CryptoMove — Whitepaper v1.0 (EN)

1. Introduction

CryptoMove is a multi-mode Move-to-Earn platform where users earn $CMOVE tokens by moving through real-world space: walking, running, cycling, driving, or flying. Every tracked movement captures a grid zone on the map, generating passive income and giving the player a strategic edge.

The app merges fitness, crypto, strategy, and territorial dominance to bridge the physical and digital world.

2. Mission

We are building an ecosystem where movement is power. CryptoMove promotes healthy activity, competition, and ownership — enabling users to earn rewards by owning territory in the metaverse.
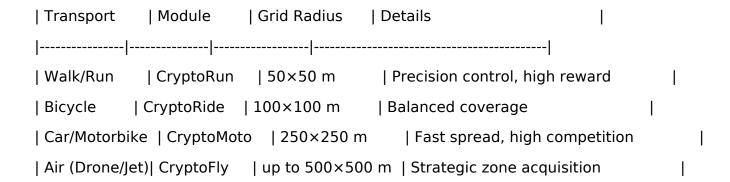
Our goals:
- Motivate real movement
- Connect physical effort with digital value
- Build a sustainable behavior-based token economy
- Enable people to own pieces of the world

3. Features

- GPS-based mobile tracking app
- Map divided into grid zones (50x50m to 500x500m)
- Capture zones by moving through them
- Earn passive income per captured tile
- NFT boosters, gear, and defense
- Support for multiple transport types
- PvP mechanics

4. Transport Types

Transport	Module	Grid Radius	Details
Walk/Run	CryptoRun	50×50 m	Precision control, high reward
Bicycle	CryptoRide	100×100 m	Balanced coverage
Car/Motorbike	CryptoMoto	250×250 m	Fast spread, high competition
Air (Drone/Jet)	CryptoFly	up to 500×500 m	Strategic zone acquisition

Each requires an NFT pass to activate.

5. Territory Mechanics

1. Start activity (walk, ride, fly)
2. GPS logs path and zones
3. Tiles are captured
4. Earn $CMOVE every 24h per zone
5. Zones can expire or be taken
6. NFT boosters improve speed/defense

6. PvP and Factions

- Attack zones of others
- Regional seasonal tournaments
- City/region/nation faction wars
- Factions: Nomads, Runners, Riders, Flyers
- Bonuses for dominant factions

7. NFTs

- Gear NFTs (shoes, helmets, drones, armor)
- Land NFTs (valuable zones)
- Access NFTs (for transport types)

- Trade, rent, or upgrade

8. Tokenomics

Ticker: $CMOVE

Chain: Ethereum / BSC / Polygon

Allocation	%	Vesting
Player Rewards	45%	5-year emission
Team	20%	1-year lock + 36mo release
Early Investors	15%	6mo lock + linear unlock
Liquidity/Exchanges	10%	Launch funding
Staking/NFT Boosts	5%	Utility incentives
DAO Treasury	5%	Governance

Use cases:
- Capture zones
- PvP & Events
- NFT Marketplace
- Stake for elite access

9. Anti-Cheat

- GPS validation (speed, route)
- Rooted/jailbroken device detection
- Accelerometer/Gyro checks
- Path pattern analysis
- Multi-account & bot prevention

10. MVP Scope

- Map & grid logic
- Path tracking

- Territory capture

- Basic rewards (testnet)

- Anti-cheat prototype

- NFT UI mockups

11. Roadmap

Phase	Time	Goal
Prep Phase	Aug 2025	Whitepaper, Tokenomics, UX
MVP Dev	Jan–Mar 2026	Map, movement, rewards
NFT/PvP	Apr–May 2026	Battle & booster system
Token Launch	Jun 2026	Listing & marketing
Expansion	Jul–Dec 2026	Ride, Moto, Fly modules
DAO Launch	End of 2026	Governance

12. Team

Built solo by the anonymous founder with AI support. No team until MVP is complete.

13. Conclusion

CryptoMove is more than a step counter. It's a new paradigm for earning and owning in motion.

Move — Own — Earn.