**GRIND**

GRND

blockchain for gaming, grind coins while you play.

**Initial offering:**

Never ending coin offering

however, the price goes up after each block is sold. Only new ‘all time highs’ for the ttoken will be sold by the contract (or users overpaying compared to uniswap)

arbitrage between uniswap and the ico contract should also make the coin much more stable. on dumps ‘the market’ takes over. At some point the ico contract’s price will be so high that it will hardly participate in the market anymore.

Pre-minted: fixed supply, 99% burned for Burn to stake voting rights, 1% to owner of the token.

This gives the owner the most of the voting during the early stages of the network.

fixed price auction in blocks.

*example*:

1 000 000 tokens for 0.01$ => block 1

500 000 tokens for 0.02$ => block 2

250 000 tokens for 0.03$ ...

125 000 tokens for 0.04$

this will be against eth (or the other main net coin the token Is created on)

there will be a second “pre-mint” after the sale of each block for a total value of 50% of the amount sold by that block. See allocation of funds.

**Token Economics**

**Burn to stake protocol**

Users can Burn tokens in exchange for lifetime staking rewards

Stake rewards: - voting rights

- tokens (20% a year, can be adjusted with voting)

example:

Burn 100 tokens

reward calculation: tokens x amount of blocks staked x fixed reward

this should result in 20% a year.

**Allocation of funds**

50% of the “ico” funds will go towards a liquidity pool on Uniswap. Together with the “pre-mint” that followed after selling the entire block.

This to ensure there is at least 1 option to trade it properly

1 % of the funds will go directly to the founders of the token

49% of the funds will towards a dev fund, this fund will be accessible with the governance voting system. Claims can be made to reward programmers or fund marketing campaigns.

**Governance**

Voting rights can only be earned by burning tokens.

Voting rights can be used to vote or create new bill.

*Examples could be:*

*request for funds*

*request to change protocol*

*Accept new game*

*change allocation of funds*

*remove % of liquidity pool*

*change or add trading pair (GRND / ETH to GRND / USDT)*

*(this will result in the owner changing the pool from eth to tether. )*

*or even Change owner or create new roles.*

*…*

a user needs to spend voting rights to create a new poll.

A minimum amount of voters must vote. (voting = tx fees on ether during erc20 stage)

as time progresses the total voting share of the owner should decline as others gain more rights.

**Main net economics**

Proof of work consensus . Gamers will be able to mine the coins while they are not playing or not using gpu. Unless governance votes otherwise grnd will stay at pow unless its needed for layer2 scaling solutions.

**Transaction fee**

during the ERC20 stage all transactions will be paid in ETH, on the main net people will need GRND.

The fee on GRND will consist out of 2 parts.

- a piece for the miner

- a piece burned to lower down the inflation rate

gas is used to fuel a transaction, the price of gas is based on supply and demand.

**Transaction times**

each transaction will get a priority value based on time and fee paid.

Miners will be forced to first add high priority transactions before they can cherry pick the highest fees.

This will result slower tx speed for high fees, but ensure that everyone is getting served in an acceptable speed. No limbo or weeks waiting.

Something like: priority = (fee + base) \* (2 \* waitingTimeInBlocks)

the longer you wait, the more priority you get.

**Block rewards:**

block rewards will be split in parts as well.

A piece of the reward will go towards the miner, as a reward for spending the electricity to secure the network.

An other piece will go towards the game fund.

Approved games will be able to Burn tokens in exchange for more block reward share. Games that are popular and burn much coins, will get more freshly minted coins over time. That edge will fade away when games start to lose the player base.

The exact numbers on who gets what will be decided during the testnet phase, erc20 token holders will be able to cast their vote. Values are just examples right now.

Also the Dev fund will receive a small share, this to help keep the network up to date in the fast moving blockchain world, and help fund future use cases for the coins (games, apps)

**The promise**

the goal is to raise funds to fund professionals to work on the project and create an economy for the gamers to own ‘ingame’ assets, sell them, send them to friends, …

instead of playing for worthless ‘sim’ dollars players can now play for GRND.

Games can have all their assets as ‘ingame’ assets, and have ingame currency using GRND or their own token (but they will need GRND for the transaction fees)

The main goal of the funds it to create a main net. Cheap fees (need some fees to prevent spamming empty transactions and because the transactions per seconde is low on blockchain)

layer-2 solutions and scaling should fix the high fees, but we will need leading blockchains to solve those issues, that is not within the scope of the project.

Faster and cheap transactions at the compromise of security. (less miners)

**Roadmap**

**-** never ending ICO: launch erc20 token on eth

- add the erc20 token to uniswap

- Promotion

- hire smart people to create the main net (mainly copy eth and tweak it a little)

- Launch of the Testnet

- convert tools like metamask so they can work on GRND instead

- Launch of the main net: converting ERC20 tokens to full GRND coins

- start development of first game (Moonopoly)

- release Moonopoly Beta

- Start second game GoldCrush

- Release Moonopoly V1

- release Goldcrush Beta

- …