# 

# WIRAGO?

Viragos: Unchained is a fully hand animated competitive play and earn fighting game with beat'em up gameplay in the story mode.

The player will be able to enter 'The Tower' to advance floors and earn! Players will be able to earn in-game rewards that they can sell on the Virago NFT Marketplace and earn the native token TENGRI \$TNGR.

Players will be able to play as the Legendary Viragos, purchase, rent and lend fighters and arenas and will be able to conquer the tower for rewards!







# WIRAGOS?

Virago - A woman of great stature, strength, and courage.

These Viragos are not only women with great strength and courage they posses powers beyond that. Brought to Tengri through an error by Zaya(The Creator of the ViragoVerse), the Viragos walked through the rifts.

With them came the good and the bad. Each Legendary Virago coming with their own special abilities and transformations.

Each of them carving their own story in their new home. Some bringing their past with them...

Fight to survive and shape Tengri!

Build the story with our community through our games, manga, products and services - this is the start of an IP that will never be forgotten.

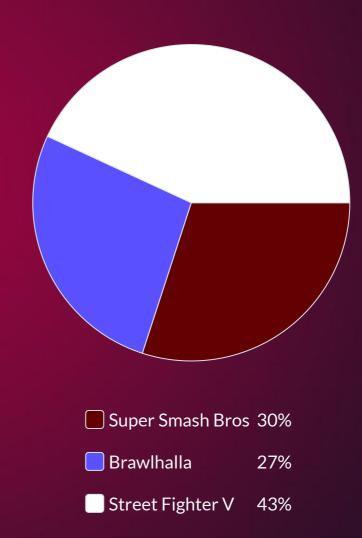


### The Fighting Game Market has a huge potential, allowing for endless opportunities.

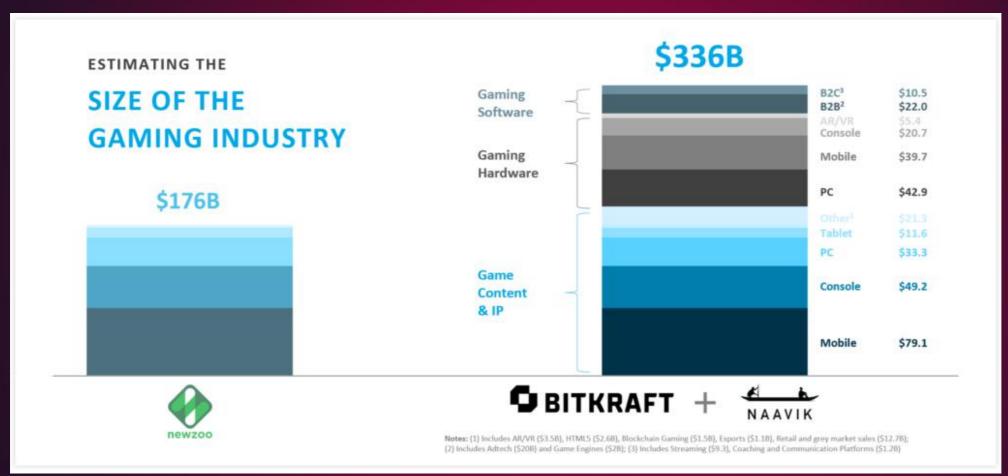
**VIEWER HOURS AVRG. VIEWERS** CREATORS 4,8M 28.5K **71K** Current 24h Peak # All-Time Peak NARAKA: BLADEPOINT 45,777 135,721 187,468 20,601 22,505 34,816 Shop Titans 5,734 7,990 6,569 4,462 5,619 18,966 3,927 4,132 225,831 3,438 3,524 9,535 3,047 4,117 14,783 Batman": Arkham Knight 2,970 3,043 27,406 MORDHAU 2,674 2,923 60,204 10. MIAL KUMBAT Mortal Kombat 11 2,466 2,466 35,147

Data is based on: https://gamesight.io/leaderboards/fighting-games

#### **Top 3 Games by Viewer Hours**



### In 2021, gaming—consistently reported as a roughly \$175B industry—stands as the largest media category by revenue.



Data is based on: Bitkraft https://www.bitkraft.vc/gaming-industry-market-size/



# UNCHAINED ONED

Viragos: Unchained is more than just another fighting game. It being fully hand drawn already seperates it.

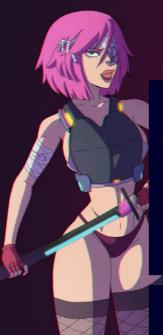
The addition of the Beat 'em up gameplay in the story mode mixed with the fighting gameplay it is an unique experience and a refresher to the gaming community.

Adding the use of NFTs to gain access to the gameplay and the tower, allowing players to earn in-game rewards that are NFTs, \$TNGR & \$ETH that can be sold on the Virago Marketplace.

These two web3 additions will only expand on the already unique gameplay.



# CORE FEATURES



#### ARCADE FIGHTING

Fight in a fully hand animated 2D play and earn Game

#### **LORE & STORY**

Learn about Zaya, the riffs and the the beginning and end of the ViragoVerse in our Lore

#### NFT MARKETPLACE

Buy and trade assets, characters, skins, weapons, arenas and more in our own NFT Marketplace

#### **PLAY AND EARN**

Play the game and earn, fight others and compete in the Tower

#### STAKING / TOKENS

Stake or hold Virago NFTs in exchange for \$TNGR Token

#### **IRL UTILITY**

From merchandise/events/ATM integration and beauty products purchasable with our Tokens



# CAME MODES

Story Mode - the player will fight through the cities of the ViragoVerse by themselves or with a friend(couch co-op). Players will experience a dynamic and thrilling beat 'em up gameplay until they reach the boss. At this time they will transition into fighting gameplay. When with a friend enjoy the new twist of the team mechanics integrating wrestling mechanics to add another unique layer to this game.

The Tower - the player will fight from the first floor to the 100th floor facing opponents on each floor who have done the same. Through the advancement of floors the player will earn (\$TNGR) and other NFT rewards such as skins. What lies beyond the 100th floor? Another tower that grants passive income by just entering it?

Exhibition - In this classic game mode the players will be able to play against their friends sitting next to them or find a match online. It will be focused on showcasing the fighting gameplay and allow the players to increase their skill level against AI or other players. Players will have a chance to wager (\$TNGR) when in these fights.

## STREAM



**FIGHT AND EARN** 

**SELL NFTS** 

**LEND NFTS** 

**STAKE NFTS** 



### TOKENOMICS

#### **TOTAL SUPPLY**

100,000,000 \$TNGR

**Listing Price** 

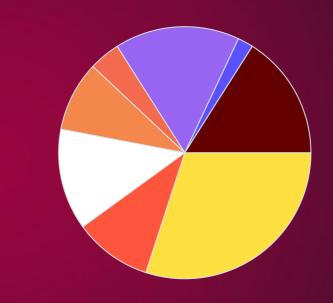
\$0.125

**Initial Liquidity** 

\$250,000

**Ethereum Blockchain** 

**ERC-20** 





## TOKENOMICS

Round	Vesting	Token Supply	% of token Supply	Price
Private Sale	10 Months Lock Period	10,000,000	10	\$0.08
Public Sale		13,000,000	13	\$0.125
Play and Earn	Locked, Issuance starts in Q3 2023	30,000,000	30	
Team	12 Months Lock Period, vesting over 12 months	9,000,000	9	
Advisor	6 Months Lock Period, vesting over 8 months	4,000,000	4	
NFT Staking	12 Months Period, Unlocked	16,000,000	16	
Token Staking	Issuance starts in Q3 2023	16,000,000	16	
Liquidity	Some Locked, Some Unlocked	2,000,000	2	

# ROADMAP

Q1 2022 Q2 2022

- Virago: The Beginning Creation
- Virago: The Beginning
  Public Mint
- **−**♥ Game Design Creation
- Start of Game Concept Development

- Virago Unchained Artwork & Concepts
- Virago On The Run Game Development
- Starting development of Togtuun Ecosystem
- Staking Feature Introduction
- \$TNGR Token Development

# ROADMAP

Q3 2022 Q4 2022

- First Game Trailer release
- 🐉 Virago Origins Release
- Virago Unchained NFT Release
- \$TNGR Token Launch

- Virago Unchained Alpha Release
- Togtuun Sidechain in Test net
- ₩ Virago The Hunters NFT Release
- Togtuun Launchpad Alpha release

# ROADMAP

Q1 2023 Q2 2023

- Virago Unchained Game release
- 👸 Togtuun Mainnet Launch
- Virago Game Marketplace Launch

- Fiat on-ramp added
- Virago Game migration to Togtuun
- <u>— </u> Togtuun Wallet Launch
  - Release of Togtuun & Ethereum Bridge



**Zaya**Co-founder & CEO



Nico Bohnert
Co-Founder & Project Lead



**Tony Munoz** CMO



Paul Fix
COO, Lead Game Developer



Fhahroz Iqbal CTO, Avolox



Bilal Jawed
Lead Developer, Avolox





Mutlu Tuncer
Creative Director & Lead
Animator



Nurten Gursoy
Assistant Animator



AB Consulting
Consulting & Investors Relations



Philipp
Strategic Advisor



Moritz Pindorek

Advisor, Blockfluence GMBH



**Ty**Advisor, The Collective

