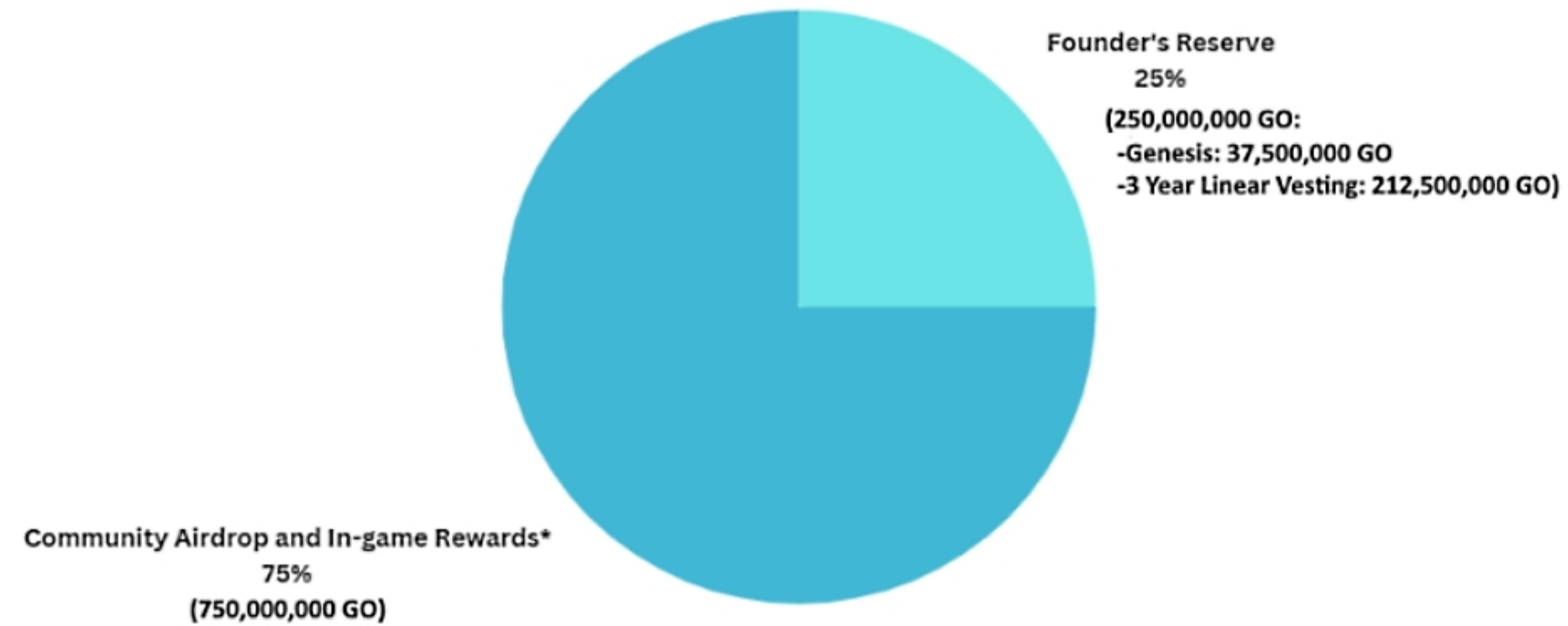


This tokenomics report is provided by Titus Miles (0xF970947B24368c030fB0Cf1AaeF16a5bA92f5978) on behalf of Haze Ventures.

DeAuto In-game token model (GO)

Total supply: 1,000,000,000 GO

Distribution:



Founder's reserve: 25% (15% of vested amount unlocked at Genesis, remainder 3-years linear vesting)

*Community airdrop and game reward allocation: 75%

-Airdrops are to be decided at founder's discretion, recommended to reserve at least 50% of the supply for in-game rewards.

Game Reward Model:

A graphic titled "Play to Earn System" featuring a teal background with a blurred image of a red sports car. In the top left corner, there is a white circle containing a dollar sign (\$). The title "Play to Earn System" is written in large, white, sans-serif font. Below the title, the text "Users can earn tokens in game for:" is followed by a bulleted list of activities.

Users can earn tokens in game for:

- Completing In-game Achievement Goals
- Quests and Sponsored Quests (Visiting a sponsored location)
- Special Events
- Staking Tokens to allocate to their in-game NFT
- Registering their autonomous vehicle to their in-game NFT
- Delegating votes or participating in governance proposals (optional)

Players can be rewarded for:

- In-game achievement goals
- Quests and Sponsored Quests (Visiting a sponsored location)
- Special events
- Staking tokens to allocate to their in-game NFT
- Registering their autonomous vehicle to their in-game NFT
- Delegating votes or participating in governance proposals (optional)

Distribution method: With an audited smart contract, users can claim their GO token reward balances using Metamask and other mobile wallets, and trade them on a decentralized exchange.