

TOKENOMICS



WAVE
WORLD

M E T A U E R S E

EXPLORE, CREATE, INTERACT, PLAY, AND HAVE FUN.

Tokenomics for Xave World, integrated within Xave Gateway:

Commission per transaction within our Gateway: 1.00% in XVC.

- A 0.25% is burned in each TX (25% of the commissions) until reaching 2,500,000,000 tokens burned / 50% of the total supply.
- A 0.50% goes to the Xave Cyclone staking exchange (50% of commissions)
- A 0.25% is profit for the growth of the project and rewards schemes (25% of commissions)

Staking Bag (Xave Cyclone):

- It is filled with 50% of the commissions by TX in gateway.

Rewards Scheme:

- Rewards Bag that delivers XVC earnings to users in exchange for participating in a specific activity, under the specified conditions. Currently defined for Xave Wallet, it consists of a prize bag that is distributed by dividing the total by a number of "time windows", each of which will be divided by the total number of users participating under the specified conditions. Each time window occurs at preset intervals at the beginning of the campaign (eg.: 1000 tokens, in 200 time windows, every 10 minutes).

Multipurpose XVC Staking:

- Stake for Xave Cyclone, early staking for Xave Supercore blockchain validators.
- Stake for opening worlds / zones.
- Stake to get rewards for the buildings that generate profit: Arena, Theater, etc. The stake percentage that the user has is proportional to the percentage of profit he receives. That is, the n% of the profit of the building divided among the stakeholders.

Opening of worlds:

- Users must stake in each world or zone opening.
- Each world or zone will have its own opening threshold. Example: Opens from 4,000,000 total stake XVC.
- The Staking for opening worlds does NOT return LPCYC or LP tokens of any kind.
- When crossing the threshold of Stake, you can continue staking.
- Pre-purchase of land: Once it is determined that the world or zone is opened, the stake of each user can be used to buy the assets of interest available in each world or zone. If the user cannot afford to buy, then they can claim their XVCs without having bought anything. The pre-purchase values will always be much lower than the sale values, once the opening and pre-purchase stage has passed.
- There may, however, be assets of interest that accept Staking to obtain Rewards for earnings, such as GoMusic Arena, which delivers 30% of the earnings to users in values proportional to



the amount that each user has Staked. The stake tokens can then be used in this type of asset of interest.

Virtual tokens: Cycle Coin, Freedom Coin, and Xaverim Coin.

- Xaverim (XVR) as a collectible prize.

- Freedom Coin (FDMC) as a prize for Stake and for Consumption. Freedom Coin can be traded within the ecosystem provided by Xave Gateway for free, with commissions identical to those of Xave Coin. The holder of Freedom Tokens can access different events, resources or participate in voting as they cross certain thresholds. These thresholds are defined based on the number of Freedom Tokens that have been issued, thus increasing the difficulty of accessing exclusive voting or events over time.

- Cycle Coin (LPCYC) as liquidity provider token for Xave Cyclone. Its value is equivalent to the part that the stakeholder owns of their staking pools. Example: User deposits 10,000 XVC in Xave Cyclone, the system returns 10,000 LPCYC and periodically rewards him with liquid LPCYC to operate as if they were XVC. LPCYC holders can claim their equivalent in the Cyclone staking pool. Only applicable to Xave Cyclone, future validator pool for Xave Supercore. It only operates within Xave Gateway. It can be used to extract XVC from the system. This token is used as an index to know the amount of Stake that a user has. Having LPCYC tokens means having Staked tokens in Cyclone.

Builders:

- Use the same Rewards scheme.

- Reward scheme for users for "locking" their character to a construction provided by a Brand. The brand buys a bag of XVC to be distributed among users who do "block".

- The "blocked" users will be able to participate in voting and activities generated by the Brand, while they receive a prize using the Rewards scheme.

- The more investment the brand makes in the prize bag, the more attraction the product will give and the better feedback it will have.

- Useful as an investment in market research and qualitative-quantitative analysis of general opinion.

API for operations from external systems (bots, custom dashboards):

- Cost per operation: 0.01% of the operation if it is in XVC, 0.001% if it is in virtual tokens.

- 20% of the XVC tokens charged by commission through this system are burned.

Exchange of services and products between peers:

- Support NFTs as "products" through Xave Market. Xave Gateway only interprets whether or not the user is a holder of an NFT, so that it can be compatible with any existing NFT, regardless of whether it was operated or not in Xave Marketplace.

- Generation of services within the Metaverse, so that other users can perform actions on behalf of another user s. Each user will be able to define a cost for carrying out these operations, which can be "percentage commissions" or "pre-established cost" (Mercenaries?).

- This function expands to the user the possibility of acquiring products within the metaverse,



generated by individuals or Brands, which they can then use in reality. Ex: Car trading in and out of the metaverse (Buying a Toyota Celica in Xave World with XVC and actually using the NFT as a property ticket).

- Product resale conditions pre-established by the creator of the NFT (Outside of Xave Gateway, only available in Xave Marketplace and external).

- Useful for real estate, mobility, in-game objects, among others.

NFT Loan:

- Any user who owns an NFT can lend and rent his NFT to other users. This enables, for example, to lend and rent tokens that represent assets that leave profits or assets that symbolize useful objects for users.

- Users could set up leasing schemes by commission, one-time payments, commission on profitability or simply a loan without economic interest.

Staking on Earning Assets (like GoMusic Arena):

- Stake to get rewards for the buildings that generate profit: Arena, Theater, etc. The stake percentage that the user has is proportional to the percentage of profit he receives. That is, the n% of the profit of the building divided among the stakeholders.

- The Stake could, whenever it can be guaranteed, be used for investment in activities that generate revenue for the asset, thus enhancing the profits for the user and acting as funding for the asset.

- The stakeholder tokens return LPCYC but are blocked for times pre-established by Xave, giving users a variety of blocking options.

- Applied to third-party buildings, it could mean that other brands buy guarantees in XVC to apply this system.



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YOUTUBE

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Thank you!