# INCRYPT

# A GAMING EXPERIENCE LIKE NEVER BEFORE

The Incrypt gaming ecosystem leverages blockchain technology to enhance user experience, combining NFT trading cards, an RPG/MMO game, a subscription model and weekly crypto giveaways. This paper outlines the key components and tokenomics of the platform.

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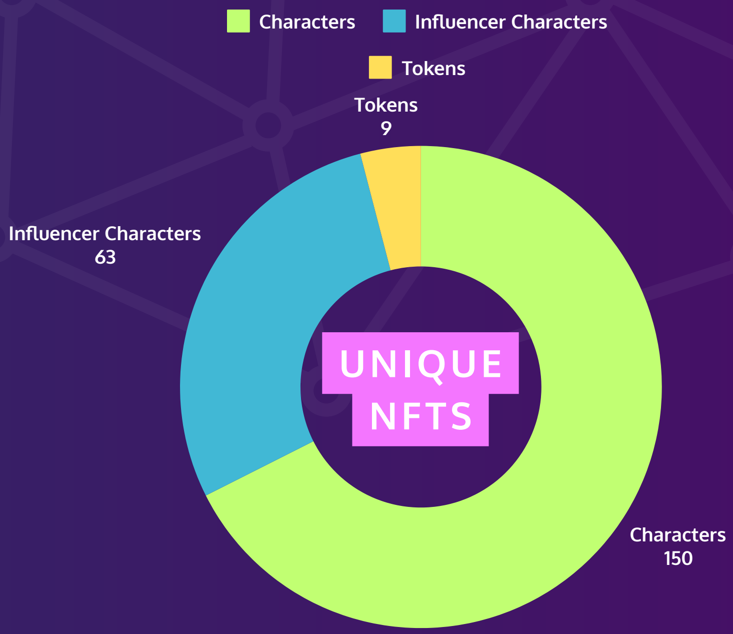
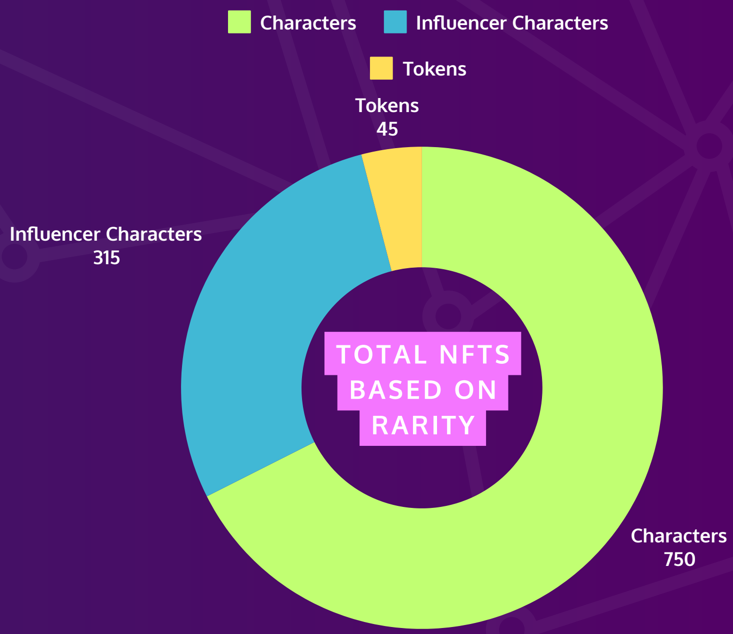
# PHASE ONE

## NFT Trading Card Game

The initial gaming experience revolves around NFT trading cards categorized into five rarity stages: common, rare, epic, legendary, and relic. Generations are distributed as 58% common, 24% rare, 12% epic, 5.5% legendary, and 0.5% relic. With a starting total of 222 unique NFTs and a total of 1,110 NFTS among all rarities, 1.5 Million of each will be generated, resulting in diverse variations. Breakdown of the 222 Unique NFT's is shown below:

The higher the rarity the stronger the card stats will be from the base common card, the % buff for rarity, and the boost faction rarity % is shown below, alongside this, different NFT's have different abilities that will contribute to allowing users to utilize strategy.




# NFT BUFFS & BOOSTS WITH EXAMPLE

## RARITY DROPS & BUFFS

| Rarity | Common | Rare | Epic | Legendary | Relic |
|---|---|---|---|---|---|
| % Drop of Rarity | 58% | 24% | 12% | 5.5% | 0.5% |
| Faction Rarity Boost | 10% | 20% | 30% | 50% | 100% |
| Card Rarity Buff | 0% | 10% | 20% | 30% | 50% |

# EXAMPLE OF STATS

| Character | Common (Base) Attack & Defence | Rare 10% Buff | Epic 20% Buff | Legendary 30% Buff | Relic 50% Buff |
|---|---|---|---|---|---|
| Fitzy | 98 ATK - 85 DEF | 108 ATK - 94 DEF | 118 ATK - 102 DEF | 127 ATK - 111 DEF | 147 ATK - 128 DEF |

# EXAMPLE W/ RELIC RARITY BOOST

| Character | Common (+ 100% Relic Boost) Attack & Defence | Rare (+ 100% Relic Boost) Attack & Defence | Epic (+ 100% Relic Boost) Attack & Defence | Legendary (+ 100% Relic Boost) Attack & Defence | Relic (+ 100% Relic Boost) Attack & Defence |
|---|---|---|---|---|---|
| Fitzy | 196 ATK - 170 DEF | 216 ATK - 188 DEF | 236 ATK - 204 DEF | 254 ATK - 222 DEF | 294 ATK - 256 DEF |

## INC Token

The native cryptocurrency, INCRYPT (INC), serves as the primary medium for transactions within the ecosystem as has many utilities. Users receive INC through a free faucet multiple times a day, enabling participation in the ecosystem by selling or exchanging tokens for giveaway packs. Furthermore, as an example, 1 INC obtained via the faucet can be exchanged for $1 worth in the subscription model or packs, this exchange $ amount will change dynamically as the INC tokens value develops, specifically this is called REV ( Rate of Exchange Value ).
Subscribed users will also receive INC tokens as part of the subscription model, the higher the subscription tier, the higher the amount of INC received.

## Subscription Model

Users can enhance their participation through a monthly subscription, accumulating rollover entries each month to the weekly crypto giveaways. Subscription tiers determine the quantity of NFT trading cards received and amount of INC received, adding a dynamic element to user engagement.

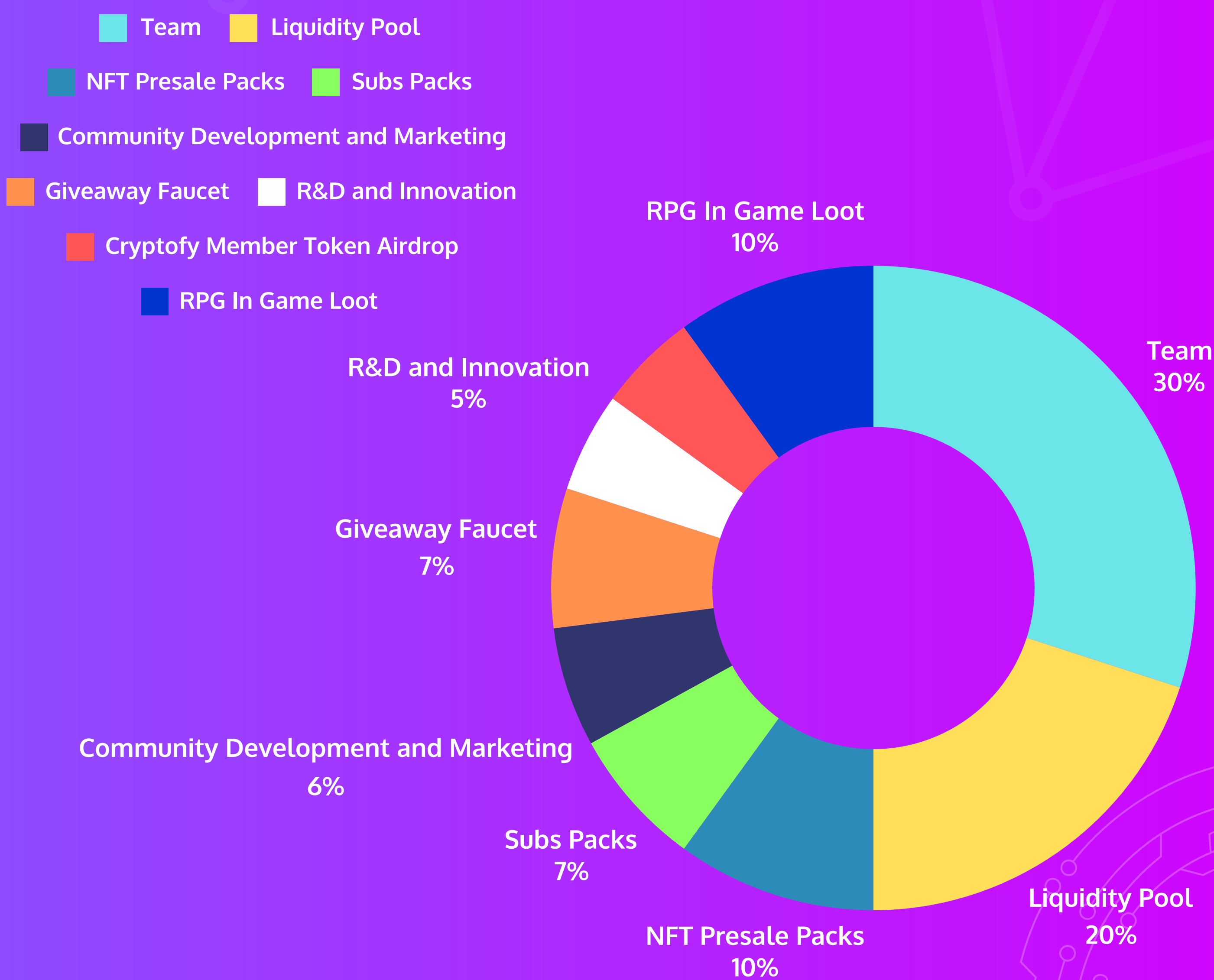
## Weekly BTC Giveaways

The platform hosts weekly crypto giveaways, providing users with an opportunity for a chance to win Bitcoin. Entries are acquired through the purchase of NFT trading card packs or as rollover entries from subscriptions to the platform.

# TOKENOMICS AND BLOCKCHAIN ADVANTAGES

**Tokenomics:**

With a total token supply of 21 billion, the allocation breakdown is as follows:
Team: 30% ( 6.3 Billion ) - 90% vested 12 months / 10% vested 6 months
Liquidity Pool: 20% ( 4.2 Billion )
NFT Presale Packs: up to 10% ( 2.1 Billion )
RPG IN GAME LOOT: 10% ( 2.1 Billion )
NFT Trading Card Packs SUBSCRIPTION ONLY: 7% ( 1.47 Billion )
Community Development and Marketing: 6% ( 1.26 Billion )
Giveaway and Faucet: 7% ( 1.47 Billion )
R&D and Innovation: 5% ( 1.05 Billion )
Cyptofy Member Token Airdrop: 5% ( 1.05 Billion )



# TOKENOMICS AND BLOCKCHAIN ADVANTAGES

**Blockchain Selection**

To ensure fast and cost-effective transactions, the platform is built on the Solana blockchain. Solana's high throughput and low transaction costs provide an optimal environment for the decentralized gaming ecosystem, offering a seamless user experience, we aim to utilise the decentralized ecosystem in the future.

**Solana's Advantages**

Solana's unique features, including its high throughput (processing up to 65,000 transactions per second) and low transaction fees, ensure efficient and affordable transactions for users. The platform benefits from Solana's secure and scalable infrastructure, providing a foundation for a seamless and dynamic experience overall.

# Advantages of Our Subscription And NFT Pack Model

**Subscription Model Structure:**

The subscription model offers users a range of benefits tailored to their chosen tier.

**NFT Packs Structure:**

NFT packs provide users with the opportunity to acquire a variety of NFTs, with different tiers offering distinct features.

Below is the structure outlining the benefits associated with these models:

# MONTHLY SUB VS ONE OFF PACK

## MONTHLY SUBSCRIPTION

| Pack | Rare Sub | Epic Sub | Legendary Sub | Relic Sub |
|---|---|---|---|---|
| Price (AUD$) | $9.90 | $24.90 | $44.90 | $69.90 |
| Accumulating Giveaway Entries (Per Month) | 20 | 50 | 120 | 200 |
| Total NFTs (Per Week) | 10 | 25 | 60 | 100 |
| Common Cards | Yes | Yes | Yes | Yes |
| Rare Cards | Yes | Yes | Yes | Yes |
| Epic Cards | X | Yes | Yes | Yes |
| Legendary Cards | X | X | Yes | Yes |
| Relic Cards | X | X | X | Yes |
| Total Incrypt | $0.70 | $2.00 | $5.00 | $10.00 |
| Amount in Incrypt @ $0.001 (Example) | 700 | 2,000 | 5,000 | 10,000 |
| Rev (Rate of Exhange Value) @ X3 | $2.10 | $6.00 | $15.00 | $30.00 |
| % On Buy Back of Initial Purchase | 21.2% | 24% | 33.4% | 42.9% |

## ONE OFF PACKS

| Pack | Common Pack | Rare Pack | Epic Pack | Legendary Pack | Relic Pack |
|---|---|---|---|---|---|
| Price (AUD$) | $2 | $6.60 | $19.90 | $39.90 | $59.90 |
| Common Cards | Yes | Yes | Yes | Yes | Yes |
| Rare Cards | X | Yes | Yes | Yes | Yes |
| Epic Cards | X | X | Yes | Yes | Yes |
| Legendary Cards | X | X | X | Yes | Yes |
| Relic Cards | X | X | X | X | Yes |
| Giveaway Entries | 1 | 4 | 20 | 5 | 100 |
| Total NFTs Included Per Pack | 1 | 4 | 20 | 50 | 100 |

# Platform User Incentivization Protocols:

## INC Token Distribution

Furthermore, users will receive INC tokens as part of the subscription model (distributed to the user). As an example, 1 INC obtained via the faucet can be exchanged for $1 worth in the subscription model or packs. It's important to note that this exchange amount will change dynamically as the INC token's value develops on exchanges; specifically, this is called the Rate of Exchange Value (REV) which is explained further in this whitepaper. This mechanism ensures a fluid and dynamic token economy within the ecosystem, fostering user engagement and participation.

## Free Faucet Multiple Times a Day

Users are provided with the opportunity to claim free INC tokens multiple times a day through the platform's faucet. This incentivizes user engagement and participation within the ecosystem, fostering a sense of inclusivity and accessibility. Users can also utilise these tokens within the Incrypt Ecosystem at 3X value through the REV model framework.

## NFTs Potential Speculating Price Movement Due to Rarity

The rarity tiers of NFT trading cards, ranging from Common to Relic, introduce an element of speculation and value appreciation within the ecosystem. As users acquire, trade and play with the NFTs, their scarcity and desirability may lead to potential price movements, offering opportunities for investment and speculation.

## INC Price Potential Speculation

The value of the INC token may experience fluctuations based on market demand, user engagement, and overall ecosystem activity. Users can engage in speculative activities, such as buying, selling, and trading INC tokens, to capitalize on potential price movements and market trends. We believe the REV model will yield positive price movement as its input will be focused on positive buy pressure while minimizing sell pressure.

# Platform User Incentivization Protocols:

## Rate of Exchange Value ( REV ) Model for INC Token Price Movement

The Rate of Exchange Value (REV) model dynamically adjusts the exchange rate of INC tokens based on market conditions and ecosystem dynamics. This arbitrage opportunity encourages users to actively participate in the ecosystem, contributing to liquidity and price stability.

## Accumulating Free Entries on Subscription Model:

The subscription model offers users the opportunity to accumulate free entries for the weekly crypto giveaways over time. For example, subscribers may receive an increasing number of free entries each month, such as 6 free entries in month one, 12 free entries in month two, and 72 free entries in month twelve, as part of our weekly giveaways. This incentivizes long-term engagement and loyalty among subscribers.

## Accumulating NFT's and INC Tokens

Users have the opportunity to accumulate NFT trading cards and INC tokens through various activities within the ecosystem, including one-off purchases, subscriptions, and participation in giveaways. As users accumulate these assets, they gain ownership and potential value appreciation over time, further incentivizing engagement and participation. By integrating these incentivization mechanisms, the gaming ecosystem creates a dynamic and engaging environment for users, fostering active participation, speculation, and value appreciation within the ecosystem. As the project develops over time, we aim to have an in game store front to provide in game purchases such as weaponary, armour, spells, potions etc.

# SATOSHI NAKAMOTO

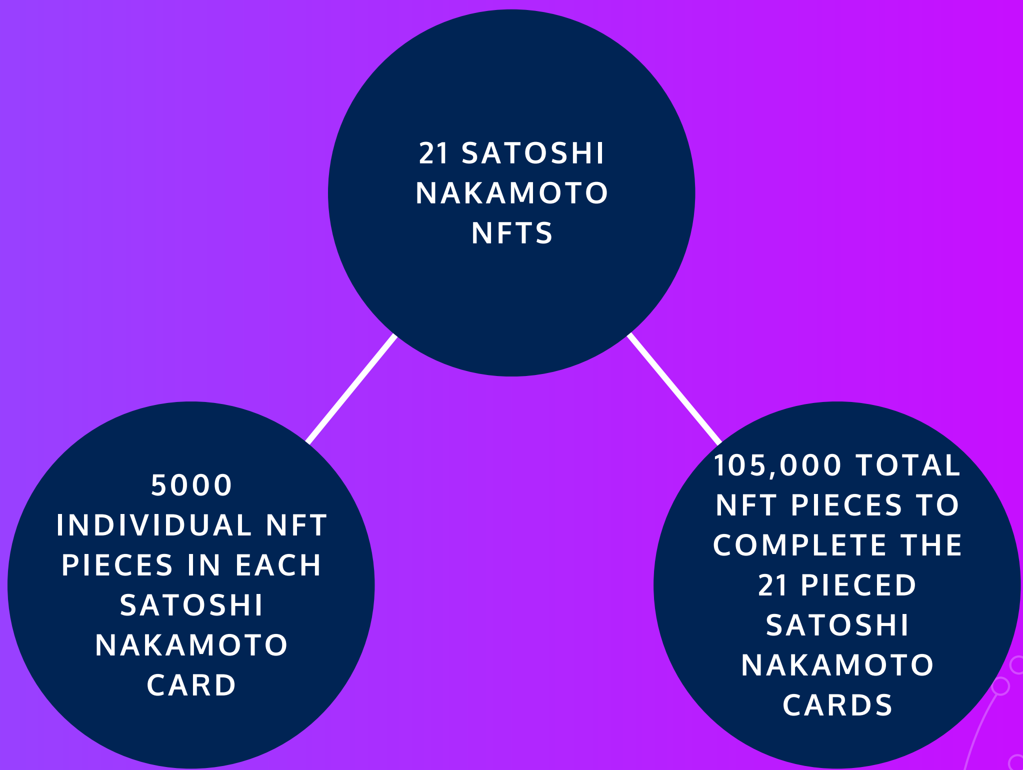
In the "Satoshi Nakamoto" segment, we introduce a community-driven initiative centered around the acquisition and assembly of Satoshi Nakamoto NFTs. These NFTs, representing a rare and sought-after collectible within our ecosystem, are divided into 5000 unique pieces per card.

## Who is Satoshi Nakamoto?

Satoshi Nakamoto is the pseudonymous creator of Bitcoin, the world's first cryptocurrency, and the underlying blockchain technology. The true identity of Satoshi Nakamoto remains unknown, adding an air of mystery and intrigue to the crypto community.

## Satoshi Nakamoto NFTs

There will only be 21 Satoshi Nakamoto NFT's, making them the rarest of all cards within the ecosystem. The company will hold four, 1 for the archives and 3 for community incentives, and the remaining 17 will be released through a drop rate of 0.0001% in the highest tier of NFT packs (Relic Pack) and the highest subscription pack offered (Relic Subscription). Additionally, users can acquire these NFT pieces from other individuals on OpenSea who have put them up for sale, referral incentivisation, gaming leaderboards and many other ways to be introduced in future development.



# Community Driven In Mind

The Satoshi Nakamoto NFT's will be community-driven, with each card broken down into 5000 pieces. Users can only acquire these pieces through the highest NFT pack and subscription pack, or by purchasing them from other individuals on OpenSea if available, referral incentivisation, gaming leaderboards and many other ways to be introduced in future development. Once a community has collectively committed all 5000 pieces of one of the Satoshi Nakamoto cards, they can then unveil the Satoshi Nakamoto card to the world.

Once all 5000 pieces of that card are achieved, all contributors to the committed pool will receive a collection image in their member portal that is not sellable, representing that they contributed to unlocking a Satoshi Nakamoto card, it can then be offered on opensea as a sale, each individual can price their piece as they want when they commit their piece, the collective amount will be the price for the Satoshi Nakamoto NFT. For example, if the committed users asking price comes to a total of $10,000,000.00, each contributor's return would be 1/5000th of the sale price, in respect that they only own one piece of the card, an individual can commit more than one piece to any given community pool if they acquire it.

To illustrate the potential return on investment, let's consider a hypothetical scenario where the Satoshi Nakamoto card sells for $10 million. Each participant's ownership stake would equate to 1/5000th of the total value of the card per piece. Therefore, the return for each piece would be calculated as follows:

1/5000 = 0.0002%
therefore
0.0002 * $10,000,000 = $2,000 per piece

This means that each participant would receive $2,000 for their contribution to assembling the Satoshi Nakamoto card, per piece, once someone has purchased it.

This initiative not only incentivizes community engagement and collaboration but also offers the potential for significant returns on investment for participants who actively contribute to the assembly of these rare and valuable NFTs.

## Revealing Satoshi Nakamoto

Once one of the cards is pieced together, one individual needs to purchase the whole card. If they own every NFT available at the time of purchasing it in at least LEGENDARY OR ABOVE rarities, they will then discover the "true" identity of Satoshi Nakamoto. This serves as the driving force behind playing and purchasing NFT packs on our platform, fostering community engagement and excitement. Although nobody really knows who Satoshi is, it is just part of the excitement we strive to achieve with the Incrypt project and future game development.

# CONCEPTUAL FRAMEWORK OF THE REV MODEL

## Optimizing the Rate of Exchange Value (REV) Model

The REV model is a cornerstone of our platform's ecosystem for Phase 1 of the project, strategically designed to enhance user engagement and incentivize token utilization. Here's a detailed elaboration of how the REV model operates and its professional portrayal

## Conceptual Framework

The REV model hinges on the comparison between the token price on external exchanges and its value within our platform's ecosystem. By offering a more favorable exchange rate for users to purchase products, we aim to stimulate demand for our token while fostering loyalty and participation.

## Value Proposition

Consider a scenario where the token is valued at $1 on external exchanges. Under the REV model, users can deposit their tokens on our platform and receive a significant value multiplier of 3x. This means that for each INC token deposited, users can exchange it for $3 worth of products within our ecosystem. This enhanced purchasing power incentivizes users to acquire and utilize our token for accessing NFT packs, subscriptions and in game purchases.

## Dynamic Adjustment

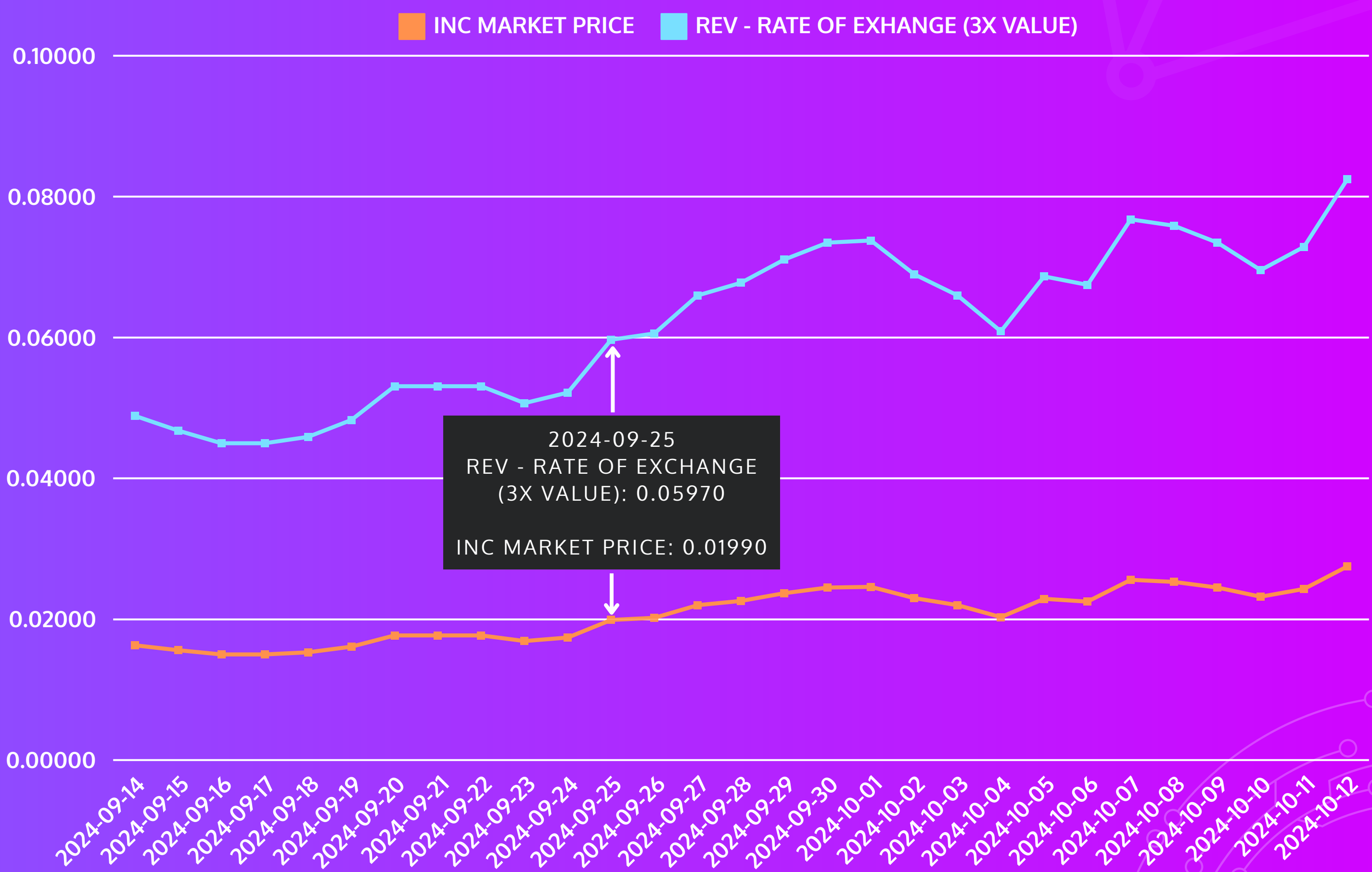
The REV model incorporates a dynamic adjustment mechanism to ensure competitiveness and adaptability. Exchange rates are automatically recalibrated every 5 minutes based on the prevailing token price. For instance, if the token price rises to $2 on external exchanges, the exchange rate within our platform increases proportionally to $6 per INC token. This real-time adjustment mechanism ensures that users consistently benefit from favorable exchange rates, irrespective of market fluctuations. The x value may change in future depending on company token reserves.

# CONCEPTUAL FRAMEWORK OF THE REV MODEL

## Impact on Supply and Demand

The proprietary REV mechanics are strategically designed to stimulate demand while optimizing token supply dynamics. By offering attractive exchange rates, we incentivize token holders to deposit their tokens on our platform, thereby increasing demand. Simultaneously, the tokens deposited are effectively recirculated through the purchase of NFT packs and subscriptions, ensuring liquidity and sustainability within the ecosystem.

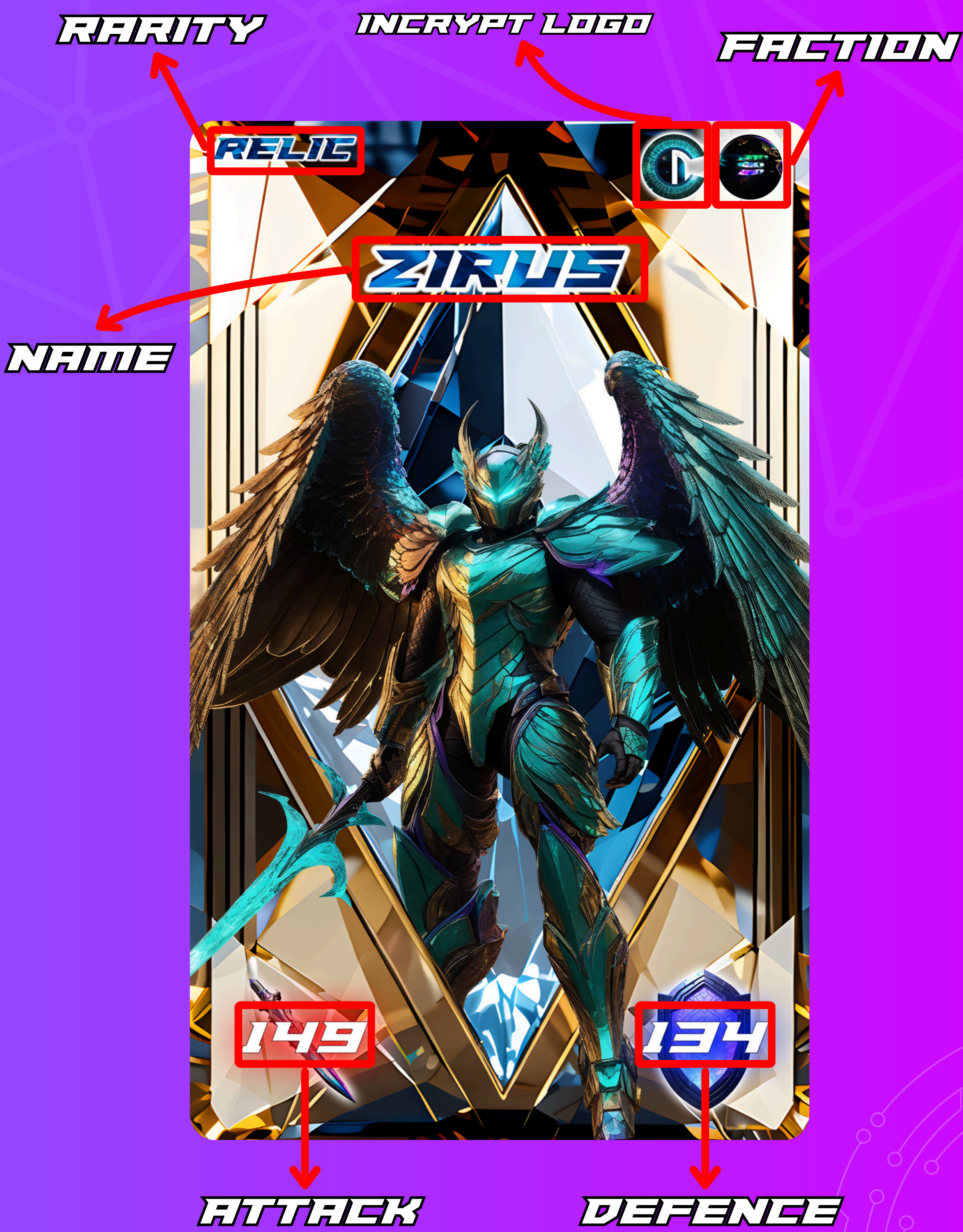
## SHOWCASE OF REV MODEL



# NFT Design

AI played a pivotal role in bringing our characters and cards to life, serving as a powerful tool in their creation. Working closely with our design team, the AI was guided by detailed specifications to ensure each character and card aligns with our vision. This synergy between technology and creativity enabled us to craft a unique, immersive experience that embodies the spirit and artistry of Incrypt.

## NFT Key:



# REFERRAL PROGRAM

At Incrypt, we believe in rewarding our community for their support and engagement. Through our referral program, users can earn 10% of their referrals' total spend, distributed in Incrypt tokens.

Here's how it works:

When a user refers someone to our platform and that individual makes a purchase, the referrer will receive 10% of the total amount spent by the referred party, credited in Incrypt tokens.
This incentivizes users to promote the platform while expanding their holdings in our native token.

The referral rewards are seamlessly deposited into the user's member portal balance, creating a continuous cycle of community-driven growth and engagement. Our system is designed to foster collaboration and reward loyalty, ensuring that everyone benefits from the expansion of the Incrypt ecosystem.

Further optimisation to our referral program will come in the future.

# Phase 2?

Phase 2 will be outlined and document in future as we aim to build out the tech and processes prior to sharing it, as we prefer to bring a product/service to market rather than an idea.

We look forward to sharing it with you all in the future.

**Disclaimer: Adjustements may be made to this whitepaper. All changes with be announced with the community if the team deems necessary.**