

WHITEPAPER



Volume is a spaceship floating through space. To sustain life on the ship, it needs fuel. Volume users supply fuel as transaction fees, NFT purchases, game participation etc.

The ship has multiple milestones and, on each milestone, users who supplied the most fuel will receive generous rewards in Volume tokens and in unique NFTs.

Volume will also include an NFT marketplace, community games and space lottery!





Volume Core Rules

Volume will use 0.1% of the transaction amount on each transaction - 50% of that will be burned and supplied to the ship as fuel. The contract will send other half to a pot distributed to the top fuel suppliers at the end of the milestone. See formula (a).



Mars: The mars milestone will start on the day we launch Volume until we reach Mars, which should take roughly one month or 864K Blocks. At the end of this milestone, the first 1000 fuel suppliers will receive the Mars memorial NFT and \$VOL rewards.

Jupiter: The Jupiter milestone will start immediately after the Mars milestone ends and lasts for 40 days or 1.152M blocks. The first 900 fuel suppliers will receive the Jupiter memorial NFT and \$VOL rewards at the end of this milestone.

Saturn: The Saturn milestone will start immediately after the Jupiter milestone ends and lasts for 50 days or 1.44M blocks. The first 800 fuel suppliers will receive the Saturn memorial NFT and \$VOL rewards at the end of this milestone.

Uranus: The Uranus milestone will start immediately after the Saturn milestone ends and lasts for 60 days or 1.728M blocks. The first 700 fuel suppliers will receive the Uranus memorial NFT and \$VOL rewards at the end of this milestone.

Neptune: The Neptune milestone will start immediately after the Uranus milestone ends and lasts for 75 days or 2.16M blocks. The first 600 fuel suppliers will receive the Neptune memorial NFT and \$VOL rewards at the end of this milestone.

Pluto: The Pluto milestone will start immediately after the Neptune milestone ends and lasts for 90 days or 2.16M blocks. The first 500 fuel suppliers will receive the Pluto memorial NFT and \$VOL rewards at the end of this milestone.

These are the planned Milestones. Once we reach the Pluto milestone and the ship is still flying (did not run out of fuel), the community will decide what is next for Volume. Where will we travel next?

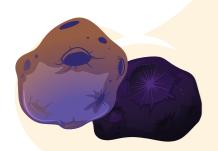


Milestone Rewards

On each transaction, the volume contract takes a fee of 0.1% from the transaction amount. 50% of that fee will be burnt and deducted from the total supply forever. The other 50% will be sent to the jackpot contract, where it is added to the currently active milestone jackpot.

At the end of the milestone, the \$VOL accumulated in the jackpot will be distributed to the top fuel suppliers.

The abovementioned fee is not the only thing contributing to the jackpot - the initial sale of the `AstroPunks` NFTs will contribute to the pot, as well as all Volume NFTs sales. The team is also working on mini-games and a space lottery that will contribute to both the jackpot and the fuel.



Reward Distribution

The reward for each milestone is distributed as follows:

- 25% is given to the Rank 1 fuel supplier
- 15% is given to the Rank 2 fuel supplier
- 10% is given to the Rank 3 fuel supplier
- The remaining 50% is distributed to the rest of the top fuel repliers. (Ranges from top 1000 to top 500 according to the milestone. See milestones above)

The winners will also receive a unique milestone NFT made by the Volume artwork team. These NFTs will grant special perks within the Volume ecosystem, for instance, discounts on lottery tickets or mini-game items, etc.

After the milestone ends, the winners can claim their \$VOL rewards if they are eligible.



The Volume NFTFactory provides the basis for all our NFT collection launches. It will be used to issue a collection of NFTs that can then be purchased at random for a quoted price. The more NFTs are left in the collection, the less the price will be. The price scaling is linear using formula (b). We will also offer a launchpad for new artists.



Volume will include an NFT marketplace where users can list their own NFTs for sale. Users will have the ability to choose the price and token to sell their NFT in. The marketplace will not be limited to only using \$VOL.

The marketplace will also allow auction type of sales where the seller can set a starting bid and a time limit for sale, the highest bidder at the end of the time limit will take the NFT.

Volume AstroPunks

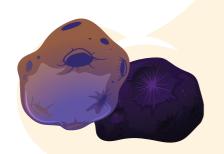
The Volume `AstroPunks` will be a set of 10000 unique, automatically generated NFTs, with astronauts, planets, stars, space, and much more.

Each NFT will be unique and have a specific perk granted to its owner (like a discount on lottery tickets, in-game items, perks, etc.)

Tokenomics

Purpose	Percentage	Amount
IFO/Launchpad	37.5	375 000 000
For liquidity pools	37.5	375 000 000
LP Staking Rewards	10	100 000 000
Team	10	100 000 000
Marketing	5	50 000 000
TOTAL SUPPLY	100	1 000 000 000

With the marketing allocation, we will airdrop tokens to early adopters and/or influencers to spread awareness. We could also do a few Twitter giveaways if we see fit.





When the fuel runs out, no more \$VOL tokens can be transferred by anyone. The Volume escrow will take all the liquidity out of the liquidity pool and burn the \$VOL half. The contract then burns any rewards allocation and marketing allocation left. After that, the users can redeem their \$VOL tokens for the underlying BNB.

The Volume marketplace will always be available, the lottery and the mini-games will stop forever, and the Volume spaceship will float in the deep dark space forever. We have to remember it with all the unique NFTs it distributed and a tribute page in honor of all the players who fueled the ship and got it as far as it did.

When we crash, people who are still in the liquidity pool will be able to withdraw their liquidity without any issues. They also will be able to redeem their \$VOL for the underlying BNB at the escrow contract.

All unclaimed rewards will be burned when the Volume ship runs out of fuel and will no longer be claimable.



- (a) transactionFee = transactionAmount * 0.01
 volumeToBeBurned = transactionFee/2 this is added as fuel
 volumeToBeAddedToJackpot = transactionFee/2 this is added to jackpot
- (b) price = (leftToPurchase*minPrice
 - leftToPurchase*maxPrice
 - + totalSupply*maxPrice
 - minPrice)/(totalSupply-1)

This formula might seem complicated, but it's a normal linear equation that ensures linear price movement between our minimum -and maximum price.