

Introduction

Since the emergence of Bitcoin in 2009, the blockchain and cryptocurrency industry has shaped development vectors, among which stand out: DeFi, GameFi, SocialFi. Analysts also emphasize the cycles of industry development, which correlate with the halving of Bitcoin and in Q2 2024 there will be another halving, after which a new cycle of market development should begin.

TheX is a meme token, part of the Play-to-Earn (P2E) ecosystem of games at the intersection of GameFi and SocialFi technologies, which aims to gather a large community that will later become the first users of the VR meta-universe based on Apple Vision Pro, as well as other augmented reality systems.

TheX token combines three key areas of focus and the first of three planned development milestones is launching in Q1 2024, which we believe will favorably impact the success of the project.

The share of cryptocurrency users in the world is currently less than 5% and the key challenge for the industry is to engage as many users as possible to interact with blockchain technology, TheX team has created a roadmap that contains products designed to meet the current market needs.

Grayscale analysts believe the Metaverse market will reach \$400 billion in 2025. TheX is a key element of an augmented reality-based metaverse where users can communicate, interact, collaborate on quests, digitize real values and share virtual ones. TheX token will be the fuel within the ecosystem, ensuring its utility.

TheX will unite businesses and users within the meta-universe, providing a mutually beneficial environment for their interaction. For example, a company can create NFT collections and place them for mint within the meta-universe using TheX, thus the value of TheX token is provided by the amount of liquidity provided by the company for this marketing activity.

1. TheX token

Max Supply: 200,000,000,000

The initial contract of the token is created on the Ethereum blockchain, in the future, according to the roadmap, the contract will be migrated and bridges for token transfer between networks will be configured. The main goal of the token is to attract as many users as possible, both those who are already in the industry and new users unfamiliar with blockchain technology. This is why TheX team decided to create a high supply MEM token, most of which, according to distribution shares, will be used for activity marketing and will allow every user in the world to get involved in the blockchain industry through game mechanics. As part of the marketing campaign, the TheX team is providing TheX issuance with the liquidity of 20,000 USDT at launch, and the algorithms in the TheX app will allow anyone to get TheX for free by performing simple tasks. For those who are more experienced users, the team has laid down chance tools and a unique staking algorithm that will allow you to mine TheX or unique NFTs with a certain probability, which you can read more about in the corresponding section about the application.

1.1 TheX Mint and Distribution

All 200,000,000,000 TheX will be held in Circulating Supply from the launch of the contract and used for the following purposes:

10% will be reserved for the team

10% will be used in DEX liquidity pools

20% of tokens will be distributed among users according to the engagement mechanics

20% reserved to realize the development and liquidity of cross-chain bridge solutions

40% for the staking pool

2. GameFi SocialFi app: TheX

The first version of the app will be launched as a Telegram bot, as this platform has the most relevant and loyal cryptocurrency audience, as well as the necessary development tools to implement all the conceived mechanics. The main goal of the application is to provide an environment of interaction with blockchain technologies for users of any level of expertise. This will also serve as a backdrop where regular tasks can be performed to get TheX tokens as a reward.

2.1 Engaging mechanics

The application contains several incentive tools designed to keep the user motivated to share a link to the application with their social circle.

2.1.1 TheX invite bonus allows you to receive 100 TheX for having a new user click through your link to the app.

2.1.2 TheX subscribe bonus allows you to get 100 TheX for performing social activities within the app (channel subscriptions, actions in the project's social networks, as well as project sponsors)

2.1.3 TheX chance bonus allows you to get the amount of 1000 TheX once a day, with a probability of $1/N$, where N is the daily number of participants, at the exchange rate at the moment.

These distributions are done provided that the user left a comment in the TheX Telegram group and left a Tweet with the @TheX_coin account tagged.

*checking is done automatically through the app

2.2 Staking mechanics

Aimed at teaching the user of TheX app the process of cryptocurrency mining by staking (proof of ownership). Staking is one of the most effective methods of popularizing cryptocurrencies, as it has a user-understandable model of cryptocurrency mining.

2.2.1 TheX staking allows you to lock in an amount with one of the contracts and receive rewards based on the term and amount:

10 million TheX for 3 months (APY 20%)

100 million TheX for 3 months (APY30%)

10 million TheX for 6 months (20%)

100 million TheX for 6 months (33%)

10 million TheX for 12 months (40%)

100 million TheX for 12 months (44%)

2.2.2 TheX chance staking allows you to lock in an amount of TheX once per day and receive one unique NFT as a reward or increase the number of TheX.

3. TheX metaverse

An ecosystem combining social and gaming components, the full potential of which is unlocked through augmented reality glasses (support for other AR systems will be added in the future). The ecosystem will include a metaverse where users will have access to collaborative communication, P2E games, quests, crafting, buying and exchanging in-game items on the marketplace.

Using augmented reality glasses or a device that supports 3D scanning, it will be possible to scan your item from the real world and transfer it via NFT to the virtual metaverse. It will be possible to exchange items between other users or receive NFT from advertising companies in the marketplace. More about the Marketplace in the next section.

4. TheX marketplace

A specialized marketplace that allows you to digitize items to create new NFTs and exchange in-game NFTs of TheX universe.

The Marketplace will have several important functions:

4.1 Create NFTs by 3D scanning with your device - a copy of your real item in the virtual world of TheX will be created.

4.2 Mint NFTs from collections from sponsors - unique NFTs from collections available only inside TheX

4.3 Sharing NFTs between users

5. TheX project roadmap:

Q1 2024 Launch of the project website

Q1 2024 Launch mini-game to attract early players

Q1 2024 Launch TheX token

Q2 2024 Adding TheX token to the Telegram game and launch staking

Q3 2024 Start development of TheX app with new game mechanics

Q4 2024 Start development of TheX Metaverse

Q1 2025 Development of bridge system and launch of TheX on other networks

Q2 2025 Launch DEX trading on other networks

Q3 2025 Start of Marketplace development

Q4 2025 Metaverse MVP release

Q1 2026 Update TheX application migration

Q2 2026 Marketplace MVP release