

# CropBytes - A GAME OF BUSINESS.

## WHITEPAPER

Crypto Based Virtual Economy Game.



[www.cropbytes.com](http://www.cropbytes.com)

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## 1. INTRODUCTION

### 1.1 SUMMARY

Enter a virtual world where you get to play in an economy that allows you to create, raise and nurture your farmland while contributing to the growth of the economy. Grow crops or raise barn animals, supply resources or trade within your community, continue to earn and win huge rewards as you progress within the game. With CropBytes, there is something for everyone! Designed to truly represent the real world, this simulation allows you to work and earn a living within the game, just as you would in real life.

It has been 3 years since CropBytes' inception when the adoption of crypto assets was in its nascent stages. Today traders, players and owners all play a large role within the game economics, allowing the economy to evolve based on the mechanics of demand & supply.

### 1.2 VIRTUAL ECONOMY IS THE GAME

Virtual world games began to gain popularity some time around the 19th century when gamers and game companies began to bring fantasy to board games which required multiple players. Ever since, with advancement in technology, across eras, there has been keen interest within the gamers community allowing for the gaming industry to slowly and surely grow to amongst the top industries in the world.

Games such as Second Skin, World of Warcraft, Habitat and many others have continually proved the potential of virtual world games where gamers can create whole worlds similar to the real world.

Such games have an in-game economy, much like the real world. The only difference is that the in-built currency has no value outside of the game and players who've spent hours on these games cannot cash out the in-game currency.

We're about to change this.

### 1.3 VISION

***"To drive the creation of real world value through a game of virtual economy."***

### 1.4 MISSION

1. **REAL WEALTH CREATION:** Encourage people to create real wealth by joining the CropBytes revolution.
2. **MAIN SOURCE OF INCOME:** To advance CropBytes as the primary source of income for players and gamers.
3. **CRYPTOCURRENCY:** Introduce Crypto to millions of users through CropBytes.

- COMMUNITY BUILDING:** Connect millions of parallel worlds and millions of players into the crypto community.
- ENDLESS SIMULATION:** Become the largest, ongoing virtual universe in existence with tremendous value creation.

## 1.5 WHAT WE'RE SOLVING

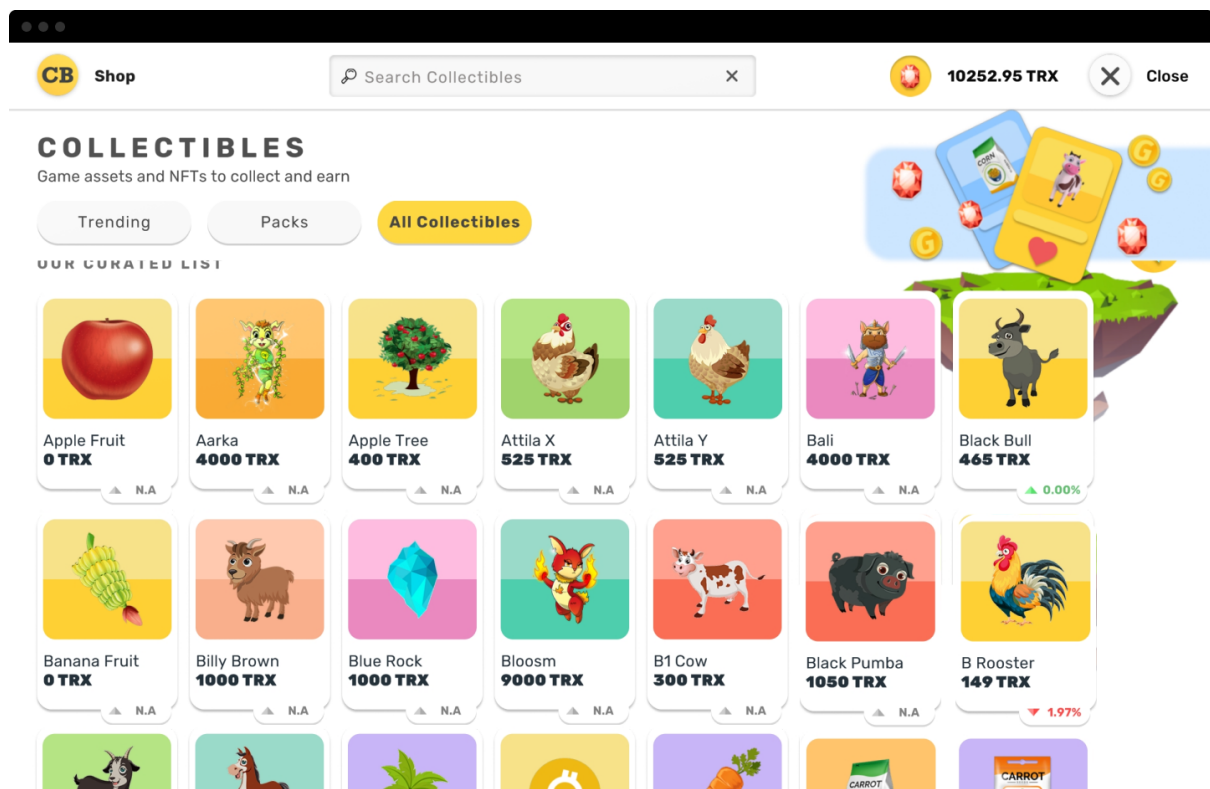
### PROBLEM STATEMENT

There is a complete disconnect between the real world and the games we spend so much time and resources on, which rarely benefits the player in terms of value. Most simulation games don't have real money and those that do, don't have a strong economy backing the progress of the game; nor do they take full advantage of blockchain and Crypto.

### SOLUTION

With CropBytes we've brought together the best of the game with an ever expanding economy that uses cryptocurrency to bridge the gap between real & virtual.

## 2. THE GAME



## 2.1 ROLES AND STRATEGIES

This section highlights the roles that gamers can take and the scope of strategies they have available to them.

### 2.1.1 PLAYERS

The game comprises of primarily three types of traders:

1. **Farmers:** A gamer is a farmer who joins as a game user and begins his journey in farming.
2. **Traders:** A gamer is a trader who uses his assets to buy and sell with other assets to increase his net assets.
3. **Owners:** A gamer is an owner if he decides to buy and hold in a particular asset, much the same way as asset owners behave in real life.

### 2.1.2 STRATEGIES

A player has the flexibility to strategise his own path in the game. He may choose to buy farm crops and trade, or he may choose to raise barn animals. The responsibilities he chooses to take up are entirely his choice and he can decide to focus on one or two strategies, or expand to own a little bit of everything.

A player can also decide to become an owner who buys and holds on to assets with a hope that it's value increases over time, or buy and sell regularly.

## 2.2 GAME FLOW

The CropBytes economy links all parts of the game with each other in a seamless flow, not unlike the real world. The game replicates the real world by being volatile and transitional. Players build strategies and plans to maximize their output in the game, which creates economic trends and fluctuations.

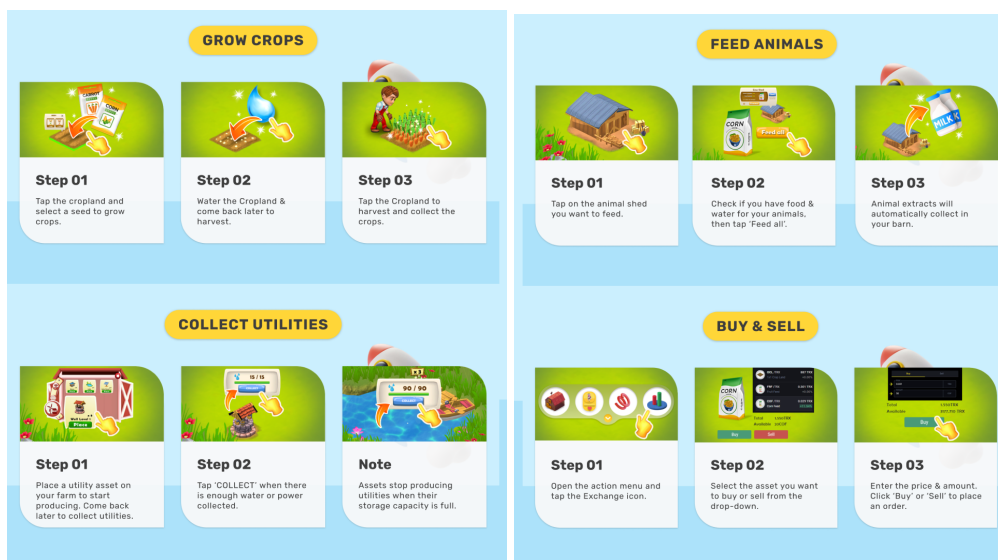


TYPICAL FLOW CYCLE

## 2.3 GAME ASSETS AND SIMULATION

Every asset in the game has an intrinsic function and contributes to the ecosystem. Each asset also serves different roles within the ecosystem. For example, trees and croplands produce crops and fruit which require water supplied by wells and lakes. Once harvested, crops and fruits are ground to make food. Mill owners earn revenue from players that grind their crops at their mills. Similarly, wind turbines and solar panels generate electricity which is used to run these mills and incubators.

Animals produce milk, eggs, wool and other products that can be converted to CBX. CBX as a currency can then be used to buy more assets or other game items. Thus the economy within the game would circulate and increase depending on the users it is able to attract.



## 2.4 PLAYER COLLABORATION

The game is all about collaboration through buying and selling of daily essentials between players. Since most players are likely to hold onto only a few assets, in order to thrive they must interact with and purchase assets from other players to sustain.

A player with cows may need 50 pieces of corn for fodder, and have only a small parcel of land yielding him 35 pieces of corn a day. He will then need to purchase the remaining corn from the market.

A player can also participate in other events and activities. Some events require collective participation leading to strong community engagement between players.

Players can visit other players' farm lands to check out their collection of assets in order to determine trading potential. CropBytes players receive unique visiting codes, which they are proud to share with other players or on social sites and forums.

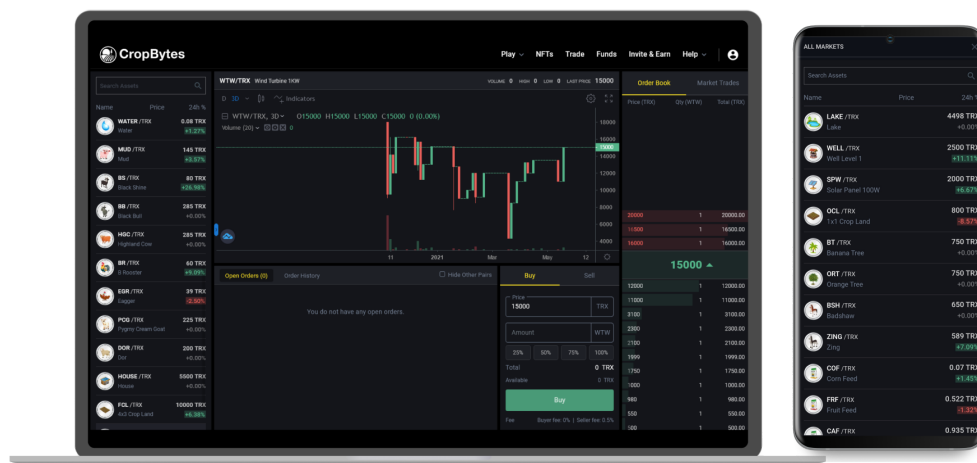
### 3 THE ECONOMY

#### 3.1 PRICE DETERMINATION

One of the most exciting aspects of the CropBytes game is that price action is entirely dependent on demand and supply giving players total control over the shape of the economy. CropBytes game creators have no control any secondary/market pricing in the game.

#### 3.2 TRADING

CropBytes has its own game market with a dedicated inbuilt exchange for players to trade in-game assets within the exchange, making the process of buying and selling seamless.



### 3.3 SUPPLY AND DEMAND



Supply and demand within the game is dependent on players and price action. Sometimes this means that both supply and demand can change rather rapidly, similar to the real world.

Availability, variants and other similar factors determine demand and supply much like in the real world. Crops may have different uses, and if one crop is overproduced by multiple players, this could lead to oversupply while farmers of other crops struggle to generate enough supply to meet economic needs. The same principle is applicable across all assets in the CropBytes universe.

The game follows a chain of events driven by need and demand. For example, animals in the farm need to be fed daily in order to stay healthy. If fodder is in short supply and animals are not fed timely, this could affect their health, irrespective of market price. This chain could also break the cycle of buying and selling of fodder and other essentials needed to keep the players farm healthy and well.

## 4 TOKEN

### 4.1 CBX - The Game Token

The native cryptographically-secured fungible protocol token of CropBytes (ticker symbol 'CBX') is a transferable representation of attributed utility functions specified in the protocol/code of CropBytes, and which is designed to be used solely as an interoperable utility token thereon.

CBX is a functional multi-utility in-game currency which will be used as the medium of exchange between participants on CropBytes in a decentralised manner. The goal of introducing CBX is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on CropBytes, and it is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any

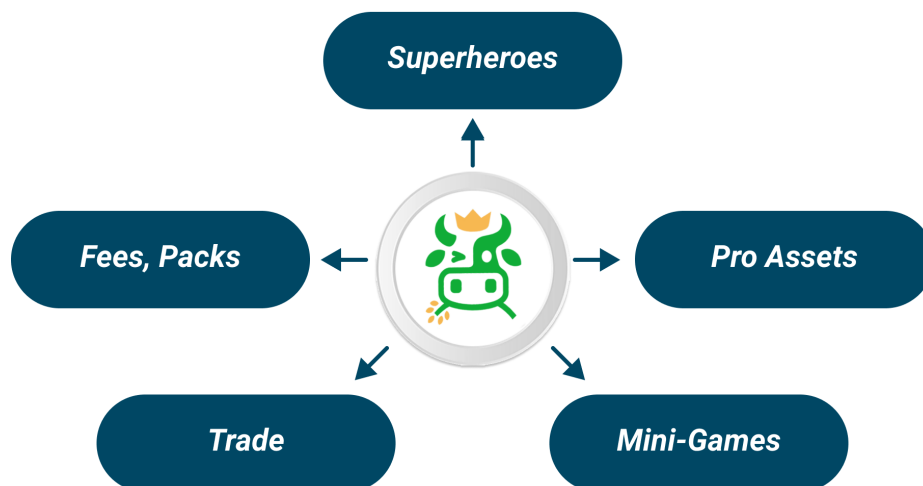


goods or services whatsoever that are not exclusively provided by the issuer. CBX does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will CBX entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. CBX may only be utilised on CropBytes, and ownership of CBX carries no rights, express or implied, other than the right to use CBX as a means to enable usage of and interaction within CropBytes.

Players can purchase and trade digital assets with CBX, and CBX can only be generated by players in the game.

#### 4.2 About CBX

CBX is integrated deeply into the various economic cycles of the game. CBX is currently used to buy superheroes, assets, and trade. The future of CBX is bright as more integrations and uses will be built into the CropBytes ecosystem. An interoperable currency within the CropBytes ecosystem.



Currently CBX is used to buy Superheroes, game assets and also to trade. In the future it will be used to purchase other assets, pay fees and more. An interoperable currency within the CropBytes ecosystem.

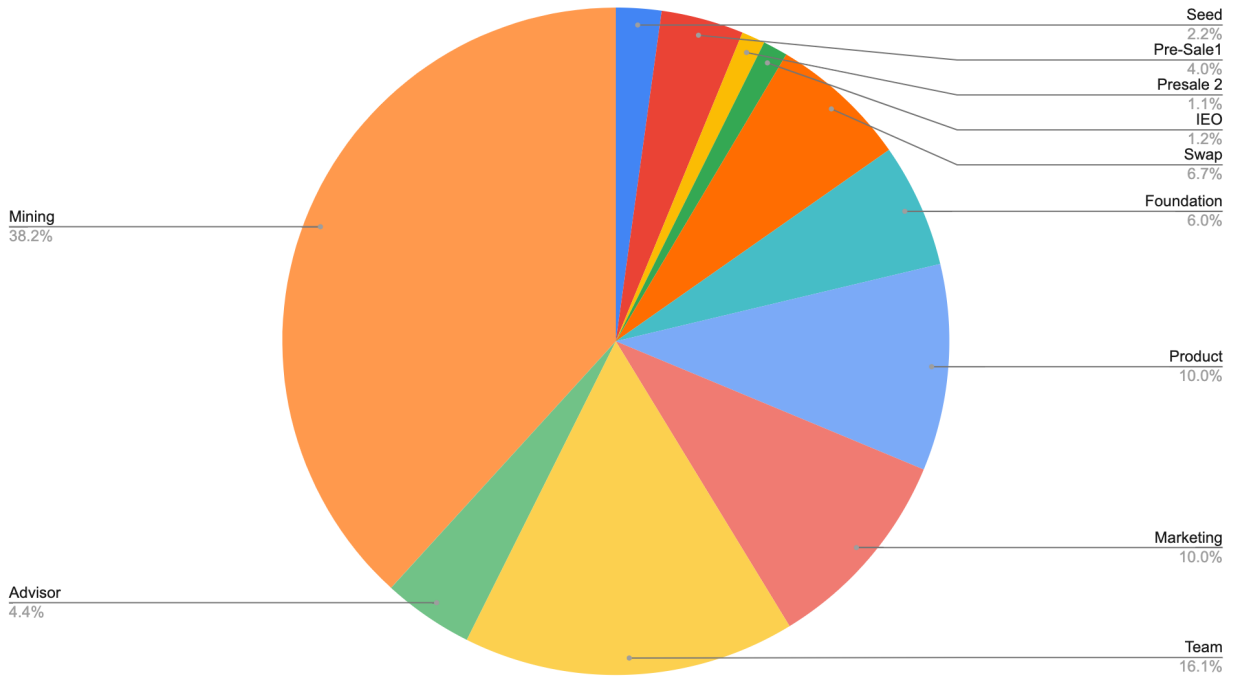
#### 4.3 TOKEN ALLOCATION

The CBX tokens will be allocated in phases with a pre-determined roll out plan.

The plan takes into account all major heads including funding rounds, functional and operational aspects of the company while also allowing for opportunity to mine.

Here is a break down of the token allocation:

Token Allocation

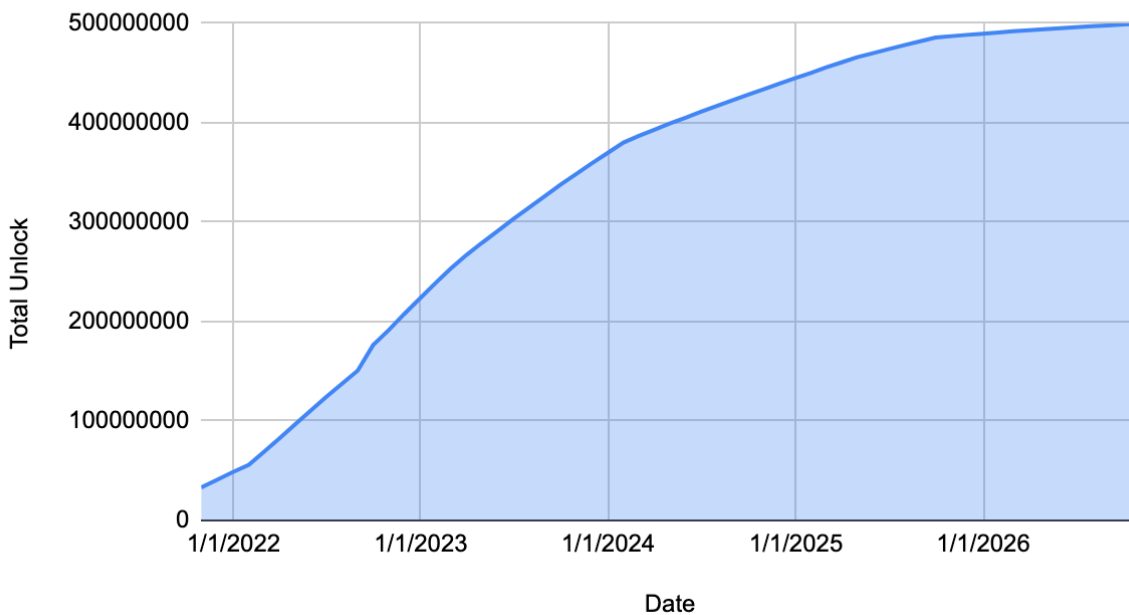


#### 4.4 TEAM ALLOCATION AND UNLOCK PERIOD

As an added incentive program for CropBytes employees, a separate allocation accounting for 16.09% off the overall pool known as TEAM has been established. A cliff of 12 months after listing date with a monthly unlock plan across 36 months will further incentivise the team to stay vested in the company.

#### 4.5 TOKEN UNLOCK PLAN

##### Total Unlock vs Date



After creation, the projected plan to unlock tokens is given here. The unlock period is expected to be over a period of 4 years.

#### 4.6 SWAP AND AIRDROP OF GC (GAME COINS) TO CBX

Game Coins (GC) are currently the in-game currency in the CropBytes universe. Existing players on CropBytes currently mine and hold GC, which will undergo a technical migration to become CBX tokens instead. These early adopters will receive CBX in a ratio of 1 : 1.12 where they receive 1.12 CBX for every GC they hold. A special airdrop of 1.68 CBX per GC will be made available to the farmers over a period of 15 months from the date of the IEO.

#### 4.7 VESTING PERIOD

Upon the launch of CBX, 40% of total tokens will be unlocked at the time of launch. After 3 months another 30% of the remaining tokens will unlock monthly at a rate of 2.5% every month for the next 12 months. The balance 30% will be unlocked based on game activity.

##### For example:

- ❖ A player owning 100 GC will receive 280 CBX on swap (1.12 + 1.68)
- ❖ 40% will be unlocked during the launch (112 CBX)
- ❖ 2.5% each month for the next 12 months (84 CBX)
- ❖ 30% will be unlocked based on game activity (84 CBX)

## 5 MINING

### 5.1 MINING FLOW

CBX also provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on CropBytes, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. CBX is an integral and indispensable part of CropBytes, because without CBX, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on CropBytes. Given that additional CBX will be awarded to a user based only on its actual usage, activity and efforts made on CropBytes and/or proportionate to the frequency and volume of transactions, users of CropBytes and/or holders of CBX which did not actively participate will not receive any CBX incentives.

Unlike traditional mining, CropBytes uses game function and flow as a "mining" algorithm. To reward healthy participation in the game, players can mine CBX simply by playing the game and participating in quests/activities. The more progress they make, the more CBX they will be able to unlock.

So as to encourage ecosystem spending and activities, CBX is also mined when players convert the produce generated by their assets and animals. Produce is generated only when food or water is consumed by animals. Food and water can be produced by the player or can be bought from another player on the in-game exchange.

### 5.2 CBX DEFLATION PROTOCOL

CorpBytes will adopt a CBX Deflation Rewards Protocol similar to the Bitcoin mining protocol, meaning that the level of CBX mining rewards will decrease over time. The rationale for this is to reward early adopters, while decreasing future emissions as the protocol stabilises.

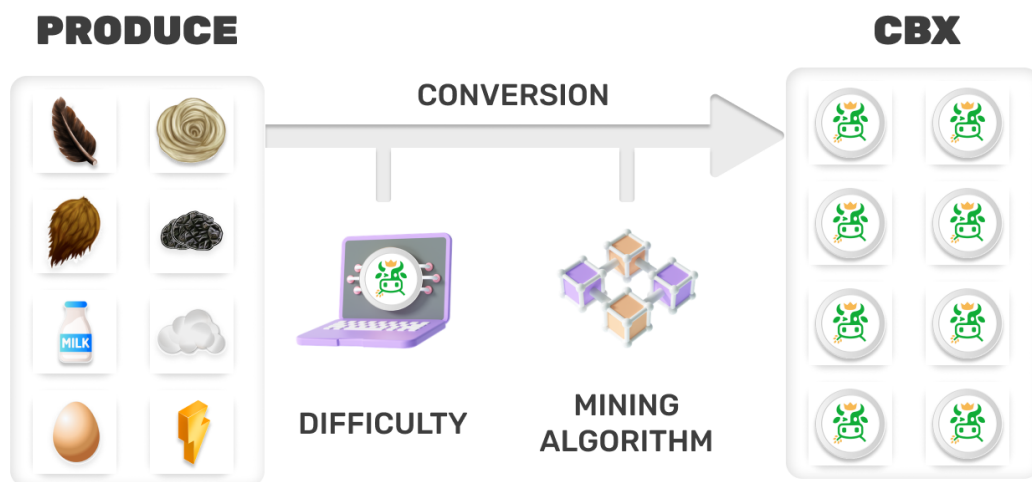
If there are more tokens minted than expected tokens, the difficulty factor in the next cycle will increase, prompting its control in the next cycle.

#### **Deflation protocol formula**

(Extract x Conversion rate ) x Difficulty = CBX

#### **Formula for difficulty:**

Difficulty = ( Actual produced CBX / estimated CBX) raised to 5



### 5.3 BURNING PROCESS

In order to generate rare in-game assets, a player must burn CBX. These assets are not only NFT's but add value and enhance the game play as well making them more than collectibles will have real intrinsic value.

CBX may be burned for the following use cases:

- ❖ To buy Gen 0 Superheroes (rare NFT's which enhance your game play)
- ❖ Used to boost your farm's output
- ❖ Used in Superhero breeding
- ❖ Will be used in upcoming Superhero battles
- ❖ In-game animals and their functions
- ❖ Extracts from these animals are used to make Breed Feed, which is used in Superhero breeding.