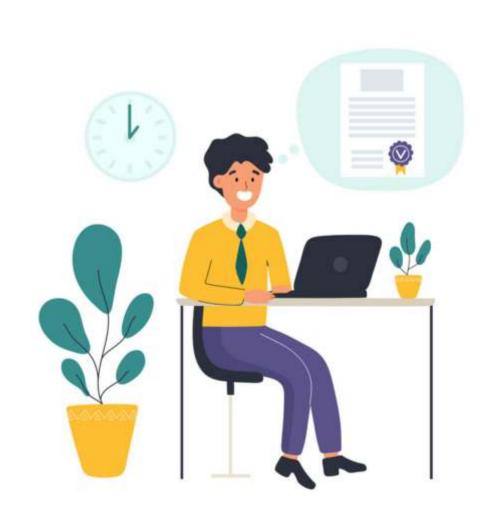


**White Paper V1** 



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The world keeps evolving as Human interests in exploring the unknowns' keeps growing while endurance remains.

Over the years, the nature of exploration has changed fundamentally, humans have always been keen to explore the unknown and discover new worlds: including geographical boundaries, new trade routes, lands, or opportunities in Cyberspace, Geospace, and Space (CGS) in pursuit of unknowns.





Imaginations, Ideas, Innovations, and Inventions are helping us push the boundaries of our exploration limits beyond CGS.

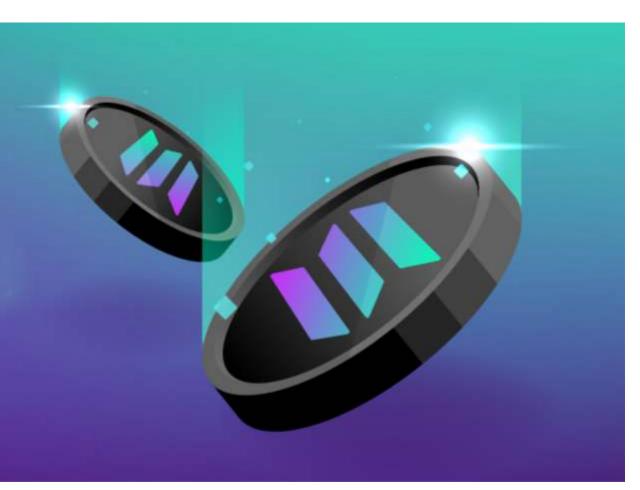
It is the never-ending human drive that pushes us further to discover new worlds.

Imagination has always been an indicator of human intelligence, as several ideas were stuck in just being an idea which has hampered human exploration further.



Solana is the fastest growing blockchain with powerful decentralized exchanges like Serum, Raydium and many other significant DEFI protocols built on it.

nanoX moving to amplify the acceptance of an already mass adopted blockchain through providing developer tools and give hands to new dapps.





# About Us

#### **About Us**

nanoX is a concept that ignites financial awareness and builds a bridge between yesterday and tomorrow in the smallest unit of the society (family) with common goals of securing the future of our children.

nanoX through its formidable team of professionals in both Education, Arts and Technology sector are setting a level working ground for both the affluent and the unfortunate in our fallible world of today.



#### **About Us**

nanoX is 100% driven by its community as it is a sheer responsibility of the advanced in age to cater for every relative procedures involved in developing a child's mind.

As a community working together, making this project one of the most successful community project in the Solana Blockchain is our paramount desire, Community holds the influence and power to vote for the future direction of nanoX.



#### **About Us**

There will be lots of rewards/giveaways, and competitions with good incentives to better achieve our aim.

Community Charity Drive for children in need of financial assistance, fees, poor health or whatever predicament the child needs attention for, members of the community that staked \$nanX will be able to vote for 5 winners that nanoX will assist from our charity funds.





# Why We Are Different



nanoX is set to unravel the myths of Digital Assets through creating a child friendly environment for adoption of Kids Farm rather than Piggy Bank

Relatively exposing children to the principles of 21st century finance while enabling families as microfinancing networks to operate globally.

# Why We Are Different

It hopes to achieve this via introducing blockchain-based "decentralized networks, like Edu-games and NFTs" in which parents can "reward their children and help them practice good financial habits".

If we are to believe by the going of recent trends that crypto is the currency of the future, why not start educating our kids about the future and help them take the front rows rather than saving for them and hoping they don't get caught up in credits.



# Why We Are Different

There has never been a better time to create Fundamental Financial Discipline for transformative opportunities in future than as a child, using concepts and tools they understand better like Games and NFTs, to prepare for what could go wrong.





The vision behind nanoX is held upright in the quest to create a better and sufficient system that rewards pleasure and skill with satisfaction and wealth in a society where cost of living is built on total income on a fixed daily. weekly and monthly returns.

The fear of uncertainties keeps testing human's will to stay farther away from laundering when an occasion turns up.



This is not how best to raise the kids we call our own, showing them to progress in the error we lived in and believing they do same is no solution rather we must stratagem to curb the ill and prepare them to live in a better world, leveraging on the Yield Farming, Royalty Banquet, Gaming Rewards, Crowd Funding and a host of appendages thereby thwarting the already existing parents/guardians adopted financial methodology (Piggy Banks) to meet the needs of an unforeseen future.



nanoX, a limitless hyper-adaptive cryptocurrency with numerous, highly flexible and ever changing Eco-system features, to cater for the needs of our kids in a changing world is going all-out towards creating a utility system engineered by its native token \$nanX which rides through and not limited to the under listed:





An exchange platform for swapping cryptocurrencies and providing liquidity for different cryptopairs.

nanoX will be building its own cryptocurrency exchange that allows a direct peer-to-peer transaction to take place securely without intermediary or third party interference.



I. Yield Farm which is open for Primary Wallets (Parents) only, will generate APY to primary wallets in relative lock time and compounding interests are accessible only after lock time is reached.

Lock time stays flexible on the Primary Wallet as APY is pegged at 0.137% daily.

APY on the farm during harvest will be calculated in relative assessment with lock-time.

II. Kids Farm is only open for Secondary Wallets which are generated by primary wallet holders in the Kids' farm section. Several secondary wallets can be generated for a total number of kids a parent wish to farm for, these wallets earn rewards in multiple ways which includes Farming for Yields and solving the Edu-Games where several unlocked characters and game assets are further minted as NFTs which are transferrable or sold by the Primary Wallet with royalty to the Secondary Wallet.

This necessitates assets owned in the gaming environment either won or bought can be further minted to the Primary Wallets through the Secondary.



nanoX will not set a stage that centers on child care and growth in the crypto space without acknowledging the constant rise in illiteracy in most parts of the world due to underprivileged financial competency and the negative effect of the Covid-19 pandemic which ruptured a notable amount of investments and source of livelihood. On this note we are setting up a charity wallet where our community can donate to help salvage the odds towards a future we want in.



A Platform where Kids are encouraged to express their creativity in Art.

A stage that is not far fetched from what looks like an Art Competition/Exhibition among nanoKids who own a plot in the Kids Farm.

A stage where the winning Arts are further minted as NFTs and certain secondary royalties are further apportioned to fertilize the farms of the artists.

A platform that rewards the great and creative mind of a child and encourage exploration in crypto is a plan and strategy employed by nanoX to get the Kids busy while trying to understand the ethics of this space.

We are placing emphasis on minting the NFTs produced in our Royalty Banquets by nanoKids with sales percentage royalties to fertilize their farms.

It will be an annual themed contest at first until we can schedule a quarterly rounds for all nanoKids aged 15 and below in three categories which may include;

- 0-7years
- 8 11years
- **12 15years**



A Gateway granting access to funds for projects and scenarios that requires public contributions to Project pioneers and nanoPals. This will be available to nanoPals who own an active YieldFarm/KidsFarm.

Criteria for application includes the underlying few but not limited as few others will be updated regularly on our website.

#### 1. Active YieldFarm/KidsFarm:

nanoPals must have an active Farm for a period which will be measured in relative term with an amount a nanoPal is requesting for.

#### 2. Voting Round:

A nanoPal requesting fund from our CrowdFunding system must have participated in at least 3 Voting rounds in the Eco-system.

#### 3. Provide Liquidity:

Providing liquidity is a strong way of showing commitment to the future of nanoX. this is very important towards leveling a nanoPal's commitment towards the future of nanoX, it can also be somewhat unheeded on the basis of nanoPal's nanoX farm size and duration.

nanoPals who have provided liquidity can be considered prime ambassadors to the future of nanoX.



An Amazing experience in blockchain gaming for all nanoPals during leisure to unlock assets and earn nanoCredits as rewards to fertilize their farms nanoKids and nanoPals will have access to blockchain gaming during an active Kids Farm which they can use at leisure and also earn nanoCredits as rewards to fertilize their farm.

nanoCredits are in-game rewards for tasks completed. These rewards are gathered and spent on missions or buying in-game blockchain powered assets which are used in the game or minted as NFTs.

A good percentage of things in the game are NFTs, you earn nanoCredits by completing various tasks and doing activities in the game. Farmers are allowed to vote for the future of nanoGames.



This is a Virtual World where nanoPals go to make some quick money in various online games which includes lottery games and sport bettings with a minimum of 2 nanoPals playing on either side.

NFTs from in-game and Royalty Banquet can also be auctioned in the Fortune Market.

Items available in the fortune market are items available for gifting nanoKids and nanoPals in something that look no further than socializing among peers in nanoWorld.

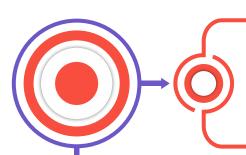


nanoX LaunchPad is currently a work in progress. It will aim primarily at creating a level working ground for all projects to launch on, with concentrated focus on giving every deserving Team the maximum support they desire.



# — Roadmap —

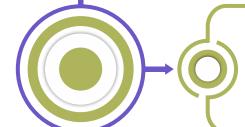
# Roadmap



#### 2021 Q3

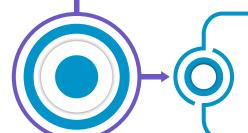
- a. Team Creation
- **b.** Legal Counsel

- c. Technology Consulting
- **d.** Entity Establishment



#### 2021 Q4

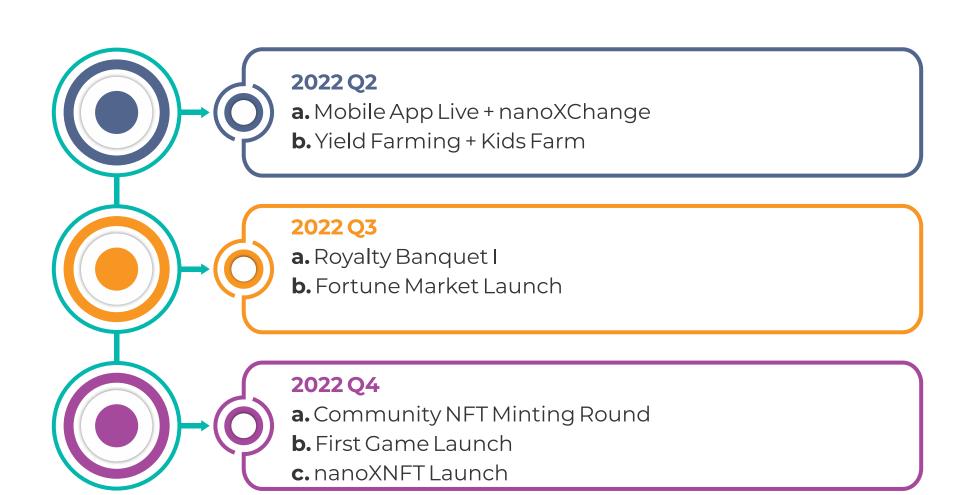
- a. Seed Token Sale
- **b.** Team and Advisors Finalization
- **c.** Marketing + Airdrop Campaigns **f.** Whitelist Contest Live
- d. Website Launch
- e. Technical Audit



#### 2022 Q1

- **a.** Pre-sale
- **b.** Launch (Public Sale)

# Roadmap





# **Tokenomics**

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# **Tokenomics**

#### **Maximum Supply - 10.000.000.000**

- **5% Circulating Supply** 500.000.000
- Hardcap \$450.000 Softcap \$150.000
- Public Sale Price \$0.0026
- Initial Market Cap \$100.000
- 9% Seed Sale 45.000.000
- **40%** Public Sale 200.000.000
- **2% Liquidity** 10.000.000

- **14% Team** 70.000.000
- 4.1% Advisors 20.500.000
- **0.9% Airdrop** 4.500.000
- 1% Charity 5.000.000
- **20% Eco-system** 100.000.000
- 9% Marketing 45.000.000

# **Tokenomics For (95%) Vested Supply (DAO Contract)**

#### **Vested Token (95%) - 9.500.000.000**

- **3%** Royalty Rewards 285.000.000
- 4% Liquidity / CEX Listings 380.000.000
- 10% Voting 950.000.000
- 5% Community Incentives 475.000.000
- 1% Charity 95.000.000





- 2% Advisors 190.000.000
- 15% Eco-system 1.425.000.000
- 10% Marketing 950.000.000



Community - 30.00%

Monthly linear vesting over 24 months

Released in yield farming, strategic incentives, ranking rewards, etc.

Airdrop - 0.9%

50% released 48hours into launch, 50% vesting over 2months

The other 50% to be released to holders of initial drop while the remaining tokens meant for non-holders will be burnt.

Ecosystem Fund - 20.0% Monthly linear vesting over 20 months

Reserve to be deployed for ecosystem investments

Marketing, Listing, etc. - 9.0% Monthly linear vesting over 12 months

To be deployed for marketing, listing, and miscellaneous expenditures

**Liquidity - 2.0%**100% unlocked at TGE

Fundraising (Seed) - 9.0%

40% at TGE; then 10% monthly vesting thereafter (fully unlocked in 6 months)

Public Sale – 40%
100% unlocked at TGE

Team - 14.0%

0% unlocked at TGE

12.5% quarterly vesting thereafter (fully unlocked in 24 months)

#### Advisor - 4.1%

0% unlocked at TGE; 6 months cliff then 12.5% quarterly vesting thereafter (fully unlocked in 24 months)



### nanoX Communities















