

# **CLUTCH-CHAIN: A new architecture for a high performance blockchain v0.0.1**

**Legal Disclaimer** Nothing in this White Paper is an offer to sell, or the solicitation of an offer to buy, any tokens. **Clutch Network** is publishing this White Paper solely to receive feedback and comments from the public. If and when **Clutch Network** offers for sale any tokens (or a Simple Agreement for Future Tokens), it will do so through definitive offering documents, including a disclosure document and risk factors. Those definitive documents also are expected to include an updated version of this White Paper, which may differ significantly from the current version. If and when **Clutch Network** makes such an offering in the United States, the offering likely will be available solely to accredited investors. Nothing in this White Paper should be treated or read as a guarantee or promise of how Clutch-Network business or the tokens will develop or of the utility or value of the tokens. This White Paper outlines current plans, which could change at its discretion, and the success of which will depend on many factors outside **Clutch-Network's** control, including market-based factors and factors within the data and cryptocurrency industries, among others. Any statements about future events are based solely on **Clutch-Network's** analysis of the issues described in this White Paper. That analysis may prove to be incorrect.

# **INTRODUCTION**

## **What is CLUTCHNETWORK**

**Clutch network** is the revolution the crypto industry needs. It is a blockchain platform which is home to lots of blockchain projects. It was built with gamers in mind although it can be used by anyone interested in crypto.

## **What is Clutch Verse**

**Clutch Verse** is going to be the first online FPS game to be built on the **Clutch Chain**. It will be easily accessible on both the play store and app store.

Soldier Breeding is a concept being worked on by **Clutch Network**. Just like animates, in-game soldier breeding would be seasonal. Players would have a period to use their basic characters to complete seasonal tasks. The more tasks completed, the more upgrade slots for the character in use. Upgrades will come in the form of skins, power level increase etc. Fully upgraded soldiers are called Supper Soldiers.

Breeders would then be able to sell their supper soldiers in the marketplace at the end of the breeding season in exchange for **Clutch Coins**. Once a Supper Soldier is put up on sale, it can't be used by its owner until the sale is canceled. Also, once a super soldier has been sold, it can't be used by its previous owner. For in-game rewards, **Clutch Network** will introduce a consensus mechanism known as **PROOF-of-KILL**.

## **What is Proof- of -Kill**

Proof of kill is a new consensus mechanism being introduced by **Clutch Network**. After every game round, the algorithm selects the players with the highest in-game kill streaks will be randomly selected. The selected devices will then act as nodes for a short period and help validate the network. Rewards will be calculated and distributed.

## **What happens to non-gamers**

The proof of kill consensus will be gamer exclusive. For other crypto enthusiasts who want to Stake and help validate the network, the **Proof of Stake** consensus will be utilized. Hence, the **Clutch Chain** is going to utilize two consensus mechanisms.

## What is Clutch Chain

The **Clutch Chain** when completed will be the foundation of the **Clutch-Network**. It will allow for smart contracts, fast transactions with low fees and allow developers build unique projects on it.

## OUR BACKGROUND

**“THE WORLD WILL BE A SAFER PLACE IF WE TOOK THE MURDER AND VIOLENCE TO THE VIRTUAL WORLD”**

**-ELISHA CLUTCH.**

**Elisha** approached the creation of **Clutch Network** from a unique perspective. As a Call of Duty and PUBG player from 2018, he got bored with the same trend happening all over again. Developers create Special character skins, mythic guns and crates which they then put up for sale. **Elisha's** idea is to give that authority to the gamers. Over the years, **Elisha** realized that most gamers were not getting most out of the time and energy they put into the games they played. With that, he introduced the Proof- of -Kill concept which allows deserving gamers receive rewards thus motivating them.

**Elisha** would be a breeder and full-time partaker in the **Clutch Verse** .

## WHAT PROBLEMS DOES CLUTCHNETWORK SOLVE

**Clutch Network** seeks to solve most persistent problems when it comes to the play to earn space. For a while now most of these questions have gone unanswered.

## Ponzi Schemes

Many people feel that play-to-earn crypto games have the hallmarks of a Ponzi Scheme. After all, in order to gain entry, you must first purchase a certain number of the native NFT or others in-game token and only then can you properly participate.

For some games there is no real use for new tokens besides either adding them to your collection or selling them to someone else who wants to participate in the economy, it is easier to see how this could be so.

This is because before someone can participate, they need to invest capital into the game and then they can use those assets to produce more digital assets to sell. But the only way that they can be sold is by attracting new buyers who can also only participate by spending personal cryptocurrencies or fiat and then finding new buyers for the tokens that they produce.

The platform owners make money without working since the game's blockchain protocol automatically generates NFTs, with the participants actually doing the work of activating the protocol and attracting buyers. This is because, minimally, the developers usually take a cut of the transaction fees, although they generally find other ways to generate profit as well.

## SOLUTION

The **Clutch Verse** after completion will be a free game which can be downloaded and played just like regular games. Gamers will not be required to purchase any **Clutch Coins** or **Clutch Tokens** before they play. No investment whatsoever is needed to participate in **Church Verse**. Just simply downloading and playing is enough contribution towards the community. Staking **Clutch Coins** to earn more rewards is fully optional. NFTs are only minted on request from gamers and NFTs would be minted according to the **Super-Soldiers** created by the breeders. With this implementation, minted NFTs will be able to hold a high and stable value because of their scarcity.

# **Unfair Advantage**

Some play-to-earn crypto game developers sell high-level equipment or similar gaming assets to early investors. This automatically gives them an advantage over later opponents.

This especially true if they are extremely rare or once-off items, or if they are incredibly difficult to acquire the parts or experience for.

Fighting an opponent that can decimate you is not fun, and it makes grinding for experience that much harder as well, unless there is some kind of protocol in place to ensure that you are pitted against opponents who are at a similar level to you.

## **SOLUTION**

Every player participating in **Clutch-Verse** will start from scratch with no special characters or kill effects. **Super Soldiers** will be created by breeders during the Breeding Season. **Super Soldiers** are not immune to bullets, but they have special skins and advanced health. Any player would be able to breed a **Super Soldier** when the breeding period starts.

# **Necessity**

Many gamers also wonder what blockchain truly contributes to gaming. After all, most games are centralized, which makes them no safer than a typical server. Additionally, developers have more control over resetting servers if any problems arise such as update errors or hacks on traditional gaming servers than on blockchain platforms, where undoing the damage done by hackers is hugely problematic.

For instance, returning to the Axie Infinity hack, the platforms users were unhappy with the developers' suggestion of introducing newly minted Axies to the platform to reimburse those who had theirs stolen in the hack because this would dilute the value of the other tokens. There is no way to reset a blockchain.

## **SOLUTION**

There is no doubt that the **Clutch-Verse** will be centralized just like most online FPS games.

However, developers only role will be to run updates and make sure servers are optimized and running smoothly. NFTs can only be minted by breeders after a Super Soldier has been maxed out.

Once a **Super Soldier** is generated, a private key to access the Supper-Soldier will also be generated. Hence no two players can use the same **Super Soldier**.

# TOKENOMICS

The Clutch Network ecosystem will have three (3) tokens.

1. Clutch Coin-CLC
2. Clutch Token-CLUTCH
3. Frag-FRAG

NB: **Clutch Coin** and **Frag** will be created on the Clutch Chain and will have a more detailed tokenomics once the **Clutch Chain** is launched.

## CLUTCH COIN

**Clutch Coin** is going to be the native currency of **Clutch Network**. The #ProofofStake consensus will allow nodes to be run and help validate the network.

Gamers will also be allowed to stake their, **CLC** before the start of each game round. After each match round, the #Proof of Kill consensus will select players with the highest kill streaks. The selected devices will act as nodes for a short period after which rewards will be calculated and distributed. Network Validators will run nodes which will help to further secure the blockchain.

## FRAG

**FRAG** is estimated to have **100,000,000** tokens and is designed to fit perfectly between CLC and CTK in regards to circulation supply.

Moreover, the token is a Governance token which will allow the #ClutchSquad to vote on upcoming proposals on our **CLUTCH DAO**.









# CLUTCH TOKENS

**CLUTCH** is the first token of **Clutch Network**. With a total supply of **ONLY 2,000,000,000** tokens, it represents the other end of our Ecosystem spectrum.

**CLUTCH** aims at paving the way for **Clutch Network** Main-net. **CLUTCH** would be used as rewards for gamers and enthusiasts who take part in tournaments and tasks organised by **Clutch Network**. An **INITIAL DEX OFFERING** for **CLUTCH** will be organized by **Clutch Network** to help fund the project and provide liquidity.

## TOKEN DISTRIBUTION

	<b>TEAM:</b>	<b>150,000,000</b>	<b>15%</b>
	<b>MARKETING:</b>	<b>100,000,000</b>	<b>10%</b>
	<b>COMMUNITY:</b>	<b>350,000,000</b>	<b>35%</b>
	<b>DEVELOPMENT:</b>	<b>200,000,000</b>	<b>20%</b>
	<b>PRESALE:</b>	<b>150,000,000</b>	<b>15%</b>
	<b>AIRDROPS</b>	<b>50,000,000</b>	<b>5%</b>

## **NOTE**

This white paper is subject to changes once the project advances.