

ANIME · GAME · NFT



AZUKI

WHITEPAPER

Own the character. Enter the world. Become part of the story.

LAUNCH · 7 OCTOBER 2026

t.me/AzukiOnBsc

□
GAME

□
ANIME

□
NFT

Contents

AZUKI is a Web3 entertainment ecosystem. The AZUKI token connects its three utilities: game, anime and NFT.

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01

The AZUKI token

The token moves the ecosystem. Game, anime and NFT are the utilities it connects.

CHAIN

BSC

SUPPLY

10,000,000

BUY TAX

3%

SELL TAX

3%

LIQUIDITY POOL · 80%

8,000,000 AZUKI

Pooled at launch, then locked. While locked, liquidity cannot be withdrawn. Lock contract and duration are published at launch.

RESERVED · 20%

2,000,000 AZUKI

Reserved for staking rewards, community rewards, and development of the project. Not added to the launch pool.

STAKING REWARDS

From the 20% reserve

COMMUNITY REWARDS

From the 20% reserve

PROJECT DEVELOPMENT

From the 20% reserve

TAX 3 / 3

The contract keeps 3% of every buy and 3% of every sell. Buying 10,000 AZUKI delivers 9,700. Selling 10,000 returns the value of 9,700 after tax. Tax is used for marketing and utility development.

LAUNCH

Token launch: 7 October 2026, on BNB Smart Chain. Social: t.me/AzukiOnBsc. Liquidity lock details are published at launch.

BNB SMART CHAIN

BSC is a low-fee, EVM-compatible blockchain supported by common wallets such as MetaMask and Trust Wallet.

TOKEN UTILITY

- GAME

Use within selected game mechanics.
- MARKETPLACE

Purchase eligible digital items.
- STAKING

Stake to earn tokens from the reserve.
- CREATOR ECONOMY

Rewards for approved contributions.
- COMMUNITY

Rewards from the 20% reserve.
- EVENTS

Selected competitions and experiences.

IN PLAIN TERMS

The token is for use inside the ecosystem. It is not an investment product and carries no promise of price or return.

One world, many ways in

Own the character. Enter the world. Become part of the story.

AZUKI GAMING

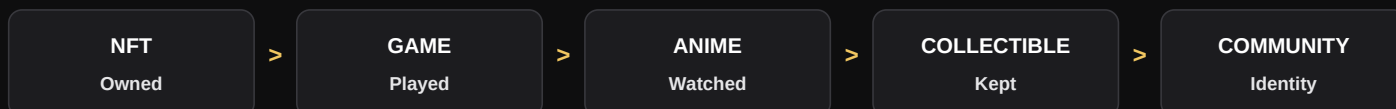
Blockchain-powered games where NFTs become playable characters, equipment, companions and digital assets.

AZUKI ANIME

An original anime channel for serialized stories, short animations, character development, community content and, in time, full-length productions.

ONE CHARACTER, MANY EXPERIENCES

A single character can live across the whole ecosystem, instead of being locked inside one product.



THE PROBLEM

Traditional entertainment runs in one direction. A studio creates a character, a company builds a game, a platform distributes it, and fans consume it.

TRADITIONAL MODEL

Creator → Content → Consumer

AZUKI MODEL

Creators ↔ Community ↔ Characters
↔ Games ↔ Anime

WHY BLOCKCHAIN

Blockchain adds digital ownership, verifiable scarcity, portable identity and programmable assets. AZUKI uses them to make the audience a participant: fans own characters, play them, earn tokens, and influence the story.

THE FIVE COMPONENTS

01 · NFTS

The core characters and assets of the universe.

02 · GAMING

Accessible gameplay first, not a speculative marketplace.

03 · ANIME

Shorts, episodes, manga adaptations and cinematics.

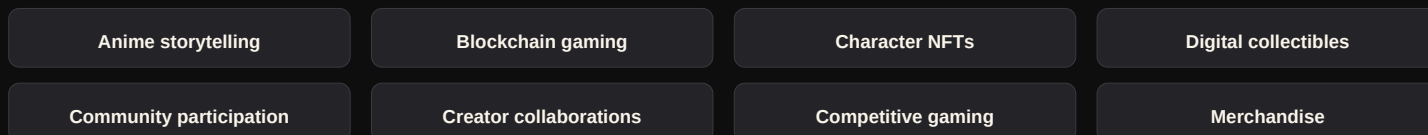
04 · CREATORS & COMMUNITY

Fans and professionals build content and lore.

05 · MARKETPLACE & COLLECTIBLES

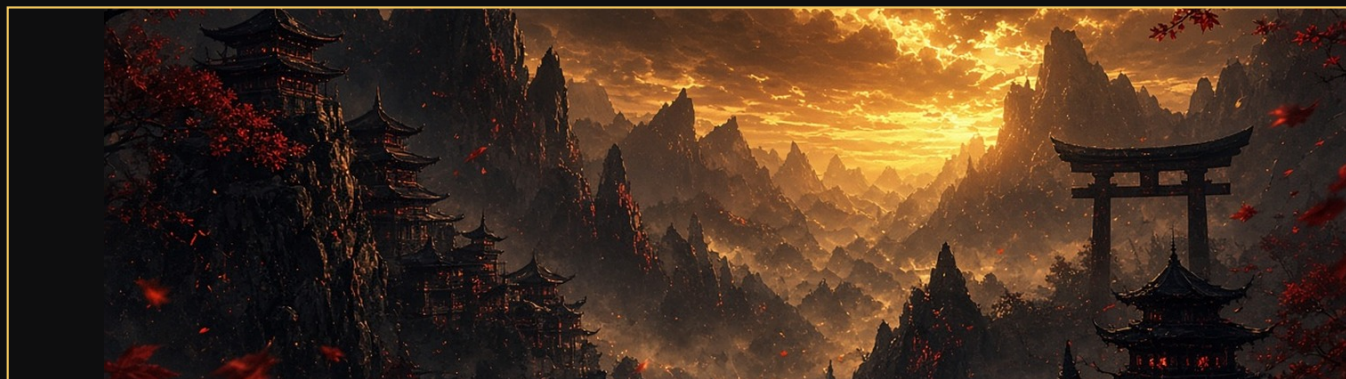
Limited editions and tradable in-game assets.

FOCUS AREAS



A world that remembers names

The Garden is a mysterious digital world of territories, factions and civilizations.



FIVE FACTIONS



GUARDIANS

Protectors of the Garden.



SHADOW CLAN

A mysterious group seeking control of the Garden.



WANDERERS

Explorers searching for ancient technology.



CYBER RONIN

Warriors who combine ancient tradition with futuristic technology.



SPIRIT BEASTS

Rare creatures tied to the world's elemental forces.

Each faction can receive its own characters, NFTs, games, anime episodes, merchandise and collectibles.

NFT CATEGORIES

The collection is organized into three groups.

CHARACTERS

Genesis

Warriors

Heroes

Villains

Guardians

Companions

GEAR

Weapons

Clothing

Accessories

WORLD

Land

Special Editions

CHARACTER OWNERSHIP

A character should live beyond a single product. A player owns an NFT character and takes it into the game. There it completes missions and develops new abilities. It then appears in an anime storyline and later becomes a collectible.

NFT
Own



GAME
Play



ANIME
Appear



COLLECTIBLE
Keep



COMMUNITY
Belong

Gaming and NFT utility

Gaming is a central utility. An NFT that cannot enter a game is only a picture.

GAME FORMATS

RANKED PLAY

BATTLE ARENA

A competitive multiplayer game where players use AZUKI characters against other players.

PvP battles · ranked matches · tournaments · team battles · character abilities · weapon systems · seasonal competitions

ADVENTURE

AZUKI: WORLD

A larger adventure environment built around exploring the AZUKI universe.

Missions · discovering characters · collecting resources · fighting enemies · unlocking storylines · customization · community events

STRATEGY

CARD BATTLE

A strategic trading-card game based on AZUKI characters and abilities.

Cards can represent characters, skills, weapons, locations, special attacks and events

IN PLAIN TERMS

AZUKI Gaming starts with accessible gameplay rather than a speculative marketplace. The first goal is games people enjoy, with NFTs as characters and gear inside them. Players can earn tokens by taking part, then spend those tokens inside the ecosystem.

NFT UTILITY

AZUKI NFTs are designed to do more than sit in a wallet.

GAMING

An NFT can become a playable character or a usable game asset such as a weapon or companion.

ACCESS

Certain NFTs unlock private gaming areas, anime premieres, community events, special quests, merchandise and exclusive digital content.

CHARACTER DEVELOPMENT

Selected NFTs evolve through gameplay achievements instead of purchased upgrades.

COLLECTIBLES

Limited editions can mark key characters, events, collaborations or moments from the AZUKI universe.

EVOLUTION PATH

A character earns each stage by playing. Reaching Elite or Legendary reflects achievements, not spending.

LEVEL 1

Starting character

>

LEVEL 2

Early progress

>

ELITE

Proven in play

>

LEGENDARY

Top tier

EXAMPLE

A holder enters a private quest area unlocked by their NFT, wins ranked matches, and sees the character progress from Level 1 toward Elite. The same character can then appear in an anime premiere open to holders.

The story hall

AZUKI Anime is the second pillar: a digital channel for original, anime-inspired content.

CHANNEL CONTENT

- Short episodes
- Character stories
- Mini-series
- Trailers
- Behind the scenes
- Manga adaptations
- Creator collaborations
- Community animations
- Gaming cinematics

CHANNEL PHASES

The channel starts small and grows as the world earns it. Content is distributed on platforms such as YouTube and on a dedicated AZUKI digital platform.

PHASE 1

SHORT-FORM

Character introductions, lore videos, trailers and community content.

PHASE 2

EPISODIC ANIME

Manga and webcomic content, game cinematics and creator collaborations.

PHASE 3

FULL SEASONS

Licensed merchandise, global distribution partnerships and physical events.

GAMING + ANIME

The link between the two is the main differentiator. An episode introduces a character, the character enters the game, and the community shapes what happens next.

- 1

EPISODE 01

A mysterious warrior named KAI appears.
- 2

GAME RELEASE

KAI becomes a playable character.
- 3

COMMUNITY EVENT

Players complete the KAI challenge.
- 4

NFT COLLECTIBLE

A limited KAI collectible is released.
- 5

EPISODE 02

The community discovers KAI's history.

COMMUNITY PARTICIPATION

Fan art, character concepts, story suggestions, tournaments, anime discussions, events, contests and lore development.

CREATOR PROGRAM

For artists, animators, game developers, writers, musicians, streamers and video creators. Creators can build within the project's IP rules.

HOW IT FITS TOGETHER

Creators and community members extend the universe. Official characters and story stay under the project's IP rules.

Built to last

The ecosystem is designed around use, not endless token emissions.

SUSTAINABLE GAME ECONOMY

AZUKI avoids unlimited token emissions. Players earn tokens by taking part, then spend them inside the ecosystem. Staking rewards and community rewards are paid from the 20% reserve, not from new minting.

AZUKI LOOP

Play → Earn tokens → Spend → Create → Participate

NOT THIS

Buy → Farm → Sell

ECONOMIC SINKS

A sink is anywhere tokens are spent. Sinks give the token real uses and balance what players earn.

Customization

Crafting

Cosmetic items

Tournament entry

Character evolution

Digital collectibles

Marketplace fees

Limited events

IN PLAIN TERMS

The exact economic model will be tested and adjusted before large-scale deployment.

WHERE EARNED TOKENS COME FROM

STAKING REWARDS

Paid from the 20% reserve to holders who stake AZUKI. No extra supply is minted to fund rewards.

COMMUNITY REWARDS

Paid from the same reserve for approved events, contests, creator work and ecosystem contributions.

NOT A FARM LOOP

Earning tokens is tied to play, staking and contribution. The design is not buy, farm, then sell.

MARKETPLACE

An ecosystem marketplace lets users trade eligible digital assets.

Characters

Weapons

Skins

Accessories

Cards

Companions

Collectibles

Creator royalties or ecosystem fees may apply where technically and legally appropriate.

DIGITAL COLLECTIBLES

Limited collectibles link to anime episodes, characters, game achievements, special events, collaborations, tournament winners and seasonal campaigns. They come in different rarity levels. Rarity does not guarantee monetary value.

ORIGINAL IP

AZUKI builds its own original characters, world, artwork, trademarks and story universe. Other anime-and-NFT projects have explored similar ideas. This project is independent and is not affiliated with them.

Six months to build

The first six months deliver the three utilities: NFT identity, a playable game and a running anime channel.

SIX-MONTH ROADMAP

Launch date: 7 October 2026

MONTH 1

FOUNDATION

- Brand identity and original IP
- Character universe and lore
- Website and social channels
- Token launch on 7 Oct 2026
- Liquidity lock of the 80% pool
- Concept art

MONTH 2

GENESIS PREP

- Genesis NFT artwork
- First lore release
- Community programs
- Creator program applications
- Battle Arena prototype build

MONTH 3

GENESIS LAUNCH

- Genesis NFT collection goes live
- First playable prototype
- Anime pre-production
- Short lore animations

MONTH 4

CLOSED BETA

- Battle Arena beta with ranked ladder
- First short episodes on the channel
- Marketplace specification
- Card Battle design

MONTH 5

PUBLIC RELEASE

- Battle Arena public launch
- AZUKI Anime channel opens
- Episode 01: KAI
- First community tournament

MONTH 6

EXPANSION

- Marketplace launch
- AZUKI: World alpha
- Episode 02 and KAI collectible
- Creator program expands

LONG-TERM PHASES

I

FOUNDATION

Identity, IP, community, prototype

II

GENESIS

NFTs, lore, prototype, anime start

III

EXPANSION

First major game, channel, marketplace

IV

UNIVERSE

Multiple games, seasons, manga, merchandise

V

GLOBAL IP

Multimedia entertainment ecosystem

Phase V aims at a multimedia ecosystem: gaming, anime, NFTs, manga, collectibles, community and merchandise.

08 Conclusion

AZUKI proposes a new model for anime and gaming entertainment.

Own the character. Enter the world. Become part of the story.

Launch 7 October 2026 · t.me/AzukiOnBsc · BSC · Supply 10,000,000

DISCLAIMER This document describes the AZUKI project plan. It is not an offer of securities and not a promise of price, return or delivery.

Digital assets carry market, contract and tax risk. Roadmap timing may change. Supply: 80% liquidity pool, 20% reserved for staking, community and development.