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Goblin 2.0

Whitepaper

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INTRODUCTION

The team is founded by a pair of well known and well connected, trustworthy devs who have lots of experience in various projects, some of which saw major growth and success.

We're going strong with a powerful, large community which helps us advertise and shill our project where it matters the most, winning every poll and bringing lots of members to call channels which work with us.

We've garnered support from a lot of the most well known and popular influencers of the BSC world, who are not only supporting us with advertisements, but also actively invest in our token and even engage with the community in our Telegram group chat.

Our chart is healthy and had experienced exponential growth in short times, building new floors and breaking ATH records with every coming day. Dips get eaten up by new and recurring investors, quickly stopping downwards trends. This proves that the project is being watched as new investors wait for good opportunities to join in.

We have already expanded our horizons and moved away from typical shilling and influencer advertising, instead using hybrid methods of spreading word about us through physical mediums, such as billboards across multiple different continents.

Goblins want gold

Goblins want LOOT



1. TOKENOMICS

Total Supply: 100,000,000,000

Supply Breakdown: 100% added to liquidity

Buy/Sell Tax: 10%

Developers

1% of every buy, sell and transfer will be sent directly to the burn wallet. Providing the safest and most permanent source of liquidity while reducing the total circulating supply.

Liquidity

1% of each transaction will also be sent to the liquidity pool. The action of pairing \$GOBLIN2 to BNB will result in a more solid foundation along with Burning.

Marketing

7% of each transaction will be sent to Marketing Wallet. Marketing funds will be used to further increase the reach and utility of \$GOBLIN2 and resulting in a more valuable token for all holders.

Team

1% of each transaction will be sent to Team Wallet. Team funds are necessary to pay all of the staff members as this is their job.



2. ROADMAP

- Recruit core team
- Develop Website
- Hire Marketing & Development
- Create Marketing Plan

Phase 1: Research & Development



- Growth of Social media platforms
- Stealth Launch and Community Building
- Goblin 2.0 Launch on PancakeSwap
- Community competitions with over \$20,000 giveaway
- Audit, KYC and Private Dox
- Listing on CoinMarketCap and Coingecko
- Listing on Bitmart/LBANK and other CEX

Phase 2: Token Launch



- Build Goblin Founder Community
- Game Design Planned
- P2E Game Whitepaper
- Major Press Release
- NFT Marketplace
- Minigame Beta

Phase 3: NFT Series Launch



- Website Update
- Apply for MOST VALUABLE BUILDER (MVB) PROGRAM
- NFT-LP Staking
- Finish Play-to-Earn Minigame
- Release First Demo of Goblin City
- Governance Vote on next product
- Onboard NFT & Gaming

Phase 4: Game Launch, Expand & develop



- Add Partners to Meta-Verse
- In-Game NFT Trading
- Crypto Advertising
- Digital Land NFTs
- Explore Cross-Chain Opportunities
- Add More Partners to the City

Phase 5: Goblin Town Expansion



NFT – GOBLIN 2.0

The NFT collection will have a total of 5000 NFTs that will in the below rarity breakdown.

- Uncommon - 3000
- Rare - 1500
- Epic - 400
- Legendary - 100

NFT Sales

The NFT collection will be on BSC Network and will be available to be minted on our NFT minting page that will be enabled on our website. A Max of 20 and a Min of 1 NFT van be minted in a single transaction. More details on the NFT:

Total NFTs: 5000

Minting Price

- First 500: 0.12 BNB
- 501 to 1750: 0.15 BNB
- 1751 to 3500: 0.18 BNB
- 3500 to 5000: 0.21 BNB

3. P2E GAME

Each NFT will get a chance to play the game once every 24 hours. The player will choose his card and enter the game and pay gas fees along with the entry fee which will be in \$GOBLIN2 Token. As the game starts, the screen will load up with the image of player’s NFT character, to continue the game, the player will swipe his card to the left and one female character will be shown, which will be set as a **match**, based on random generated probability. If it’s a match, the player will get 2X of the entry fee he paid for. If it’s not a match, the game ends and the player can try again next day. Each time the player plays, and there is match, the prize money will double. 2X, 4X, 8X. Maximum swipe in a day will be 3 times.

Prizes are reflected below in BNB for better understanding. In game, the entry fee and prizes will be in \$GOBLIN2 (Native Currency)

| | Rarity Level Uncommon | Rarity Level Rare | Rarity Level Epic | Rarity Level Legendary |
|-------------|-----------------------|-------------------|-------------------|------------------------|
| First Time | 0.10 BNB | 0.10 BNB | 0.10 BNB | 0.10 BNB |
| Second Time | 0.20 BNB | 0.20 BNB | 0.20 BNB | 0.20 BNB |
| Third Time | 0.40 BNB | 0.40 BNB | 0.40 BNB | 0.40 BNB |

Entry fees for each card type: (Discounted Entry Fees for Better Ranks)

Rarity Level Uncommon: 0.025 BNB

Rarity Level Rare: 0.03 BNB

Rarity Level Epic: 0.04BNB

Rarity Level Legendary: 0.05BNB

Winning Probability:

| | Rarity Level Uncommon | Rarity Level Rare | Rarity Level Epic | Rarity Level Legendary |
|-------------|-----------------------|-------------------|-------------------|------------------------|
| First Time | 50% | 50% | 50% | 50% |
| Second Time | 40% | 35% | 30% | 25% |
| Third Time | 30% | 25% | 20% | 15% |

If the player loses on the third swipe, he gets the refund of the entry fees.

4. NFT MARKETPLACE

NFTs Trading

- NFTs Can be sold/bought on marketplace using native token.
- Option to buy NFT at the listed price
- Option to make offer on the listed NFT

My NFT Page

- List of NFTs owned - displayed for the wallet that is connected.
- Filter and Sort Option for NFTs
- Option to list the NFTs for sale and option to cancel the listing. Option to sell in Native Currency only

NFT Trading Fees:

6% of each sale is taken as Royalty.

- 3% is distributed for rewards/reflection for the NFT holders,
- 1% towards the marketing wallet,
- 1% for Prize Wallet,
- 1% to Dev Wallet.

5. GOBLIN SWAP

One of the most prominent features that have entered the crypto market is Token Swap. The main motive behind this feature is to provide users with crypto-to-crypto trading. The first definition of token swaps focuses on the instantaneous exchange of cryptocurrencies without any crypto-to-fiat exchange. As of now, you can find different exchange services on the market, enabling users for purchasing and selling cryptocurrencies for other crypto or traditional currencies.

GoblinTwoSwap lets users trade without the need to go through a Centralized Exchange. Everything you do on GoblinTwoSwap is routed directly through your own wallet—no need to trust



My face when gold

TEAM



DEV and Co-Founder
Goblin Coin 2.0



DEV and Co-Founder
Goblin Coin 2.0