Page 1 – Title

Monetization Model Design

EvoCar – Car Battle Arena

Page 2 – Basic Tokenomics

Page 3 – Marketplace

Page 4 – Car Keys – NFT Lootbox system

Page 5 – Player Generated Content

Page 5 – Dynamic Rewards Pool

Page 5 – Real World Rewards

- The player can buy "Print On Demand" products based on the player's exclusive NFTs: car seat covers, car sun shades, car mats, steering wheel covers, license plates, license plate covers, etc.
- PIXMoving/NEV vehicles ...