THE PLAN

MONETIZATION BASICS

● The game is available for free-to-play players, but they will get more ads and limited features
● Owning at least 1 NFT will unlock more gameplay features and rewards
● 2 Tokens ($ECG and $ECT) to help balance uses of both limited and unlimited supply of currency.
● Enforced by token code, token trading has adjustable burn fee, developer fee, and liquidity provider/staking fee.
● Extremely limited "Play to Earn" features. Focus should be gameplay and real-world NEVs.
● Action multiplayer games have significantly higher server costs than single-player, or even turn-based multiplayer games, but there are several examples of sucessful similar non-NFT games being maintened by only ads and cosmetic micro-transactions

TOKENS – ECG

ECG – Evo Car Gold is the internal utility Token.

TOTAL SUPPLY
● Unlimited

HOW TO OBTAIN
● Trade with ECT
● Win matches
● Complete achievements
● Watch ads

UTILITIES
● Trade with ECG
● Buy non-NFT Lootbox for obtaining non-NFT Cars.

TOKENS - ECT

ECG – Evo Car Token is the external utility Token.

TOTAL SUPPLY
● 100 million

HOW TO OBTAIN
● Trade with ECG
● Trade with ETH (or Binance/Solana/Other network base currency. Yet to be decided.)
● Participate in Special Events

UTILITIES
● Marketplace Currency
● Buy NFT Lootbox for obtaining NFT Car

MONETIZATION – CAR NFTS

- The Player can Buy new Car NFTs from a Lootbox system
- The Player can Buy and sell Car NFTs in the Marketplace
- Owning an NFT allows acess to more game features and $EVG rewards
- The Player can "Melt" an unwanted Car NFTs back into $EVT ("Semi-Fungible Token" technology) for a fee

MONETIZATION – TOKEN/NFT FLOW

White line = Token/NFT flow
Green line = Token/NFT creation
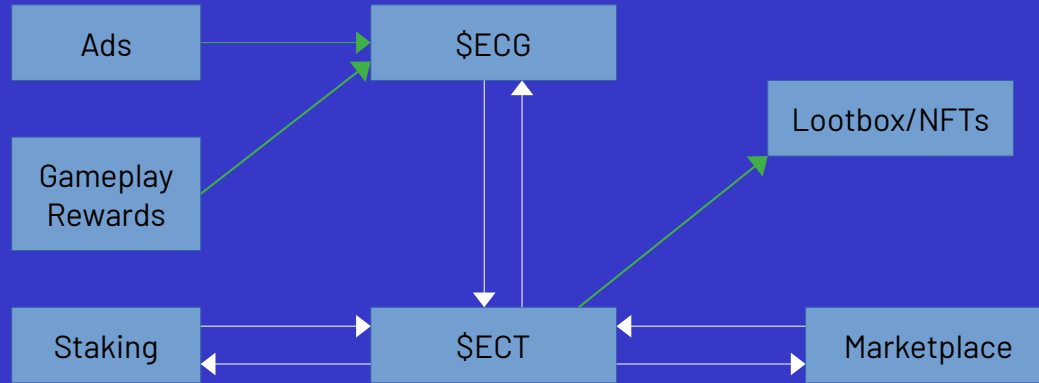
(Please check other pages for details.)

SOURCES OF INCOME

- Fees from Trading
- Fees from Marketplace.
- Car Lootboxes
- Ads
- Players buying a real new car based on their digital car.