



# OUTER FRINGES

## MONETIZATION MODEL

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# Tokenomics: Fringe Coin

\$FRNG is the game's native token built on Polygon (MATIC) and will be used as an ecosystem token in Outer Fringes that will be launched using an innovative Initial Bond Curve Offering (IBCO).

With \$FRNG tokens players are able to acquire the NFTs to elite-level cosmetic car upgrades. All of the vehicle skins, parts and other items will be accessible for trade on the online Outer Fringes marketplace where players will be able to trade their NFTs or acquire & mint new ones. Additionally, all in-game bets, put on races, will be settled and executed with the ecosystem token, as well as the prize pools in tournaments & challenges will be put up with \$FRNG. Marketing events may include token buy-backs & burns after IBCO closure.

The \$FRNG token in the Outer Fringes ecosystem is used in the following ways:

- 1) Mint NFTs
- 2) Upgrade your NFT vehicle with Rare Skins
- 3) Participate in Tournaments
- 4) Participate in 1vs1 Play-To-Win games
- 5) Access Outer Fringes marketplace
- 6) Host Private Racing events
- 7) Prize Pool Provision
- 8) Use all services present in the Outer Fringes platform
- 9) Governance of game updates in the future

Additionally, the \$FRNG utility token in the future will be bridged to other protocols, such as Binance Smart Chain, Solana and Ethereum.

The aforementioned utilities of the token are expected to facilitate an ongoing demand as the game develops with other utilities built in later stages.

**Token Name:** Fringe Coin

**Token Symbol:** \$FRNG

**Blockchain:** Polygon (MATIC)

**Launch Type:** Initial Bond Curve Offering (IBCO)

**Tokenomics model:** Basic deflationary model including buybacks

**Initial Price per Token:** \$0.04



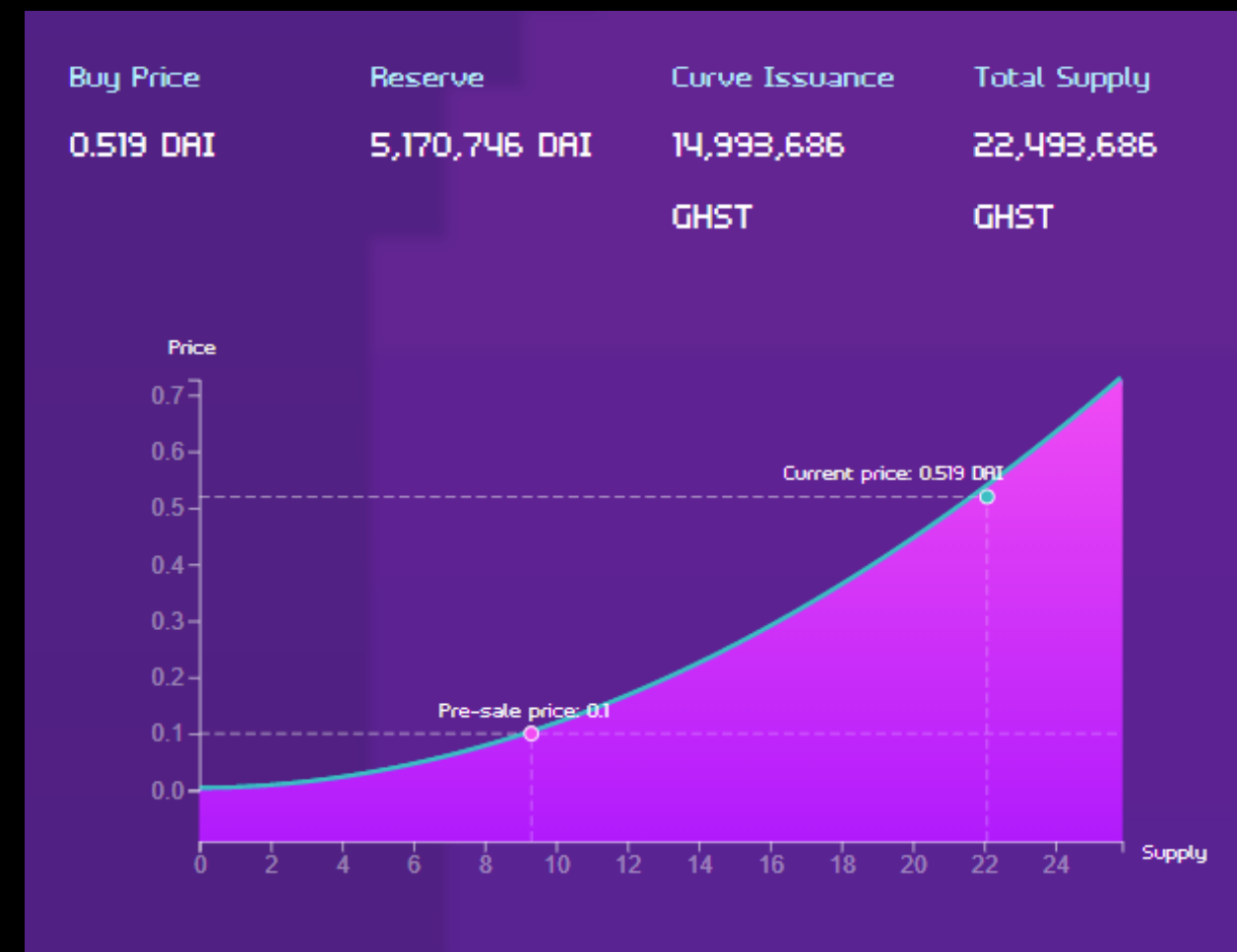


# \$FRNG IBCO Launch

An innovative launch strategy applied for the release of the token would involve the sale of \$FRNG through a native IBCO found at the homepage website (domain TBA). The complementary DEX launch through QuickSwap would allow additional trading & arbitrage opportunities.

Due to the IBCO launch, there will be no predetermined price for the \$FRNG token, token price will be determined by its demand following a Bonding Curve with the initial price of \$0.04 per token, if there is no demand the price will stay low, if there's demand the price will grow and tokens will be minted, in this way price discovery is immediately entrusted to the market.

In essence, at the launch date, the total supply of the tokens will be 0 and with every purchase at the IBCO, new tokens will be minted, and every sale will burn \$FRNG. After the first month, IBCO will be closed, therefore fixing the supply with no new tokens minted after the date, with the only trading pool available being hosted on a DEX, in this case, QuickSwap & bridged pools on Uniswap and PancakeSwap.

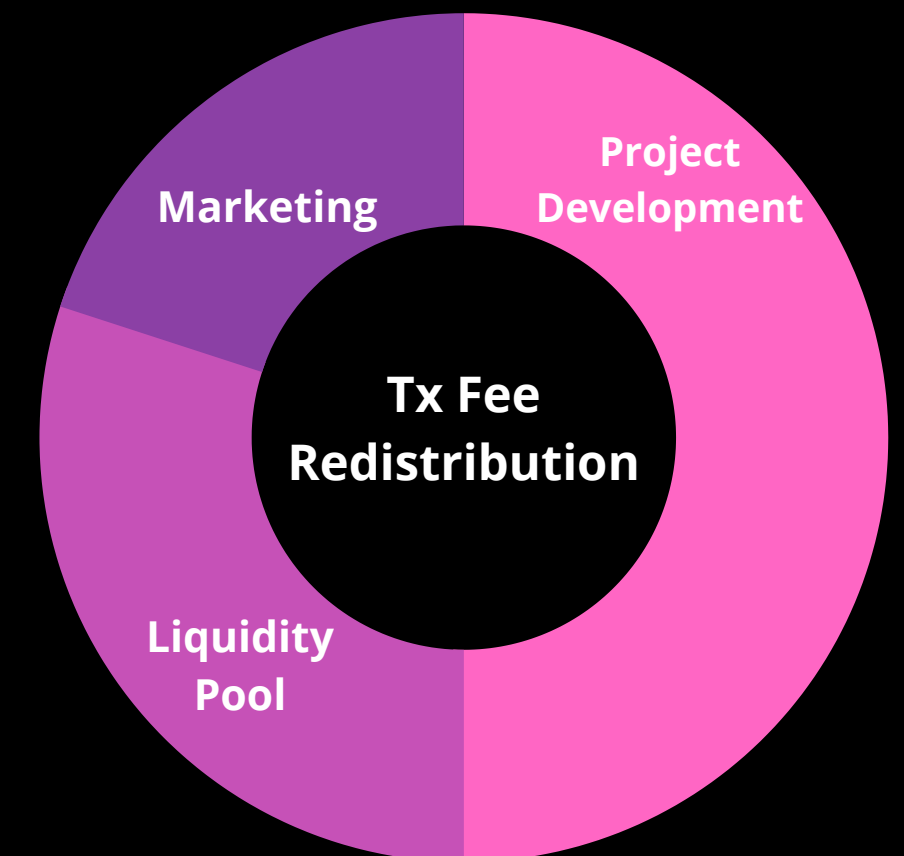


*IBCO photo taken from a different DeFi project for visualisation purposes*

# Token mechanics

We believe that the Initial Bonding Curve project launching model brings fresh, innovative and attractive ways of introducing brand new NFT gaming projects, like Outer Fringes. IBCO offers greater stability and potential for long-term growth due to a number of factors:

- 1) The market value of \$FRNG will be accurately represented. Without genuine buying pressure, the price of \$FRNG cannot be pushed up. There will be ZERO pre-minted tokens; all of the \$FRNG tokens in circulation must be minted by providing liquidity to the IBCO smart contract. IBCO smart contracts hold more and more liquidity as the price rises, protecting the price from high fluctuations. The starting price within the Initial Bonding Curve will be \$0.04 per token.
- 2) Reselling \$FRNG tokens to the IBCO smart contract results in them immediately being burned, the \$FRNG supply is reduced and the correct market price is adjusted. As it will be necessary to hold \$FRNG tokens to mint Outer Fringes NFTs and participate in our Racing tournaments, this kind of project launching method gives players more trust and a long-term perspective.
- 3) The IBCO will only be open for 1 month in order to determine a reasonable maximum total supply of \$FRNG tokens, as all the demand generated would be natural. After that month, no more \$FRNG tokens will ever be minted.
- 4) As there are ZERO pre-minted tokens the Outer Fringes team has decided to introduce a 5% transaction fee in order to support the project development. This fee will be re-distributed in the following ways:
  - a) 2.5% allocated to the project development
  - b) 1.5% pushed to the Liquidity Pool
  - c) 1% allocated to marketing and community creation After the IBCO
- 5) Following the IBCO closure, the accumulated liquidity inside the IBCO smart contract would be used in the following ways:
  - a) Increasing DEX liquidity pool
  - b) Opening new trading markets for \$FRNG
  - c) Investing in the creation NFT collections and game development



# Online NFT Marketplace

A native NFT marketplace will be created for acquisition & trading of in-game used NFT cosmetic upgrades and other in-game valuables. By having its own marketplace the project aims to establish clear guidelines & more user friendly, optimized trading & minting experience across the chains. The priorsaid will not limit the sale of in-game items on an open market & other platforms.

The NFT-ied car upgrades will be released in a collection-based way, minted algorithmically with multiple variables influencing the base attributes of car part - rarity. Outer Fringes, being a skill-based game, will try not to release functional upgrades which give the players an unfair advantage in races, therefore the NFTs are mostly cosmetic upgrades with the purpose of creatively expressing yourself and providing an incentive to trade based on its scarcity and visual aesthetics

A player would acquire NFTs by purchasing "Loot Boxes" with Fringe Coin. This would essentially be a way of minting NFTs in a randomized fashion. The NFT's rarity would be categorized in order of {Common -> Uncommon -> Rare -> Ultra Rare}. These NFTs can later be sold, bought, and traded on the secondary market either on an open market through other platforms or on the native Outer Fringes Marketplace. Their value would naturally be decided by the community. Proceeds from "Loot Box" sales would once again be redistributed the same way proportionally to the previously mentioned Fringe Coin transaction fee (50% - Project development; 30% - Liquidity Pool; 20% - Marketing and community creation)



# Microtransactions - Solar (✧SOLR)

By now we have realized that making a mobile game that includes the use of cryptocurrency or as we just call it "GameFi", comes with its obstacles when publishing on the App Store or Google's Play Store. The reason is that these platforms apply a 30% store tax on all in-app purchases. Since crypto in gaming is still a relatively new concept and it is decentralized, it automatically takes away from the profits of these companies, therefore we came up with a solution that perhaps doesn't completely solve the issue, however, it does mitigate it. We decided to add a microtransaction element within Outer Fringes behind a new in-game/off-chain currency - Solar (✧SOLR). This quick solution is a mutually beneficial one as it gives the big companies a way to fairly collect their 30% store tax and it gives the Outer Fringes team an extra revenue stream, which can be used to further sustain the project. How will the players use ✧SOLR?

They simply have the option of purchasing different quantities of the coin with a fiat currency from the menu screen hence giving the publishing platform their 30% cut. This is not obligatory, however, it gives players the option of cutting out waiting times during vehicle upgrades together with other future perks. ✧SOLR fundamentally functions as a second currency in any other mobile game. For example, we may take "gems" from Clash of Clans which is quite similar.

**Your NEV is being upgraded**

**Time Remaining**  
**00:05:32**

**Speed Up?**  
**✧30**



# Project Roadmap

The Outer Fringes project has developed a robust roadmap with focus on continuous utility of the native \$FRNG token & an augmented, engaging NFT gaming experience. Below, you may find the preliminary roadmap for the initial stages of the project. The roadmap is subject to change & the document will be updated accordingly.

## Stage 0

- TEAM DEVELOPMENT
- PARTNERSHIP ESTABLISHMENT
- MATERIAL BUILDING
- BRAND DEVELOPMENT
- STRATEGIC EXECUTION PLANNING

## Stage 1

- START OF GAME DEVELOPMENT
- START OF NFT DEVELOPMENT
- WEBSITE LAUNCH
- FIRST MARKETING EFFORTS
- AMBASSADOR PROGRAM
- COMMUNITY CREATION

## Stage 2

- \$FRNG IBCO FAIR LAUNCH
- DEX LISTING AND LIQUIDITY LOCK
- LISTINGS ON CMC & CG
- PARTNERSHIPS AND MARKETING
- ADDITIONAL LIQUIDITY LOCK & IBCO CLOSURE

## Stage 3

- \$FRNG NFT DROP
- NFT MINTING PLATFORM RELEASE
- GAME ALPHA RELEASE
- CONTRACT AUDIT
- APPLICATION FOR CEX LISTING

## Stage 4

- CROSS-CHAIN BRIDGE
- V1.0 GAME RELEASE
- NFT MARKETPLACE RELEASE
- INFLUENCER MARKETING
- GAME EXPANSION






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