Christmas Coin

Whitepaper

Contents

Introduction

Around October I was thinking about all the Christmas Coins that existed last year and I knew that majority had a lot of issues. So if it was perhaps the contract that didn't work well or the coin would die in an instant after the hype, so what I decided on was, why not create a Christmas themed coin myself and make it work properly? So that's what I did. I started testing code around the beginning of October, taking small parts from different contracts, getting them together and testing each function on the BSC Test net.

It was going pretty well considering I already had a lot of experience with coding and I pretty much knew what did what. After perfecting the contract and testing all the possible scenarios I could think, I was ready. Next thing I had to think about was the name and what path I'd go with. For the name I wanted to keep it simple, why not just call it "Christmas Coin"? Simple, memorable and it had a nice ring to it.

Regarding the path on how I'd launch it, I had multiple paths. Private-sale, Pre-sale or perhaps a hyped Fair-launch. But I went with none of the above. Why? I find that private-sales are a bit unfair for the majority investors, the pre-sales are super common in 2022 because a lot of groups that start a project, don't want to spend a single penny themselves, so I thought I'd just leave that as it is.

Regarding the normal fair-launch, as some of you know, a lot of people join a TG, get it completely hyped up, the contract deploys and it just becomes a Pump and Dump. So I definitely didn't want to do it that way. I just went with a simple, old-school stealth launch. It was a good decision because it builds up a solid community, people who can be patient. There is basically no rush in this and that. I shared the project slowly, I talked about it here and there, gained a few members each day. As time went by, I noticed that the investors were people with patience and they had a goal, as I did. As the coin is going now, I'm extremely happy with the people who are in the community.

I'll reward everyone with the work I develop. I'm completely assured that I can bring anything to the table that the majority on decides on. The 2D Pixel Art Game, the NFTs, the Raffle system. Anything. Can. Be. Done.

Tokenomics

The tokenomics are thought through so that it'd be perfect for the community and the coin/marketing team. What we wanted to get out of this is:

· Coin stability
· Enough marketing funds
· Attractive rewards for holders

The tax that's decided on is:

· 2% to Liquidity
· 1% to Marketing
· 5% to Rewards

Marketing
1

Liquidity
2

Rewards
5

Total supply: 10,000,000,000,000,000

Why have I decided on doing the tax like this? First of all, 8% total tax isn't that much if you'd compare it to some other BEP20 tokens (a lot of them have 12-15%). So the lower tax is attractive. 2% for the Liquidity sounded good and pretty decent, something that's pretty common in the other communities as well. 1% for marketing, some might say that it's too low, but if the volume is decent, the amount of BNB that comes into the marketing wallet is pretty decent as well (enough to do everything). Of course, if the community wants to, we can change up these numbers. So if majority would want the numbers to be a bit different and get some more aggressive marketing done, we can do that.

Regarding the rewards. I've tested 2%, 4%, 6%, 8% all on the BSC test net. After brainstorming on what would be the best option. I thought, let's just go with the average. So 5%. It definitely isn't a low amount, but it's not too high either. Even when the volume isn't crazy, the rewards still are. You'll definitely notice this if you're holding CC.

Marketing

The marketing approach which we'll take is The Forrester Marketing Plan. What does this mean? You'll have to take a few things into consideration. Such as what is our objective? What do we want to achieve? This way we can take a step back and create a marketing approach. If we get an idea on how to do it, who to contact, where to get in, we then start making priorities. Where will the funds be split to and what to focus on.

What you'll need to do is to set some solid goals. Things that won't just change like that, something you'll definitely want to get done. Then you need to think about your key actions, that consists of how the marketing approach will be executed.

After that comes the dependencies and risks. If you are to spend X amount of the marketing wallet, will the plan work? Will it be that effective?

So there a lot of things to think about and to take into consideration. It's not just throwing money blindly left and right as some of the other crypto communities have done.

Rewards

How will the reward system work? On each transaction a certain amount gets pooled. Once that pool gets filled up, it redistributes the rewards amongst the holders. The more $CC you hold, the more $BUSD you get rewarded. The rate at which the pool redistributes the rewards depends on the current volume that's happening.

Some of you might have already seen the reward system working, so each 0.1% will be triggered on a sell (if the reward wallet has that amount), afterwards that gets filled up into a pool and it gets redistributed.

On each buy/sell, 5% goes into purchasing $CC tokens. Those tokens go into the Reward wallet, once the reward wallet has a sufficient amount to distribute, it triggers on the next sell.

Once the volume is high, the amount of rewards will be quite a crazy amount, even if it's 5%. It's very attractive for holders. Of course the more you hold, the better.

Roadmap

The current roadmap consists of stuff that WILL be done. Which means that if there is something that the community would like to get done, it can be voted on, and the team will add it into the active plans.

Phase 1:

· Smart Contract deployment
· Daily Coinsniper Trending
· Website launch
· Daily TG infiltration
· Small Telegram Crypto Group Calls
· Whitepaper
· Christmas Coin Game
· Christmas Coin NFTs
· Christmas Comics and ART featured on the website
· Community contests
· Naughty Christmas Page

Phase 2:

· Rewards tracker
· Marketing push & ads (Billboard NY/Santa's Village)
· Applications for CG & CMC
· Solidproof Audit
· Staking Platform

Phase 3 | 4:

· Tiktok Collaborations
· Banner ads on WatcherGuru
· YouTube promotions
· Marketing push & ads
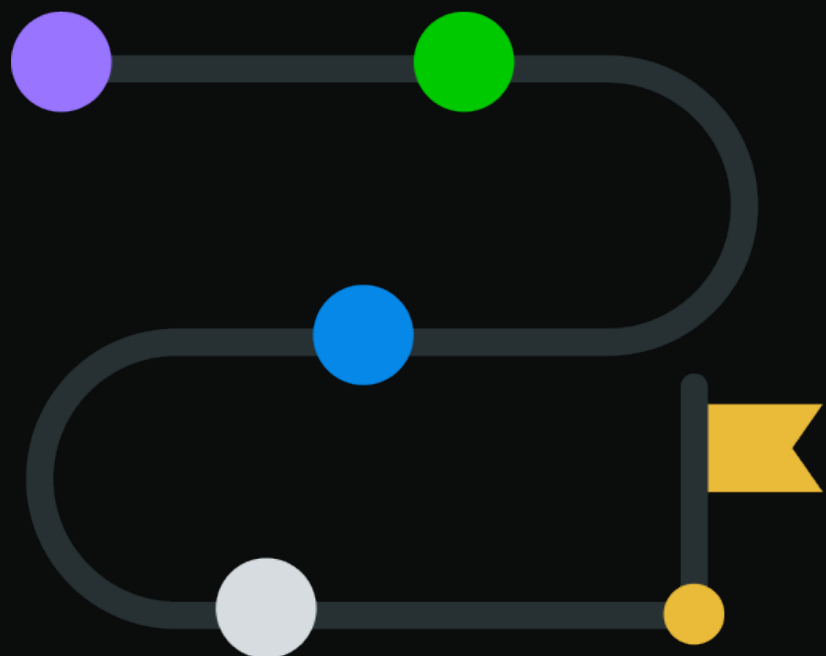
2D Pixel Art Game

The 2D Pixel Art Game will be completely custom made. From scratch. This includes code and art.It will be a game similar to Pac-Man with a Christmas/ Cyber security theme. In-game you'll have "cookies" which you can use as currency and you'll be able to use it in the shop. (buying a different character or changing the map). –› SNEAK PEEK BELOW!

INSTRUCTIONS

MAIN OBJECTIVE:

You are the operating system your main objective is to defeat the evil viruses who want to overtake your computer and hack your password and you must stop them! Dont forget to collect all of the cookies to win the game. 🏆

DESCRIPTION

[xxxxxxxx] = Password, at the beginning of the game you will choose a password that plays a major role in the game, each letter of your password is the number of lives that you have. That means that having a strong password is very important!

🍪 = These are cookies they are located all throughout the map, your goal is to collect all of them to pass the level, with these cookies you can visit our store and buy some skins for your hero or customize the map

🌐 = Viruses are your enemy and you must avoid them at any cost, once they hit you one letter of your password will be revealed. If all the password is revealed it is game over for you, so avoid them at all cost. But you can still protect yourself by using powerups.

🔢 = Powerups, will spawn throughout the map. They can give you bonuses to your advantage to win the game and defeat the viruses. There are 3 types of powerups each with its own attributes.

🧨 = Firewall creates a wall of fire through which the viruses cannot pass, this may be used to your advantage when you are surrounded by enemies. Like in life it blocks incoming viruses from your computer.

🐞 = Antivirus, it does what it says, you are now the hunter and you can eat the enemies now and the eaten enemies will not respawn, be careful like any other powerup this one has limited time.

🆅🅿🅽 = VPN - like in the real world VPNs are used to create a tunnel between you and other users for a secure connection, so in the game, you become invincible for a short period of time. You can pass right through the viruses.

🔵 = Portals, there are 2 portals on the map, if you go from the right side of the map you will appear on the left. This can be used for a quick escape if you are being followed by viruses.property like speed to the player, freeze for the enemies and more.

PRESS "ENTER" TO START

NFTs

Buying a NFT will have positive impact on the chart, volume and your chance on winning the Lottery which will be held on Christmas Eve.
This is because the statistics will be as the following:

-10% to marketing
-60% into the chart
-30% will go to the reward for Christmas Eve.
The NFTs will each have a rarity (RPG based, so common/rare/epic/legendary).

Depending on which rarity you own, you'll get more raffle tickets if you have a higher rarity, so for example (this will still need to be decided on):

⬡ Common = 1 ticket
⬡ Rare = 2 tickets
⬡ Epic = 3 tickets
⬡ Legendary = 4 tickets

NFTS

Marketing
10%

Prize
30%

Chart
60%
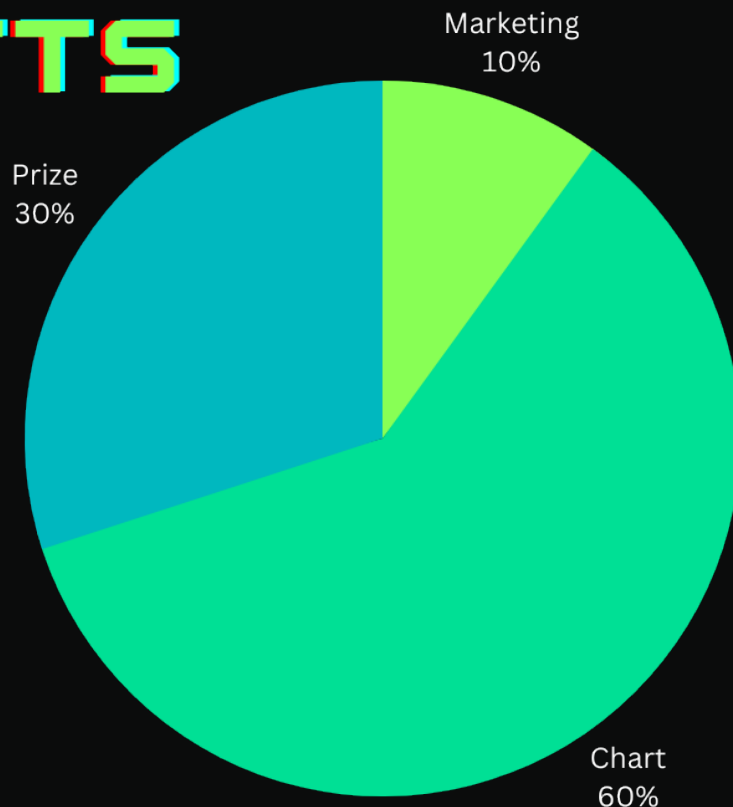
Christmas Eve

As we've been thinking about what we can do after the NFTs drop, we came to a conclusion to create a Raffle system which you could only enter by holding 1 of the NFTs. This'll create a buying pressure for the NFTs (next to the other things listed above) + it will give everyone a fair chance of winning.

On Christmas Eve we'll be ending the raffle competition (which you can enter with the NFTs).

The prize will be a % of what the NFTs generate + a special prize that's been worked on in the background! All I can say is, it's snowy.
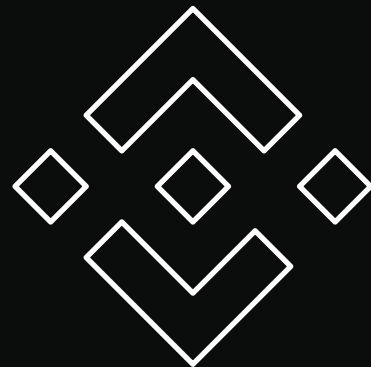
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