

Monetization

Voltic city uses an ERC20 token called VOLT the city's preferred currency.

★ 1 ETH = 2000 VOLT

The above rate was inspired by the idea of 0.1 ETH being able to get up to 200 VOLT.

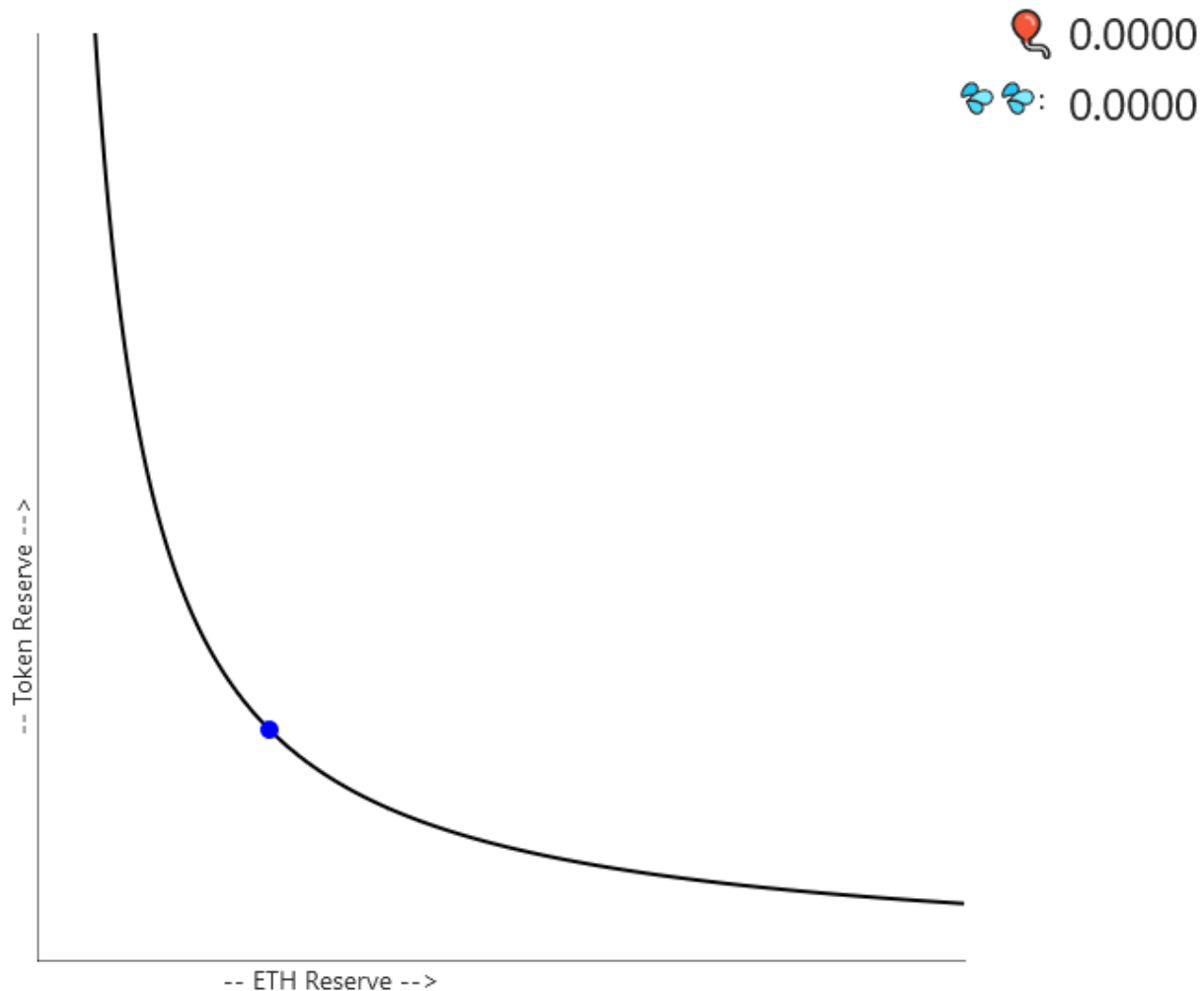
Tokenomics

VOLT will be minted through the game faucet which will require payment in ETH depending on the amount of VOLT being minted using the rate mentioned above. A prototype of this faucet can be found at <https://github.com/EngrGord/Token-Vendor>

For now, there will be no cap on the number of tokens that can be minted.

100 VOLT will be airdropped into DeAuto community members' wallets to kickstart circulation while anyone can buy some tokens in the faucet. DeAutoDAO community will be important for the longevity of the game as the game will reward community members with tokens, airdrops, rare items, etc.

Sidekick will also have a decentralized exchange in-game where players can exchange between ETH and VOLT using a price curve as an automatic market maker (AMM). An example or prototype of this DEX can be found at <https://github.com/EngrGord/DEX>



Players will be able to provide liquidity to the DEX to earn some profit. Players can stake ETH or VOLT and will receive liquidity tokens which will be burned from players' wallets when the player claims their tokens.

Players will be allowed to claim extra HP with some VOLT every 5 mins which will also guarantee a healthy circulation of tokens while giving the player opportunity to recover HP in intervals.

Creators can earn VOLT by creating dope customizations for the robo-car or players' character. The customization or game item creator will earn VOLT royalty for every mint of their item. This will incentive creators and also ensure the game doesn't get boring for both creatives and players.

The VOLT game contract will burn VOLT 3/5 of the VOLT balance in the contract per year since new tokens can always be minted and these tokens have no need to exist.

Token holders can propose and vote on changes to the game, for example, the community can propose a new ratio or percentage for token minting, distribution, and burning and vote to effect the desired change which will be executed by an Admin role holder who will be able to call the restricted functions to implement these changes.

Sidekick will also earn revenue from ads that the player will choose to see to maybe earn some VOLT and unlock rare items. This has been a successful strategy to get users to watch ads and will be used to earn and also incentive the player.

Assuming 100k active users and interstitial ads; let's say each user is shown 10 ads each day they use the app. Then you have

$10 * 100,000 = 1,000,000$ impressions a day.

So, the earnings with \$0.05 CPC you get:

$1,000,000 * 0.05 = \$50,000$ per day.