PROJECTX



PROJECT X

Table of contents

1.0	Cover
2.0	Table of Contents
3.0	Introduction
4.0	X-Club
5.0	X-Club
6.0	X-Club
7.0	Tokenomics
8.0	Token Distribution
9.0	Roadmap
10.	Roadmap
11.	Disclaimer



INTRODUCTION

ProjectX is a BEP-20 token, created to push the boundaries of the crypto sphere to a different level by creating a higher standard.

The token includes within it a set of utilities:

- 1. Start-Up Platform which will allow everyone to raise funds, through crypto, for their own projects (such as artists, content creators, designers & more). Investors will be able to choose the projects they want to invest in & share profits among the creators.
- 2. NFT Collections that will be integrated with our P2E-Game called "Xcape Rooms".
- 3. X-Club An exclusive club which will be divided into three different levels, in the following order: SILVER, GOLD & PLATINUM (Depends on the number of tokens an investor holds). Each level will have its own benefits.

Detailed information about the X-Club in the next page.



X-C L U B

What the X-Club is about?

The **X-Club** will be an exclusive club that will be rewarding it's holders in a multiple ways.

Firstly, there will be a wallet with 20% of the total supply (200,000,000 Tokens) that will be dedicated entirely to the X-Club members.

The X-Club dedicated wallet will be gaining Eth rewards as the rest of the holders.

7% of the taxes are distributed as Eth rewards to our holders (Tokenomics).

This dedicated wallet will be earning 20% out of the 7% rewards that being distributed.

Each month, on a random date, we will be using the Eth rewards that has been collected on the

X-Club wallet to buyback ProX tokens.

Those tokens that will be bought back will:

- 1. Increase our chart & price.
- 2. Be divided among the X-Club holders.



X-C L U B

Let's say for *example* that Project X's volume reaches to 2 million dollars in a month.

That means, 7% (140,000\$) of the total volume will be distributed among the entire ProX holders as Eth rewards (Holders with a minimum of 300,000 tokens).

And 20% out of that 7% (28,000\$) will go to the X-Club wallet which will be used to buy ProX tokens back.

Those tokens will be distributed among the X-Club members, During the first week of every month.

Another benefits that the X-Club members will be getting:

- X-Club members (depending on their level) will be getting into monthly raffles to win Eth / USDT etc.
- X-Club members (depending on their level) will be getting early access in other features.
- X-Club members (depending on their level) will be entering to a giveaways such as: NFT's, Tokens & more.



X-C L U B

In order to enjoy the X-Club features, each member will have to hold his tokens for 30 days without any sell actions.

Each month will be counted as a new period.



TOKENOMICS

Tax Distribution:

Buy / Sell Taxes — 10% Total:

Liquidity Pool: 1%

Marketing & Development: 2%

Binance-Pegged Eth Rewards: 7%

(Minimum 300,000 Tokens required to be eligible to earn Eth rewards)

Total Initial Supply: 1,000,000,000:

PancakeSwap Listing: 15% - Locked for 1 year.

Presale: 15%

X-Club Wallet: 20% Not Locked.

CEX Listings: 10% Not Locked. 5% - Locked.

Marketing Wallet: 10% - Locked for 3 months.

Development Team: 10% Not Locked.

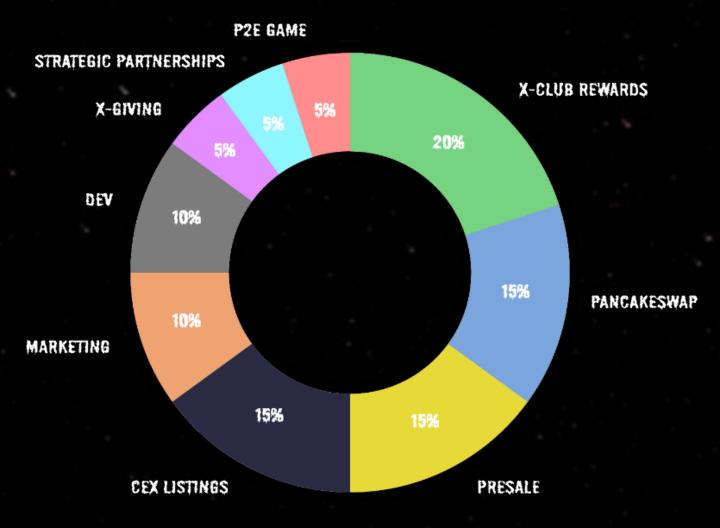
X-Giving (Donations): 5% - Locked for 6 months.

Strategic Partnership: 5% - Locked for 4 months.

P2E Game: 5% - Locked for 6 months.



TOKEN





ROADMAP

CHAPTER ONE

- Whitepaper V2.
- 1,000 Holders.
- CoinMarketCap Listing.
- CoinGecko Listing.
- 1,000,000\$ MarketCap.
- ProX NFT Creation.

CHAPTER TWO

- 10,000 Holders
- NFT Collection Release.
- TOP-20 CEX Listings.
- P2E Game Development [Xcape Rooms].
- 30,000,000\$ MarketCap.



ROADMAP

CHAPTER THREE

- 30,000 Holders.
- TOP-10 CEX Listings.
- P2E-Game Trailer Revealance.
- 100,000,000\$ MarketCap.
- Influencer Collaborations.

CHAPTER FOUR

- 100,000 Holders.
- Online Store / Merch.
- P2E-Game Release.
- Metaverse X-City Development.
- X-Productions.



DISCLAIMER

Project X includes the project's token, NFT collection, website, smart contracts, and any apps created.

The contents presented in this conceptual paper is not licensed, unlicensed, or exempted financial or payment service of any kind and in any jurisdiction.

Any terminology used in this Whitepaper, website, or app is intended only as a simple reference, without any practical or legal meaning of the same terms in a regulated and financial environment.

Project X is a fully decentralized and community-driven project led by volunteers.

The "ProX" smart contracts are open-source, security audited, and permanent.

Project X native token "ProX" is a token in any jurisdiction that is not considered a security or otherwise.

Not a regulated token of any kind, nor e-money, fiat, or fiat assetbacked stablecoin, whether global or limited in scope.

This whitepaper taken by itself is not a contract or a contractual agreement of any kind.

It is not an invitation, solicitation, or offer to invest in Project X token or acquire its NFTs or use its "ProX" tokens in any way and with any expectation of profit in any form.

Any Project X holder declares to have received appropriate technical, administrative, regulatory, and legal advice before and after accessing this whitepaper.

Also, the website and using any portion or element of Project X (including any "ProX" token therein) accepts an inherently high risk, which means acquiring or using any blockchain or cryptosystem, token, platform, software, interface involving ProX.

Further acknowledges with a full disclaimer for any community member directly or indirectly involved with Project X that any damage can be suffered, including total loss.

