MINECRAFTX WHITEPAPER

minecraftx.co

Minecraftx is a Free-to-Play Third-person shooter NFT game where everyone can start playing without the need to pay. Minecraftx also employs the Play-to-Earn model to reward players with tokens and equipment through dynamic gameplay and participation in PvP tournaments. With this seamless combination of the DeFi and P2E models, Minecraftx gives players the opportunity to play and earn rewards at the same time. To create a friendly environment for players who are unfamiliar with Cryptocurrency market and NFTs, a mechanism called Crypto Play against is incorporated into the gameplay to give incentives to such players to do their own research and learn about the market

VISION

Free-to-play & Play-to-Earn

Most NFTs games currently suffer a common issue: low player base. Many of them don't even publish their metrics, for example, Monthly Active Users (MAU) or Daily Active Users (DAU). Before exploding in popularity, even Axie Infinity only had a MAU of 7,200 as of Oct, 2020.

The root cause is the expensive initial cost for a new player to take part in the game. They have to pay upfront a large sum of money to acquire NFTs before actually playing the game and being able to earn back their initial spending. As a result, most of the players for those games are speculators rather than players.

In the gaming industry, Free-to-Play games are convincingly dominating the scene and are projected to continue increasing in both revenue and the market share for years to come.

This Whitepaper proposes a seamless combination of both Free-to-Play and Play-to-Earn models where every player, even children can enjoy the game all while creating value and making the Play-to-Earn model true to its name by minimizing the need of high initial cost.

Players can participate in various activities on the actions such as:

Selling in-game drops such as loot-boxes and resources on the marketplace.

Minting game charcharacter

 into NFTs and put them on auction or rent out to other players.

Winning periodical tournaments and events hosted by Minecraftx game studio.

Staking their MINEX tokens or NFTs to obtain to exclusive access and preferential terms.t 'New Project' from the menu that pops up. Give your project a name, and you're good to go!

Onboarding F2P players

By going Free-to-Play we can already onboard a lot of new players. However, many of these players will remain Free-to-Play if there is not enough incentive for them economy-wise and gameplay-wise to take part in the blockchain aspect of the game.

Using the Crypto Play against mechanism, we give players in-game advantages from monitoring the cryptocurrency markets. Having better awareness of the opportunities in the market, they may go further and purchase their favourite crypto, which will benefit the whole market in general and our own minex network.

GAMEPLAY

What-you-need-to-know-about-minecraftx

Minecraft is a game in which players create and break apart various kinds of blocks in three-dimensional worlds. The game's two main modes are Survival and Creative. In Survival, players must find their own building supplies and food. They also interact with blocklike mobs, or moving creatures. (Creepers and zombies are some of the dangerous ones.) In Creative, players are given supplies and do not have to eat to survive. They also can break all kinds of blocks immediately.

Are there points or levels? No. The purpose of the game is simply to build and explore (and survive).

How many players can play it? You can play by yourself or you can play online with others. The smartphone and tablet versions offer multi-player options through WiFi networks. Players can connect to thousands of Minecraft online games (servers), some of which involve battling other players

COMMUNITY

We understand the importance of having a strong community, especially with a game like minecraftx which wants to make the Esports scene. We plan for a workshop in february, 2022 to get the feedback from the community.

Furthermore, in every tournament as mentioned above, we would like to welcome content creators to take part in the events such as providing artwork, video sketch, cosplay competition, etc.

We would also create forums for players to discuss their latest strategy, discussion about the meta

BUY BACKS AND BURN

Minecraftx team promises to use all mining pool revenue, game revenue and NFT character items. The sales revenue is $MINEX, which is used to increase the liquidity pool, and we will repurchase $MINEX and burn total supply of token to ensure the stable rise of the token price and the sustainable development of the project.

$MINEX is one of the world's first token that combines DeFi, GameFi, and automatic BUYBACK deflation mechanism(Buy 0% tax rate Sell ??12% tax rate .2% burn 2% add liquidity 8% automatic BUYBACK

ROADMAP

PHASE 01

1. New Website and Branding

2. Social Media Channels

3. Smart Contracts

4. Official Whitepaper

5. Certik Audit

6. Presale

7. Pancakeswap Launch

8. Listing on Coin Gecko

9. Listing on Coin Market Cap

10. Post Launch Marketing PR

11. CertiK Audit (Onboarding)

12. 8k Telegram Members

13. 5k Holders

PHASE 02

1. Buy with credit card

2. Free2play game launch

3. Community / Team Building

4. Giveaways

5. 20k Twitter Followers

6. 10k Instagram Followers

7. 20k Telegram Group Members

8. Ongoing paid advertising

9. 10k Holders

PHASE 03

1. P2P Game launch

2. Listing on Major Exchanges

3. Influencer Marketing Push

4. Launch of Merchandise

5. Further Partnerships

6. NFT Minting

7. Staking / Farming

8. 30k Telegram Member

9. 30k Twitter Followers

TOKENOMICS

logoIcon

TOKEN SUPPLY

100,000,000,000 MINEX

30% FARM

20% PUBLIC

15% PRIVATE

7% LIQUIDITY

20% GAME ECOSYSTEM

5% ECO-DEVELOPMENT

3% MARKETING