TCGCoin 2.0 Protocol

Introduction

The TCGCoin 2.0 is based on a dynamic commission system with the Automatic Liquidity Pool Mechanism that will depend on the stage of project development.

System of dynamic fees and rewards

The TCGCoin 2.0 smart contract could apply a custom fee on all transactions (buys/sells/transfer). Some parts of it could be automatically distributed to active players, landlords and farmers in TCG World Metaverse or will be automatically added to the liquidity pool.

That means the amount of tokens in holders' wallets could increase as they play, trade and own in TCG World Metaverse. Based on setup the liquidity pool will continuously increase, as well, which leads to a higher price floor of TCGCoin 2.0. This way impermanent loss is avoided altogether and in effect holders get paid for just playing in TCG World Metaverse and use TCGCoin 2.0 for the daily in-game business.

Tokenomics

Each stage of project development and associated tokinomics settings will be explained to the community in advance.

Stage 1

Total supply: 280 000 000 TCGCoin (constant for every stage)

Selling fee: 25% to liquidity pool

The key concept behind the first tokenomics stage of the TCG project is a fee for selling TCGCoins 2.0 to quickly grow the liquidity pool. If the holder sells his TCGCoins 2.0, holder must pay a 25% fee. That 25% is distributed as follows:

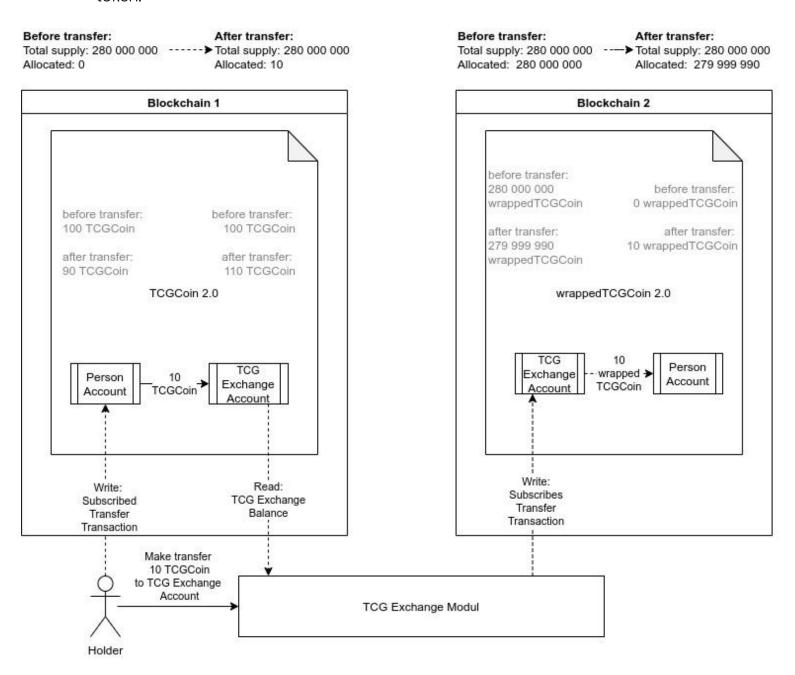
 25% is split equally, with half being converted to Binance Coin (BNB) and half remaining TCGCoins, then pairing them for use in a liquidity pool

Cross-chain transfer solution

The main idea of a TCGCoins 2.0 cross-chain transfer is to move the value of tokens between smart contracts on different blockchains by a simple in-build in TCG finance ecosystem cross-chain exchange through the main wallets of TCG project on different chains at a rate of 1 token on one blockchain into 1 token on another blockchain.

Our cross-chain protocol ensures that contracts are triggered sequentially, first to the sender's contract, then to the recipient's contract.

Thus, we achieve compatibility of the states of the cross-chain essence of the token.



List of EVM compatible blockchain

Polygon is a protocol and a framework for building and connecting Ethereum-compatible blockchain networks.

Binance Smart Chain (BSC) is a blockchain network built for running smart contract-based applications.

TomoChain is a scalable blockchain powered via Proof-of-Stake Voting consensus and used commercially by companies globally.

HECO is a decentralized, high-efficiency and energy-saving public chain, also the first product launched by the Huobi Open Platform.

As **Celo** is a proof of stake blockchain, Deutsche Telekom delegates or stakes its CELO on validator nodes operated by its subsidiary T-Systems MMS.

The **POA** Network is an Ethereum-based platform that offers an open-source framework for smart contracts.

Avalanche is the fastest smart contracts platform in the blockchain industry, as measured by time-to-finality.

Blockchain	Binance Smart Chain	Ethereum	Polygon Matic	Tomo Chain	Huobi Eco	Celo	POA Network	Avalanche
Smart Contract	TCGCoin 20	eth TCGCoin 20	polygon TCGCoin 20	tomochai nTCGCoin 20	houbieo TCGCoin 20	celo TCGCo in20	poanetwork TCGCoin20	avalenhe TCGCoin20
Programing Language	Solidity v.0.8.6	Solidity v.0.8.6	Solidity v.0.8.6	Solidity v.0.8.6	Solidity v.0.8.6	Solidit y v.0.8.6	Solidity v.0.8.6	Solidity v.0.8.6
Total Supply (initial state)	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000
Allocated token on exchange wallet	0	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000	280 000 000