

Arbipoly

Whitepaper

v1.0



Introduction

Arbipoly is a play-to-earn (P2E) game inspired by the world's most famous board game, the Monopoly.

By using core mechanics and rules from the original game and adding our own touch to it, we created a totally brand new and innovative Decentralized Finance (DeFi) project.

Arbipoly allows investors to generate passive income in multiple ways.

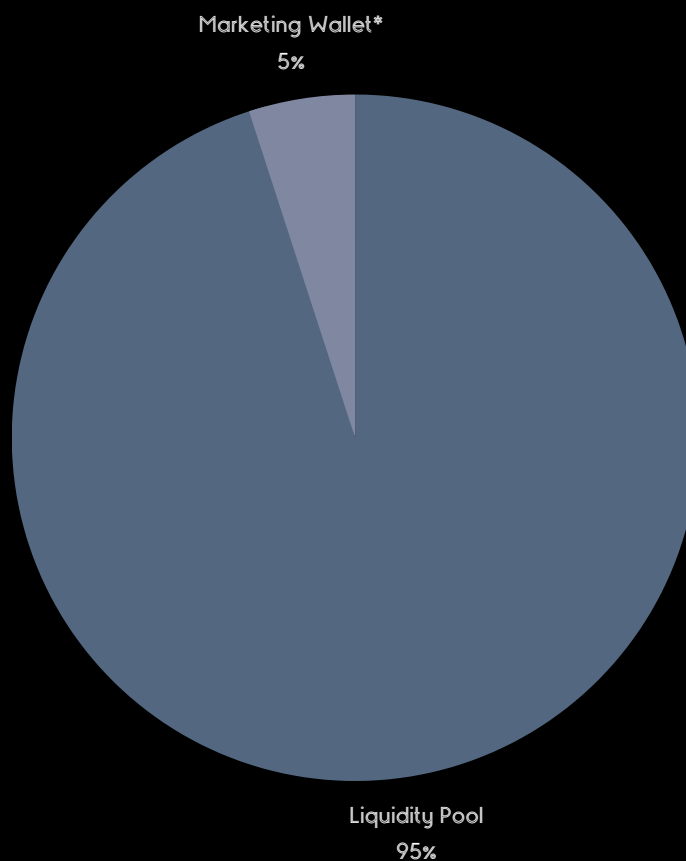
\$POLY tokenomics

\$POLY is the native token of Arbipoly that'll be tradable on SushiSwap at launch.

Initial Supply

100.000.000 \$POLY

Token Distribution



*Marketing wallet will be used in various ways such as community contests and giveaways, collaboration with other communities and projects and more...

Buy tax* – 10%

- 5% goes to our Treasury**
- 3% goes to the Liquidity Pool
- 2% is automatically burned***

Sell tax – 10%

- 5% goes to our Treasury
- 3% goes to the Liquidity Pool
- 2% is automatically burned

*Taxes can be subject to adjustment in order to maintain the global stability of the project

**Treasury will be used for buybacks, marketing and development of the project

***We decided to implement a burn mechanism to control and reduce inflation of \$POLY

Maximum wallet – 1% of the supply (1.000.000 \$POLY)

\$POLY will be required to play our game and thus create an automatic [long term use-case](#) for it.

Arbipoly Game

Through our Web3 connected Dashboard, investors are able to play our game.

Arbipoly play-board

We inspired ourselves from the original Monopoly game but we decided to rebrand each case in order to create a [crypto themed game](#). Our play-board features 24 unique cases.

- "Rewards" cases grant you the associated bonus on your \$POLY rewards for 24h
- "Farming" cases can be either a bonus or a malus, there are 4 different type of scenarios possible :

- "Bullish news" (40% chance) – Gives a permanent rewards bonus of x1.05
 - "Bearish news" (30% chance) – Disable your rewards for 12h
 - "CEX listing" (20% chance) – Move you to the case of your choice
 - "FUD campaign" (10% chance) – Nothing happen
- "Start" case will give you a permanent x1.1 rewards bonus everytime you pass through it and thus create an **incentive** to keep playing our game.
 - The other cases are properties, when you step-on a **property** for the first time, at the condition you have enough \$POLY in your wallets, you're able to **mint** it as an NFT, properties can be assimilated to nodes, you'll get passive income stream from them and as the real monopoly game, you'll able to buy a whole "family" (cases of the same color) to get a boost on your rewards.

In order to move on the play-board, you'll be able to **roll dices** every hour on our Dashboard, take note that a **5.000 \$POLY fee** is required to do so, \$POLY used to throw dices as well as the fee paid to purchase a case or mint a family are **automatically burned** to support our anti-inflation system.

Arbipoly Nodes

By **buying cases** you are generating passive income.

The income of each case is split equally amongst all NFT (of this case) owners through our rent system which make up for a fair distribution and reduces \$POLY inflation as more people join our game.

Each case has it's own \$POLY token distribution which can be **claimable daily** on our dashboard.

For example, the first case of our playboard named "RugCity" is generating 175.000 \$POLY a day, if 10 people hold it's NFT, each investor receives 17.500 \$POLY a day, if 100 people hold it's NFT each investor receives 1.750 \$POLY a day... this system is meant to be **sustainable long-term** by decreasing the rewards as more people join the ecosystem and thus reduce inflation.

The following numbers indicate how much each case generates \$POLY a day

- Rugcity – 175.000 \$POLY a day
- HoneyPot Land – 200.000 \$POLY a day
- St ExitScam – 300.000 \$POLY a day
- Devis Asleep – 325.000 \$POLY a day
- SoftRug Boulevard – 375.000 \$POLY a day
- Shitcoin Paradise – 400.000 \$POLY a day
- Whitelisted Street – 450.000 \$POLY a day
- Ponzi Farm – 500.000 \$POLY a day
- Degen Area – 600.000 \$POLY a day
- Ape Territory – 700.000 \$POLY a day
- ICO Graveyard – 900.000 \$POLY a day
- Dinocoins City – 1.000.000 \$POLY a day
- Moonshot Street – 1.100.000 \$POLY a day
- Liquidation Park – 1.300.000 \$POLY a day
- Gems Kingdom – 1.500.000 \$POLY a day
- Alphas Heaven – 1.800.000 \$POLY a day
- [Redacted] – 2.000.000 \$POLY a day

*Rewards can be subject to adjustment in order to maintain the global stability of the project

On the other hand, the purchase price associated to each case can be seen on our gameboard.

As previously stated, holding all cases of the same color (owning a family) grant you a permanent rewards boost.

- Brown Family – Rewards x1.5
- Grey Family – Rewards x1.75
- Purple Family – Rewards x2.0
- Orange Family – Rewards x2.25
- Red Family – Rewards x2.5
- Yellow Family – Rewards x2.75
- Blue Family – Rewards x3

In order to do so, you'll need to select the corresponding NFTs of your cases on our dashboard and [upgrade](#) them.

For example, if you own "RugCity" and "HoneyPot Land" from the Brown family, upgrading them will send these 2 NFTs to a burn address and give you a "Brown Family" NFT in return which will allow you to receive these 2 cases rewards share with a boost of x1.5 on your \$POLY rewards.

Roadmap and future development

- Creation of Arbipoly socials
- Stealth launch of the project
- \$POLY token goes live on SushiSwap
- General UI/UX improvements
- Add new features to our game
- Post-launch marketing campaign
- Listing of Arbipoly NFTs on various marketplace
- Collaboration and partnerships with other projects
- Transition from a 2D website game to a standalone 3D game
- More to come...