



IncluCity's **White Paper**

IncluCity

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INTRODUCTION TO INCLUCITY

IncluCity will be a place where people can go to have fun, earn while having fun, learn, socialize and so much more. Taking so many real world aspects and putting them into a metaverse and being able to profit in ways that some may only dream about in reality. No high price tags to participate, no excessive games in order to earn INFINITIES (ICI). This is to be so much more than just your everyday ordinary virtual reality 'Game Lobby.'

TOKENOMICS





TOKENOMICS

10% Buy/10% Sell
4% Liquidity
2% Marketing
2% Development
2% Treasury

The liquidity will be locked and burned. These percentages are not 'set in stone,' initially. While we are getting the token off the ground, more will be used for marketing then for the development. If marketing is needed and the marketing funds have been spent as well as the development funds, funds will be allocated personally towards the marketing campaign needed. Once the project has been established, the name is out there and excessive marketing isn't a requirement, the structure more solid.

The treasury tax will be a pooled portion used to buy land in already developed metaverses which will be used to generate income for our project and development.

The contract will not be renounced for several reasons, CEX listings, ending taxes in the future, adjustments to best fit what the project needs. There will be complete transparency in what steps are being taken to most effectively improve the project as a whole, long term.

TOKEN



TOKENS - ICI

The max supply of iNFiNITIES is 100,000,000,000 and circulating supply will be 25,000,000,000. Moving towards a deflationary and/or a reflationary token. Citizens of IncluCity will be able to use ICI's to buy and sell all things around the city.



Team	10%
Exchange listings & liquidity	21%
Partners & advisors	10%
In-game rewards & development	21%
Company Reserves	10%
Marketing	3%
Circulating Supply	25%

TOKENS CONT'D



TOKENS - ICI



- **21% - Exchange Listings & Liquidity** -
 - unused amount locked bi-weekly
- **10% - Partnerships & Advisors** -
 - 5% unlocked each month
- **21% - In-game rewards & development** -
 - Locked for 1 year, extended depending on launch
- **10% - Company Reserves** -
 - Locked for 1 year, extended depending on launch
- **10% - Team** -
 - 5% unlocked each month after start
- **3% - Marketing** -
 - unlocked
- **25% - Circulating Supply**

The locks set on these tokens is to provide a particular level of trust that they will be used for their purposes. When people are hired as part of the team, developers, partners etc. after starting to work together, they will receive their payments for services spread out based on the structure listed above. At launch all iNFiNiTiES not relative to the Circulating supply will be locked accordingly to prevent any concerns from our holders.

DEVELOPMENT



DEVELOPMENT

At and after launch, the 2% tax and development reserves will be used for the development of IncluCity. We will start with building a 10,000 plots of land for the first batch. Once they are $\frac{1}{3}$ of the way filled, we will release another 10,000 and continue at this rate until we reach a plateau. Leaving enough available at all times for new subscribers.

There will be an open source, free download of the software needed to design NFTs that can be used within IncluCity as upgrades for homes, such as pools, additions, homes, buildings, etc. As well as upgrades for your avatar as in clothing, accessories and possibly companions. Transportation is still being discussed, whether that be a 'public transportation,' or the possibility of individual means of transportation and if so then that too would be able to be upgraded.

This software has two main benefits. Being able to customize as well as with the marketplace. Citizens are able to list NFTs designed using the IncluCity software to earn IC's by selling them to those that don't want to make their own or don't want to use the default options. Being able to earn while you live within IncluCity gives everyone the option and ability to purchase upgrades through the marketplace.

dApps



dApps

Having the option and ability to handle everything all in one place is the plan for developing dApps. A Non-Custodial Wallet, Decentralized Exchange, and a Bridge to make it seamless and convenient for all of IncluCity citizens. With the wallet we would like to partner or develop an on and off ramp to easily convert Fiat to ICI token as well as ICI to Fiat.



ROADMAP



ROAD MAP

2022-

Quarter 3

- Presale/Launch
- If presale, distribution and launch
- 1,000 holders
- Huge marketing campaign
- Token tracker listings (CMC, CG, Crypto.com, Coinbase, Binance)
- Start development on InCity
- AMA's and community spaces

Quarter 4

- CEX Listings (Tier 2)
- Continued marketing
- Make NFT land purchase to start generating income
- Produce preview/trailer for InCity
- 2,500 holders
- AMA's and community spaces
- Release dApp

2023-

Quarter 1

- Buy additional NFT land plot
- 5,000 holders
- CEX Listings (Tier 1)
- Media Blitz (Published, YouTube, Odyssey, etc.)
- Partnerships for InCity
- Release dApp
- AMA's and community spaces
- Release second preview of InCity Marketplace
- Hold fundraising event at one of the NFT land plots
- Buy another NFT land plot

Quarter 2

- 7,500 holders
- CEX Listings
- Media Blitz
- Third Trailer for InCity
- Buy additional NFT land plot
- Release dApp
- Sign Partnership
- Release preview of NFT design software

Quarter 3

- 10,000 holders
- Start sign-ups for early citizens
- Huge* Media Blitz
- Hold massive fundraising** event
- Show in depth preview of InCity
- Release final dApps
- Announce Partnerships
- AMA's and Community Spaces
- Announce Launch Date*

Quarter 4

- Huge Media Blitz*
- AMA's and Community Spaces
- 15,000 Holders
- Adjust/Remove Taxes***
- Buy additional NFT land plot****
- Huge Launch Event*
- Launch InCity*
- Launch Marketplace*
- Launch NFT Design Software*

* - If the development is going to be complete in time

** - If there is a need to fundraise

*** - If the cash flow earnings supports this move

**** - If more earnings is necessary before ending taxes

Future of INFINITIES



FUTURE OF INFINITIES

Many things come to mind when it comes to the holders and the token. Potentially, having the project become a DAO would be ideal, to give everyone an equal say as to what happens within the project for a number reasons. High on that list, when taxes are ended or how to adjust them in order to make the token deflationary.

The main reason to not renounce the contract is because my plan to expedite the development of IncluCity is to create an income for the project that would go 100% to the development. After the development is well underway and we release IncluCity, the NFT builder software, the marketplace and dApps to make things easier, (i.e. DEX, Bridge, staking, wallet etc.) the cash flow would be used to replace the taxes on buys and sales of the TOKEN. dApps will either be partnership opportunities or developed in house.

Everything that comes in that isn't used for the replacement of the 10% buy/sell tax would be used for either liquidity injections, deflationary methods, (i.e. buybacks and burn mechanisms) and/or reflections to the holders, split in accordance to the number of INFINITIES an individual holds, giveaways, (i.e. free 3-6-12 month subscriptions, marketplace credits, INFINITIES, etc.) and lastly the possibility of charitable donations that would be voted on and decided with the help of all the holders. These reasons are why having this potentially becoming a DAO.

Community



COMMUNITY

While launching the token and while IncluCity is under development, this time will be used to build a solid, and hopefully ever growing, community. Having weekly or bi-weekly AMA's and community updates is important. Having the community, and the team open up spaces on platforms such as on Telegram, Discord, Twitter, etc. to let both the community and team get to know one another. The opportunity to ask the team questions. Talk amongst the community and as a result, when IncluCity launches, there will be more to do and more opportunity to socialize within the city.

Once IncluCity launches, we will have meetings and hold spaces within the 'metaverse.' Hold events, incorporate places to go, things to do, within the city so that its not all work or just all about the 'epic gains.' Potentially as we grow, there can be small events where its the community and the team and large events where the team hires some form of entertainment where there are performances within a stadium or theater of sorts. The plan is to grow together and as ideas come in, incorporate them into the city making this a living organism that grows and evolves over time.

Subscriptions



SUBSCRIPTIONS

The subscription for plots of land would be between \$10-15 per month. The benefits to this far outweigh the cost. For one, you don't have to pay thousands of dollars for a NFT plot of land. Second, it will provide an ad free environment for the user. Lastly, and some may say most importantly, data is stored from the user every time someone clicks on an ad using popular social media platforms under the guise of creating 'content fit for the user.' Having an ad free space provides a lack of annoyance as well as an environment for privacy.

For the lite version, ads will be limited but existent. This will be to provide a lite citizen equal access to IncluCity. Since lite citizens won't have all aspects of the paid subscription, (i.e. land, etc.) it gives the user multiple incentives to opt for the subscription. Data caching to store users' ad selection will not be used to 'provide a better experience.' As far as what ads are displayed the decision will be unbiased and they will be displayed in a particular way/frequency so as to not deter the citizen from entering the city.

METaverse CITY

Live to Earn



LIVE TO EARN

To start, there will be games to play and earn as well as opportunity for partnerships with other 'play-to-earn' games.

As for 'Live-to-Earn,' citizens will be able to bid-buy-sell upgrades within IncluCity. The opportunity to buy land to rent it to someone for less than the available subscription to generate a cashflow, or if the plots of land are limited at the time being able to rent for equal pricing. All the details would have to be figured out about setting a cap on the available rent price or leaving it as a free market. Having several properties and hiring someone to manage your property. Creating ways to earn while you travel to IncluCity is a priority.

Potential earnings. Gone are the days of playing a game for hours to earn \$.03. There will be games, however I also want to develop an interactive platform for people to use their knowledge and talents for profit.

Examples



EXAMPLES

Example 1: You know another language and want to teach classes, you can set up, through IncluCity, a subscription where your students pay you for a day, week, month of classes, you set the schedule and log in on those days to teach others and receive the agreed upon amount. Clients will leave a review for potential clients.

Example 2: You're a graphic designer and you create amazing wall art and are a lite citizen, creating a free art space for those to advertise their art for sale that can be sold as an NFT, created within the software provided, and sold for people to use for wall art in their space, if there is individual transportation being able to apply it there.

Example 3: If there is individual transportation, creating a "Virtual Uber" where you take a person from A to B and using a simple payment system, like tipping, to get paid for your time.

Example 4: Someone wants to take part in IncluCity, but they never like the options they pick using the defaults when building their avatar, you're really great at doing that and charge a reasonable fee.

Example 5: Incorporate social media and streaming services where you are a hit on an online video service. You start recording as a citizen on the platform developed and get paid for views, ads, ad-free service.

The idea is to create a way for citizens to be creative when finding ways to earn ICI Tokens in IncluCity. Even starting in lite and working up to paid members, earning enough to pay for the first month or so and create their space to earn or live from that. IncluCity will be for everyone and will have plenty of interesting options to choose and earn from.

Conclusion →

CONCLUSION



IncluCity is going to be a place everyone wants to be in for many more reasons than one. As the community, company, and project grows, the city will grow with us. While we transition into this Web 3.0 world we are getting closer to every day, there will be newer versions of products and services we already use in Web 2.0. The main objective of IncluCity is to give the power and the earnings back to the user.

Telegram: <https://t.me/IncluCity>
Twitter: @IncluCityBSC

Thank You