AMANITA MUHOMOR COIN: Yellow Paper

Abstract

AMANITA MUHOMOR COIN and token **$AMHMR** are creating a revolutionary ecosystem aimed at integrating tokens into the gaming world and metaverse. This project provides users with not only a financial tool, but also a key utility in virtual reality. Thanks to the many uses of the token **$AMHMR**, users will be able to interact with the game economy, develop their characters and participate in the life of the digital community.

This document details how a token **$AMHMR** will be used in the metaverse, and demonstrates the importance of the token for the development of the entire ecosystem.

Introduction

The modern world of cryptocurrencies is developing rapidly, and the key success factor for any project is the creation of a meaningful and sought-after utility for the token. **AMANITA MUHOMOR COIN** is a unique project that goes beyond conventional cryptocurrencies and offers users an innovative way to use tokens in the metaverse where the token **$AMHMR** will act as the main element of the game economy.

The gaming industry and virtual worlds are becoming an important part of our daily lives, and **AMANITA MUHOMOR COIN** intends to take a leading place in it, offering users the opportunity to earn, spend and use tokens **$AMHMR** to achieve success in the virtual space. The project also aims to create a strong community of like-minded people that will grow and develop along with the ecosystem.

AMANITA MUHOMOR COIN is an innovative cryptocurrency project whose goal is to create a holistic metaverse where users will be able to use the token **$AMHMR** as the main element of the economic system. An important aspect of the project is not only its financial component, but also the creation of a unique gaming experience, where the token will be actively integrated into the gameplay, forming a digital economy.

Vision

AMANITA MUHOMOR COIN project sees its future in creating a full-fledged metaverse, where each user will be able to immerse themselves in an exciting virtual world, develop their characters, trade items and interact with other players through a token **$AMHMR**. The project's vision is to combine the gaming economy with real-world financial opportunities, allowing players to earn and use cryptocurrency both inside and outside the game.

We are committed to creating a sustainable ecosystem where **$AMHMR** will become an integral part of every aspect of the gameplay: from purchasing unique items to participating in tournaments, from investing in the development of the game to trading real goods. **AMANITA MUHOMOR COIN** is designed to become a bridge between the virtual and real economies, where cryptocurrency will play a key role in creating value and financial freedom for players.

AMANITA MUHOMOR COIN: the idea

AMANITA MUHOMOR COIN – this is not just a cryptocurrency, it is the basis for building a new metaverse, where the token **$AMHMR** becomes the center of an ecosystem covering many aspects of gaming life and interaction between users. The project is focused on creating a dynamic community that brings together people from all over the world and allows them to interact, earn and use tokens in a variety of scenarios.

AMANITA MUHOMOR COIN Metaverse

The main goal of the project is to create an entire metaverse that will provide users with unique gaming opportunities and tools for interacting with each other. In this metaverse **$AMHMR** will serve not only as a means of exchange and settlement, but also as a tool for participation in the development of the world. The virtual economy will incentivize participants through multiple uses of the token.

Metaverse description

The **AMANITA MUHOMOR COIN** Metaverse is a virtual world built on blockchain technology, where users can interact with one another, trade, develop their characters, and participate in various gameplay scenarios using the **$AMHMR** token. The primary goal of this metaverse is to create a vibrant, evolving ecosystem where every participant is not just a player, but an active part of the economy.

The **AMANITA MUHOMOR COIN** Metaverse blends gameplay, economic activity, and social interaction. Players can engage in virtual adventures, interact with NPCs, complete quests, collect fly agarics, battle in arenas, and earn **$AMHMR** tokens. This allows users not only to enjoy the game but also to gain real economic value.

Key Elements of the AMANITA MUHOMOR COIN Metaverse:

1. **Gameplay and Character Progression:**
   Users will be able to create and develop their characters, using **$AMHMR** tokens to enhance skills, purchase items, and complete quests. The gameplay will revolve around collecting resources (such as mushrooms), completing missions, and developing characters.

2. **Economy and Trading:**
   A complex in-game economy will be established where players can buy and sell unique in-game items, access oracle services, and trade with each other through P2P platforms. **$AMHMR** will serve as the primary currency for all transactions.

3. **Social Interaction:**
   The **AMANITA MUHOMOR COIN** Metaverse will provide players with the ability to form guilds, participate in tournaments, and attend social events. Exclusive opportunities will be available to players through private communities that can be accessed using **$AMHMR**.

4. **Events and Exclusive Content:**
   Special events, quests, and activities will be hosted within the metaverse, accessible only through **$AMHMR** tokens. Players can participate in tournaments, place token bets, and earn rewards.

5. **NFTs and Collectible Items:**
   The metaverse will support NFTs (non-fungible tokens), allowing players to own unique digital assets such as skins, weapons, rare mushrooms, and other items that can be sold or exchanged for **$AMHMR**.

6. **Integration with the Real Economy:**
   The **AMANITA MUHOMOR COIN** Metaverse will not only be a virtual platform but also a bridge between the digital and real worlds. Players can use their tokens to purchase real-world goods, invest in the development of the game world, and even exchange **$AMHMR** for other cryptocurrencies or fiat currency through P2P platforms.

$AMHMR token utility use

The **AMANITA MUHOMOR COIN** Metaverse offers users endless opportunities for growth, interaction, and earning. The **$AMHMR** token will be the key element that drives a stable and dynamic economy, where every participant can find their role, whether as a player, trader, investor, or collector.

1. Purchasing in-game items
Players will be able to use **$AMHMR** to purchase unique items such as skins, weapons, armor, vehicles and other items that will enhance their gaming experience or provide visual and tactical advantages.

2. Improving characters and skills
Tokens can be used to level up characters, unlock new abilities, or improve existing skills, creating a dynamic progression system.

3. Access to exclusive content
For **$AMHMR** players will have access to exclusive quests, special locations or game events that will not be available to other participants.

4. Payment for subscription to closed communities
There will be closed clubs or guilds in the game, access to which is provided only for **$AMHMR**. This may include participation in special tournaments or events reserved for a select few.

5. Trade between players
The plan is to create a market where players can exchange items, services and tokens, which will stimulate economic activity within the game and the development of the community.

6. Tournaments and competitions
Players will be able to use tokens as wager on the outcome of tournaments or participate in competitions where prizes will be paid in **$AMHMR**, which will add a competitive element and attract the attention of active participants.

7. Customization of the gaming experience
Players will be able to personalize their game interfaces and audiovisual elements by using tokens to customize the appearance or sound of the game.

8. Buying real goods
The in-game store will allow you to purchase real goods for **$AMHMR**, including branded merchandise, gift cards and other goods.

9. Interaction with NPCs
Players will be able to spend tokens to interact with NPCs, including hiring guards, guides, or assistance in completing difficult levels.

10. Investments in game development

Players will be able to invest their **$AMHMR** in the development of new functions and content of the game, receiving bonuses or a share of future income for this.

11. Collection and sale of fly agarics

Similar to Pokemon, players will be able to collect different types of fly agarics (red, ground, magic), and then sell them for **$AMHMR**, where each type will have its own price.

12. Payment for oracle services

The Oracle is a real person, an expert in the field of fly agarics, accredited within the game. Players will be able to pay **$AMHMR** for access to consultations or oracle advice.

13. Staking $AMHMR

Players will be able to invest their tokens in the form of staking, receiving interest income or additional bonuses within the game.

14. Allocation of $AMHMR for participation in new projects

Tokens can be used to participate in new game projects or developments, gaining access to early participation or unique opportunities.

15. Transfer of tokens between players

Players will be able to send and receive **$AMHMR** from each other to pay for services or items, providing ease of payments within the game.

16. P2P platform and token exchange

A platform for sharing will be created **$AMHMR** to other cryptocurrencies or fiat money, such as rubles, which will make the token more universal.

17. Buying gaming cryptocurrencies for $AMHMR

Players will be able to purchase other cryptocurrencies within the game, such as **BTC**, for **$AMHMR**, which will ensure the integration of the external crypto community with the token.

Tokenomics

Token **$AMHMR** — this is the basis of the project's economics **AMANITA MUHOMOR COIN**. The total token supply **8,888,888,888** tokens, which provides sufficient supply for the development of the ecosystem and the participation of a large number of users. Tokens will be distributed taking into account the needs of the project, long-term growth and sustainable development of the metaverse economy.

Information about tokens:

Token name	AMANITA MUHOMOR COIN
Token symbol	AMHMR
Decimal	9
Blockchain	The Open Network (TON)
Total supply	8,888,888,888

$AMHMR token distribution:

- **40%** — presale
- **18%** — boosters for liquidity pools, marketing and listing on CEX
- **20%** — rewards for the team and community
- **2%** — airdrop
- **20%** — deposit liquidity

DEX liquidity
20.0%

Presale
40.0%

Team & Community
20.0%

Airdrop
2.0%

Listing CEX
18.0%
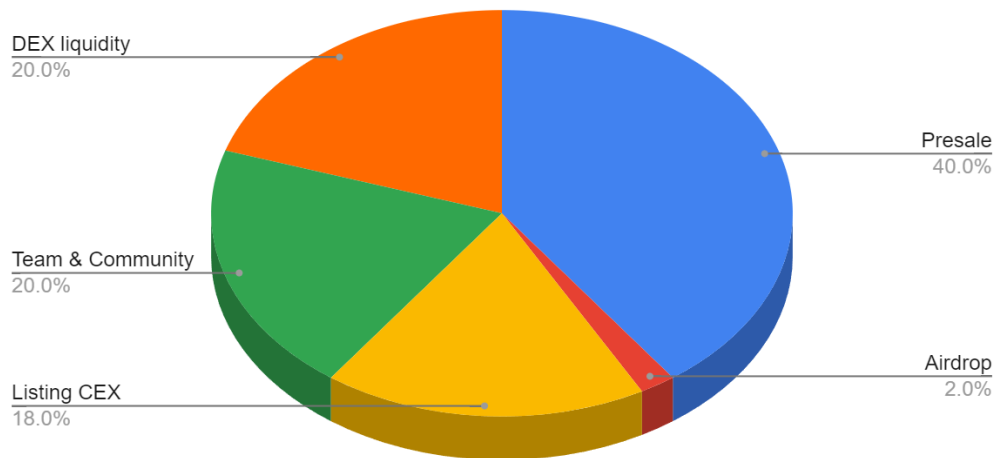
$AMHMR tokens will be released in a pre-planned volume, taking into account the long-term sustainability of the project. We strive to create a safe and stimulating environment for all participants in the ecosystem. A well-thought-out distribution of tokens is aimed at ensuring that both early investors and long-term participants have a meaningful role in the development of the project.

Conclusion

Project **AMANITA MUHOMOR COIN** and token **$AMHMR** aims to create a unique gaming metaverse, where the token will be actively used in various scenarios - from the economy to interaction between players. This will create a new, dynamic ecosystem, stimulating demand for **$AMHMR** and creating new opportunities for participants.

Links and contacts:
Website: https://muhomorcoin.com
Channel: https://t.me/arteman_capital
Youtube: https://www.youtube.com/@Velesogor