



WHITEPAPER 2.0

Welcome to Cryptopolis

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The social online game where your NFT collection and in-game experience get you to the top of the tower. Make real money with the \$CPO tokens by winning wager matches throughout the Tower, buying and selling NFT's, and winning tournaments. The future of NFT gaming is here.

Vision Cryptopolis

Our vision is to make managing digital assets fun. We strongly believe in the future of crypto gaming. Being able to have fun and make money at the same time is not a utopia anymore. It is here. And we want to make it the most fun for any adult to do so. Play-to-earn is the approach we choose because we believe anyone should be able to acquire our NFT's. We merge the Sims-like mechanics with room decorating and social interaction.



What is Cryptopolis?

Cryptopolis is a

- free-to-play & play-to-earn
- Online social platform
- With a blockchain backend and an associated cryptocurrency (\$CPO)
- With a progression system based on acquiring resources, Items (as NFTs) and Prestige
- Where players connect with each other and perform activities together
- But also compete with each other for in-game standing (Prestige) and \$CPO in various minigames.

Our Unique Selling Point

Cryptopolis is the first gamified social platform whose users can earn real money by playing and trading NFTs.



Gameplay Cryptopolis

Interactions.
Take part in Activities,
perform Daily Quests,
Socialize with people and
play Minigames

- Gives you potentially more free \$CPO Tokens
- Your character Needs will be influenced positively by interacting with the Tower and its inhabitants



NFTs.
Use \$CPO to get random NFTs at the Gacha Builder or buy/trade with other players.

- Sell your NFTs for Chips
- Place NFTs in your Room (or wear them on your avatar) to increase your Prestige



Unlock new Content.
Work together with other players to unlock new content.



- Floors
- Public Areas
- Minigames & Activities

Skills.
Use NFTs to train your skills and increase your Prestige (or sell the NFTs for \$CPO)

- Higher Skill levels unlock new possible Interactions
- \$CPO can buy new NFTs, better Rooms and is used to bet on Minigames



Arc Progress.
Prestige makes new Content accessible

- NFTs, Rooms, standing in Minigames leaderboards increase Prestige
- Prestige determines the accessibility of higher floors (so bigger flats and more exclusive public rooms) and the ability to buy and use higher tier NFTs



How Cryptopolis works

Once you decide to join us in our Tower and become one of our inhabitants, you will be greeted by our concierge. Your first room in our Tower is complimentary, so you will receive the key to your new room and you will learn the ropes by completing your tutorial missions.

Once you have found your footing in your new living space, you can explore the endless possibilities of life in the Tower. Earn \$CPO by doing your daily quests, trade your way to fortune and unlock more and more content as you go.

It's time to venture out into our world, Cryptopian. See you in the penthouses.



Token Technology

Cryptopolis is being developed browser first. This means everyone with access to the internet and an internet browser is able to play our game on desktop or mobile. Once our full public release is completed, we will focus our efforts on making the game in-app as well.

Cryptopolis contracts are deployed on the Binance Smart Chain. The player will need to have a nominal amount of BNB cryptocurrency to pay for transactional gas fees. They will need to have a Metamask wallet that can store the BNB cryptocurrency and which can also store the \$CPO token. By hooking your wallet in-game the player will have a seamless experience of buying, earning, and selling \$CPO. The player will need to set up their Metamask to the Binance Smart Chain network. The player does not need Cryptopolis tokens (\$CPO) to start playing the game. Furthermore, there is an option to never even purchase \$CPO and still play the game. Our play-to-earn system allows the player to collect NFT's without having to use any of their own funds. The ultra-rare and special NFT's will be locked behind a minimal Prestige requirement. Playing more will allow players to be eligible to purchase higher value NFT's. Once a player decides to actually purchase \$CPO, the player might be able to make progress through the Tower floors quicker.

Places to visit

Besides the various homes of our players, Cryptopolis holds much more! Get your geek on in the library and check out the log of all NFT's ever created in Cryptopolis. Get your buzz on in the Token Night Club while you check out all players' fashion NFT's. Visit the Polis Store on the seventh floor and buy your basic furniture with \$CPO. Herb, the man behind the counter might even offer you some tokens for your unused furniture on special days.

After the launch of season one V1.0, we are going to add new public spaces every update. This will be a continuous process of listening to our community and adding the most popular games and places.

games

Mini

At the launch of Cryptopolis, we will have three minigames available. We will keep adding minigames after launch as we are going to make every quarter a brand new season with a new theme.

Battles

Ball

Hop on your bouncy ball and take over the playing field! By hopping on squares you turn them into your own color. The player that has the most squares in their color when the timer ends, wins the match and gains Prestige and \$CPO. Find Ball Battles in the Arena.

Chess Find Dr. Yukizima in the NFT library. Challenge him to a chess match and win \$CPO and Prestige! After you have won, you will be able to play wager matches against other players for \$CPO. Prestige and \$CPO. Find Ball Battles in the Arena.

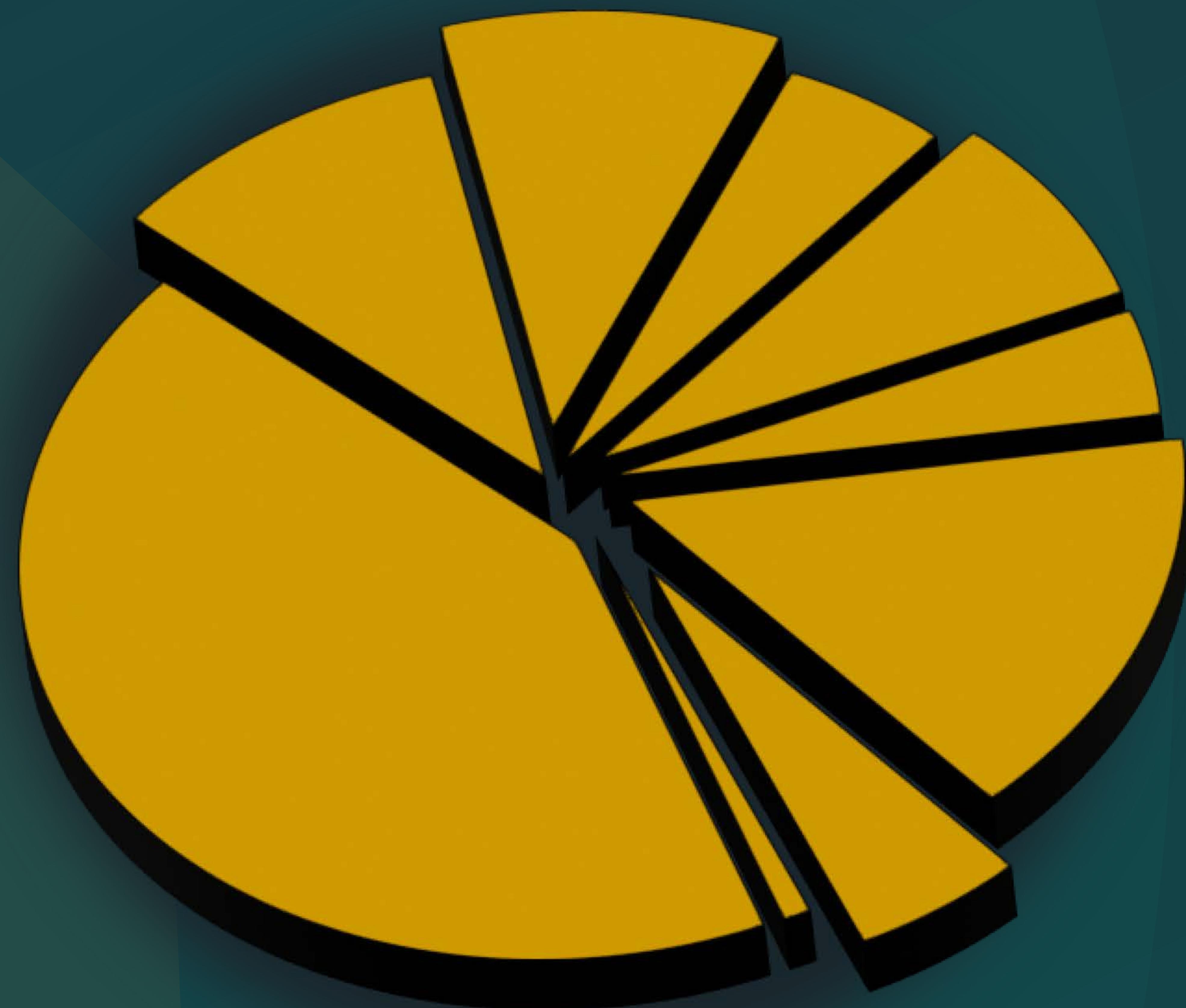
Green Light

Red Light Wager some of your \$CPO against ten other players in an intense match of Red Light Green Light! Make \$CPO, gain Prestige and become the most agile player in the Tower.



Tokenomics

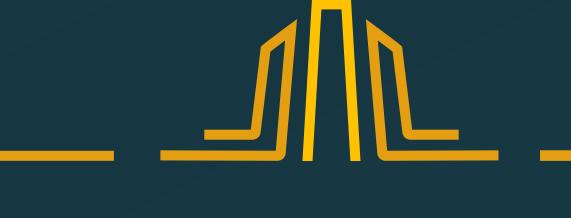
SEED ROUND	5%
PRIVATE SALE	8%
PUBLIC ROUND	4%
TEAM	15%
ADVISORS	5%
LIQUIDITY	1%
GAME ECOSYSTEM	42%
TREASURY	10%
MARKETING	10%



**TOTAL SUPPLY
1.5
BILLION TOKENS**

TOKEN SALES AND VESTING

Seed round Early adopters	1 week cliff 12 Months Linear Vesting
Private sale	1 week cliff 10 Months Linear Vesting
Launchpad public sale and community safe	10% TGE 1 Month Cliff 6 Months Linear Vesting
Advisor	Locked 6 months 12 Months Vesting
Team	Locked 6 Months 2 Year Vesting
Marketing	10 Months Vesting
Liquidity	50% Unlocked at TGE



Roadmap

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- First closed beta releases for the community
 - Public release minigame with \$CPO wagering
 - Binance NFT exclusive drop
 - Booster Pack opening enabled
 - First exchange listing

Q1 2022

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- Public Beta V1.0
 - Public release Cryptopolis V1.0
 - Additional exchange listing

Q2 2022

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- Release season two Cryptopolis (New NFTs, new gameplay mechanics, public space, and minigame)
 - Additional exchange listing

Q3 2022

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- Release season three Cryptopolis (New NFTs, new gameplay mechanics, public space, and minigame)
 - Additional exchange listing

Q4 2022





Our \$CPO Team



Deejay Riemsma
Chief Tower Boss

Proud entrepreneur of multiple successful businesses in various branches. Deejay believes crypto is the future, as he started investing and helping other successful projects reach their goals. Deejay is excited and trusts in the future of Cryptopolis and its utilities.



Leroy ter Braak
Marketing Tower Specialist

Successful entrepreneur of CFX Digital. CFX is a company which creates the best digital experience possible for start ups and big companies like Kia, Ubisoft and EA. Now Leroy is part of Cryptopolis and is going to use all of his experience to get us to the moon.



Junior Buissink
Manager Tower Operations

A successful entrepreneur in connecting people. He will be mainly concerned with community development as he is an experienced community manager of GFC. He is looking forward to bringing people together in Cryptopolis and let them discover the wonderful world of Play-to-Earn gaming.



Hans Dijkhuis
Financial Tower Chief

Having experience in financially managing multiple companies and in venture capital, Hans will ensure a healthy financial future for Cryptopolis and help achieve its long-term goals.



Jeff Cafolla
Digital Marketing Manager

Jeff Cafolla has a decade worth of (digital) marketing experience and has worked for companies like Meta (Formerly known as Facebook) and AdRoll. His clients have included some of the biggest companies within the Forex and Crypto industry. He has founded and grown several businesses and is a consultant for multiple start-ups in the Fintech industry and has several years of experience in the crypto market.



Ardoni Verbiest
Community Lead Manager

Ardoni lives and breathes crypto. With experience in multiple big projects in the DeFi space, he is a valuable asset to the Cryptopolis team and makes sure together with Junior that we keep a close eye on our community and their wishes while leading our moderation team.





Thomas Nauw

Thomas is a born and bred entrepreneur. With working experience with one of the biggest TV production companies in Europe and 10 years as a co-founder of a digital experience agency, Thomas is a born leader. His passion for games and their development find its sweet spot in Cryptopolis.



Maarten Nauw

A true workhorse that excels in high-pressure environments. Maarten is a 3D generalist and programmer. The skills that he built up during the years made it possible for him to work on viral content around the world and award-winning movies and games on platforms such as Steam.



Tim Elzinga

A young talent that is making strides in the 3D space. Tim is one of the people in the team who is responsible for our cinematic trailers. His general knowledge of composition and 3D rendering makes him a valuable asset for the marketing team and development team.



Tobias Gerrits

The man with a keen eye for detail and a true gamer at heart. He knows what makes a gamer's heart beat faster. Tobias loves innovating on 2D and 3D projects. This makes him a very important part of the R&D team.



Jorg Eising

Jorg is a digital marketing talent that is making waves in the company. His sharp eye for marketing data and his raw vision of the future of crypto gaming make him the perfect storm for Cryptopolis.



Daisy Pouw

She is the master of graphic design and bringer of candy for the office. Her quick and creative thinking makes Daisy the most important creative asset for Cryptopolis and its social channels.



Danny de Roo

A legend with lenses. Danny is the man behind all future video content surrounding Cryptopolis. His experience on commercial sets ranging from huge to small is put to good use in this agile team.





Development Team

*Note: Not all of our full time staff can be on this whitepaper due to NDAs with other titles that are not released yet. Expect this list to be updated in the coming months.



Niels Benjamins

Over 100 million downloads on other projects.



Richard Inwood

Worked for Bandai Namco projects and other triple-A studios.



Radu Paraschivescu

Worked on games like Castle Siege, KISS: Rock City Game, Cooking Story EA.



Tudor Jude

Worked on Miraculous Ladybug & Cat Noir and smaller mobile games.



Vincent Clifford

Worked with Voodoo and Ketchup and other NDA titles.



Richard Hoffmann

Worked on Peppa Pig Stars, Peter Rabbit Game, Surgeon Simulator, multiple VR NDA titles.



Robin McCoy

Worked on Predator Hunting Grounds, Teenage Mutant Ninja Turtles Shadow Heroes, Walking Dead, and other NDA titles.

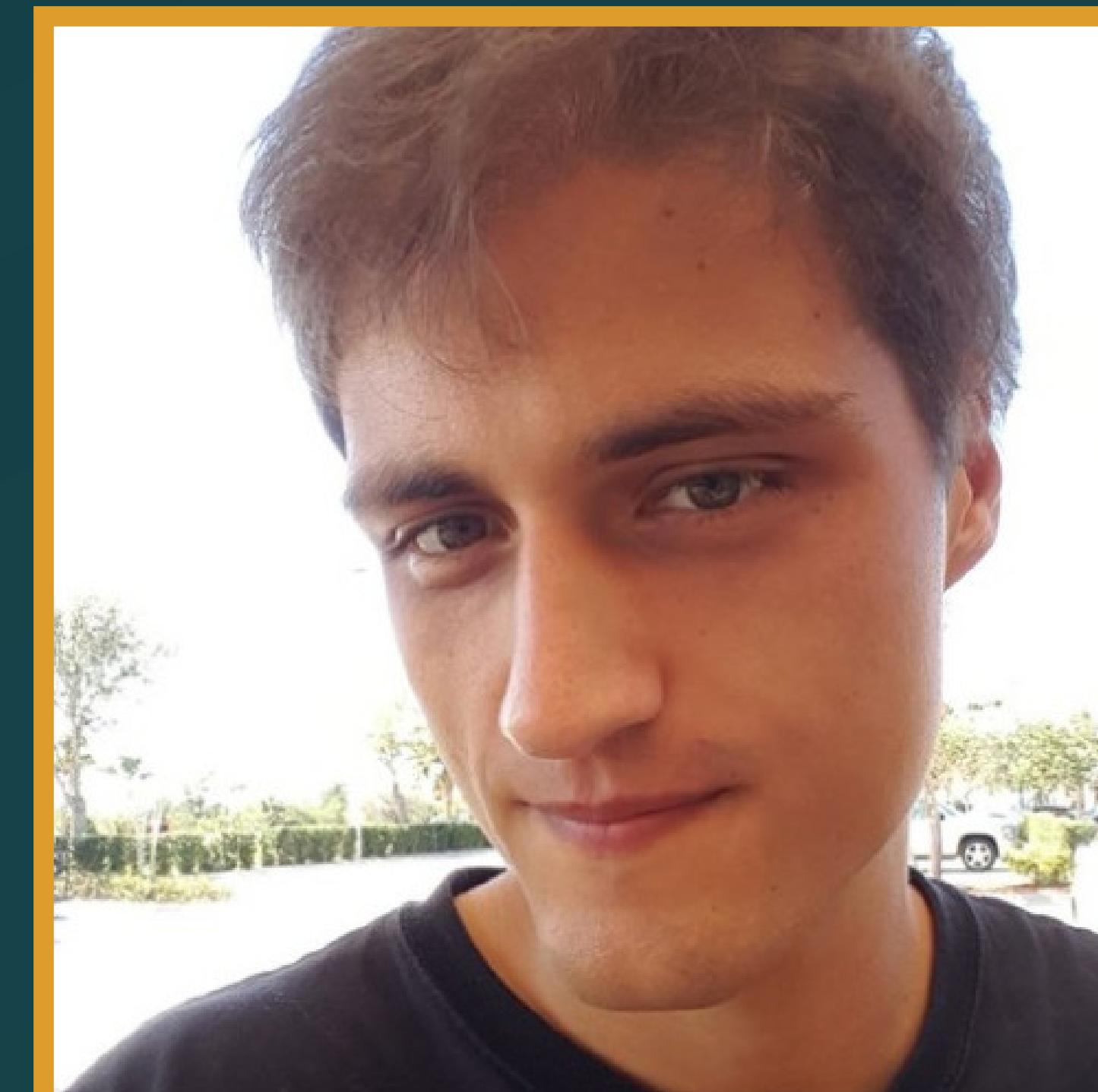


Francisco Domingues

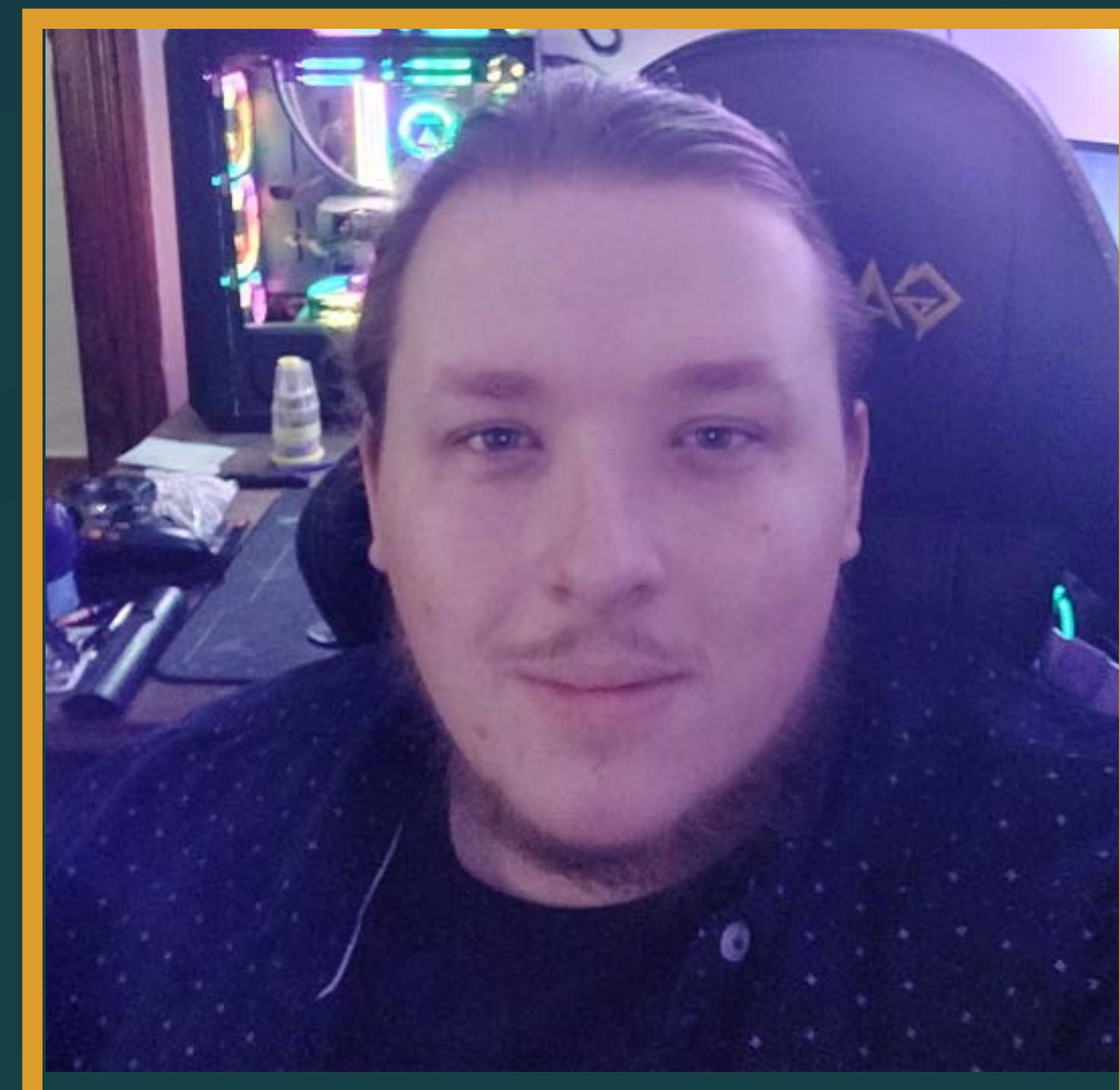




André Vitorino



Stefano Engelbrecht



Marco Verwey



Rita Macedo



Tiago Patrício





Advisors



Rik Hoekstra
Game Development Advisor

Rik is a veteran in the mobile gaming scene. He is the CEO of Interactive Games Entertainment B.V. With over 30 million downloads on his latest mini golf game, Rik knows what makes a good mobile game. His extensive network and knowledge of the mobile gaming industry will be of great help for our development of Cryptopolis.



Max Dier
Strategic Crypto Advisor

Max has grown a reputation worldwide for being honest and hard-working in the crypto industry and a dependable friend that projects can rely on for advice. In the first half of 2021, Max sourced and funded over 30 projects raising \$10+ Million. One of these investments, the Atom Foundation, recruited Max to manage their upcoming projects focused on secondary offerings and stablecoin alternatives.



Jeffrey van Eeden
Launchpad Advisor

Jeffrey has over 8 years of professional experience in the crypto world. He is highly skilled in project management and managing development teams. Furthermore, he is closely involved in many of the best-performing launchpads in the world. His place in the world of DeFi will not only help us hugely in managing our game development, but also his extensive knowledge about launching big projects. At this moment, he is the CEO of GameZone, one of the most successful crypto game incubators in the world.



Marco Bettencourt
Game Development Advisor

Marco is the founder of award-winning game studio Red Cat Pig Studios. His recent release KEO has been raved upon by the industry and is set to become a heavyweight in the competitive gaming scene.



Stuart Muckley
Game Development Advisor

Stuart is one of the important people at CodeWizards. His work for companies and projects like Epic Games and Amazon Web Services makes him a vital asset for our team.



Partners



DIGITAL EXPERIENCE AGENCY

