



NIXIUM

A New Element
To The Market

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The Problem

- Most crypto projects struggle with long-term engagement and utility.
- Users lose interest after early gains, and ecosystems collapse without sustainable value.
- The market needs a token that blends strategy, gamification, and real community-driven economy.

Our Solution: **NIXIUM**

- NIXIUM is a unique cryptocurrency that operates within a gamified ecosystem.
- Users buy, upgrade, and trade virtual plots using NIXIUM tokens.
- Through progression and strategy, users unlock new layers of value and engagement.

How It Works

Phase 1. Nixium Droplets

- Users tap to earn in-game currency and tokens
- Tokens are used to purchase NIXIUM Crates
- Crates drop random items, upgrades, and currency
- Complete collectible sets to gain a percentage share of the NIXIUM pool

Phase 2. The Plot Ecosystem

- Use NIXIUM to purchase and upgrade land plots
- Each plot yields passive NIXIUM over time
- Users can trade, auction, and upgrade plots
- Token burning mechanisms maintain scarcity

NIXIUM Droplets

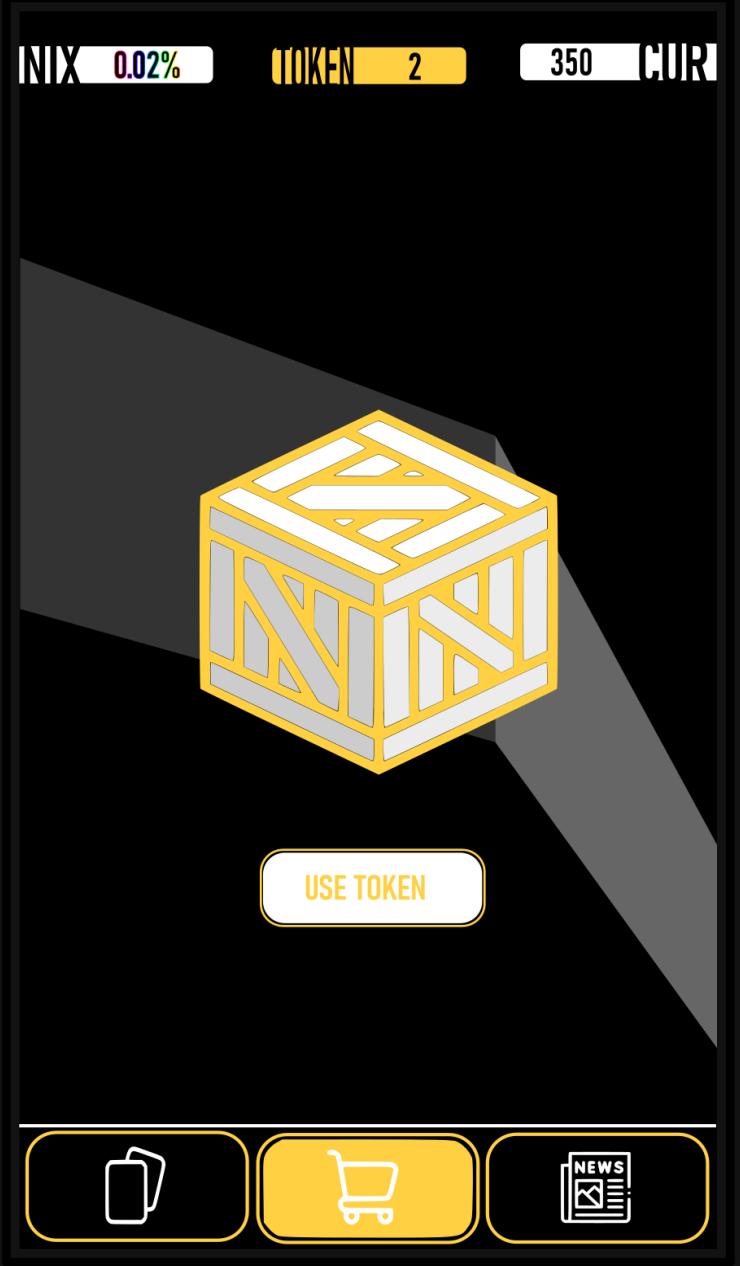
- **A Tap-to-Earn Web App**

The core mechanic is simple and addictive: users tap to earn soft currency and simultaneously fill a progress bar.

- **Token Generation**

Each time the progress bar is filled, users are rewarded with a token. Tokens can be used to purchase **NIXIUM Crates**, our in-game loot boxes.





NIXIUM Droplets

Crate RNG System

Crates contain randomized rewards, including:

- In-game currency (used to boost efficiency)
- Multipliers and RNG luck boosters
- Set items (collectible pieces with rarity tiers)

Set Completion = Yield

Completing item sets gives players a share of the **Phase 1 NIXIUM pool**, reflected as a percentage shown in the UI. The more sets completed, the larger their final share.

The Plot Ecosystem

- After the phase one's liquidity pool is distributed between users we will introduce the plot ecosystem
- The plot ecosystem will let user who have attended in phase one to have an advantage and be able to buy plots using their NIXIUM without needing to buy NIXIUM separately and then injecting it to their account on the ecosystem
- These plots will have multiple tiers and each tier will have certain amount of yield in NIXIUM, higher the tier higher the yield.
- Users can grow their plots by using NIXIUM and purchasing upgrades and such, which in turn will allow us to burn the amount and keep the market stable and under the cap.

The Plot Ecosystem

- Upon reaching higher plot tiers users have the option to sell their plot for NIXIUM or even auction it
- We will apply fees to then again burn NIXIUM and keep it under the cap
- Having this ecosystem will incentivize the user to simply hold or buy NIXIUM to gain entry to ecosystem ensuring sustainability.

Tokenomics

- Fixed Supply Cap to ensure scarcity.
- Controlled minting through gameplay.
- Fees for trading and upgrades to stabilize the economy.
- Burn mechanism to reduce supply over time.



Community First

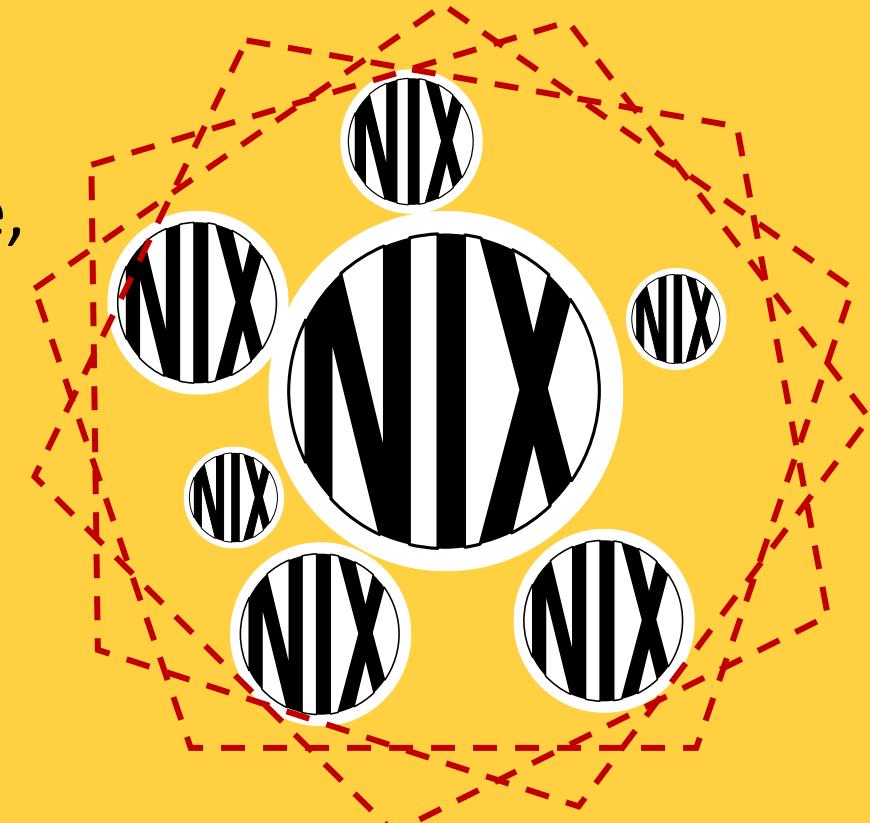
- NIXIUM thrives on user participation.
- Events, leaderboards, and guilds to drive engagement.
- Player-driven marketplace for plots and assets.
- Voting on future features via DAO-like mechanisms.
 - Top holders and most active plot owners receive voting power
 - Vote on feature updates, events, and economic changes



Security & Longevity

To maintain a healthy economy and prevent abuse, NIXIUM introduces dynamic systems that encourage real engagement while discouraging passive farming and automation.

1. Maintenance-Driven Plot Economy
2. Activity-Based Yield Boosters
3. Seasonal & Event Systems
4. Anti-Automation Mechanics
5. Gamified Decision Trees



1. Maintenance-Driven Plot Economy

- Plots require upkeep to maintain full yield
- Users pay NIXIUM to maintain or upgrade plots
- Neglected plots yield less, encouraging reinvestment



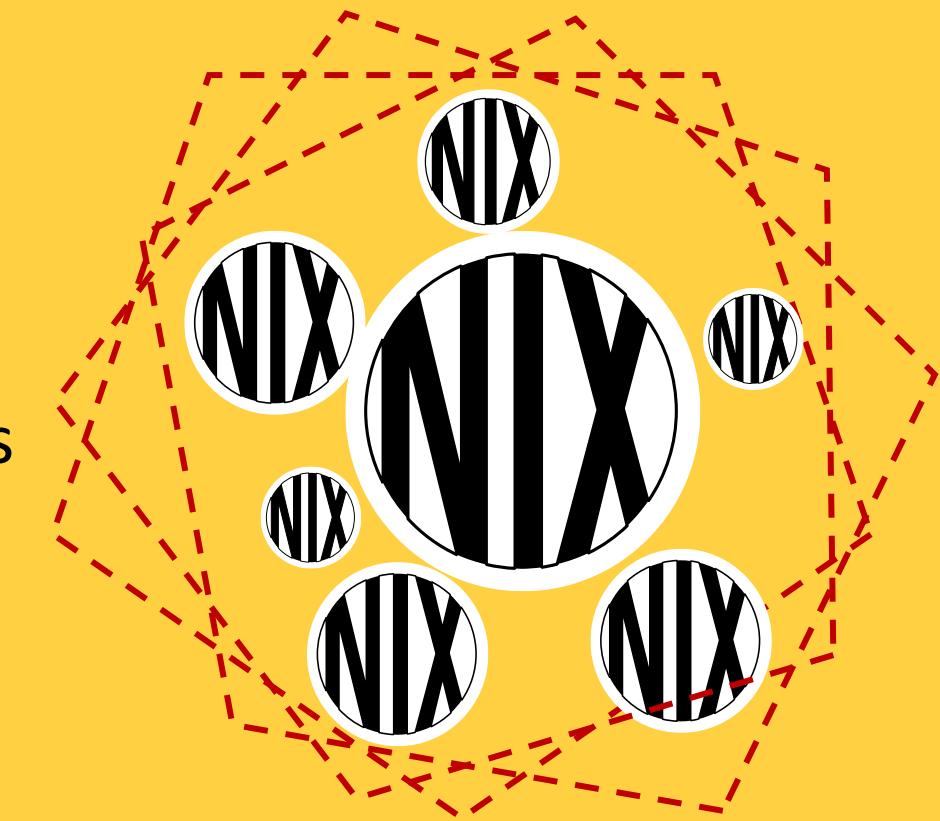
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2. Activity-Based Yield Boosters

- Yield bonuses tied to user engagement
- Logging in, upgrading, voting = higher returns

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3. Seasonal & Event Systems

- Special events increase engagement and token burn
- Dynamic content prevents passive farming cycles

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4. Anti-Automation Mechanics

- Randomized cooldowns, decision points, soft interactions
- Backend detection for macro/bot patterns

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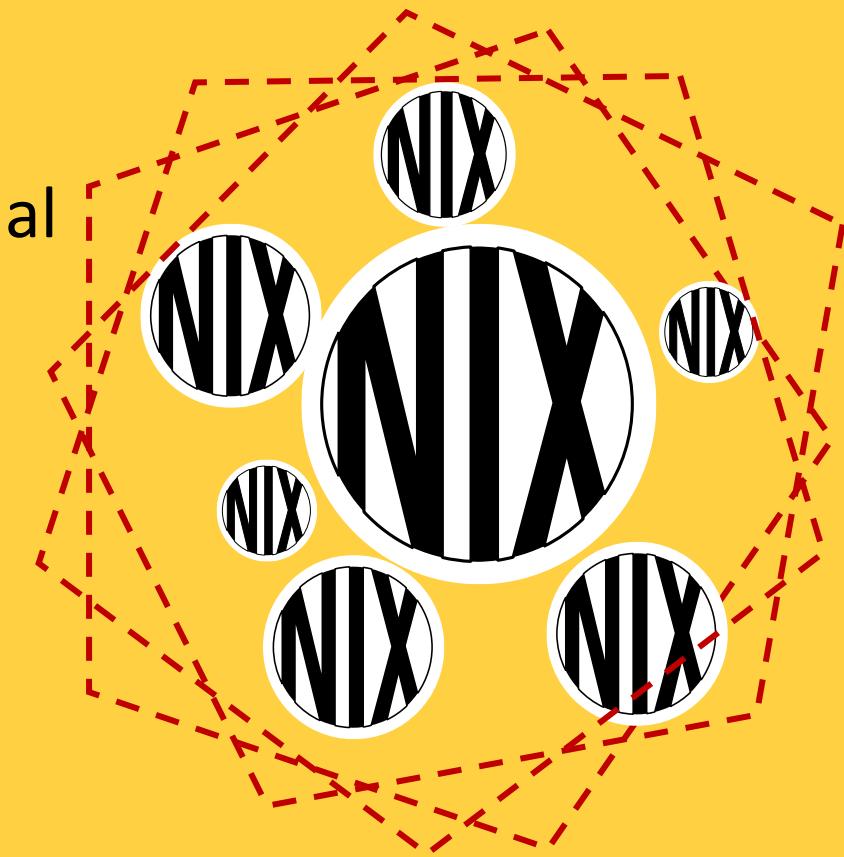
5. Gamified Decision Trees

- Interactive choices required to sustain yield
- Examples: randomized plot care actions, seasonal bonuses

Goal:

Build a game economy that rewards attention and creativity—not automation.

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3. Seasonal & Event Systems
4. Anti-Automation Mechanics



Treasury Structure & Fee Flow

- To ensure transparency, trust, and long-term alignment, NIXIUM implements a decentralized revenue and allocation model

Company Reserve Pool

Ecosystem Fee Routing

Transparency Commitment

Company Reserve Pool

- A fixed portion of total NIXIUM supply is reserved for the development team.
- Vesting schedule with full public transparency.
- Used for ecosystem maintenance, marketing, partnerships, and liquidity provisioning.

Ecosystem Fee Routing

Transparency Commitment

Ecosystem Fee Routing

Transparency Commitment

When users pay fees (e.g. upgrades, maintenance):

- 50% is burned — permanently removed to maintain scarcity
- 30% goes to a Community/Rewards Pool — for events, staking rewards, and future incentives
- 20% goes to the Company Pool — used for development, upkeep, and scaling efforts

Transparency Commitment

- All wallets are public and tracked via a live dashboard
- Monthly treasury reports to maintain ecosystem trust
- **Result:**
 - A circular, deflationary economy where both the users and the creators are incentivized to grow the project sustainably.

In Summery

- NIXIUM is a new kind of crypto project: one that brings together interactivity, collectibles, ownership, and sustainable Tokenomics. By rewarding activity with real value and offering multiple strategic pathways to grow, NIXIUM delivers an experience that is both fun and financially meaningful.

NIXIUM

The Future of Gamified DeFi Engagement