BITCHKOIN WHITEPAPER
SEX TO IMPACT

Version 2.2.1 - 29th August 2023

DISCLAIMER

BITCHKOIN

This is not a final document and can be updated without any announcement.
This document aims to provide selected details about the vision, economy, and gameplay of our BITCHKOIN ecosystem. The information set out in this document may not be exhaustive and does not imply any element of the contractual relationship with any part. Nothing in this document shall be considered a prospectus of any kind.
All community contributions to this document may be freely used by the BITCHKOIN team and incorporated into other words, with rights equivalent to ownership.
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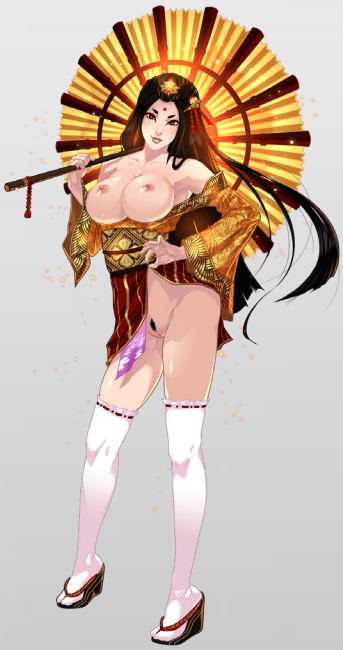
By commenting and giving feedback in this document or any other related channel (such as Twitter, Telegram, or Discord, you allow the BITCHKOIN team to include your ideas and concepts in future game features as the development team sees fit. The game economy is liquid and can vary significantly in line with the evolution and use of the BITCHKOIN.

BITCHKOIN team may make changes to the economy that directly or indirectly affect obtaining BITCHKOIN Token, Meta Bitchcoin, BC soft currency or even Rubies, always looking for the player's welfare. By reading this document, using the website, app, game, or marketplace, you agree that you shall not be entitled to any compensation or claim whatsoever if any monetary or other damages are suffered due to a change made to the Tokenomics and NFTomics.



GLOSSARY

AWP - *Anti Whales Protection*

BC - *Bitchcoin off chain currency*

BIDDING - *Using on E-sport challenges*

BK - *BITCHKOIN on chain currency*

BOT FARMING
For pro players, using a bot to play or him/her

E-SPORT - *Video-game competition*

FIAT- *Official national currency, issued by governments*

FMCG- *Fast Moving Consumer Goods*

FREEMIUM- *Free version with addionnal paid content*

GAMEFI - *Blockchain-based game*

H5 - *HTML 5 game playable on any device*

Hentai - *Anime chracterized by overtly sexualized characters and sexually explicit images*

MBC- *Meta Bitchcoin*

NFT- *Non Fungible Token*

OFF-CHAIN - *Outside the blockchain*

ON-CHAIN - *Inside the blockchain*

P2E - *Play to Earn*

P&E - *Play and Earn*

POP - *Proof of Play*

REFLECTION - *System to reward NFT's owner*

SDB - *Safety Deposit Box*

SHADOW BAN - *Ban a player from your rank*

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BITCHKOIN

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VISION

BITCHKOIN

WELCOME TO BITCHKOIN,
THE FIRST “SEX TO IMPACT” PLATFORM

BK platform was created for three aspects:

First, to Protect our children and the next generation from child pornography. Thanks to Web **3.0 technology,** you will need to have a coin in your wallet that requires passing the KYC process like BNB or BUSD to be able to access the whole platform.

Secondly, it is a matter of preventing them from accessing content that is legal but that one wishes to reserve for adults (protection of youth and education). To have a NFT on your wallet, you need to pass a **KYC process which will detect you** automatically as an adult.

Eventually, to Protect Artists, Actors, Compositors, Movie-Maker... for not being spread without consent to the whole public. The BK ecosystem and its NFTomics will **protect your intellectual property,** put your works into a specific marketplace and give royalties forever.

The team is specialized on the video game industry which is one of the most impact industry worldwide. Using NFT Hentai Games to attract huge amount of users in our platform and create a bridge to open all categories from the pornographic industry.

MISSION – FROM GAME TO REALITY

Our first game **“Clash of Hentai”** on a tower defense gameplay is a proof of concept for studios and artists which want to enter the BK Ecosystem.

Players are too often left behind with an unfair industry and a lack of transparency.

We are using **GameFi** to empowered players with a real value, transparency and governance.

Leveraging smart **NFTomics** using a stable in-game token, users will have the opportunity to engage fully and experience what it takes to go from a freemium game into a decentralized tradeable asset.

We have created mechanisms of **“Anti Whales protection”** and ensure that even if you embark later in our game, you will have a real value in our Universes. Due to our offers, a player can start from 0 and finish as an e-sport professional player. This entire lifecycle allows for creating and accumulating more excellent value over time for our players. We bring Games to next level in order to attract as much players as possible.

Pornographic industry will be able to reach a huge data base of users for their collection into our Marketplace.

VALUE PROPOSITION OF THE GAME

BITCHKOIN

We have chosen to start our first game, a tower defense game like “Clash Royale”. It’s trendy, and there is competition within this game.

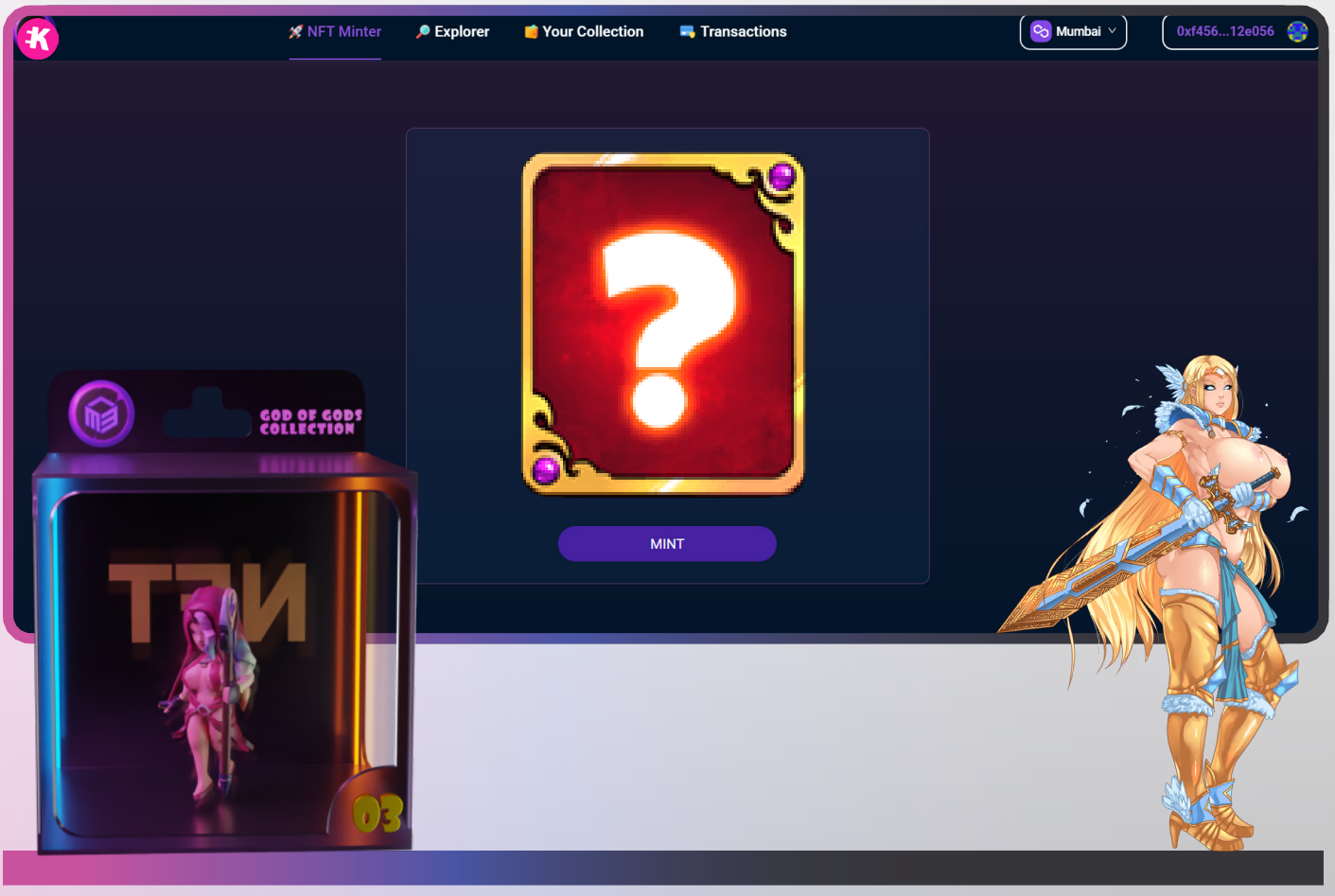
A player can start with the Freemium version of the game and, at any time, transform his deck into an NFT deck.

He doesn’t need to begin on-chain but will be able to mint NFTs to increase the chance of getting a better NFT character.

When a player gets at least eight different NFTs, he will be able to start an **e-sport** version of the game and bid against other players.

For the **1st time in gaming history,** by buying characters and content on a game, a player will be able to earn money based on his skills but also based on his collection.

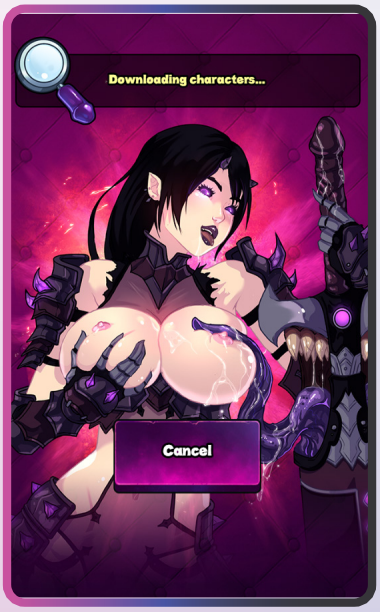
With BK, spending money is an investment and playing games could be a full time job.

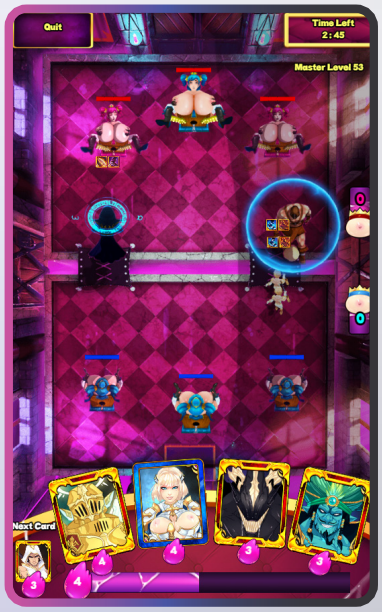


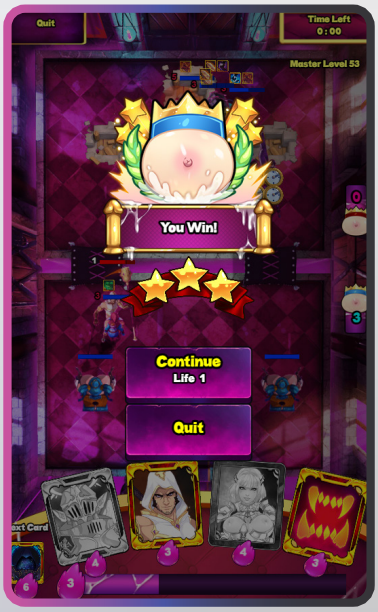
GAME PLAY

BITCHKOIN

The first Universe of our tower defense card game is **“Gods of Hentai”,** a very cool and funny **Gods fantasy Game.**
You enter an arena with a deck of 8 cards and outsmart the enemy in fast real-time battles.
There are **24 different characters** and **6 spells** to start on **7 rarities** from common to unique.
Statistics are unique and depending on the rarity, there will be bonuses.
Each card could have different background, and bonuses. A common card can have an Epic background with a legendary bonus.
It’s a **full strategy game.** You place your cards right and knock down the enemy characters from their towers.







FREEMIUM VERSION

BITCHKOIN

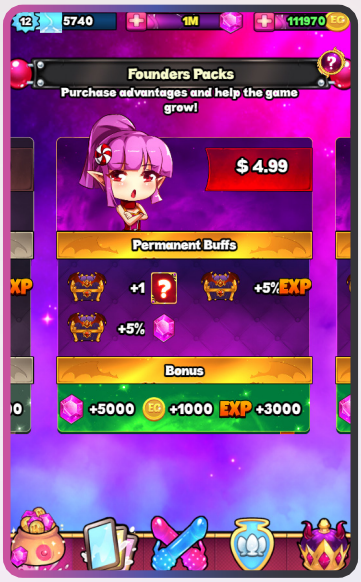
For a Free player, by finishing our **adventure mode,** he/she collects the 24 characters and six spells (30 cards total). By dueling other players : **win chests** with shards characters and **in-game resources** like the **BC token** (which will be the in-game token without value) ; using shards and resources to **evolve characters and skills;** and farm as much as possible.

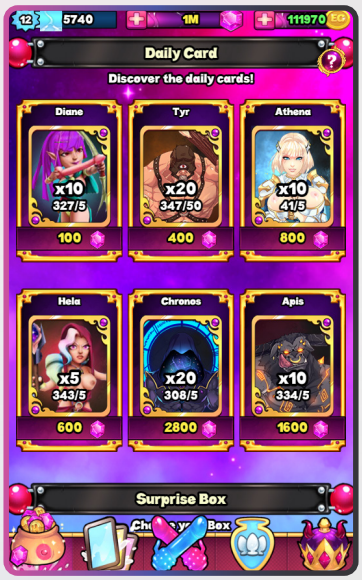
To accelerate the **in-game pleasure,** a player will be able to buy chests from the shop by buying some BC, the soft “off-chain” currency of the Freemium space.

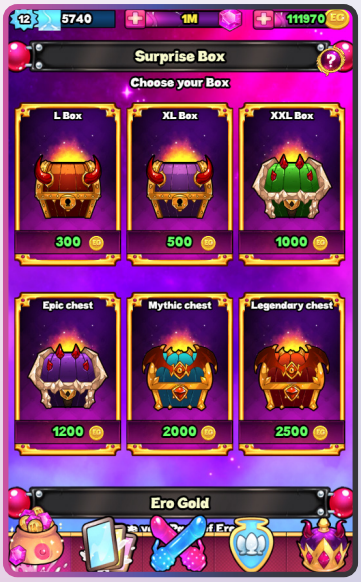
After collecting and playing the game, the player can **convert its deck into NFTs** by paying fees.

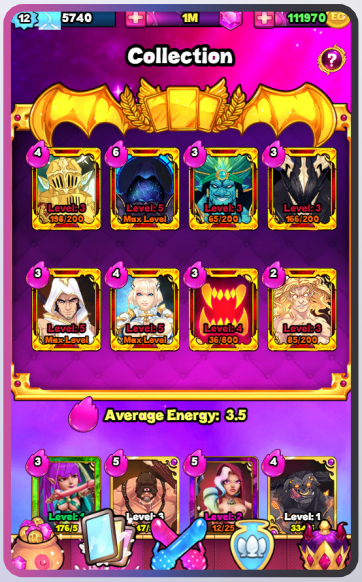
Also, to evolve his NFT cards, a player can go back to the Freemium version to collect resources for his cards and go back to NFT mode after.

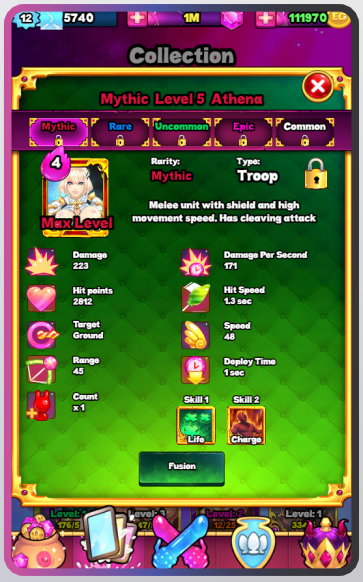
With BK, transform the paying content into a useful investment and start Play and Earn.











BUSINESS MODEL

BITCHCOIN

FREE TO PLAY

Rubies currency – a soft utility currency is granting significant game advantages and access to off-chain valuable characters, special access to exclusive content, characters shards, the evolution of cards. It's the in-game money you can get all along the game's journey and each time you open a chest. You will be able to collect a lot of this soft currency and, at any time, transform all of them into the Meta Bitchcoin Token.

BC – in-game currency – which can be bought in the dollar from the offline shop. You can win BC in-game after each duel and open a chest each time. When you open a chest from the shop, you have a chance to get a considerable part of the BC as a reward to continue to improve your deck collection. They are required for all "off-chain" in-game activities. You will be able to exchange some BC against Rubies no matter the current exchange rate of the Meta BitchcoinToken Value because, at this stage, the gamer is still off-chain.

PROOF OF PLAY

Meta Bitchcoin Token- It will be a tradeable blockchain-based token, the value of which will appreciate as the game develops and advances into the ecosystem.

We have a liquidity pool based on the money collecting off-chain for this currency. Each time there is money spent from our users into the game to get content, 70% will be added to the liquidity pool to get the exchange rate of the token. For example, if ten million euros is spent off-chain, $7M will be added to the liquidity pool – If there are ten billion BC in circulation, the exchange rate of the BC will be $0.0007.

It will be impossible to control speculations about the MBC price, but we guarantee to our gamers with the "Proof of Play" a floor price based on the liquidity pool. Players who want to go on-chain will have to pay the conversion between their off-chain Rubies collection at the current rate exchange (the floor price); it constantly ensures a tremendous amount of liquidity pool inside the Meta Bitchcoin Token value.

The Rubies off-chain are never counted into the exchange rate currency token. We avoid seeing the value of the token decreasing by the number of users who just win and stack the Rubies. In other words, we encourage our gamers to play, especially at the beginning, to collect and pay to transform their Rubies into Meta Bitchcoin Token because the price will be higher every day. Playing and Converting are the only ways to create MBC Tokens in the market, which means that players are the only ones able to control the Ecosystem.

ECOSYSTEM

NFTs – valuable in-game collectibles as non-fungible tokens. The NFTs have a specified limited time frame for minting from the Founder pack collection. Once the first collection of cards is available, minting of the founder pack will no longer be possible. This will incentivize the players to mint NFTs and build buy pressure so that NFTs increase in value over time, mainly depending on the rarity. We will start with one founder pack on the SweetClash Universe. Each time there is NFT minted or created; there are two majors' mechanisms. Reflections of 30% of our fees collected are distributed to all our NFT owners based on the number of NFTs they have in their wallet, ensuring players to get money as long as there are activities in the game. Safety deposit boxes of 50% of our fees are directly converted into BK tokens and put inside the NFT after mint and/or each trade. Each time there is a trade, we share half of our fees into the NFT to be sure the more the NFT is traded, the more valuable it becomes.
To trade NFT within a marketplace, BK tokens are not necessary. Anybody can trade in a Marketplace that supports the standard EIP-2981 interfaces. On BK marketplaces, anybody can trade using almost any crypto.

BITCHKOIN token – a stable utility token with an exchange rate of $1.
The token is required to enter the e-sport competition and tournaments. The holders of the Bitchkoin token will have the Governance and Voting powers in the direction of the BITCHKOIN platform development.

TOKEN OVERVIEW

BITCHKOIN

Our games are free-to-play & play-and-earn. The BK Token is granting significant games advantages and allowing users to migrate from off-chain into the on-chain game. Holding, expending BK Tokens will be required as follows:

From digital cards to NFTs – trading, lending, and merging digital cards required BK tokens to transform a character into a real NFT.

To mint an NFT – Each time there is a new Universe, there will be a Founder pack with exclusive assets.

E-Sport Bidding system – The significant game advantage is e-sport. Gamers will be able to bid BK Token against any player to get more or lose the bid.

Metaverse – our NFTs will be able to be launched into different games mechanisms, and owners of BK Tokens will have exclusive access rights to new games+ during the initial release.

Governance – as the game develops, we welcome the community to participate in the game's development and build the next Bitchkoinverse through voting and governance powers. More information on the logistics of the DAO governance will be released in time. The utility of the BK tokens will be further developed and enhanced dynamically to address the needs and desires of our gaming, studio, and artist community. This ensures the alignment of interest of our gaming, studio, artist, contributors, and supporters and ensures widespread use of BK tokens.

MARKETPLACES

BITCHKOIN

Our model is simple, when a gamer sells an NFT on the marketplace, he will pay **20% fees, and the buyer will pay 10%** so we will collect **30% fees on all transactions.**

From our fees, we apply a Reflection Machanism 30% of our fees collected are distributed to all our NFT owners based on the number of NFTs in their wallets in a non proportional acquisition. To be more precise, You get one share per NFT until you reach 8 in your wallet after it's decreasing.

So with 128 NFT in your wallets, you have only 12 shares.
(To get 16 shares, you need 2048 NFT in your wallet!)
It is our **AntiWhales protection barrier.**

NFTOMICS

BITCHKOIN

50% of our fees are directly **converted** into BK tokens and put inside the NFT **after mint and/or each trade.** In other words, 15% of the previous value is put into the NFT, and it's cumulative to ensure the last owner can get money back. 20% of our fees are redistributed to game studios and artists who created the NFT. Clash of Hentai is a proof of concept, studio and artists are the founders.

From the freemium model, players will be able to **collect** cards in different rarity and **transform** them into **NFTs.** Depending on the rarity, players will have to pay fees to transform a card into an NFT and put a **Floor price** for any buyer as below:

Concerning the e-sport model fees, 5% will be taken. Half for the founders and half will be added to a liquidity pool for **the future championship prize pool.**

Common: 10 BK

Uncommon 15 BK

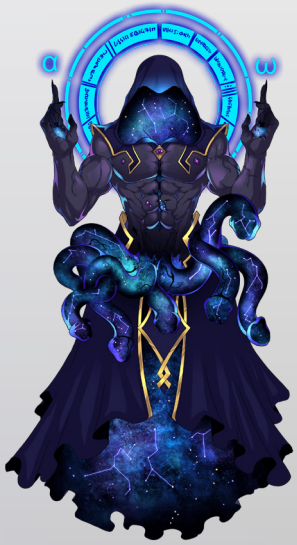
Rare 30 BK

Epic 90 BK

Legendary 360 BK

Mythic 1 800 BK

Unique 10 000 BK



PLAY AND EARN

BITCHKOIN

We protect gamers from big Whales. **Eventually, we protect our community from the PONZI model means speculation is no longer the only way to get profits within NFTs.**

Of course, anybody can trade and sell the NFT for any price, but each NFT owns a huge percentage of fees we are collecting from the Ecosystem in the form of BK. This means, at any time, **you own an NFT character and burn it to get back all the BK tokens the NFT has held since its creation.** That way, even the latest owner of an NFT can get back a certain amount of value.

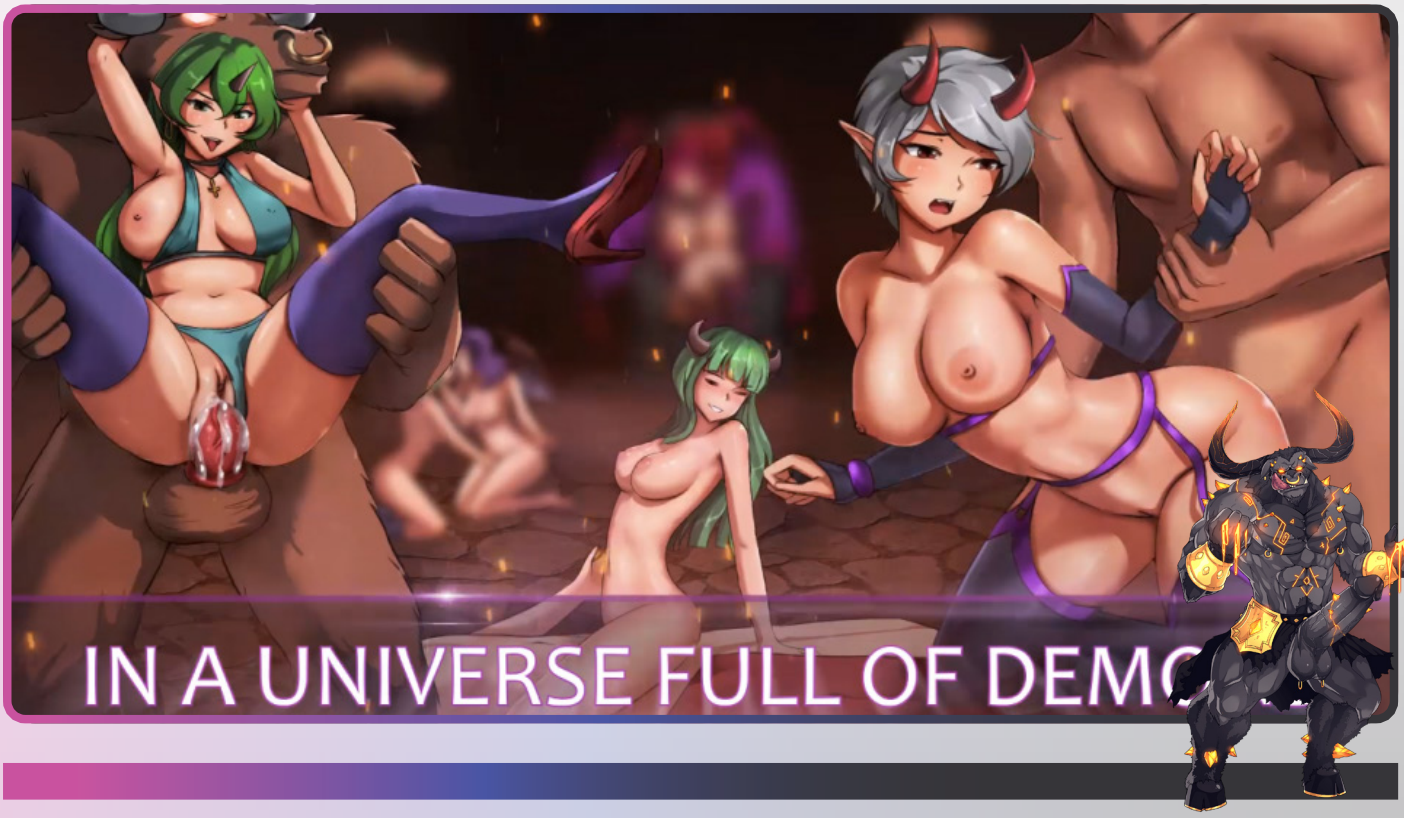
Finally, inside our game, you need a lot of Rubies to evolve your cards “off-chain.” When you decide, you will have the possibility to transform the total amount of Rubies collected into the Meta Bitchcoin token with a value in the exchange and speculate on it.

To sum up, there is two differents ways of earning money in our BK Ecosytem:

Through NFTs, with **reflection** and **safety deposit box system;**

By **playing** and **collecting** the Rubies, **transform them into Meta Bitchcoin Token,** transfer them under your wallet and speculate.

If a player wants to go deeper, he/she will be able to start our **“Play To Earn”** version of the game by **Dueling** and **Bidding** with other players.



PLAY TO EARN

BITCHKOIN

For a NFT player, a gamer will have access to the marketplace to trade its NFT among the first and also **direct access to E-Sport feature.**

As in a « Casino », **a player can bid its fight** against someone else means, the player will bid on its skill and **win an actual BK Token** after winning a game. It's the first time in a game history instead of playing a poker game against each other, they can fight each other in a tower defense game.

This feature makes **our game unique** because we will add a lot of updates like a **subscription plan to become a Pro-Player;** as a player, you will have an odd. If you lose against someone, you can **"shadow ban"** the player to ensure he will not appear again on your table. We will also give the possibility of **"Bot Farming"** for pro players.

We offer the possibility for anyone who plays typically for free, to pay and win money based on his investments into **the NFT team deck and fundamental in-game skills.**

ECOSYSTEM REVENUE CYCLE

BITCHKOIN

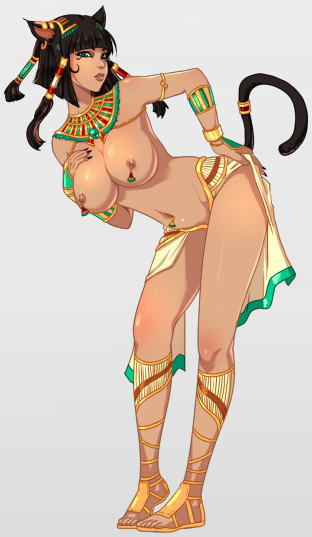
Off-Chain

- Ads Revenue
- Ingame purchases
- Additional content

→ 30% Development
→ 70% FIAT → MBC POOL

On-Chain

- Rubies into MBC → Floor Price conversion → 100% → MBC POOL
- E-Sport challenges
  - 10% Fees on Bidding → 50 % Prize Pool → MBC POOL
  - Pro Subscription Plan → 50 % Development
- NFTs Trade
  - 20% fees on Seller
  - 10% fees on Buyer
  - 30 % REFLECTION → Distributed to all → NFTs Owners
  - 20 % Artists & Studios
  - 50 % SDB → Conversion BK Token → NFT Itself

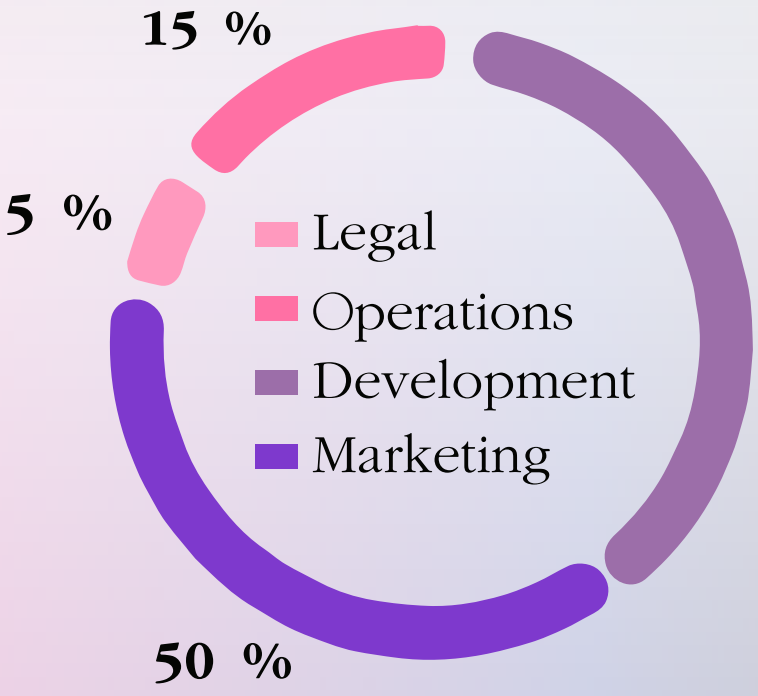


TOKENOMICS & DISTRIBUTION

TGE: only fundraiser, founder and presale community will have token minted and the token sale will be split into 3 phases: private sale **$ 0.0000025 ;** presale **$ 0.000005 ;** and public sale *(floor price)* **$ 0.00001.** According to our roadmap, public sale will be open after reaching 1 million players.
The number of utility MBC is uncapped but only « Proof of Play » will create a MBC by converting Rubies soft currency « off-chain » into MBC « on-chain ». **The value of a MBC Token cannot decrease** because we are using money collecting from the off-chain market (shop) + Rubies converted from “off-chain” to “on-chain” to always fulfill the liquidity pool. **We ensure we build Games that become a market leader, brings the best value to the community and eventually be governed by it.**

TOTAL TOKEN SUPPLY :
Between 400,000,000,000 and 2,000,000,000,000 MBC (+ 10% for BK Team)
MINIMUM CONTRIBUTION TARGET : $1 million USD
CLIFF : 12 months
VESTING : 24 months linear

FUNDS ALLOCATION



30 %

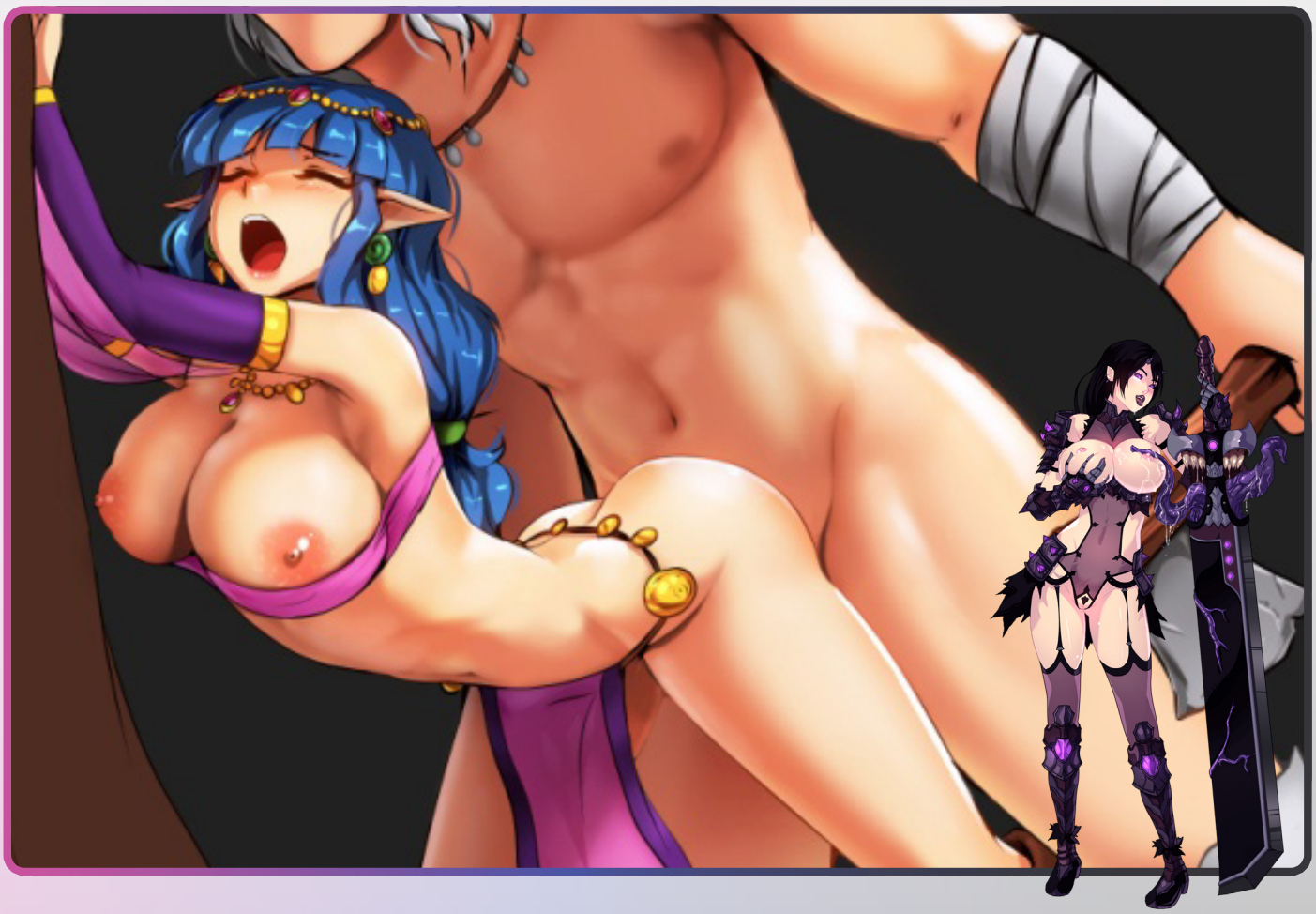
GLOBAL MARKETING PLAN

Aim to transmit the uniqueness of our first game and our commitment to the community and respect the milestones. The first game is already developped and integrates a real economy, being a « Play to Earn » Tower Defense with a Freemium model, for all audiences and offering **a viable product from the first milestone.**

Our official website, first version, **bitchkoin.com,** being the main access to our games and other marketplace's categories. Engage with digital community of gamers, artists and studios through related social networks (Telegram, Discord, specific channels…) **boosting their participation with raffle draws and competitions.**

Viral Marketing, to increase brand awareness on portals and any external networks outside of BK.

As expert of video game acquisition, the core team knows already how to manage and **optimise campaigns and advertising on specialised WebSites, affiliates…**



THE TEAM

BK Team excels at bringing bright minds and spectacular talent together all around the globe with **3 different studios working everyday.**
A Web developments team based in Ukraine;
A video game studio in China;
A 2D & 3D artist studio in Philippines;
Company is based in British Virgin Islands, Tortola and the Core team is spread in 3 countries, China, France and Bulgaria.

WEB DEVELOPMENT BLOCKCHAIN EXPERTS

BITCHKOIN

Full dedicated team of 5 people working on the blockchain industry since 2017. Managing our NFT smart contracts, conversion between Rubies and Meta Bitchcoin Token.

Initially, we will exclusively utilize Polygon (Matic) for functions like our smart contracts, minting, and the reflection system. We believe Polygon offers unparalleled stability as a blockchain, coupled with minimal external fees – a crucial consideration for the secondary market.

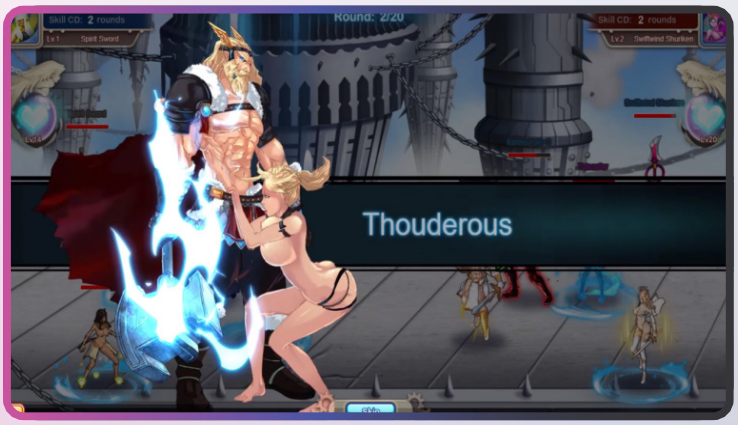
VIDEO-GAME STUDIO

BITCHKOIN

Full dedicated team of 3 people working on the gaming industry **since 2014.**

Specialized on **HTML 5 video game version,** we plan to launch at least one different game per year.

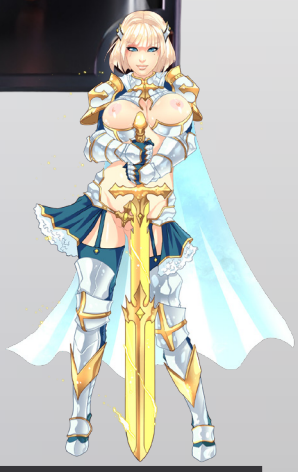
Next game already in production will be a H5 MMO-RPG.



OUR ARTISTS

BITCHKOIN

Full dedicated team of 2D and 3D experts able to start **from a sketch** and finish **into a NFT render version.**



THE CORE TEAM

BITCHKOIN

CRYPTO MASTER
CEO and Co-Founder

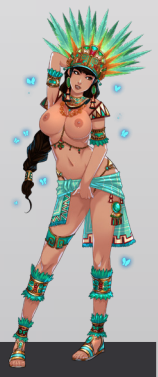
38 years old married, and three kids, looking to make this world a better place for future generations. He used to spend millions of dollars on marketing to attract gamers since 2014; he thinks that the future of games is a play-and-earn game for everybody. 2-time video game conference speaker in 2014 and 2015 at the Casual Connect Belgrade and Tel-Aviv explaining the perils and triumphs of payment in casual games and how to convert Players to Payers. Passionated by the world of NFTs, His goal is to create a Universe where people can play, earn money as a full-time job. Co-Founder of the Worldwide Escape Room Championship in 2019. He is actually in France.

ATOM
CTO and Co-Founder

45 years old, married with five kids, a tech Guru with 20 years of experience in IT Innovation. H e deployed s olutions for Ferrari, Lamborghini, Jaguar, BNP, Societe Generale, ITER, DASSAULT, and a non-exhaustive list of companies.
He was in charge of the IT solutions for Video game Portals – an all-in-one publishing portal to help publishers and developers with all services around the video game industry. He created our two studios in Ukraine and China and now lives in Bulgaria.

NFT GURU
CFO and Co-Founder

41 years old with two kids, expert in Wealth Management & Finance since 2008, he has been CRYPTO MASTER's partner since 2009. Managing more than 55 million private investments in an asset management company in Nice, NFT GURU has been investing in NFT since the beginning of the technology and wants to implement the technology into the real world. NFT GURU is actually in Nice, France.



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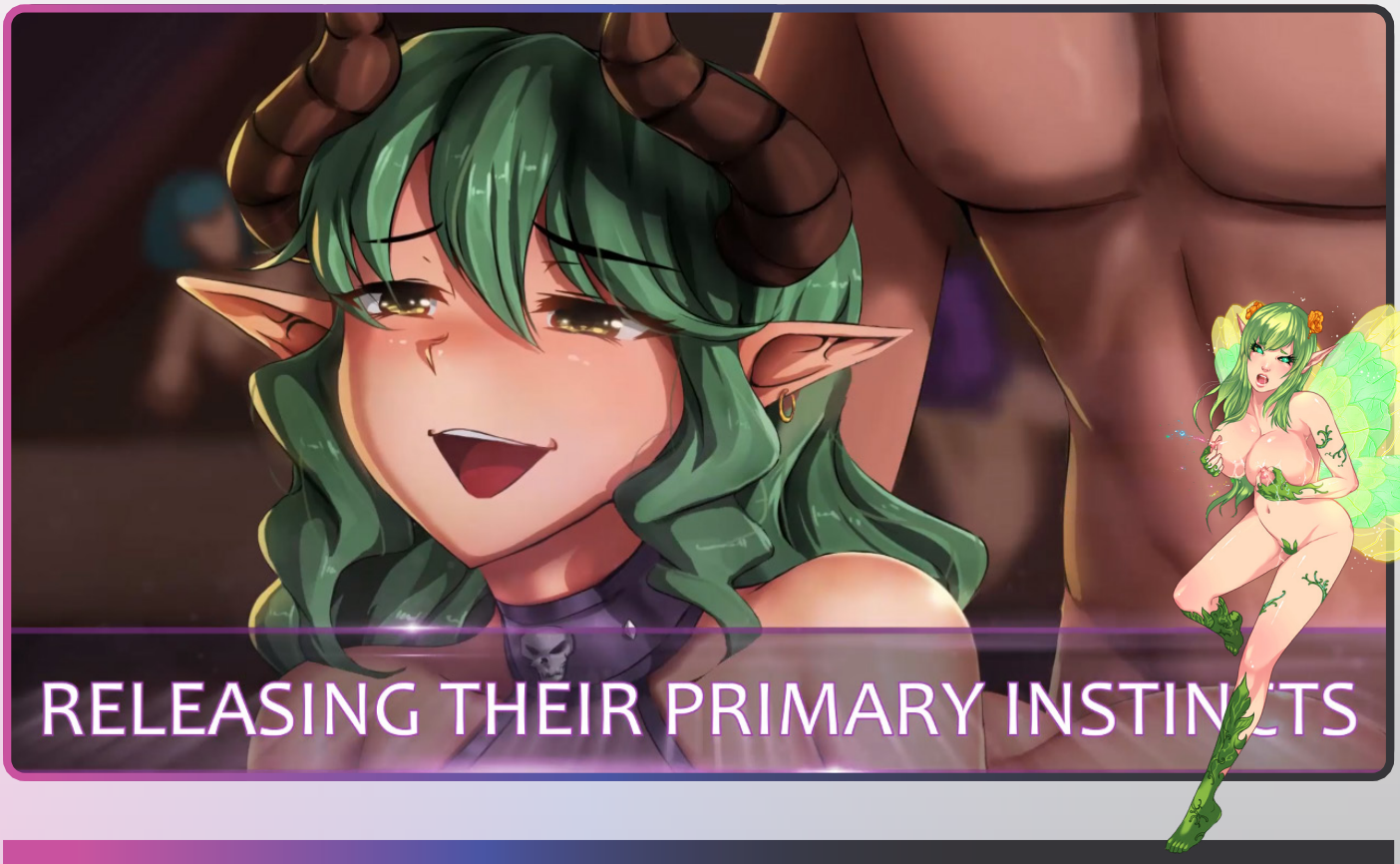
This White Paper will be updated regularly, and the information is subject to change. Please be aware regularly. The statements contained herein should not be construed as a commitment relating to the future availability of services related to the use of the tokens. Our legal Entity: Global Greyson limited. n°1823469 OMC CHAMBERS, WICKHAM CAY 1,ROAD TOWN,TORTOLA,BRITISH VIRGIN ISLANDS project involves a high degree of risk. You should carefully consider the risks described below and all information contained in this white paper before deciding to participate.

The following risks entail circumstances under which the business, financial condition, results of operations, and prospects could suffer. Participating in the project is subject to the terms and conditions stipulated. This White Paper is not an offer to sell or a solicitation of offers to purchase any securities. This White Paper is not a prospectus under any applicable laws and regulations. Copies of this White Paper may not be sent to jurisdictions or distributed in or sent from jurisdictions in which this is barred or prohibited by law. The information contained herein shall not constitute an offer to sell or the solicitation of an offer to buy in any jurisdiction in which such offer or solicitation would be unlawful before registration, exemption from registration, or qualification under the securities laws of any jurisdiction. This document and the information contained herein are not for publication, distribution, or release in or into (directly or indirectly) the jurisdiction in which the publication, distribution, or release would be unlawful.



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This White Paper may contain specific forward-looking statements, e.g., statements including terms like “believe,” “assume,” “expect,” “forecast,” “project,” “may,” “could,” “might,” “will” or similar expressions. Such forward-looking statements are subject to known and unknown risks, uncertainties, and other factors which may result in a substantial divergence between the actual results, financial situation, development, or performance of CTA and those explicitly or implicitly presumed in these statements. No information in this White Paper should be considered as business, legal, financial, or tax advice. You should consult your own legal, financial, tax, or professional adviser. You should be aware that you may be required to bear the financial risk of any participation for an indefinite period. You must seek your tax advice in connection with the involvement in the project, which may result in adverse tax consequences to you, including withholding taxes, income taxes, and tax reporting requirements.

Public Blockchain Network. The public blockchain network and side-chains are prone to periodic congestion during which transactions can be delayed or lost.

Individuals may also intentionally spam the network or side-chains to gain an advantage in purchasing cryptographic tokens—a high Risk of Contribution.

You understand the high-risk nature of participating and are (i) able to afford an entire loss thereof and (ii) in no current need of liquidity. Token Security.

Cryptographic Tokens may be subject to expropriation or theft. Hackers or other malicious groups or organizations may attempt to interfere with the Token Contract in various ways.

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Furthermore, because the public blockchain network and the side-chains rest on open source software, there is the risk that smart contracts or side-chain components may contain intentional or unintentional bugs or weaknesses that may negatively affect or result in the loss. There may be no remedy in the event of such a software bug or weakness, and participants are not guaranteed any remedy, refund, or compensation. Suitability of the Underlying Technology. The suitability of the technology on which the Company will rely could decline due to various causes.

Unfavorable developments of the technology could adversely affect the functionality. Changes to the Game Platform. The Platform is still under development and may undergo significant changes over time.

Although Company intends for the Platform to have the features and specifications set in this white paper, Company may make changes to such features and specifications for any number of reasons. The development and operation of the Platform may be delayed for several reasons, including, but not limited to, lack of interest from the public, lack of funding, lack of commercial success or prospects, or departure of key personnel. Uncertain Regulatory Framework.

In many jurisdictions, the regulatory status of cryptographic tokens, digital assets, and distributed ledger technology is unclear or unsettled. It is difficult to predict whether governmental authorities will regulate such technologies.

Likewise, it is difficult to predict how or whether any governmental authority may change existing laws, regulations, and/or rules that will affect cryptographic tokens, digital assets, distributed ledger technology, and its applications.

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VERSION 2.1.1 - 17TH APRIL 2022