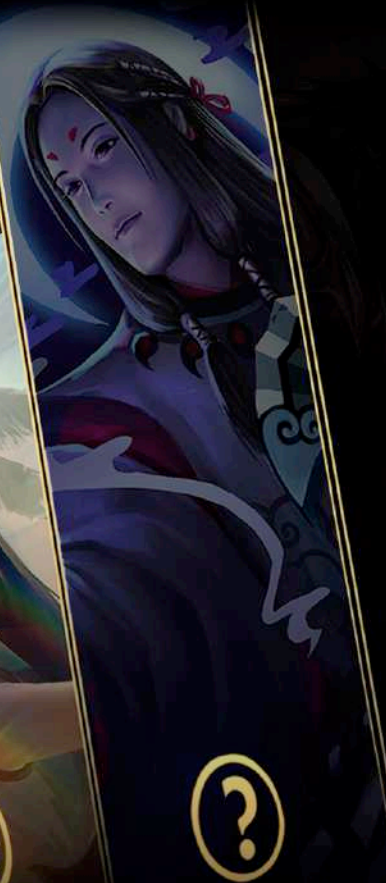
Mytheria, a crystallized energy that stores incredible power that even the Gods envy. Every God from all Pantheons would want that power for themselves.

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

z



Hundreds of Gods and Mortals from 5 Pantheons will be released in the first version of Mytheria. Each update, the world of Mytheria will expand with the addition of more Gods and Pantheons.

With the GodForge Workshop, you can vote for your favorite Gods created by Artist Community and bring the Gods from your culture to the world of Mytheria



# BATTLEFIELD

## MOBA ELEMENTS

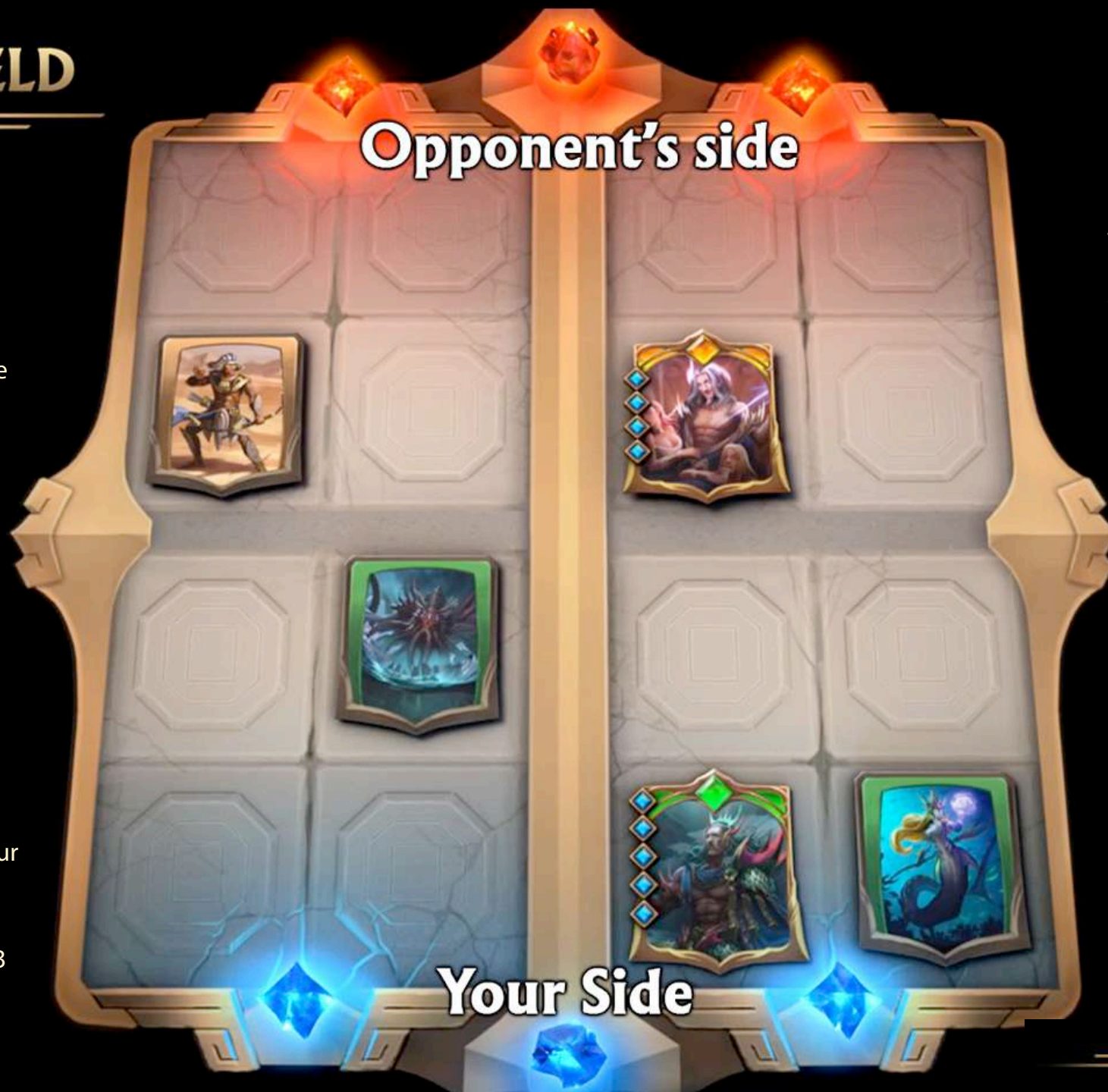
Inspired by various MOBA game, such as DOTA 2, League of Legends, Arena of Valor, etc. The battlefield of Mytheria have 2 lanes with Towers at the end of each lane. Gods act as Champion/ Heroes, can level up, unlock abilities and equip powerful artifact.

## 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.



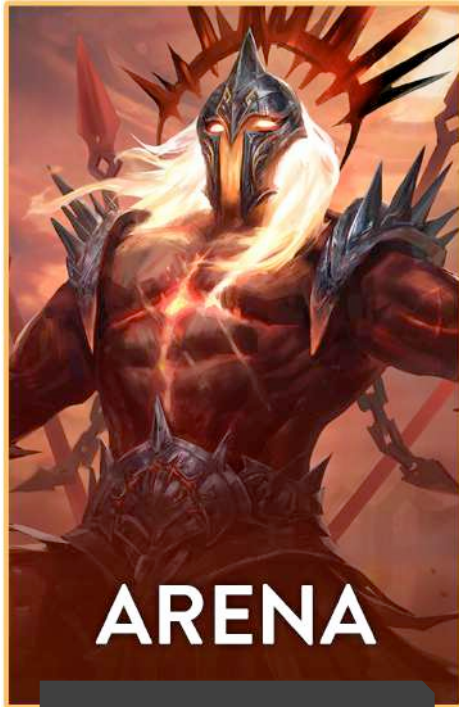
## SPELL

**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

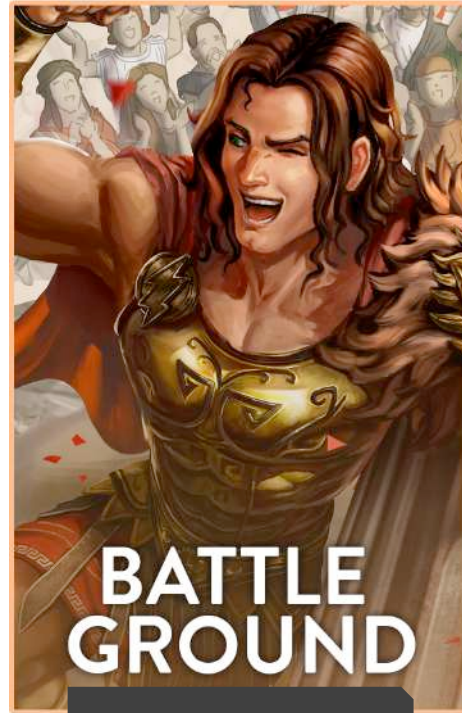
The most hardcore but most exciting mode. By the end of each season, top players with highest MMR will be rewarded with in-game treasures and tokens.



## CONQUEST

### Expedition

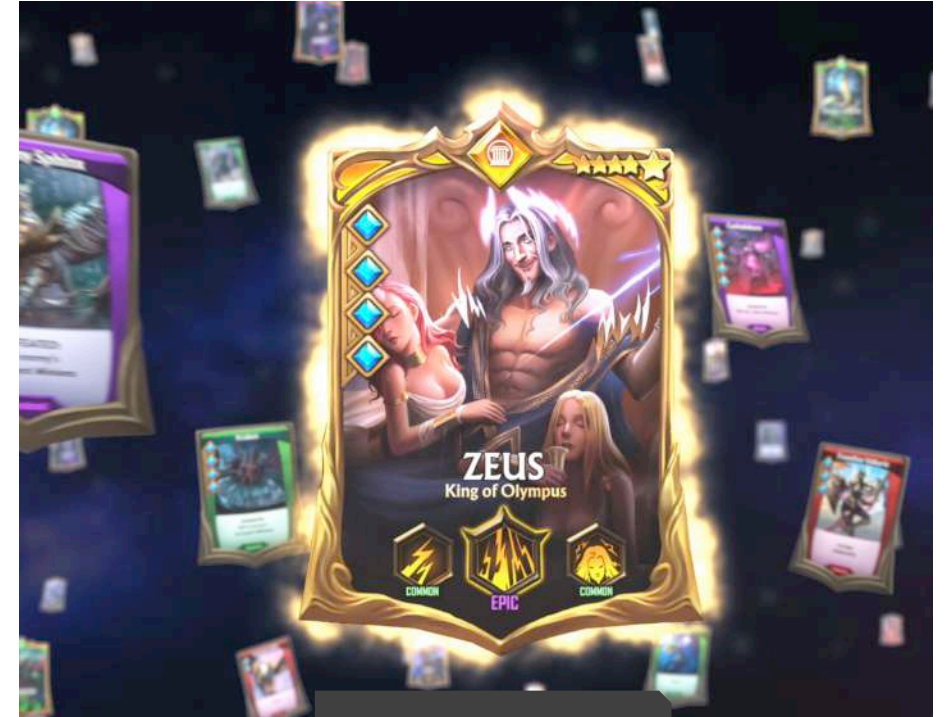
Players can send their Gods to complete Expedition and receive rewards. Can play Solo or versus players around the world.



## 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

## 01 Artists

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



## 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.



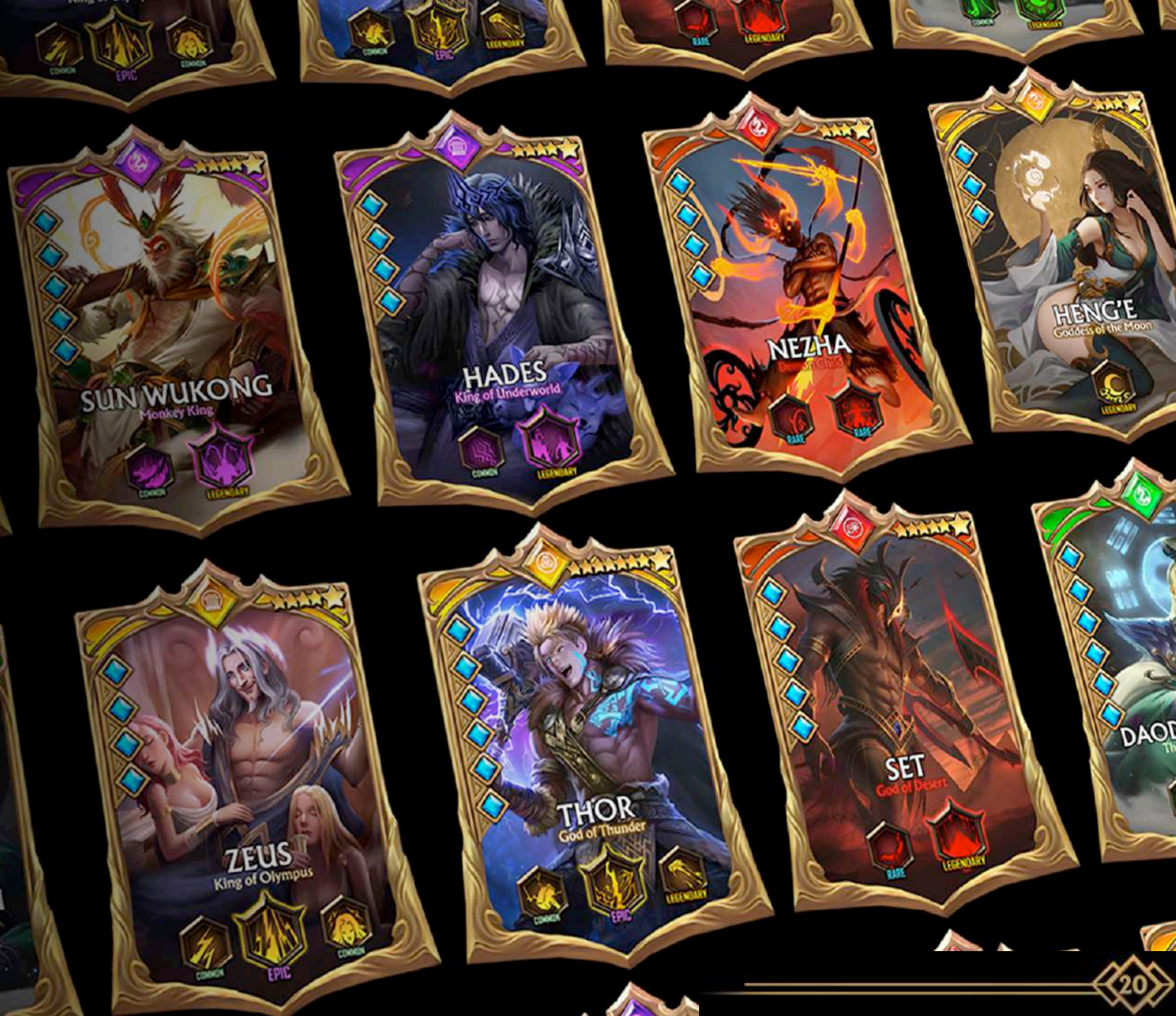


# CREATE & EARN

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.







# 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.



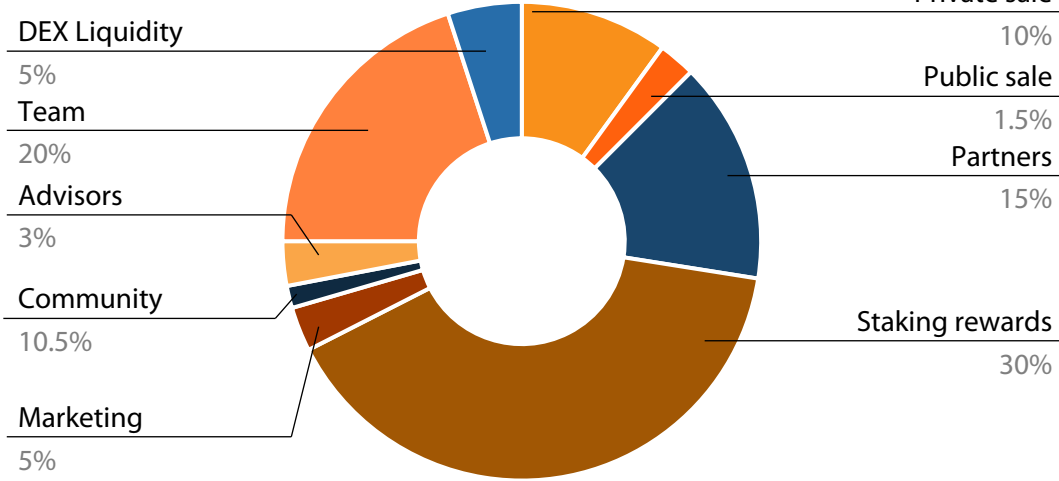
### Governance

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



# Token Allocation

## MYRA 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

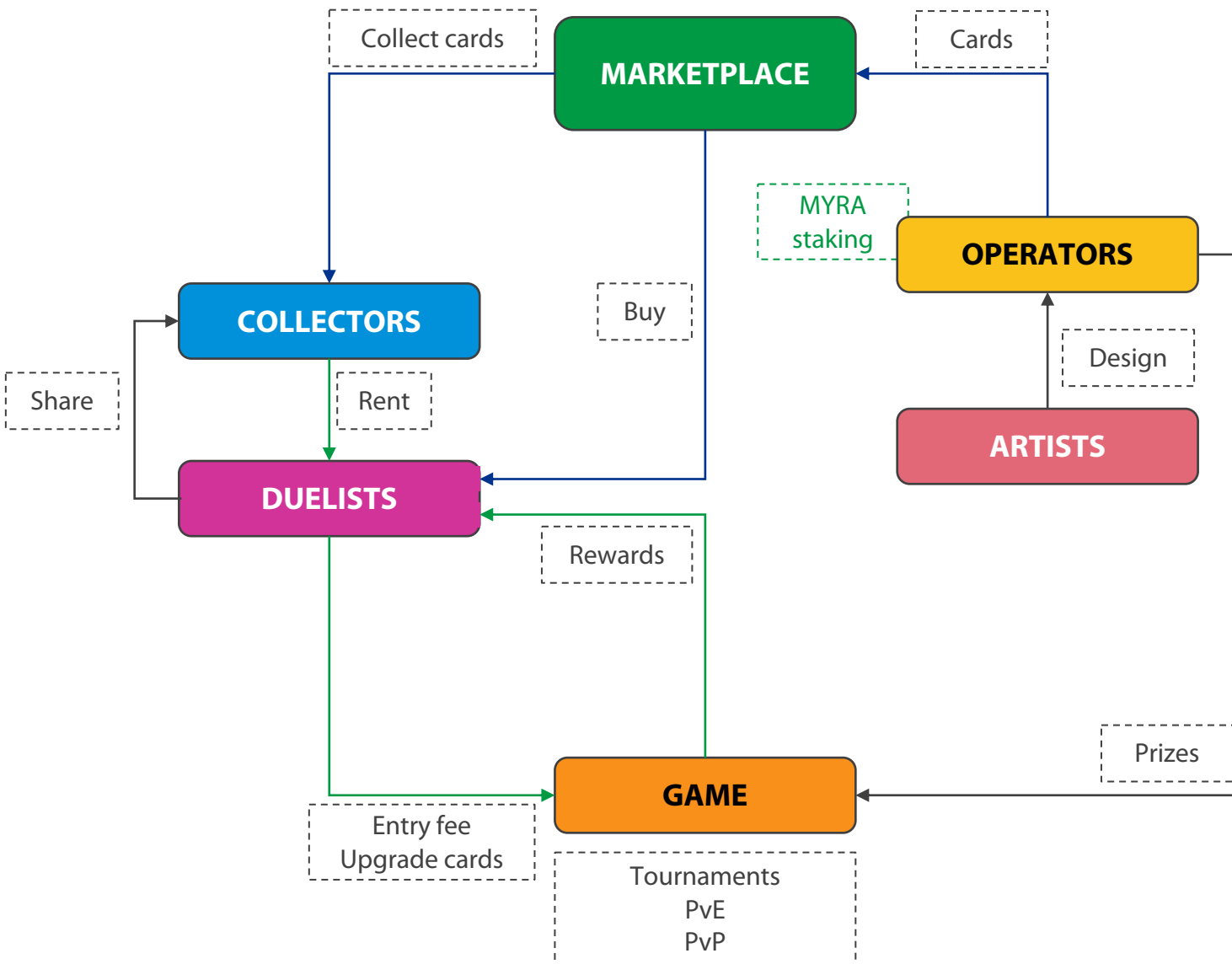
15.5% of tokens will be used for marketing activities of Mytheria: Clash of Pantheons and building community

## 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. Ie. market fee

# MYTHERIA

CLASH OF PANTHEONS

[mytheria.io](http://mytheria.io)

