

TOKENOMICS

SHEET



01

SUPPLY

TOTAL SUPPLY:
100,000,000 WAXFREN
TOKENS.

03

TOKEN BURNING

A SYSTEMATIC BURN
MECHANISM IS
IMPLEMENTED,
REDUCING THE TOTAL
SUPPLY BY 0.01%
MONTHLY ON THE 15TH.

05

TOKEN UTILITY

WAXFREN SERVES AS THE
OFFICIAL IN-GAME CURRENCY
FOR PIXELS AND DUNGEONS,
FACILITATING TRANSACTIONS
AND INTERACTIONS WITHIN
THE GAME.

02

TOKEN DISTRIBUTION:

LIQUIDITY POOLS (5M)
PROJECT DEVELOPMENT
(30M)
GAME ECONOMY (45M)
STAKING (10M)
BUYBACK SYSTEM (5M)
GIVEAWAYS (REST)

04

BUYBACK

WE PROPOSE AN ASSET
BUYBACK SYSTEM FOR
INVESTORS IN CASE OF
CESSATION OF DEVELOPMENT,
10M TOKENS HAVE BEEN
ALLOCATED TO RETURN PART
OF THE INVESTMENT TO LAND
HOLDERS

06

ROADMAP

THIS PROJECT OPERATES ON A
DECENTRALIZED AUTONOMOUS
ORGANIZATION (DAO) MODEL,
ALLOWING THE COMMUNITY TO
ACTIVELY PARTICIPATE IN
DECISION-MAKING PROCESSES.
AS A COMMUNITY-DRIVEN
INITIATIVE, THE ROADMAP
EVOLVES BASED ON DEMOCRATIC
VOTING WITHIN THE DAO