



Tools

**MERCURY**

# WHITEPAPER



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# Mercury Token

Mercury Token is a hyper deflationary utility token and it has a barrier mechanism for price dumps.

## FEATURES

### PRICE DUMP BARRIER

Mercury has a barrier for its price. It never goes down more than 10% from the ATH price. For example; if ATH price is 1\$, Mercury will allow only 0.10\$ dump. But you can feel free, it doesn't interrupt trades.

### BARRIER CONTROLLED BURNS

Unlike other type of burns, only LP burns affects the price. This is why we are burning from the LP and it's the secret of dump barrier. If the market needs a burn, dump barrier calculates it and burns from the liquidity pool.

### IMPROVED LP CONTRIBUTION

Current tokens on the market providing liquidity contribution are adding both the tokens and the base currency in traditional way. Nevertheless, our system doesn't work this way. We are only supporting the liquidity via adding only the base currency instead which leads us to impact the token's price directly.



# Definations

**NAME**

Mercury Token

**SYMBOL**

\$MERCURY

**DECIMALS**

18

**INITIAL SUPPLY**

100.000.000.000



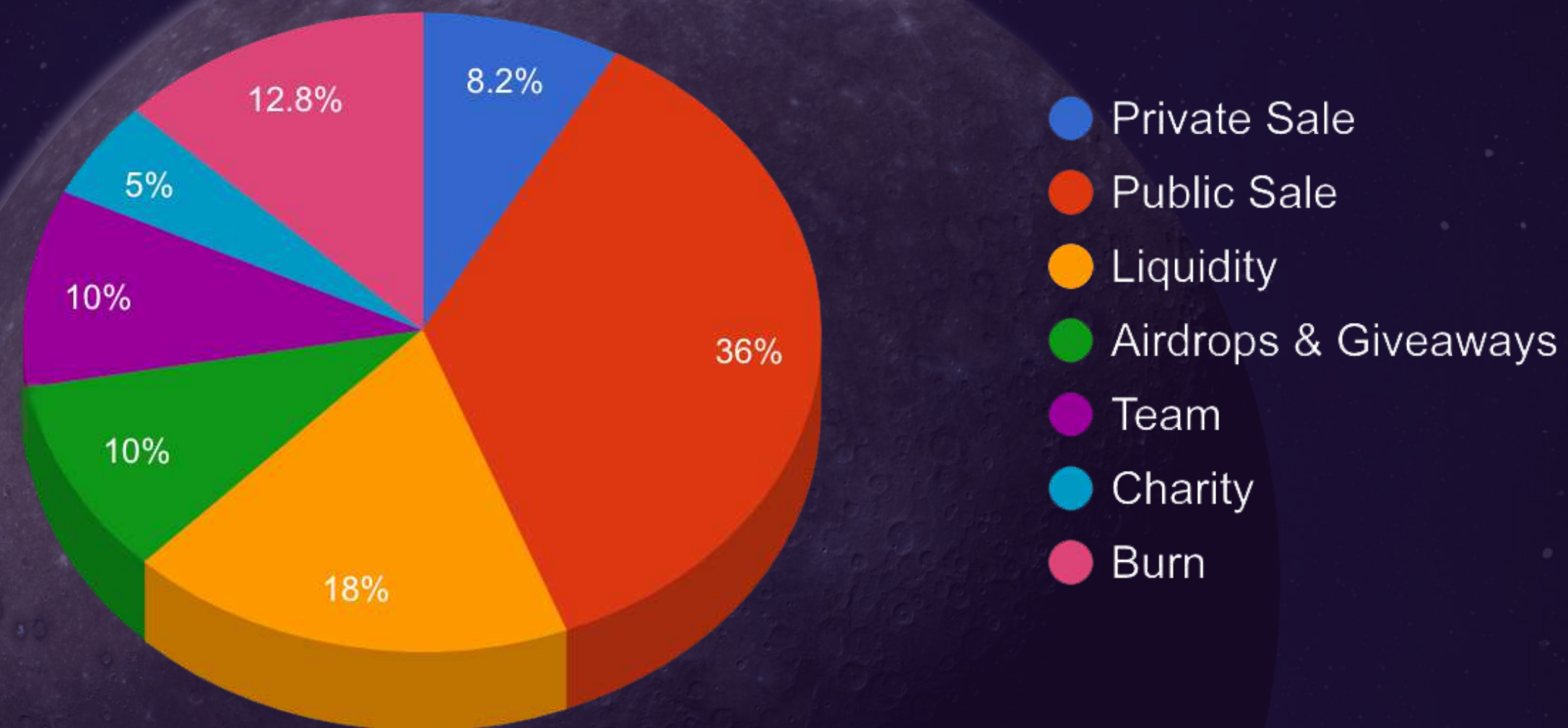
# Ecosystem

Mercury Ecosystem is a combination of multiple of its dApps and aiming to solve various problems in the ecosystem, starting its journey with M.Chart, Miner Ants, Mercury Token and M.Launchpad

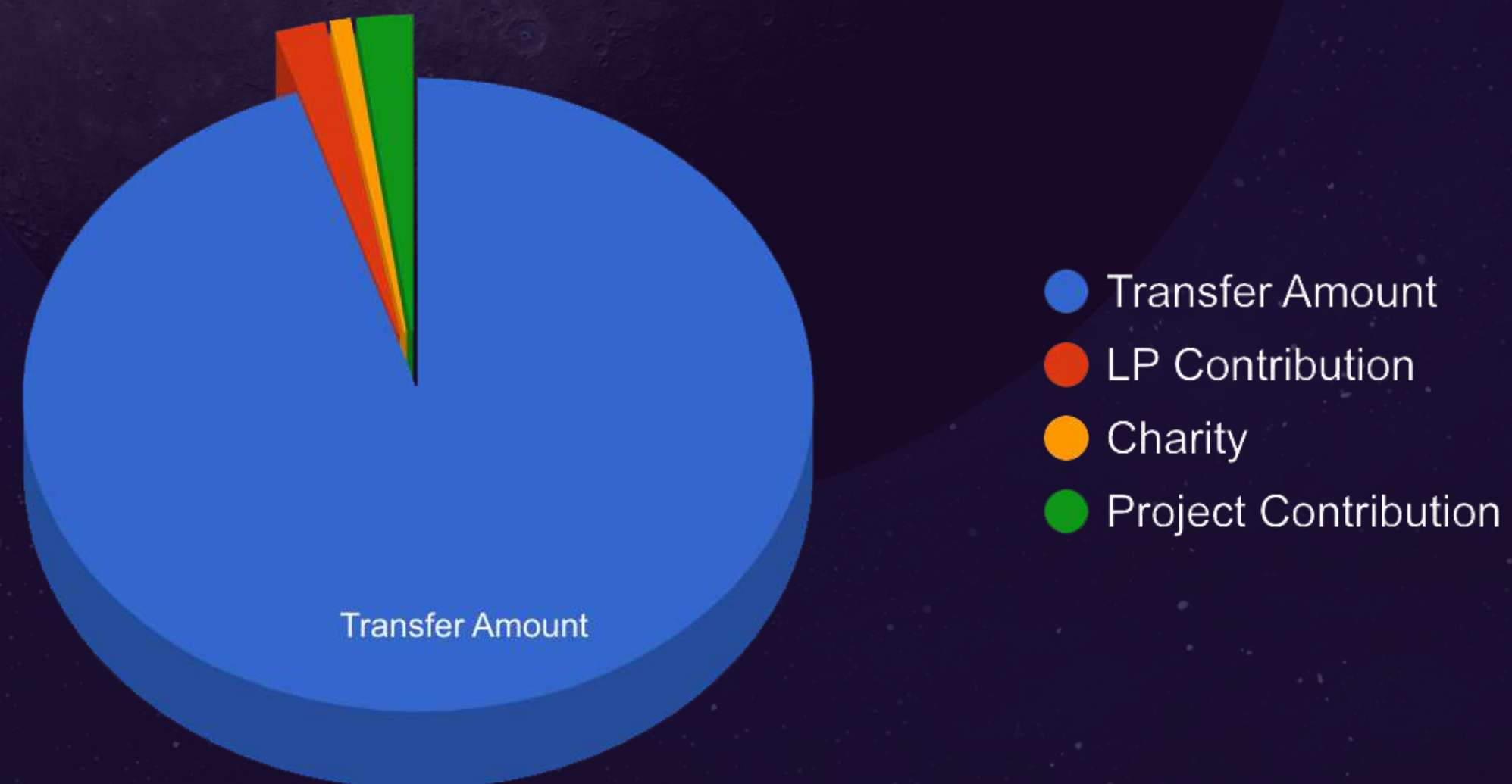


# Tokenomics

## Token Allocation




## Transfer Fees







# M.Chart



M.Chart is also a decentralized chart application that most probably everyone in the ecosystem is using other variations. Unlike the competitors in the market, M.Chart is fully manageable and modular which leads us to develop new features in the future.



# Miner Ants

- Miner Ants is a P2E (Play to Earn) browser game build on Binance Smart Chain and Mercury Ecosystem.
- As Mercury, we wanted to give the people a way to earn money while playing game.
- M.Bugs allows players to mint their ERC-721 NFTs with using \$MERCURY token and may earn \$MERCURY tokens while playing.

## MINTING NFTS FOR MINER ANTS

- There are 5000 amount of NFTs waiting for you to be minted.
- Once a player connects his/her wallet to the Miner Ants minting page, the minting option will be available.
- It is possible to set a base value for the NFT be minted.
- The base value of the NFTs are directly affecting the rewards, which the details can be seen at Game Modes section.



# Miner Ants

## GAME MODES

### RACE GAME

- A minted from Miner Ants page ERC-721 NFT can get into four separated games and may earn \$MERCURY token.
- A user is allowed to play the race game only five times in a day (per NFT).

### RACE GAME - EARN MODEL

- A random number generated by the blockchain is being asked if it is lower than or equal to a number. If so, the player wins the race.

|                |                       |                                 |
|----------------|-----------------------|---------------------------------|
| <b>Easy</b>    | <b>80% win chance</b> | <b>Reward: NFT value * 0.5%</b> |
| <b>Normal</b>  | <b>60% win chance</b> | <b>Reward: NFT value * 1.0%</b> |
| <b>Hard</b>    | <b>40% win chance</b> | <b>Reward: NFT value * 1.5%</b> |
| <b>Extreme</b> | <b>20% win chance</b> | <b>Reward: NFT value * 2.0%</b> |



# Miner Ants

## GAME MODES

### BOSS FIGHT GAME

- There are 300 enemies to fight with your Bug.

### RACE GAME - EARN MODEL

- Reward Calculation:  $\text{NFT Value} * \text{NFT Level} * 6 / 100000 + \text{NFT Value} / 500$

|           |               |               |
|-----------|---------------|---------------|
| Level 1   | NFT Value 100 | Reward: 0.206 |
| Level 10  | NFT Value 100 | Reward: 0.26  |
| Level 50  | NFT Value 100 | Reward: 0.5   |
| Level 200 | NFT Value 100 | Reward: 1.4   |
| Level 300 | NFT Value 100 | Reward: 2.0   |



# Miner Ants

## GAME MODES

### RACE GAME - EARN MODEL

- Using the calculation method above, it is possible to earn 33,09 \$MERCURY per 100 tokens after successfully completing the 300 fights.
- After completing 300 number of bosses successfully, player will be able to play against the boss number 300 repeatedly. For example, consider that a player does have 5 amounts of NFTs (each base amount 100 \$MERCURY) that has reached the boss number 300.
- Win Rate: Each fight has 50% chance of winning.
- PS: Win Rate may change depending on the previous fight. If the previous fight was lost, the Win Rate for the next fight against the same boss (which the fight was lost) will be 100%.





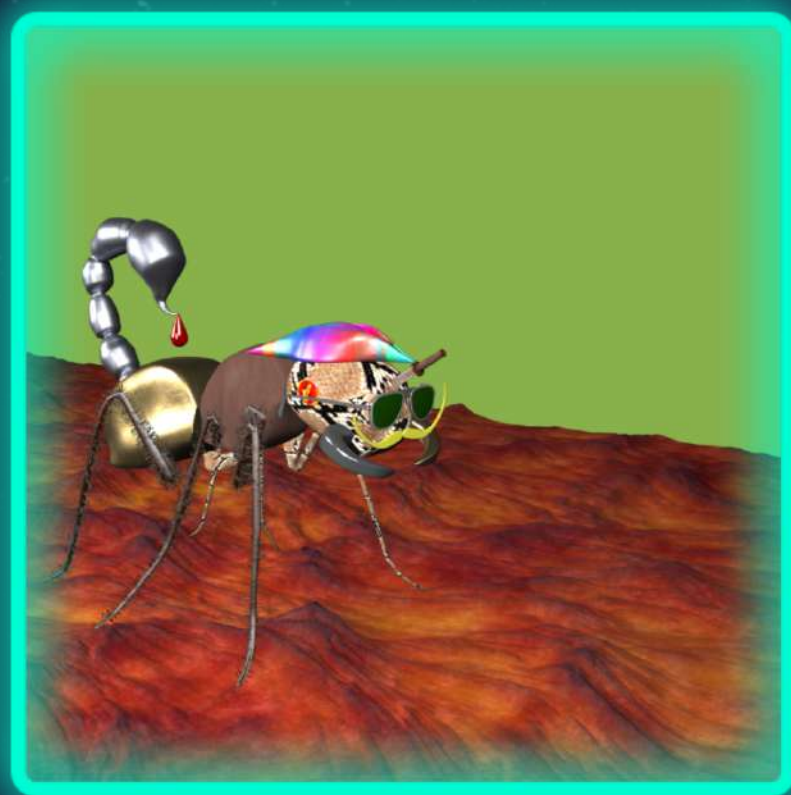
# M.Launchpad

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- M.Launchpad is a decentralized application that will give opportunity to the projects would like to launch with an already existing community.
  - M.Launchpad will request \$MERCURY token staked to launch a project.
  - The projects will be launched on M.Launchpad will be voted by Mercury Community.
  - Requesting staked \$MERCURY token will lead the price to be stabilized.



# Miner Ants

## SAMPLE NFTS







# Utility

## USE CASE OF \$MERCURY TOKEN

- \$MERCURY token will be used on M.Launchpad in the future as a utility token.
- As mentioned at the Miner Ants section, \$MERCURY token will be given as a reward to the players.
- Also, as it is mentioned on the tokenomics, 5% of the initial supply will be kept for the charity, which the community will decide which charity to be given.



# Legal

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