**ChickenFight**

The amount of CHICKEN tokens you buy within 1 week wallet determines the rank of your CryptoCock.

There will be multiple possible ranks for holders of the CHICKEN tokens. Every CHICKEN holder will have a rank.

Holders can either gain or lose ranks depending on the amount of tokens they bought in the last week.

These ranks will be represented in your CryptoCock. I'll talk about these below:

Your CryptoCock is a unique NFT that you will own in your BEP-20 Wallet. It will have a given rank depending on amount of CHICKEN tokens held.

These NFTs can be customized in the CryptoCock Dapp with items depending on it's Rank (Are the items NFTs too? How would this work? Perhaps the CryptoCock should not be a NFT but this would ommit trading).

The Dapp will be hosted on our website. You will have to connect your BEP-20 wallet to the website naturally in order to use the Dapp.

(I think there should a good range of ranks to increase the drive of both competitive players and have no large gaps in the ranks) Ranks e.g 0-1000 = Rank 1 / 1000-5000 = Rank 2 and so on... (Keep in mind the decimal point of the CHICKEN token. These numbers are simple. In reality they will need to be much higher).

When you rank up your CryptoCock will change (New NFT? Would have to be. Either you keep both and so can trade the previous rank if you want - marketplace!? - or preious rank gets destroyed somehow).

Rank 1 can be a Chick - Rank 2 a more mature Chick - Rank 5 an adult Chicken...

Every week at a specific time (What about time differences? Maybe three smaller events in a week at different time zones) there will be a massive fight on the Dapp.

There will be automatic matchmaking of same ranked players. The fight might be won by a chance event (50%? or some other means).

In order to incentivise players to fight there will be rewards given to the winners. These rewards will change in accordance with the given ranks where higher ranked players will have larger rewards. (Because this will encourage people to buy and hold more of the token).

The rewards for the winners will either be a scaled portion (scaled to the given rank; higher rank = higher portion) of the CryptoCock Winnings wallet. This wallet takes 1% of the total transaction fees that are deducted every time CHICKEN tokens are bought/sold/moved.

**Cockfight**

Another winning option is where the winner gets to generate a ranked egg that will hatch in an interval of time. It will also inccur a fee of CHICKEN tokens for the losing CryptoCock proportional to their given rank (No risk of loss is a bad game design) During this time the egg can be sold as it will be an NFT (Hmm. What happens after the egg hatches? NFT must be destroyed?).

The hatching egg will produce a new CryptoCock. The rank of the CryptoCock has a chance to be higher the more ranked the egg is (determined by the orignal fighers ranks). This can make these eggs quite lucrative and rare. (Should be rare). This could allow players with lower tokens to possess a higher ranked CryptoCock than they otherwise could. (CryptoCock has to be a strict NFT this way. I like this).

(Perhaps the NFTs in general will be able to "read" if you have enough CHICKEN tokens in your BEP-20 wallet to use them to fight. The difference of the egg hatched NFTs is anyone can use them?).

**Rewards**

Maybe a player of a given rank can choose to fight a higher ranked player and vice versa (Matchmaking service?). This should come at a risk however. The risk should be high for the low ranked player with a high chance of gains. The risk should be low for high ranked players with relatively worse chance of gains (Compared to equal ranked player).

This is because the low ranked player has a very high chance of losing (Instead of 50/50 it's 99/1 against them). This will inccur a loss BECAUSE the lower ranked player MUST put down a proportional amount (to their own rank) of THEIR OWN tokens (Will always be lower than the proportional amount for the higher ranked player if he were to win against an equal ranked player - earning that portion of the 1% of total transaction fees stored in the winnings wallet).

This will add risk to the lower ranked players to fight higher ranked players as they are directly losing tokens this way from their own wallet. This also incentivises much higher ranked players to try and farm the lower players who risk it.

The high chance of gains for the lower ranked player will be this: If they win they have a much much higher chance (maths can be worked out) of winning an egg of the rank of the lost higher ranked player. (Proportional fee would be taken from higher ranked player as always - a bigger sum than if the lower ranked player won against an equal ranked player). (Perhaps there should be some sort of penalty for losing? Like a small permanent lower chances of winning fights? Ribbon of shame on their profile? Some annoying penalty must exist. Maybe with high vs low ranked players the penanlty is much greater though the chances are in your favour).

**Tokenomics:**

% for marketing

% for liquidity pool

-% for cock fight winners - see above for clarification.

The amount of CHICKENS you bought gets reset every week, so everyone who didn't buy in week 1 still have a chance to buy a lot in week 2, and have a massive cock

The amount of CHICKENS you hold of course isn't gonna be reset. (I think this could work but there needs to a system where maybe winners of that weeks competition - per rank - get to keep their ranked CryptoCocks - either to fight with or better to trade for a profit - adds incentive to winning the tournament (Each rank has it's local tournament every week - maybe those winners keep their CryptoCocks to also fight in the next weeks tournament if they have ranked up their CryptoCock - gives them a slight edge and makes you want to keep playing?).

Other things to mention:

We can Twitch stream a sports style event where we commentate on the ongoings of that days "CHICKEN WAR" - read stats etc etc look at individul fights if possible?