

# **HABToken**

## **WHITE PAPER**

# Prologue

There was a man who created a monster based on tokens. This monster brought great chaos to the world, and people found themselves in a serious crisis because of it.

The monster constantly inflicted damage on people, spreading confusion and fear. Cities turned to ruins, and people lost their daily lives. In such a situation, they had to eliminate the monster to survive. When the monster was killed, a part of the tokens that constituted it would be burned, but the remaining tokens would end up in the hands of the people. The tokens that entered the hands of the people gained value beyond mere currency. In this world, eliminating the monster became not just a matter of survival but also a crucial element closely tied to the economy.

People became engrossed in hunting monsters to collect tokens. For them, hunting the monster was a fight for survival and a pursuit of economic benefit. Within this unique structure, they hunted monsters and sought new opportunities with the tokens they gathered.

However, this world was not so simple. The burned tokens would merge with other burned tokens to create new monsters, perpetuating a vicious cycle. People found themselves in a constant situation where they had to hunt monsters and collect tokens. Thus, the chaos continued, and people had to find new orders and methods of survival within it.

# Tokenomics

**Token Name: HABToken (HAB)**

**Initial Issuance: 1,000,000,000 HAB (1 billion HAB)**

**Token Decimal: 18**

**Burning Mechanisms:**

**HUNT AND BURN:** Players can participate in burning tokens by hunting monsters within the game. This mechanism allows users to actively engage in the burning of tokens as part of their gameplay experience.

**Direct Burn:** Users can burn any amount of tokens directly to the address 0x0000. This method is separate from the Hunt and Burn, providing users with the option to burn tokens immediately.

**Allocation Ratios:**

**Pre-sale: 30% of the total issuance**

The pre-sale will be conducted only once, and after that, this percentage will be allocated for other purposes.

**Game Events: 40% of the total issuance**

This is the amount of tokens that users can burn through gameplay.

**Developer Share: 30% of the total issuance**

This portion will be used for various purposes, including burning rewards for users and maintaining game development.

# Roadmap

## Pre-sale

**Objective:** To raise initial funds and lay the foundation for project development.

**Content:** A pre-sale will be conducted on a designated date, during which 30% of the initial issuance will be sold. After the pre-sale ends, this percentage will be allocated for other purposes.

## Game Launch

**Objective:** To provide an environment where users can burn tokens and receive rewards through gameplay.

**Content:** The game will officially launch, allowing players to hunt various monsters and participate in the burn mechanism through the HUNT AND BURN feature.

## NFT Integration

**Objective:** To create new value by merging the game with NFTs.

**Content:** A feature will be added to own and trade in-game items as NFTs. Players will have the opportunity to convert their acquired items into NFTs for trading or exchanging with other users. This will strengthen the in-game economic ecosystem and enhance user experience.

## Ongoing Events

**Objective:** To encourage user participation and boost community vitality.

**Content:** Various events will be regularly conducted, providing users with opportunities to earn rewards. This will promote activity within the game and maintain user interest.

## Community Engagement and Maintenance

**Objective:** To strengthen communication with users and enhance game stability.

**Content:** Feedback will be gathered through communication with the community, and based on this, ongoing game updates and bug fixes will be implemented. Additionally, various community activities will be promoted to increase interaction with users.