

HALLOWEEN COIN SPOOKYPAPER

Halloween coin is an iteration of the Play-2-Earn (P2E) gaming model, which offers players the chance to earn cryptocurrencies by merely playing a game. Halloverse players will be able to earn five times the minimum wages of other play to earn games.

ABSTRACT

The birth of a secure public play to earn initiated by Axie infinity has brought forth a notable innovation in the blockchain technology and degree of interest and capital influx, providing the premise for a global wave of gaming innovation. Since the Axie 'revolution', GameFi (gaming finance) has been on a sharp uptick—globally, investors staked over \$3.6 billion in crypto gaming startups in 2021, according to Drake Star Partners. A similar trend is observable in India. MapleBlock Capital, in partnership with Good Games Guild and Decentral Games, recently launched a \$15-million fund to support the growing NFT, gaming, and the metaverse ecosystem.

This paper proposes the Halloween coin Asset, an economics structure which constitutes a decentralized Gamefi and NFTs object with a purposed \$HALLO as a Utility Token. We are thus introducing the investors and customers to a genuine passive play to earn scheme using our native Halloween coin. Since we are based on the Binance technology, this consequently eliminating energy and computational waste while ensuring distributed fairness through a Proof of Stake (PoS) consensus, we are also proposing not only a highly profitable procedure by acquiring and holding \$HALLO but also by participating in different Staking and metaverse innovation and rewards proposed by our team of experts.

INTRODUCTION

Over the last more than 7 years Cryptocurrency and smart contract platforms such as Bitcoin and Ethereum, and lately DeFi technology, have sparked considerable interest and have become promising solutions for electronic payments, decentralized applications, gamefi, NFTs and potential digital stores of value. However, alongside these projects, a new and extremely attractive niche has caught a widespread popular attention: the Metaverse, such as sandbox. It is under these circumstances that the \$HALLO token came to existence, the \$HALLO coin offers a faster transaction speed. Since it is built on Ethereum layer 1 solution, it is created with 10X faster block speed and over 100X cheaper gas fees combined with an intelligent deflationary strategy, its portability, and its great demand in the crypto market, makes it a highly desired commodity.

GENERAL

GROWING TO BE THE BIGGEST GAMING, NFTS AND METAVERSE PLATFORM

Halloween is a gaming platform that allows creators to craft, and explore the wonderful land of the Halloverse. \$HALLO will also allow hodlers to distribute, and trade without the need for centralized power, thus maintaining stable copyright ownership and earning further \$HALLO. While providing a fully interactive metaverse in which players collaborate to build social environments with friends and other crypto Enthusiast

A TRUE DEFLATIONARY PLATFORM

Halloween coin is a deflationary platform that uses different types of burn mechanisms that fashioned to reduce in supply over time. As the coin becomes more limited in supply, its demand will increase and so will its value.

THE BIGGER PICTURE

The rise of GameFi and the emergence of gaming experiences like are pivotal in more ways than one. The crypto sector as a whole is accessible only to the native, and its organs like DeFi only to the crypto native. Theoretically, GameFi could change that by introducing its crypto tokens to an entire generation of developing/rural economies just by playing a simple game on a smartphone. Take the case of Axie. Fifty per cent of the users who started playing the game had never used cryptocurrencies before in their lives. While games like Axie have significant entry barriers (players have to purchase NFTs before starting off) but the Halloverse will allow players to customize in-game characters while paying \$HALLO

Then, there is the untapped potential of the gaming market that P2E could unlock. Europe gaming industry is estimated to be worth \$24.27 billion and is minuscule when compared to the \$40 billion US market and \$46 billion China market, according to data from a CII-BCG report. The CEO of gaming company Mobius had stated that models like P2E could soon be key to capturing the Europe ecosystem.

Then there is the size of the traditional gaming economy. Youngsters every year spend billions of dollars in virtual gaming worlds for all sorts of skins, armory and accessories. In 2018, the market for virtual skins was an estimated \$50 billion, according to a Bloomberg report. Now, extrapolate the figures. The revenue possibilities for creating ownership and a global.

LONG-TERM GOAL

Halloween coin as said is a gamefi and metaverse project. We anticipate a vibrant ecosystem that lives on the Binance blockchain where thousands of users can enjoy the satisfactory gaming experience while earning digital asset. The Halloween coin is capable of bringing the metaverse to thousands of in-game players in the world with a simple user experience.

PILLARS OF THE HALLOWEEN COIN

DECENTRALIZED

Halloween is a decentralized and community driven token. Hodlers of the \$HALLO coin are considered as the real owners of the ecosystem

BURN MECHANISM

3% of every transaction within the Halloverse ecosystem is burnt forever. The essence is to prevent the market from being flooded with the token while improving the value of the token.

REDISTRIBUTION

2% of every transaction is redistributed to all holders of the \$HALLO coin.

VALUES COMMUNITY

\$HALLO is fully decentralized and owned by its lovely and vibrant community. We welcome and embrace diverse perspectives to build the Halloverse into the best metaverse project in crypto world.

LONG TERM INVESTMENT

\$HALLO is in for the long haul. The decentralized community is fostering and adopting long term development of the ecosystem and foundation in efforts to drive the use cases and the development of the Halloverse.

TARGET MARKET

Gamers and the metaverse community - ever thought of earning a living while having fun, \$HALLO offers a revolutionary gaming experience.

Crypto Traders – these participants can use \$HALLO for speculating and hedging cryptocurrency volatility. \$HALLO can also be used to convert cryptocurrency into fiat.

Standard Customers – these customers may want to buy \$HALLO as a crypto asset, for long-term holding. \$HALLO could be used to pay for goods and services, in the future, or as an option to participate in different launchpads. Its high volatility as an asset and its unpredictability make it an invaluable form of speculative asset.

Private Institutions – \$HALLO crypto assets give institutions new opportunities for capital gains. There is free liquidity and extra earning potential from trading \$HALLO into fiat and vice versa. The use of cryptocurrency has become a major industry. Institutions can profit from earning from the volatility of the underlying asset, and from using the \$HALLO management system. At the same time, new crypto projects that invest in the Halloverse reinforce the Token's reputation, which ultimately increases their profit not only in the native token.

ECOSYSTEM

NFTs

The TRICK OR TREAT NFT collection consists of a total of 4,000 unique NFTs that lives on the Binance blockchain which would be the in-game character of the Halloverse. The collection constitute of 5 distinct race which includes, werewolves, vampire, elves, fairies and org with each race having unique abilities.

NFT STAKING

Staking features custom functionality and allows holders to stake their NFTs and earn \$HALLO coin as rewards. This creates a better way to hodl for long term while growing your portfolio as you earn more HALLO token. Holders can unstake their NFTs after a minimum of 3 months after staking period.

TRICK OR TREAT GAME

The Trick or Treat game is a massive open-world play to earn game sandbox-styled play to earn game that rewards passionate gamers with the \$HALLO coin with 4,000 in-game characters in NFT forms. Players can explore the Spooky lands of TOT (Treat or Treat), treasure hunting, Hosting Halloween parties, participating spooky adventures.

THE HALLOVERSE

The Halloween-themed Metaverse which is known as the Halloverse is a virtual world that is based on Halloween where people across the world can interact and celebrate Halloween together, Showcase Halloween costumes and host Halloween parties.

THE HALLOWEEN COIN \$HALLO

\$HALLO is BEP20 token which started on the Binance Smart Chain. This amounts to the speed and efficiency than other competing chains. The native token which would be the purchasing power in the Halloverse to buy in-game items, characters, host Halloween parties, perform apartment upgrade, etc.

The \$HALLO Token Smart Contract successfully passed a top-grade security audit to further the community's confidence in full transparency.

1% Automated burn fee allows a constant reduction in the circulating supply of the token. This increase in demand and scarcity in supply makes it possible for the \$HALLO to value to appreciate.

TOKENOMICS

We are designing a cryptocurrency based on definitive market rules and fundamental economic principles. \$HALLO reconciles a high-performance protocol with integral price stability features.

Total Supply: 10,000,000,000,000 tokens

Circulating Supply: 5,000,000,000,000 tokens

Name: Halloween Coin

Symbol: \$HALLO

Decimal: 16

Project Budget

55% Marketing

20% Development

5% Legal, registration

10% Other

Burning Tokens : 4,000,000,000,000 (Deflationary Approach)

40% of the total supply of the \$HALLO token will be completely burnt post launch

Burning the tokens has multiple strategic benefits. It reduces the overall supply, leading to a sustainable increase in token prices over the long term. It also establishes the hegemony of the token in the platform's trading environment and incentivizes traders to hold the tokens for the long term.

APPRECIATION

Our token protocols are structured so that there are a multitude of influences for material appreciation. Starting with growing transactions and constant onboarding of new clients we start to build a higher use for our token and a higher demand while introducing the utilities that defies the value of the \$HALLO. . With this kind of assistance to the velocity of our token along with its use in crypto trading, it can measurably reach its true intrinsic value.

With the growing use of the token in the TOT game and by businesses on the platform we effectively reduce price risk relative to the dollar for all holders, setting a comfortable base for which we can assume, following price discovery on exchanges, our cryptocurrency will not fall through. This also sets the investment standard for traders to buy knowing that eventually, \$HALLO tokens will reach certain support levels where there is only more upside as we grow.

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