



WORLD TOKEN

Technical Litepaper

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TOKENOMICS

What we're made of

Total Supply	100,000,000 WORLD
Presale (unsold will be burned)	40,000,000 WORLD
Private Sale	25,000,000 WORLD
Initial Marketing	23,000,000 WORLD
Initial Uniswap Liquidity	10,000,000 WORLD
Initial Burn	1,000,000 WORLD
Initial LP Rewards Pool	1,000,000 WORLD

No additional minting and all rewards will come from the token tax. Each transaction made on World tokens will incur a 3% tax on all transactions. **For example, sending 100 \$World from wallet A to wallet B will have wallet B receiving net 97 \$World tokens.**

3% tax on all transactions:

- **1%** goes to Marketing Fund
- **1%** goes to holders
- **1%** goes to Liquidity Pool providers

PHASE 1

Staking, Rewards, Burns

Frictionless Staking

Anyone holding the token will receive rewards, except the Marketing Fund address (it will be blacklisted for this function). If you own 5% of the supply, you will receive 5% of the 1% holder's rewards, plus a bit more since the marketing fund will not receive any rewards. **There is no need to deposit tokens into any contracts, simply keeping the tokens in any ERC-20 wallet will reward holders with more tokens.**

Liquidity Providers rewards

Depositing Uniswap LP tokens for the ETH-WORLD pair into the website / farming contract will also reward users with another 1% pool. Every block, 1% from every \$World token transaction is sent to the LP Rewards pool contract. At midnight every UTC, the system takes account of the total amount of the pool, and this slices 1% from it as the upcoming day's rewards on every block. **This way, every day 1% of the total reward pool will be sent as rewards to the LP providers,** whether or not there was a \$World token transaction on that specific block. This ensures LP providers will get a guaranteed reward on every block, the reward scales higher as the pool gets larger, and that the reward pool will never be drained.

The accrued rewards are displayed on the user dashboard on the website and is claimable any time without fees, outside of the ETH network fee(gas) for claiming. This pool is reserved entirely for LP providers. At any time, there may be 100 holders and 2 LP providers and in which case the LP providers would earn more rewards than holders. On the first day of launch, 1 million tokens will be immediately assigned to the contract to start the rewards pool immediately.

Sample Computation:

Assuming zero transactions and a 1000 reward pool:

Today at 0:00 UTC: 10 tokens divided by the next 24 hours of blocks (which is 6544, but may change according to the network) = 0.001528 per block today.

Next day at 0:00 UTC assuming no rewards are added: 1% of 990 = 9.9 tokens divided by 6544 = 0.001512 tokens per block on this day.

Burn Address

At Uniswap Listing, World token team will be burning \$WORLD tokens to start this off. **1% of all supply (1 Million \$World tokens) will be sent to the burn address (0x000000000000000000000000000000000000dead)** and this address will continue to grow with each passing transaction, as part of the holders' rewards.

PHASE 2

Partnerships and Merchants

In this phase, merchants will be incentivized to accept World tokens with their registered ETH address due to their higher reward pool rates, which in turn promotes a slower sell rate (as opposed to receiving \$WORLD then dumping the entire amount right away).

Here at World, all our merchants will undergo a stringent screening process; merchants will need to apply with an existing web store with at least three (3) months of business activity and have to provide their sales history for the past month. We will also be accepting merchants with less than three (3) months of history, depending on their following and/or customer base. All related factors will be taken under manual review for each merchant.

Revised 3% tax to all transactions:

- **1%** goes to Marketing Fund
- **0.4%** goes to Merchant Holders
- **0.6%** goes to Regular Holders
- **1%** goes to Liquidity Pool providers

Regular stakers are now less incentivized to stake, and instead are more pushed toward using their tokens to make purchases, increasing token velocity (similar to money velocity). This, in turn, contributes to the pillars supporting the project: consumers, merchants, liquidity, and further marketing to onboard new users into the World ecosystem.

See sample computation on the next page

Sample Computation

Rewards Pool		100%	
Merchants Pool	40%	Holders Pool	60%
Number of merchants	20	Number of holders	100
Rewards per merchant	2%	Rewards per holder	0.6%

More information will be finalized and released about merchants, stores, platform, and pricing when this phase nears.

ROADMAP

Our steps forward

JAN 2021

Launch and opening of staking for LP providers

APRIL 2021

Opening of merchant applications

SEPT 2021

Expanding webstore to accept physical items and escrow + dispute system

FEB - MAR 2021

Partnering with existing DeFi projects, strengthening the Eco-system, looking for store partners

MAY - JUNE 2021

Launch of online store platform, where merchants can list their items and start receiving (and staking) tokens.

WILL BE LIMITED AT THE BEGINNING TO INSTANT DELIVERY AND DIGITAL ITEMS.

DEC 2021

P2P exchange development begins

