NeXoN (NXN) Whitepaper

Version 1.0

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1. Introduction

NeXoN (NXN) is a competitive GameFi project built as a Telegram Mini App and powered by the TON blockchain.
 The project introduces a sustainable alternative to traditional tap-to-earn games by removing infinite farming, uncontrolled emissions, and instant withdrawals.

NXN rewards only top-performing players through limited, competition-based on-chain distributions.

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2. Problem Statement

Most Telegram tap games suffer from fundamental issues:

- Unlimited farming of in-game points

- Immediate withdrawals creating constant sell pressure

- No real competition or skill-based mechanics

- Short project lifecycles and rapid loss of users

These problems lead to unsustainable token economies and inevitable collapse.

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3. NXN Solution

NeXoN introduces a competition-first model:

- In-game NXN exists **only off-chain**

- Real NXN tokens are distributed **only as rewards**

- No direct farming-to-withdraw model

- Strict cycle rules and limited winners

This structure prioritizes long-term engagement and economic stability.

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4. System Architecture

4.1 In-Game NXN (Off-Chain)

In-game NXN is a digital point system used exclusively inside the Telegram Mini App.

- Has no monetary value

- Cannot be withdrawn or exchanged

- Used for gameplay, upgrades, transfers, and competitive stack participation

4.2 Real NXN Token (On-Chain)

Real NXN is a Jetton token deployed on the TON blockchain.

- Fixed total supply

- Minting permanently disabled

- Enters circulation only through reward distribution

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5. Core Gameplay

Players interact with NXN through:

- Tap-based gameplay

- Energy and power management

- Upgrade purchases (in-game NXN or real NXN)

- Peer-to-peer transfers with burn mechanics

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6. Competitive Stack & Cycles

Players may commit in-game NXN into the **Competitive Stack.**

Each cycle consists of:

- 7 days of active competition

- Real-time leaderboards and visual progress indicators

At the end of each cycle:

- Only **Top 500 players** qualify

- A **2-day claim window** opens

- Unclaimed rewards are permanently burned

- All stack balances are reset

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7. Reward Distribution

Per-cycle reward structure:

Rank	Reward (NXN)
1–10	10 NXN
11–50	5 NXN
51–200	3 NXN
201–500	1 NXN

Rewards are distributed from a dedicated reward wallet.

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8. Tokenomics

- Token Name: NeXoN

- Ticker: NXN

- Network: TON

- Total Supply: **5,000,000,000 NXN**

Minting Status:
Minting is permanently disabled.
The token contract has no active admin or mint authority.

Emission Policy

- No continuous inflation

- Tokens enter circulation only via competitive rewards

- Annual reward cap: **≤ 300,000 NXN**

- Annual emission: **< 0.01%**

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9. Deflationary Mechanics

- 10% in-game transfer fee is burned

- Unclaimed on-chain rewards are burned

- Competitive stack resets each cycle

These mechanisms reduce long-term sell pressure.

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10. Security & Transparency

- Fixed and immutable supply

- Minting permanently disabled

- Single public reward wallet

- Irrecoverable burn address

All on-chain data is publicly verifiable via TON blockchain explorers and the official Transparency page.

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11. Roadmap

Phase 1

- Telegram Mini App launch

- Core gameplay

- Competitive cycles

Phase 2

- UI & UX improvements

- Public statistics

- Community growth

Phase 3

- Partial automation

- DEX listing

- CEX applications

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12. Risks & Disclaimer

NXN is an experimental GameFi project.

- In-game NXN has no monetary value

- Token value may fluctuate

- This document is not investment advice

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13. Conclusion

NeXoN (NXN) is designed as a sustainable, competition-based GameFi ecosystem on TON.
By combining off-chain gameplay, fixed supply, and transparent reward mechanics, NXN aims for long-term viability.