



# WhitePaper

**Mushroom 2 Mars Project**

**\$ M2M Token**

**Disclaimer:**

This whitepaper is intended for informational purposes only. It does not constitute financial, investment, or legal advice. Participants should conduct their own research and consult with cryptocurrency professionals before making any decisions.

**Project Introduction**

Mushroom 2 Mars (\$M2M) is a Web3 project developed in multiple phases. It begins as an NFT game played through a web browser, where players collect raw materials and cultivate unique mushroom NFTs using the "IGLOO EARTH Mushroom Grower," and it expands into a metaverse themed around Mars, featuring open world exploration, an adventure driven by storyline, and competitive gameplay set within a geographically accurate recreation of Mars centered on Olympus City. Beyond gaming, a portion of the project's profits will fund the real world manufacture and worldwide sale of physical "IGLOO EARTH" units used to grow mushrooms, followed by the research and production of specialized "IGLOO MARS mushroom grower" cultivation devices designed to survive interplanetary transport. These units will be launched to Mars aboard a fleet of 110 SpaceY rockets, guided to 100 landing sites surveyed in advance by a dedicated network of communications satellites, where they will seed mushroom colonies that sustain themselves across the Martian surface, ultimately supporting human life, enabling future ecosystems, and laying the groundwork for Mars to become humanity's second home. The project is powered by the \$M2M token, a fully decentralized cryptocurrency with a transparent tokenomics structure focused on community.

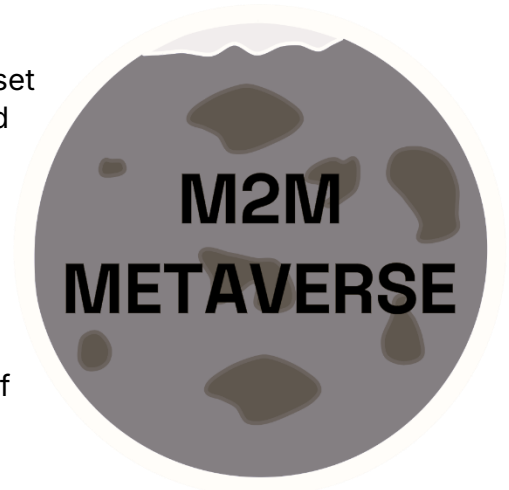
**Phase One**

This phase covers the development of M2M GAME, a game played through a web browser in which players gather raw materials used to grow mushrooms, represented as NFTs, and deposit them into a virtual device within the game called the 'IGLOO EARTH Mushroom Grower' to cultivate diverse NFT mushrooms with unique characteristics, which can then be traded on the marketplace.



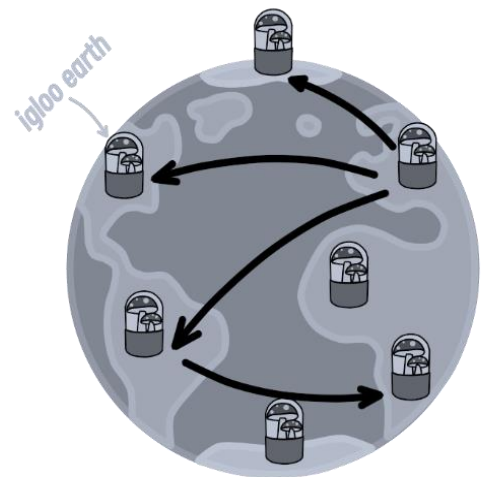
## Phase Two

This phase involves developing a major metaverse game set on Mars, featuring a compelling storyline, an open world environment, thrilling adventures, and opportunities for interaction, competition, and combat against other players and extraterrestrial beings. The metaverse's map is based on the actual geography of Mars, centered near Olympus Mons, the largest peak in the solar system, and its main city is named Olympus City. Land ownership within the metaverse is offered in the form of NFTs.



## Phase Three

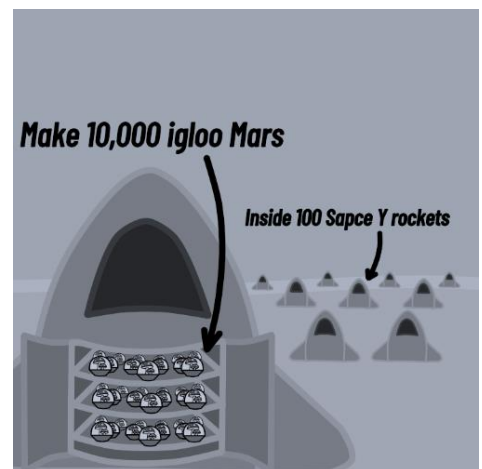
In this phase, our production team will manufacture 100,000 'IGLOO EARTH' mushroom growing devices and distribute them for sale worldwide.



## Phase Four

### Biology and Mutation Section

Using a portion of the profits generated from the previous three phases, M2M Game, M2M Metaverse, and IGLOO Earth Device, we will begin the research and manufacturing process for specialized Mars mushroom cultivation units, which we call 'IGLOO MARS mushroom grower.' Following the construction and testing of prototypes, we will mass produce these units and prepare them for shipment to Mars.



## Interplanetary Transfer Infrastructure

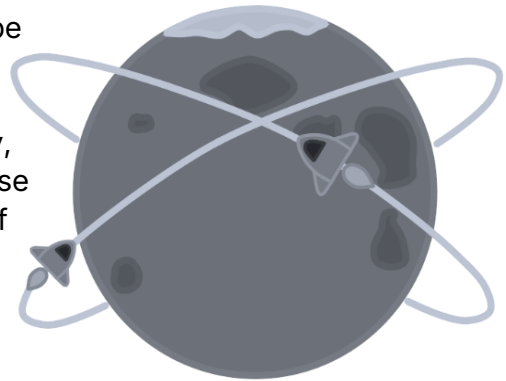
With another portion of the profits, we will begin research and construction operations for SpaceY Rockets, with the goal of building 110 rockets. These rockets will be used to transport mushroom cultivation devices to Mars, with each rocket carrying a capacity of 100 units or more, for a total of at least 10,000 mushroom cultivation devices transferred to Mars.

## Phase Five

### Building a communications orbit and sending Y-Link data around of Mars

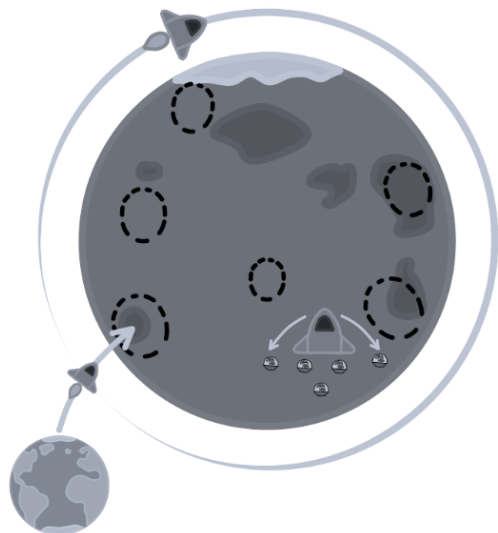
Ten SpaceY communications rockets, specially designed to observe the surface of Mars, will first be placed into Earth orbit. After gaining the necessary acceleration and speed, they will be transferred to Mars orbit following a short interplanetary journey, where they will remain permanently. The task of these communications rockets is to survey the surface of Mars and identify 100 of the most suitable landing points for the rockets carrying Martian mushroom farming devices, the "IGLOO MARS mushroom grower".

### *Make Y Link Mars Orbit*



## Phase Six

In this phase, SpaceY rockets, each carrying dozens of Martian mushroom farming devices, will be launched from Earth and land at 100 different points on Mars, spreading the mushroom cultivation devices in a circle with a diameter of 5 kilometers.



## Phase Seven

After a few years, our mutated Martian mushrooms will adapt to Mars's climate, emerge from their protective capsules, and form mushroom surfaces several kilometers in diameter across the planet. In addition to providing astronauts with the food and protein they need, these surfaces will also serve as a highly suitable environment for the growth of flowering plants, eventually giving rise to an ecosystem similar to that found on Earth. In time, this planet will become the second home of human civilization.



## Tokenomics

The Economy of Mushroom 2 Mars is designed for simplicity and fairness. Its tokenomics reflects a balanced approach that empowers community while maintaining transparency and decentralization.

**Total Supply :** 1 Billion \$M2M tokens that will be allocated as follows:

| Allocation                | Percent of supply | Tokens amount of | Vesting                                   |
|---------------------------|-------------------|------------------|-------------------------------------------|
| Presale investors         | 20%               | 200,000,000      | 100% On Launch                            |
| Liquidity pool lock       | 15%               | 150,000,000      | 100% after 3 months                       |
| Airdrop                   | 10%               | 100,000,000      | 100% On Launch                            |
| Treasury                  | 30%               | 300,000,000      | 100% On Launch                            |
| Marketing                 | 10%               | 100,000,000      | 100% On Launch                            |
| Charity                   | 10%               | 100,000,000      | 0% On Launch,<br>Vested Over<br>12 Months |
| Project Team Contribution | 5%                | 50,000,000       | 100% On Launch                            |

## **Usage and Responsibilities**

\$M2M, like Bitcoin and most other cryptocurrencies, is a completely decentralized and permissionless token. Anyone can use \$M2M, or integrate it into various platforms and applications without the approval of a central authority.

The token is available for anyone to use as they wish. However, it is the responsibility of users to obtain the necessary information regarding their compliance with local laws and regulations related to cryptocurrencies.

**Mushroom 2 Mars Project**

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