



WHITEPAPER

V1.0

TABLE OF CONTENTS



TABLE OF CONTENTS

Project Details	<hr/> 05
Race Details	<hr/> 07
Cars Details	<hr/> 9-10
Earth Details	<hr/> 12-15
Combination	<hr/> 16
Token Details	<hr/> 19
Roadmap	<hr/> 21-22
TEAM	<hr/> 24
Tokenomics	<hr/> 26
Contact	<hr/> 28



PROJECT DETAILS



PROJECT DETAILS

Racearth, which emerged only as an idea in November 2021, started to plan by considering all areas of technology in terms of project needs and software progress in the future. This project tries to best to integrate the play2earn structure into metaverse.

Racearth, will support the development of the play2earn industry, with the idea of race2earn. Users will be able to play games in metaverse, tune their cars, develop their lands and they can rent them to earn.

This awesome metaverse project, which will be presented with a structure in which the Race and Earth sections are fully integrated, will be in front of its fans with an exciting structure. Besides blockchain side of the project, you will be able to play car racing, for profit and for fun. Players will be able to experience all the traces of real life in the game with VR, if they want.

Racearth team wants to achieve important things in the world of Metaverse, and they prepare whole structure compatible with blockchain technology. This project gathered two different things under one roof by using all the developed technology, and it has been designed for you to experience metaverse and play2earn technologies in a perfect way.

You will find all the details about the progress of the project in the roadmap.



RACE DETAILS



RACE DETAILS

Car racing game will be played in the "earth" section, in the lands which have a "racetrack". The other attributes lands have will also be used in the game. All earth features such as "car tuning" and "car mechanic" will be displayed for each land and will be used actively in the game.

The operation of the races will be completely decided by the users, and all the features will be organized by the land owners. They will be able to organize events on their own lands whenever they want, and by organizing races, they will be able to make profits for both themselves and the racers. Regularly, team will do some big events with big prizes too.

Landowners will make the race planning and will receive fees from the racers on the race day and will distribute the event prize. Land owners and car owners in the game will be able to watch the races. In this way, they will be in a more exciting and active world.

Landowners will decide to distribution of the fee pool they gathered as race fee. Rules will be decided before the race and landowners can reward just the winner or the first 3 people. All token transactions will be on completely secure smart contracts created and tested by the team. No user or organization won't be able to do anything illegal.

There will be 2 stages for the racing game. As the 1st step, some users will be able to use all the features as beta version and we will be watching the system for any problems during the testing phase. In the 2nd step, all users will be able to play the game.

Beside the races, there will be more features for the races such as car tuning, car repairing, tire changing etc. For example, a car owner in Germany has to travel from the airport in Germany to the other country in order to participate in the competition in a different country. This aims to use all the lands profitably.

CARS DETAILS



CARS DETAILS

Cars with different level in the game will not be able to participate in the same race. Inequalities in the ecosystem will be prevented by putting low-level car and a high-level car in different races.

Cars will not be able to participate in any competition during the tuning or repairing, but there will be an opportunity for those who accept paying to the ecosystem to attend the races faster. Thus, there will be a different tax system that will be paid by the users who are constantly in the game and the players who will use the car tuning or repairing.

NFTs

NFTs will be in the game to limit the number of cars, and to make them valuable and special. Like lands in the Earth section of the game the car NFTs will be sold with special sales, and none of them will be given to the users as reward.

In the game special sales planning in order to limit the vehicles in the game and make them special and valuable. All logic in the plots applies here as well, and no NFT (Vehicle) will be awarded to any user or investor as a reward.

Brand

The project will be presented to all well-known and valuable car brands. Aim of it is to create an environment where relevant companies can integrate into the metaverse world. At the end of the branding process, the token to be used for the game will be burned as much as the collected funds. Thus, the game ecosystem will be protected and it will support the power of the token.

Buying Cars

NFT system will be used to own race cars. After the land sale, a limited number of NFT cards will be created and can be purchased while the Earth and Race sections are being integrated. Thus, beside the landowners, new investors and players will be included in the system.

The amount of the cars (NFT cards) will be decided according to the number of the agreed brands and the number of cars in the motor sports sector. This amount won't change except there is a new sponsorship or new brand.

Clans

- 1** Car owners start the game in training mode. When they reach a certain score/rank/level, they can play other modes of the game.
- 2** When they reach decided score/rank/level , they can create a clan.
- 3** Clan owner chooses the people to join their clan. Users pay a fee to the clan owner. This fee is determined by the system algorithm according to the clan's success.
- 4** Clan creators are usually successful players and when they attend races as a team, their chance to win the race increases. Even if the clan member player finishes behind the race, if another clan member wins the race, they will be able to earn some profit.
- 5** Clan member's earnings will depend on whether the clan owner finishes the race first or in one of the top three positions. Clan owner has to finish in the top three for earning of other clan members. This part will be formulated in more detail.
- 6** If one of the clan member's performance is not good, the clan owner can kick that clan member from the clan. Because the clan member's failure lowers the clan's overall score.
- 7** Players will have clan points as well as individual points. Clan points will affect the clan entry fee and attract the users to join the clan.

EARTH DETAILS



EARTH DETAILS

A real world map is divided into lands according to the countries in the world. Each of these polygon lands will have special and valuable things in it. Following of them will be distributed to the lands with a special algorithm :

- ☛ Capital cities
- ☛ Racetracks
- ☛ Gas stations
- ☛ Car mechanics
- ☛ Tire places
- ☛ Tuning places
- ☛ Paint shops
- ☛ Shopping places

Particularly, some areas located next to the lands with race tracks are will be left empty so that joint studies can be carried out in the ecosystem. The lands without this feature will be used in a different ecosystem that includes services such as the expansion of racetracks. Of course, these lands, without any attribute will be sold at a cheaper price than other areas. Buyers can make an investment to these lands for the future of the game.

The sale, transfer, and all processes of this project, will be on blockchain and will proceed through secure smart contracts. The lands will be on sale in 5 sales and like pre-sales, the price of the lands will increase at least 20% for each sale. The price of each land will be different according to the things it has on it. Price of the lands will be on website, medium and other social medias.

The decreasing list of the prices of the lands will be like :

-  Capital cities
-  Racetracks
-  Gas stations
-  Car mechanics
-  Tire places
-  Paint shops
-  Tuning places
-  Shopping places
-  And the lands without any attribute.,

Attributes of the lands

Capital cities

Vehicles must use the capitals for their transfer to go to the races in other countries. Players goint to another country will have to pay the capital owner. In addition, according to the development of the country, capitals will be able to get income from the tax of the game.

Capital city lands are not planned to be sold in the first 3 sales.

Racetracks

In these lands, races will be held in decided by the game management and land owners. Participants in the competition with a reward system will pay a fee to the owner of this land. In each race winners and losers will receive different amounts of prizes according to the fees gathered and landowners rules.

The owner of the land will decide his own income according to the economic planning they make. The system will not interfere with the share here. Number of participants will increase or decrease according to those share. This amount of income will vary according to the intensity of the activity.

Gas stations

Lands with gas stations will be provide the basic need of the cars: fuel. Since no car can participate in the competition without buying fuel, the owners of the gas stations will have income as much as the racetrack landowner. Unlike other lands, lands with gas stations don't have to pay anything but tax and ecosystem fee.

Gas stations will be able to compete with each other, the price and economy will be their own decision. The profit and loss policy will be planned by landowner. Only intervention of the system is, participants in the competition will only be able to get fuel from the gas stations in the countries they are in. Thus, the gas stations in lands where races are rare will also be able to earn money.

Car mechanics

Car mechanics will generate income by providing services for the maintenance of the cars before and after each race. Like the owners of the gas stations, the owners of this land will be able to compete. Car will not be able to go to car mechanics outside of the countries where they are located. In this way, the economy of each country will be tried to be kept alive.

Since car mechanics will be very important in the game, those who own these lands will be able to earn income before and after each race. Vehicles will not be able to participate in the races without any maintenance.

Tire Places

In these lands, the repair and change of the tires of the cars will be done. This land can be used before each race, it will be possible to generate income only through repair. Because after every race, the car owners won't have to change their tires. But the chance of flat tire will increase, and they will not be able to participate in the races without changing the tire some races.

Paint shops

These lands will be used for paint changes of the cars and can also be used for maintenance purposes after the races. Users who want their vehicle to look good and beautiful will be able to go to a paint shop and have their car painted. They will also be able to change the colors of their cars with paying the paint shop owner.

Tuning places

Users, who wants to change the appearance of their cars can go a tuning place, to have their dream car by purchasing special products like, spoiler, etc
P.S: Owners of the tire place, paint shop and tuning place will automatically pay taxes to the ecosystem for every service they do.

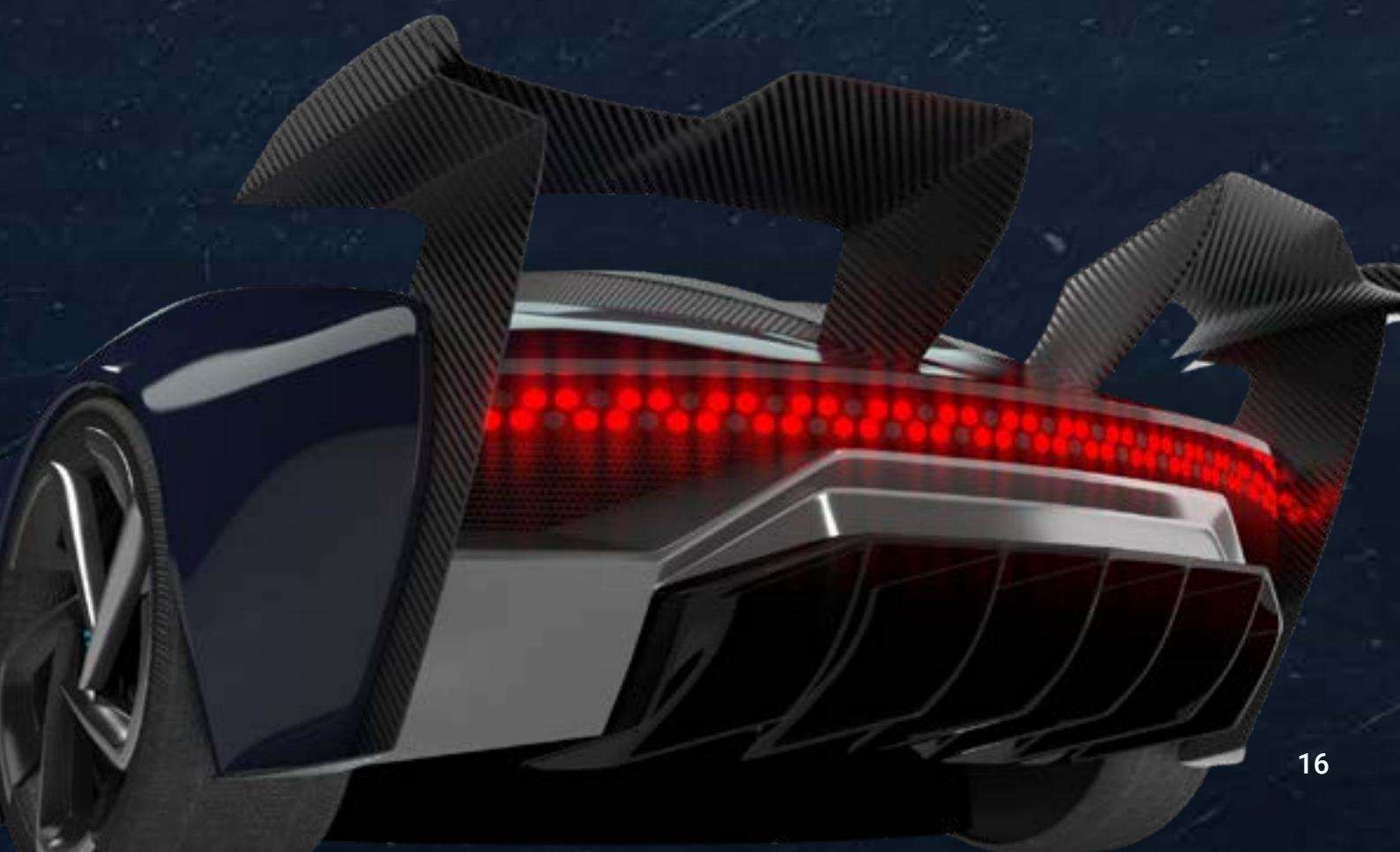
Shopping places

Shopping places can be alone in any land, or they can be in lands such as the capital city and car mechanic etc. Shopping places are planned to provide services for the damaged parts of the cars. Since these services are special requests, service pricing will be decided by the landowner. Since the spare parts workshops will be used in special demand situations, these region owners must pay taxes to the ecosystem. This process will be carried out automatically.

Lands without any attribute

They mostly will be next to the lands with racetracks. These zones can be used to expand the racetracks. They can be used for other activities. Owners of these lands will be able to provide passive income if they rent their place.

COMBINATION



COMBINATION

This project will be integrated on the blockchain, land sales, NFT sales, token sales and the token ecosystem in the game will proceed completely automatically. There won't be any manual interference. In order to solve any possible technical problems, there will be at least 3 months of testing before the full version. In this process, real users and investors will be included, and these tests will be through completely real use.

All noticed or potential problems will be solved during the test phase, new integrations will be tested by investors and real users, and a 100% problem-free system will be built.

After the 5 land sales, car racing game and the preparation of the NFT cards will be completed. At this stage, while the software team carries out the integrated work of the earth and the game, the car sale (NFT) process will operate, and this will take approximately 3 months including beta version of the game. The beta version will start right after the land sales.

Discord and Telegram groups will be created, and it will be easier to integrate earth and game users to each other. While developers improve the game, social media moderators will help the investors and players to start playing the game by explaining.

TOKEN DETAILS



TOKEN DETAILS

Official symbol of Racearth's token will be "RACE". All transactions in the races and Earth will be done with this token. In order to play the game and any to do something on the lands, users must have RACE token. RACE tokens will be used in all purchases, developments, and events. RACE token will be on Binance Smart Chain network, there will be bridges to the other networks soon. Planning for this step decided on the roadmap for the first quarter of 2023.

There will be system tax in the RACE token, which will be used for rewards and all financial activities. In this way, the ecosystem will be kept under control and all possible negativities will be prevented by the Racearth team.

In all lands such as car tuning, gas station, tire change areas, the owner of the place will earn RACE tokens when the car owner use their service. The reward in the races will also be paid only with RACE token.

In order to prevent inflation and price problems, Racearth team can distribute Binance Smart Chain (BSC) instead of RACE token in the big events team prepared. After the tests of the game this will be decided and Racearth team can make changes if there is something bad for the gamers or investors.

In order to solve "fee" problems that may occur due to the Binance Smart Chain network in the future the bridge system will be ready. In this way, problems such as network problems or fees will not affect badly the development of the game and the comfort of the users.



ROADMAP



ROADMAP



Q2 2022

- Racearth name is created.
- Social media accounts are created.
- Design plans of Earth are started.
- Software plans of Earth are started



Q3 2022

- Design of website is started.
- Software of website is started.
- Meeting with launchpads are started.
- Partnership meetings are started.
- Earth designs are started.
- Earth software is started.
- RACE Token planning is started

- Earth v1.0 tests are done.
- RACE Token documents are published
- Angel investor meetings are completed
- Presale is finished
- Race game design started
- Race game software started
- New version of Earth released
- New partnerships are started

Q4 2022



ROADMAP



Q1 2023

- Dex listing is done
- Form is released for the game demo
- Game demo is finished
- Tests by gamers is started
- Results of the gamers are published
- Last updates of the game are done
- Bridges to other networks are finished



Q2 2023

- Integrating Race and Earth is done
- Integration tests are done
- Racearth full version is released

- New partnerships are done
- Land and car renting system integration is finished
- Earth v2.0 update is released
- Racearth DAO
- New version of Racearth NFT system

Q3 2023



- New partnership announcements
- Races with big prizes are planned

Q4 2023



TEAM



TEAM

It is the first project of Crypto Welts company, who is founded in Germany and have been providing professional services about blockchain, software, marketing, and many other services since 2017. Crypto Welts company will be using those experience gained over years to the Racearth and takes full responsibility of the project. With the team they have consisted of 17 people, Crypto Welts will provide any service without taking any external support to make Racearth a perfect metaverse and play to earn project. They already have everything they need, and they are capable of doing everything, for integrating additional services they have big partners like Chainlink, Nuls etc.

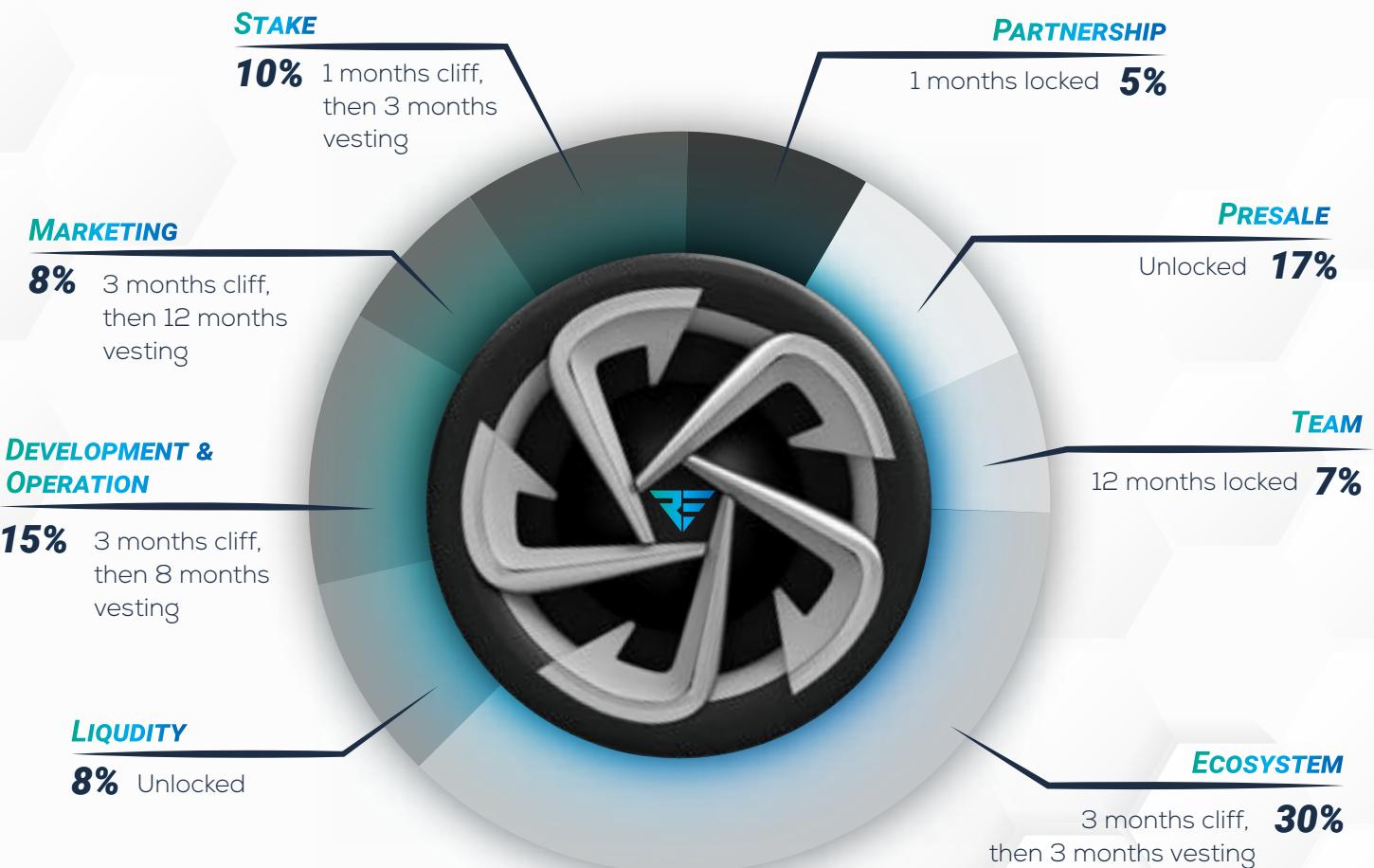
They have been working on the project for months and already started to follow the roadmap. They are now talking to the IDO platforms, making partnerships and agreements with different projects and brands.

TOKENOMICS

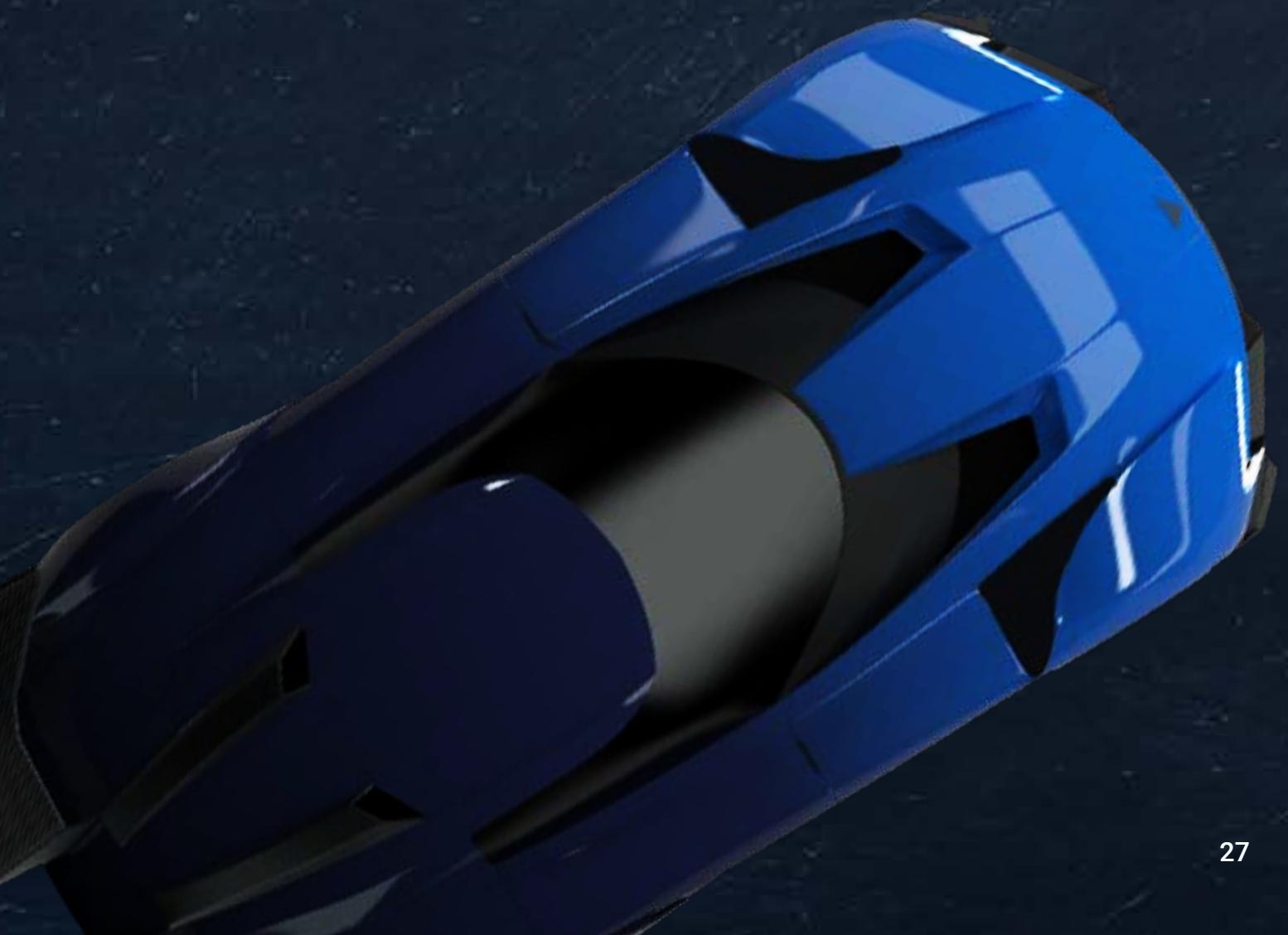


TOKENOMICS

Name of the Token : **Racearth**
Symbol : **RACE**
Total Supply : **800,000,000**



CONTACT



CONTACT



Website <https://www.racearth.com>

Telegram Chat <https://t.me/racearth>

Telegram Anons <https://t.me/racearthannouncement>

Twitter <https://twitter.com/racearth>

Discord <https://discord.gg/mPAZBmQqzg>

Youtube <https://www.youtube.com/channel/UCO-0bIdOktJlwof2Eg9tpUw>

Medium <https://medium.com/@racearth>

Mail info@racearth.com



CryptoWelts

Website <https://www.cryptowelts.com>

Twitter <https://www.twitter.com/cryptowelts>

Mail info@cryptowelts.com

