

# SpellToken

## community based cryptocurrency with dynamic economics

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**N**owadays plenty different cryptocurrencies are created and massively advertised to increase the price. Most have an enormous amount of tokens, where 50% or more will be burned on initial launch and a deflation rate to burn more tokens only to promise token's value will increase. Some projects even distribute tokens to all holders depending on holding amount.

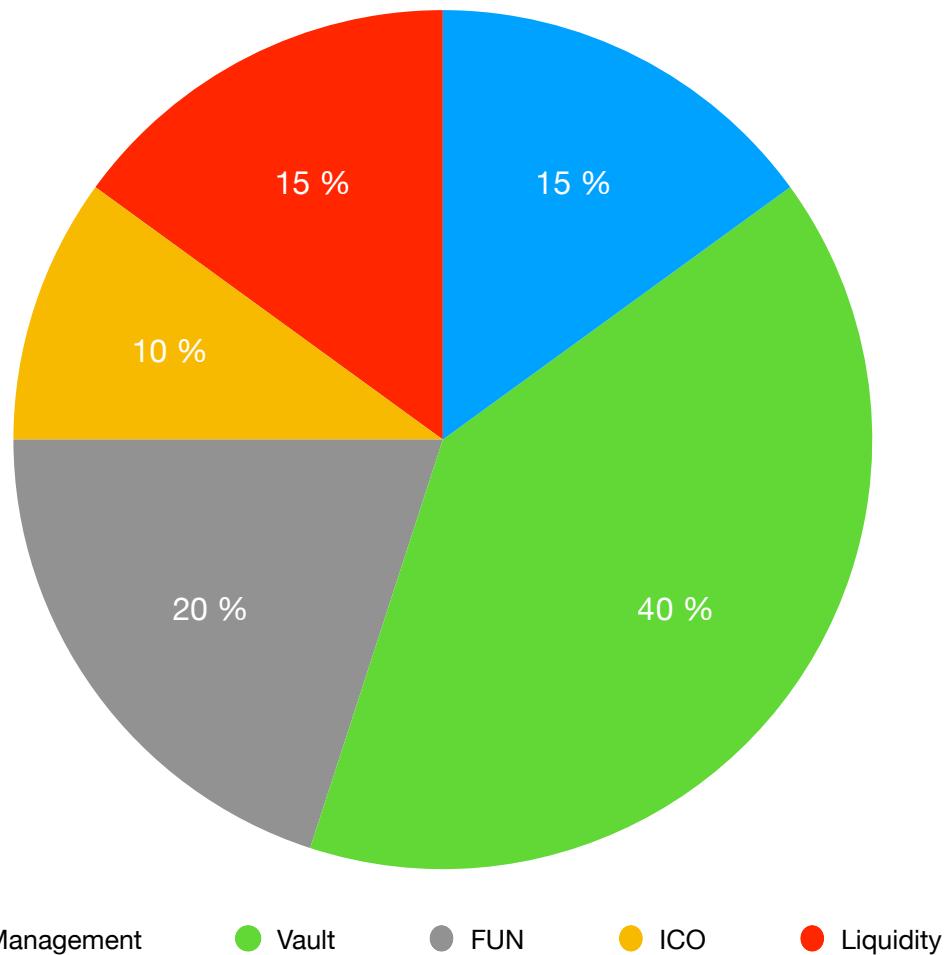
While this may seem good for the economy truth is only first holders benefit from this. They are getting the major part of the distributed tokens, are able to save all of it and so have a major influence on the economy. The steady growth of burned tokens intensifies this influence even more since tokens will become pretty rare at some point.

**SpellToken** will be an exciting economic system which ensures everyone can participate. This is made possible by the **Vault**. The Vault is basically some kind of donation wallet for everyone. Defined in the contract the Vault holds initially 70% of all coins and everyone will be able to "claim" **SpellTokens**. This requires solid security to prevent exploiting. We will also distribute Airdrops, where tokens will be distributed for free to participants) which will be paid from the Vault as well.

SpellTokens can be used to trade, to use future features of our platform and to "cast" **Spells**. There will be different kind of Spells, some can be casted by a single holder (for example spending X token for every wallet receiving Y token), other will be casted in **Spell-Pools**, where multiple holders can pledge Spells to collectively make up an economic decision. These casted Spells have influence on mechanics as the Vault claim amount or frequency, transaction fees, token minting as well as token burning.

This allow every member to influence the upcoming market. Since weighting the power by holding would lead to a reign of the rich we are analysing different methods to rate a members economic influence. This could be affect by the amount of Vault claiming, which is an indicator for activity in the network and accordingly more interested in a healthy economy.

## Token Distribution



**Management:** Team, Partnerships

**Vault:** The Vault is a contract written faucet, where everyone claim tokens

**ICO:** There will be several ways for early supporters to buy some tokens

**FUN:** Tokens will be used for promotional events as games or competitions

**Liquidity:** Tokens are reserved for upcoming swap liquidity pools

# Tokenomics

We decide us for an initial token amount of **1,000,000,000 Tokens** (One billion), which can only be increased by Global Spells casted by SpellPools.

We chose this amount because it is the perfect balance between worthless and too expensive for common people.

This are the **economy parameters**, which can be affected by Spells:

## Vault Claim Amount:

Default Value: 100 \$SPELLS

## Vault Claim Frequency:

Default Value:  $86\ 400 = 60 * 60 * 24$  (once per day)

## Additional Minted Tokens:

Default Value: 0 (Initial token amount can only be changed by global casted Spells)

## Airdrop Reward:

Default Value: 10 000 (distributed under all participants)

## Airdrop Frequency:

Default Value:  $604\ 800 = 60 * 60 * 24 * 7$  (once per week)

## SpellPool Cooldown:

Default Value:  $604\ 800 = 60 * 60 * 24 * 7$  (A week)

## Transaction Fee:

Default Value: 3%

## BurnToVault Ratio (of Transaction Fees):

Default Value: 50/50

We are planning to expand this list of parameters in future development stages.

There will be two different kind of Spells: **Community Spells** and **Member Spells**.

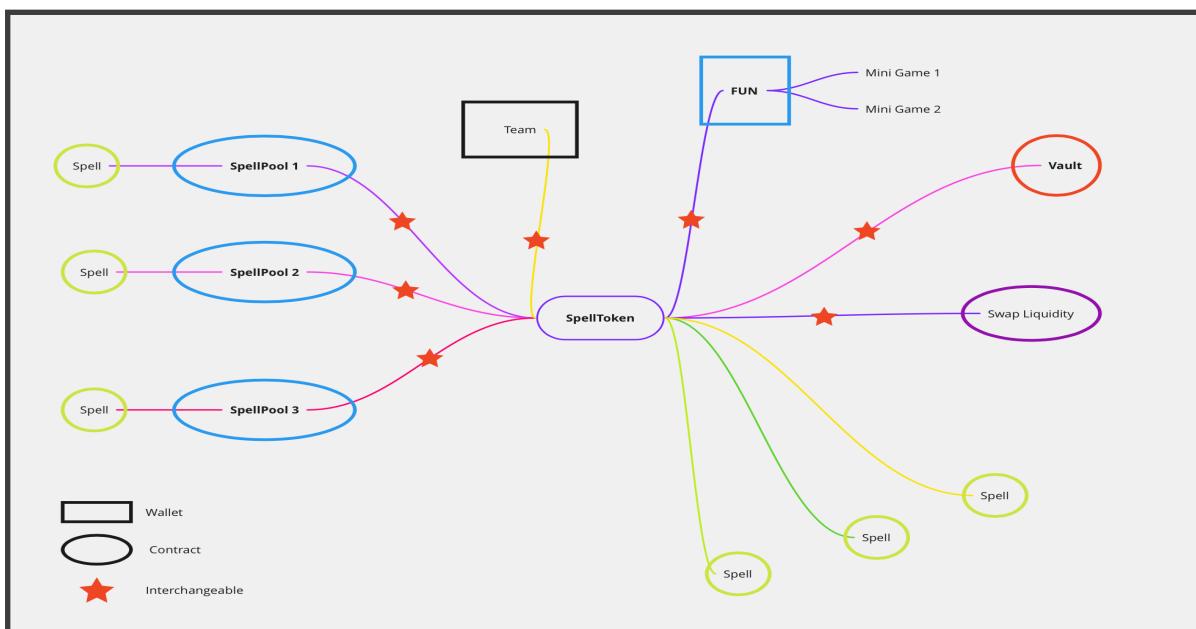
In general Community Spells will have significant impact on the economy parameters while member Spells won't.

Community Spells can be casted by SpellPools when enough tokens were pledged. Member Spells can be casted by any single person as long as the required tokens are available.

Once casted, Spells will increase or decrease a specific parameter and the required token cost for the next cast will be adapted.

Since Community Spells have major impact on the economy, the frequency of this Spells is limited by SpellPool Cooldown (default is once per week), which can be changed by Spells as well.

## Development



As this require solid structure we will split this up in several smart contracts. This makes it easy to develop and maintain them independently.

Shortly after the release of this whitepaper we will start building the essential SpellToken contract. When this contract is deployed all Tokens are created and distributed as mentioned in **Token Distribution**. Keep in mind most listed parties still not exist (Vault, Swap Liquidity), so Tokens will be locked until missing contracts are built and deployed.

When our token contract is successfully deployed and tested, we will offer various ICOs to distribute tokens to early supporters. This ICOs will be announced on Reddit & Telegram as well as on other upcoming social media.

We also will start the Vault development. This will be absolute essential for our ecosystem as it allows everyone to claim tokens for free and make our community grow. Later we plan to release Vault2V, where token holders can “stake” their tokens to generate revenue based on collected transaction fees.

Later a swap contract will be added to support DEX liquidity pools. From then on it will be possible swapping tokens to other tokens on some kind of Uniswap clone. This will be the official launch as it allows everyone to trade our tokens and investing in our ecosystem.

When all of these fundamentals are done we will start building SpellContracts to finally allow the community to change token economy parameters. This will be the beginning of a community centred economy.

Shortly after the SpellContract release we will built SpellPoolContracts. After that token economy contract development is done and we will start the ecosystem development.

When the basic ecosystem is live and security testing is done, we plan to start minting our first NFTs. Alongside development our team will partner up with artists to provide you some unique NTFs. When everything is done there will be a big announce and the chance to win some of the “Initial SpellToken Collection”. Others will be auctioned and/or offered for a fixed price.

For a more time-related overview of future development please check our roadmap.

## Philosophy

- Unique community defined economy
- Regular polls allows everyone to participate in this project
- Completely Open Source
- No “Mooncoin” - we don’t try pushing the token’s price to the moon. Instead we will built a solid ecosystem with dedicated members, which will result in a steady growing value of SpellToken

## Links and Resources

**Telegram:**

<https://t.me/SpellToken>

**Reddit:**

<https://reddit.com/r/SpellToken>

**Github:**

<https://github.com/n-three/SpellToken>

**Contract:**

Coming soon

**DEX:**

Coming soon

“We strongly believe a token’s value is defined by its community, not its price.”