Tag	# of Tokens	% of Supply	Price	Raise	FDV	% TGE Unlock	Cliff (M)	Vest After Cliff (M)	Token Amount TGE	Monthly % Unlock	Notes
Angel	40,000,000	4.0%	\$0.0050	\$200,000	\$5,000,000	7.5%		12	3,000,000.0	7.71%	
Seed	80,000,000	8.0%	\$0.0065	\$520,000	\$6,500,000	7.5%		12	6,000,000.0	7.71%	
Private	110,000,000	11.0%	\$0.0080	\$880,000	\$8,000,000	10.0%		10	11,000,000.0	9.00%	
KOL	30,000,000	3.0%	\$0.0080	\$240,000	\$8,000,000	15.0%			4,500,000.0	14.17%	
Public	60,000,000	6.0%	\$0.0100	\$600,000	\$10,000,000	15.0%			9,000,000.0	14.17%	

Fundraise End

PROJECT & TEAM										
Tag	# of Tokens	% of Supply		Valuation	% TGE Unlock	Cliff (M)	Vest After Cliff (M)	Token Amount TGE	Monthly % Unlock	Notes
Liquidity	50,000,000	5.0%		\$500,000	100%			50,000,000.0	0.00%	
Reserve	50,000,000	5.0%		\$500,000	0%	12	36	0.0	2.78%	
Team	100,000,000	10.0%		\$1,000,000	0%	10	36	0.0	2.78%	
Advisory	60,000,000	6.0%		\$600,000	0%		24	0.0	4.17%	
Development	100,000,000	10.0%		\$1,000,000	0%		42	0.0	2.38%	
Airdrop	50,000,000	5.0%		\$500,000	0%			0.0	20.00%	
Marketing	60,000,000	6.0%		\$600,000	0%		30	0.0	3.33%	
In-Game	140,000,000	14.0%		\$1,400,000	0%		48	0.0	2.08%	
Farm & Stake	70,000,000	7.0%		\$700,000	0%		48	0.0	2.08%	
OVERALL	1,000,000,000	100.00%			8.35%			83,500,000.0		

Project & Team End

Presale & TGE Marketcap Breakdown							
Gener	als	TGE Marketcap (MC) Breakdown at Index Price					
Presale Supply Ratio	32.0%	MC - Selling Pressure	\$335,000				
Target Raise	\$2,440,000	MC - Selling Pressure + Liq	\$835,000				
Index Price	\$0.0100	MC - Excluding Liquidity	\$335,000				
		MC - All Unlock Included	\$835,000				
		Fully Dilluted MC	\$10,000,000				

Marketcap End

TGE Liquidity Breakdown									
Category # of Tokens		% of Supply	Valuation at Index Price	DEX					
Liquidity Unlock	50,000,000	5.00%	\$500,000	# of Project Token - \$xx					
Reserved for CEXs		0.00%	\$0	Pair Valuation at Index Price	\$0				
Reserved for DEXs		0.00%	\$0	Total Valuation	\$0				
Reserved for MMs		0.00%	\$0						
Remained	50,000,000	5.00%	\$500,000						

TGE End

