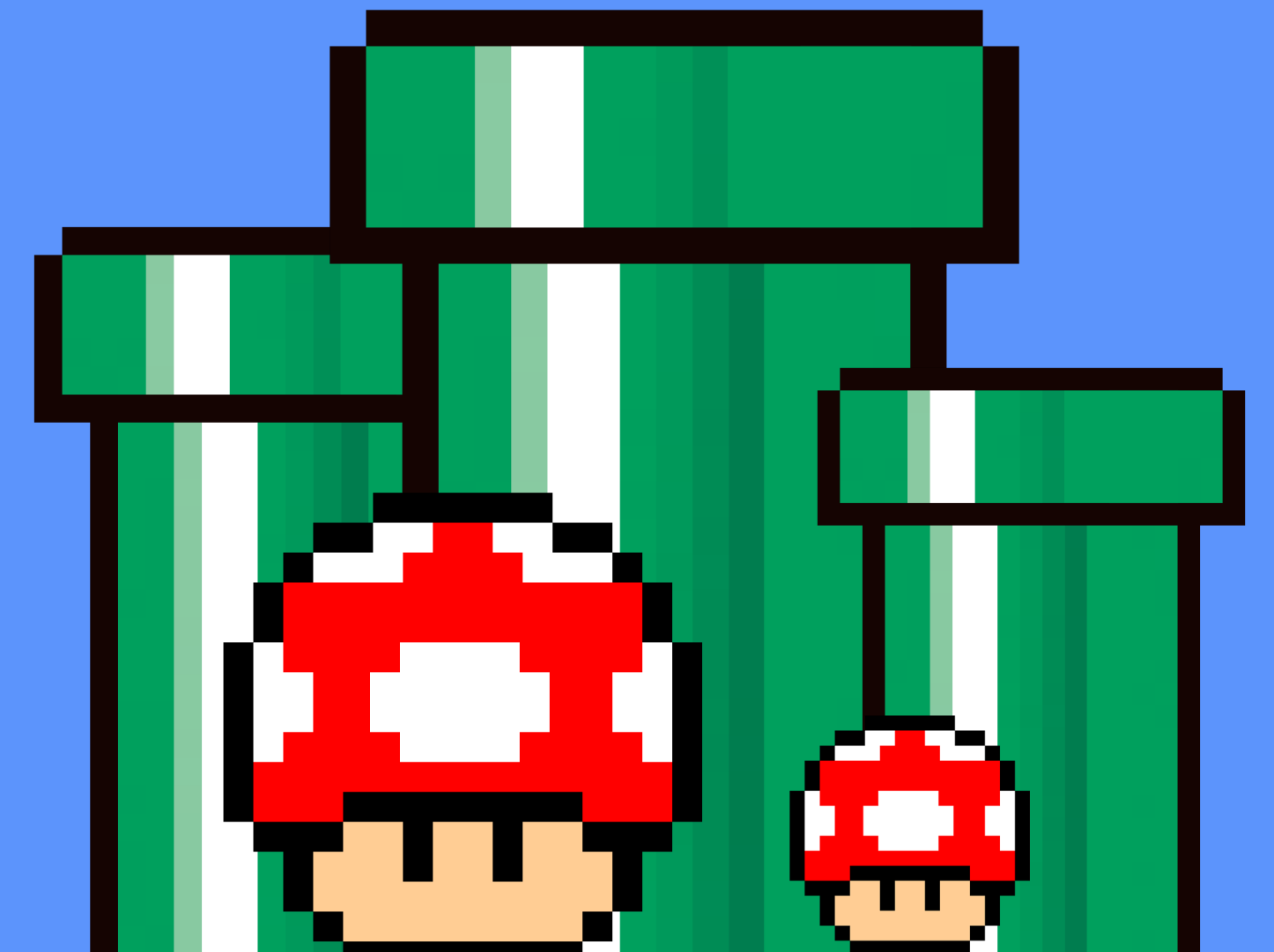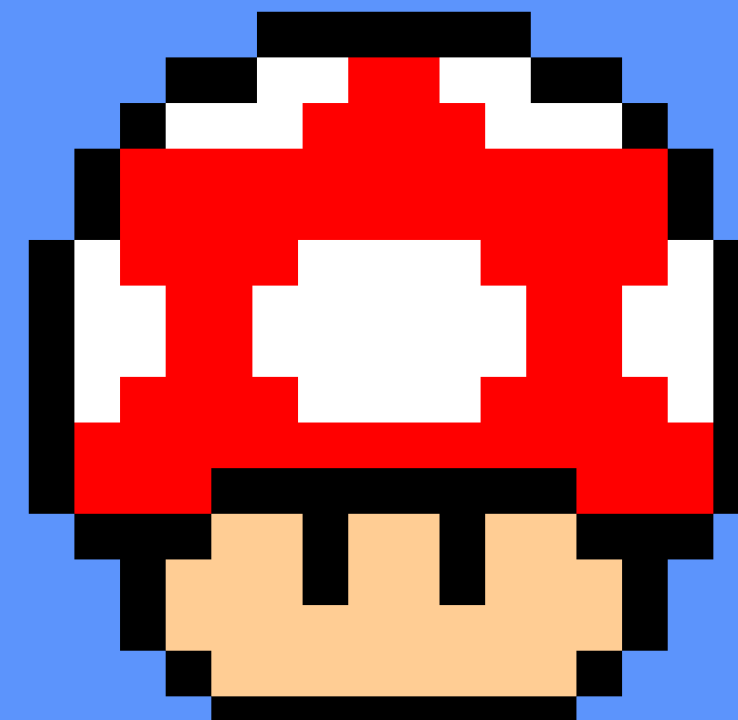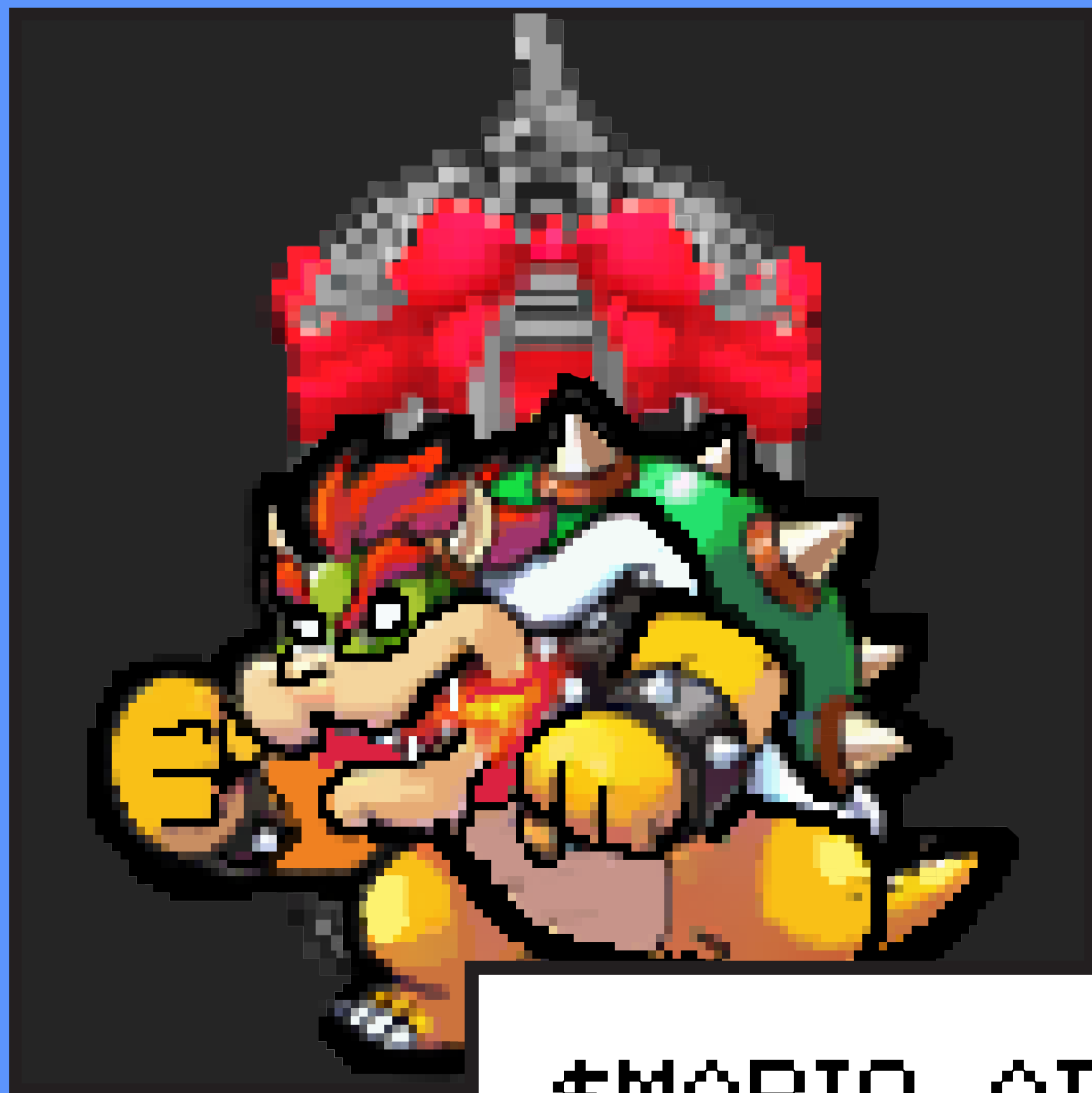# MARIO TOKEN

WELCOME TO $MARIO

We are trying to find **Princess Peach**, but we must gather our strength to get there and defeat **Bowser!**
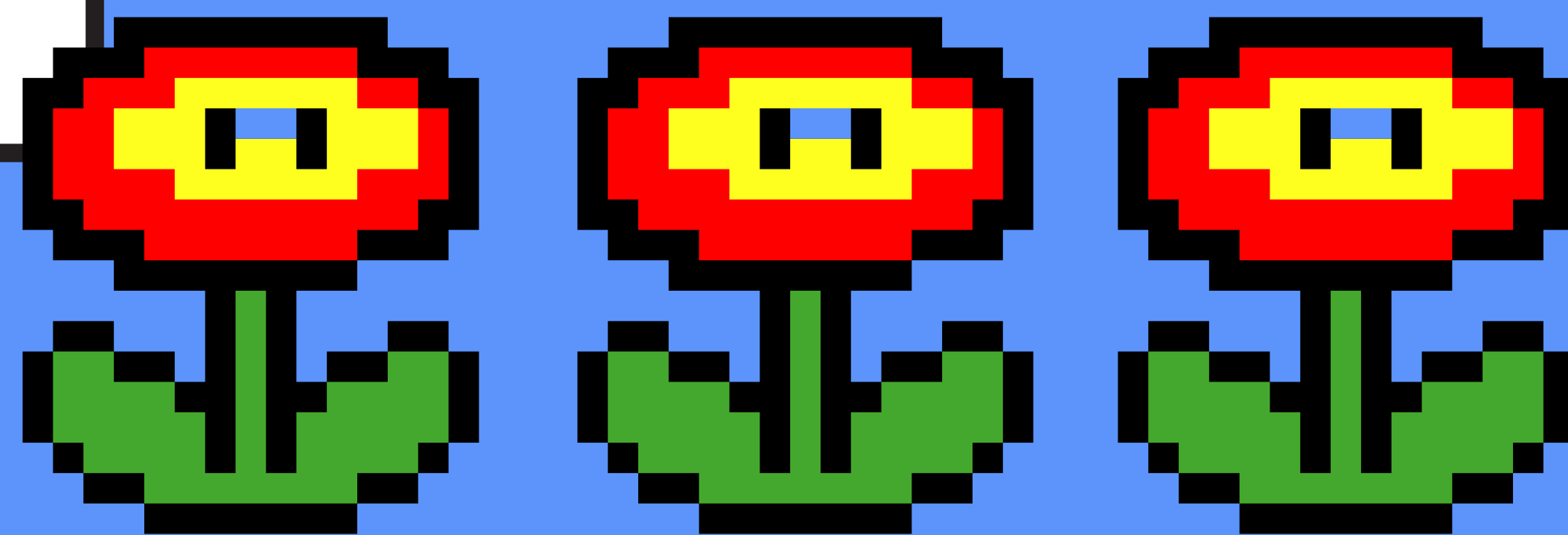
Volume will progress us further and further into Mushroom Kingdom, and we will bring back Princess Peach, my love.

Every world will have a boss battle. After clearing every world, ALL holders will be rewarded through airdrops from our reward token allocation.

$MARIO ADVENTURE

HOW IT WORKS

Mario is on an adventure to find Princess Peach, and the only way Mario can achieve his goals is for our community to create volume in order for him to progress and finish all the different maps and worlds in Mushroom Kingdom. Everytime the boss of each world(Bosses are located -10 of every world) has been defeated-- every single holder will be rewarded with an airdrop from our allocated rewards wallet. Airdrops will be reflected based on how many tokens you hold at the time of the airdrop. 3.4% of the allocated token holdings for rewards will be used to airdrop the holders per boss fight.

Every world is faced with a boss at the end of the series. Mario must get through 10 maps in each world. Maps will progressively get harder. The Difficulty of the map will be decided through progression(difficulty = volume | More volume = higher difficulty). Mario starts his journey on World 1-1, which will require $10,000 of volume to complete. Next map (World 1-2) would require $20,000 and the next would require $40,000 and it continues. Required volume to complete a map on the world will double until the maximum cap has been reached of $1,280,000 in volume. Once $1,280,000 in volume has been reached-- the required volume to defeat the next map will reset to $10,000. The system is set to repeat and recycle volume. This is set to create a 'fair game' attribute for Mario.

There are in total 10 Worlds. Once Mario reaches World 10-10, where Bowser (The final boss) lies-- Mario will enter Season 2 of Mushroom Kingdom, where he will inevitably fight the oncoming bosses in order to achieve his next mission.

(e.g. Worlds are identified by numbers. For example, World 1 has 10 maps | Current map will be displayed as: World 1-1... next map would be World 1-2 and so on. This applies to all worlds)

Total Volume: is what will ultimately decide how well Mario performs.
More volume = More progression through the maps
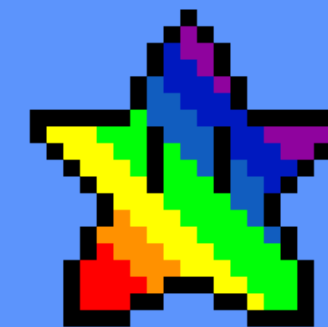
1 2 3 4 5 6 7 8 9 10 ? ? ?

TOKENOMICS

6% BOWSER RETALIATION FEE

3% MARKETING

DO YOUR PART AND HELP SAVE PEACH.

Mario Token provides an on-going game for all investors to partake in. Community contribution is the entirety of this project, and will be purely reflected based on how hard the community unites as one with Mario to save Princess Peach.