



# LITEPAPER

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AN INTRODUCTION TO

THE MAD VIKING GAMES PLATFORMS  
& THE ASHES OF IDUNN METAVERSE



## MVG ETHICAL GUIDELINES

MVG is a blockchain gaming company founded in 2021. The project leaders are a group of Danish crypto enthusiasts and gamers who have known each other since kindergarten and got into crypto a long time ago.

This project will be managed in accordance with Danish business culture.

We Danes generally tend to spend our money cautiously, and expect others to do the same. For example, in 2014 the then Prime Minister of Denmark came under heavy criticism and had to defend himself on national television because his political party had bought him an extravagantly expensive suit.

Our culture is one of looking after money, not throwing it about haphazardly. As good Danes, we love planning, community involvement and doing honest business.

## CRYPTO ETHICAL

Bitcoin emerged as a reaction to the financial crisis and countries endlessly printing more fiat, which devalued the fiat's value and eventually the citizens' purchasing power. Ironically, in the crypto world, we have seen too many projects reserve huge quantities of the total supply, which is then released, oversaturating the market, and thereby harming their initial investors.

A solid company should be able to sustain its project, with the initial funds raised and additional funds gained by its products. Our core values are reflected in our token distribution plan, staking options, team vesting period and 1usd salaries to all project leaders until our main products are delivered.

## OUR VISION

NFTs and blockchain gaming are the future. All project leaders are direct descendants of the Vikings, which inspired us to make the company and our games evolve around Norse Mythology.

We are creating a blockchain-based gaming platform with a new kind of NFTs. An inclusive and participatory space for gamers and investors, where they can influence the development of the games and projects. Our aim is to create a project with a healthy token economy, which we see as dependent on three key factors.

### KEY FACTORS

- » Utility via the Mad Viking Games platform which creates demand for the MVG token.
- » A staking and governance system that incentivizes long term holding, which lowers the actual circulating supply.
- » An assured spread of the token, facilitated by reserving a huge percentage of the supply for private hands, and initiating our ICO with a low entry price.

## GEMS STAKING REWARDS



We will issue a governance token called GEMS. All stakers will receive GEMS at a fixed rate proportionally to the amount and the time staked.- GEMS can be used to vote for the implementation of specific features or games on the platform. All used GEMS get burned.

GEMS can be sold on the market to gamers who want to buy more influence. Basic generation rate is 10 GEMS a week per 1.000.000 MVG Staked.

The minimum amount of MVG to hold is 500.000 MVG tokens.

In time, we will open for community proposed votes and referenda. You'll even be able to vote on games. Imagine being a gamer and the game you are playing have a feature, place or an NPC and that was your idea!



# MVG TOKEN DISTRIBUTION



The MVG Token has a fixed supply of 7,5 billions (7,500,000,000). Additional tokens will not be minted. Initially 86% of the total supply of 100b tokens was burned on the Vechain Network the 03/12/2021, leaving only 14b.

Burn confirmation: `0x1283fe2263745f4c9b3d28f667ab1ed398c3df6-da6f550b183c7e86fb5af596e`.

An additional 6,5 Billion MVG Tokens will be burned on the BNB Smart Chain, bringing the Total Supply down to 7,5 Billion MVG Tokens.

Since we use DDVP (Delivery Dependent Vesting Period), team tokens will not be released until the main products are completed.

Locked ICO Tokens is a precautionary reserve, and is not planned to be put into circulation

## VESTING PERIOD: TEAM



We have implemented a DDVP (Delivery Dependent Vesting Period) for the tokens allocated for the team. This means that the vesting period starts when main products are delivered:

- » NFTs and UI
- » Market Place
- » First game ready for general availability

The reason for the DDVP is that far too often we have seen projects where the team gets their tokens long before they have finished the product, which is then slowly released on the market. Once they have their tokens, they are in no rush to deliver.

The DDVP motivates our team to commit and finish our products. It will be released at a rate of 16% every 3 months, counting from the conditions for the DDVP has been completed. Of the 23% team allocation, only 8% is allocated for the current team, and the remaining 15% is a buffer allocated to support future team expansion.

## 1 USD SALARY: PROJECT LEADERS



Far too often project leaders seem to give themselves disproportionately high salaries.

Mad Viking Games wish to do it **differently**. Hence, all of the project leaders will receive the princely of 1 usd a month as their salary, until all main products are delivered. We can do this because our project leaders invested very early in crypto, and have earned enough to live just fine off the funds they receive by staking other assets. Once all the main products have been delivered, Project leaders will get their salary by staking the MVG tokens that we have allocated for them as part of the team.

Since we use DDVP, team tokens will not be released until the main products are completed. Even when all tokens are released, 63% of the total supply is allocated for private hands.



## INVESTORS



ICO-investors will get all their tokens shortly after the end of the ICO.  
Price: 0,0002 usd, with up to a 20% bonus for Diamond package buyers.  
Unsold tokens, if any, will not come into circulation.

Private-investors will receive their tokens at 8,88% per 3 months. The first batch will be 3 months after the date of the ICO, which means that all those tokens will have been distributed after 2.8 years.

Private investors buy close to ICO price (Diamond Package), but gains extra staking rewards and game characters, in return for their vesting period or early investment.

This makes the ICO price the lowest buy-price.



## NFT & GAMING PLATFORM

We are a game studio led by gamers and crypto-enthusiasts and dedicated to the endless possibilities of NFTs (Non-Fungible Tokens). In our quest to be part of the next generation of blockchain games storming into the gaming industry, we've launched Mad Viking Games.



Blockchain and NFTs provide games with a real economy where the tokens and characters are the property of the players and not even the games company can take them away. Players truly own their character.

In the Mad Viking Games platform, the characters will transcend the gaming paradigm, by not only being part of one game but being part of an ecosystem of games, where the same characters can be used in a multitude of games and applications.



To facilitate the trade of NFTs, we are developing a UI and marketplace. Furthermore, we will eventually go cross-chain on the Ethereum and Binance chain networks in order to expand the user base.



We have three types of NFTs, all inspired by Norse mythology. Item NFTs that gives specific platform benefits, Character NFTs that can be used to play games with, and Land NFTs that represents virtual spaces where gamers can hang out with their friends or clan members.



Svalinn

There will be a small fee for listing NFTs on the market, but unlike other platforms, we won't charge you a percentage of extra fees for successful sales. This promotes and enables a dynamic marketplace of buying and selling NFTs.

Besides the platform, we are developing various games within different categories, which we will announce later on.

## CREATE YOUR OWN LINEAGE

Our NFT Characters grow older and stronger with time - but don't worry, your NFTs **can't die of old age**.

By introducing an advanced breeding system, your characters may have a child with another character when both have reached a certain age.

All characters are limited to have half a child, which means they can have one child with another - sort of a one-child policy. It creates a balance between being able to create your own NFT characters, and not being able to overflow the market with new ones, since it takes two to make one child. When that child reaches a certain age, they will be able to have their own child.



LV.1

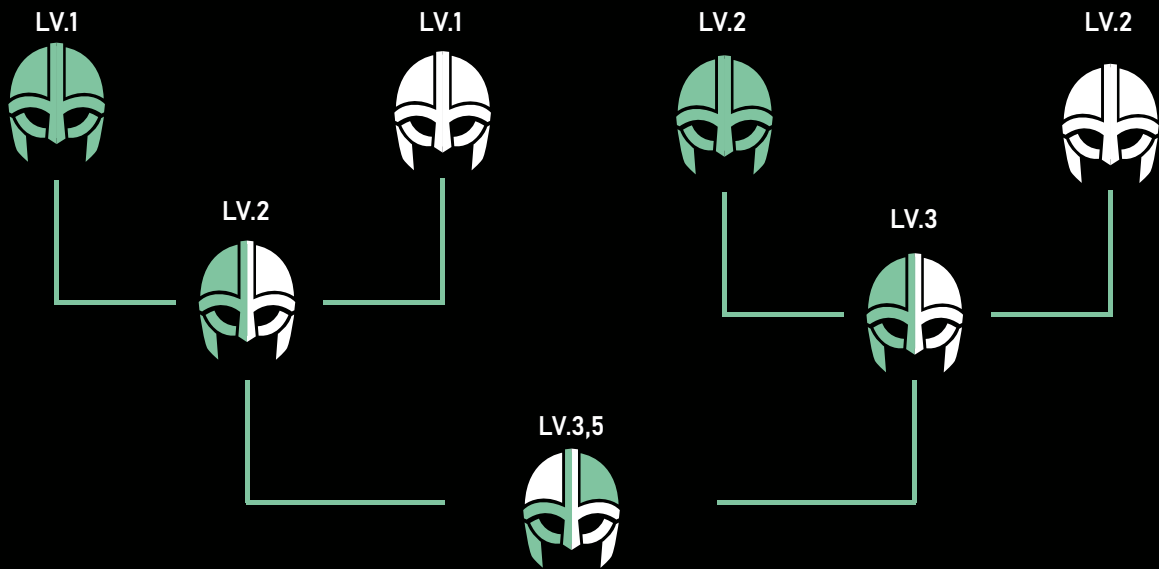


LV.15

You will be able to create new half breeds with specific combinations of parents from different races, or create a long and proud lineage of pure-bloods within a certain race. You may even create your own sub-race by following certain breeding patterns for generations. These rare halfbreeds or purebloods can only be purchased on the open market by gamers/collectors selling them.

Same sex breeding will also be possible. Why not? This is a realm with magic.

EXAMPLE





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