

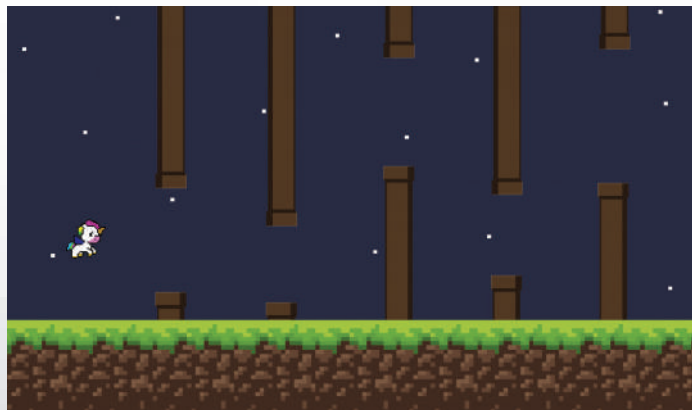
INTRODUCTION

Inspired by the legendary pixelated pieces of Flappy Bird and Crypto Punks, Tapme is not only just an addictive easy-to-play-to-earn game, but it also possesses others unique features that players cannot find in any other blockchain-related games: NFTs Staking and multi-NFTs intergration.

GAME PLAY

Play – to – earn

- Each player starts with a Base Starting (and idle) Energy Pool of 50.
- For every unsuccessful game, 1 energy will be deducted.
- Each player starts with a Base Energy Recovery Rate of 10 per 3 hours.
- There will be a maximum of 250 obstacles to pass.
- For every successful jump, 1 point will be given to the player.



- For every 100 points, the player could exchange for 1 CHIP token.
- Players can use other NFTs other than the native Animals to play the game.
- Other NFTs cannot be staked, do not have bonuses and for every successful jump, cost players 200 points to exchange for 1 CHIP token.

Animal Characteristics (NFT)

- There will be 10 different classes of Animals.
- Each class of animals will have 10 levels
- Each Animal will have a different random generated bonus Max Energy Recovery Rate.
- The higher-level Animals will have higher Max Energy Recovery Rate.





- Each player will choose 1 Animal to play and benefit the bonus.

- If a player has from 6 to 10 Animals, he/she will have the Starting (and idle) Energy Pool increase to 100.

- If a player has more than 10 Animals, he/she will have the Starting (and idle) Energy Pool increase to 150

- The Max Energy Recovery Rate for each level is as followed:

Level	1	2	3	4	5	6	7	8	9	10
Max Energy Recovery Rate	10	15	20	25	35	45	55	75	100	150

Breeding

- Players can breed 2 Animals with the same class in order to obtain 1 higher level Animal.

- The breeding process will require both CHIP and TAP token.

- The "parents" Animals, even if the breeding process is successful or not, will be taken out from the game and returned to the Game Reserves and used for Loot Box

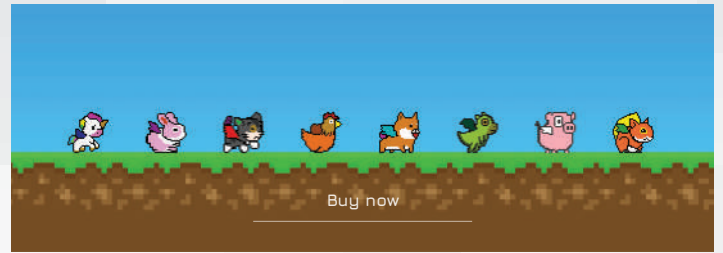
- The breeding's success rate and CHIP and TAP requirements are as followed:



Class (Level)	Success rate	CHIP Requirement	TAP Requirement
1 to 2	80%	50	10
2 to 3	40%	75	20
3 to 4	20%	100	30
4 to 5	10%	150	40
5 to 6	5%	200	60
6 to 7	2,5%	250	80
7 to 8	1,25%	350	120
8 to 9	0,625%	500	150
9 to 10	0,3125%	1000	200

The Marketplace

- Players can trade Animals as NFTs on the Marketplace (with TAP).
- Players can purchase Loot Box on the Marketplace with the possibility of owning different levels/classes of Animals or winning TAP (with CHIP)



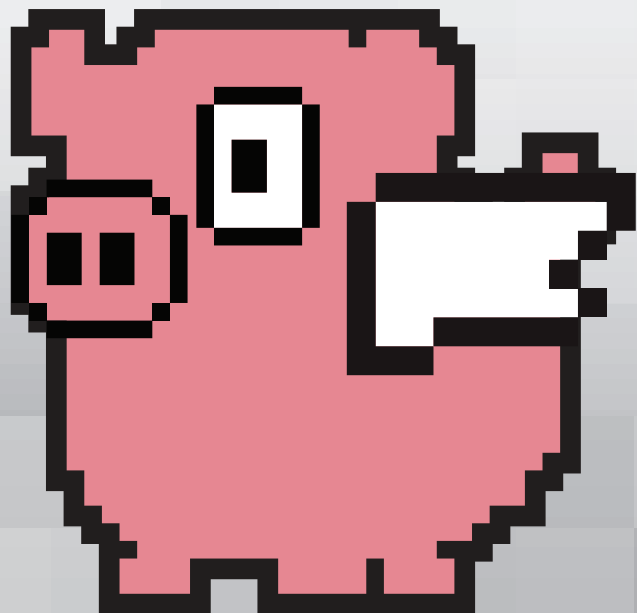
Staking Benefit and Tokens Use Case:



- TAP can be used for liquidity mining for fee on decentralized exchanges
- TAP LP can be staked for more TAP.
- TAP can be staked for Revenue Share from the game.
- TAP can be used to buy Animals on Marketplace.
- CHIP can be used for breeding Animals.
- CHIP can be used for purchasing Lootbox from Marketplace (for TAP or Animals).
- Animals (NFTs) can be staked for Revenue Share from the game.
- The higher the class (level) and the more types of Animals staked, the more Revenue Share from the game the staker might receive

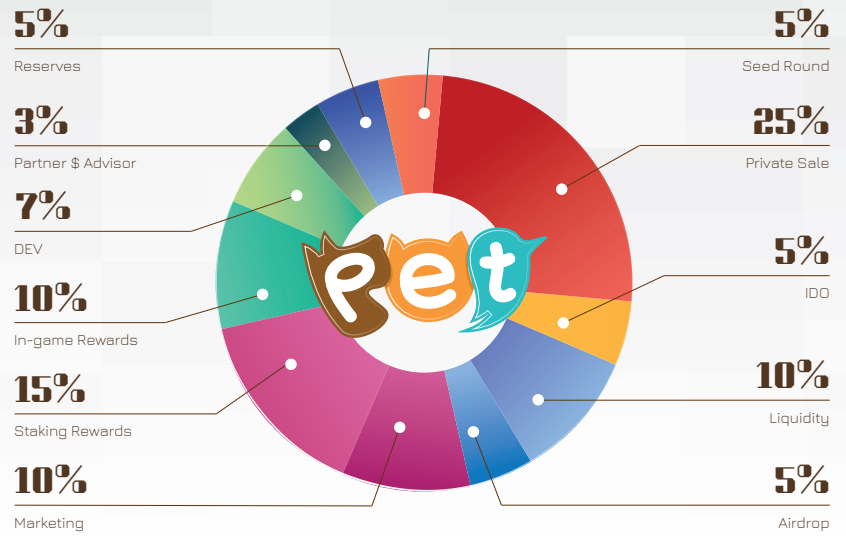
Game revenue stream:

- Animals (NFTs) Sale
- Breeding Process
 - “Parents” Animals
 - CHIP Requirement
- Loot Box Sales
- Marketplace fees



TOKENOMICS

- Name: TAPME
- Symbol: \$TAP
- Decimals: 18
- Network: Binance Smart Chain
- Total Supply: 90,000,000



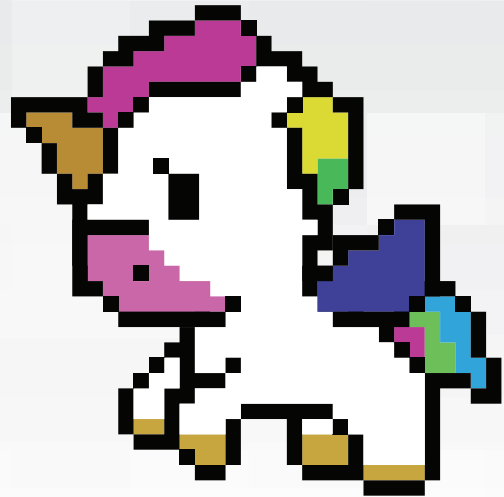
- Distribution:

Detail	Allocation	Allocation	Vesting
Seed Round	5%	4.500.000	10% at TGE, vesting linearly in 6 months
Private Sale	25%	22.000.000	15% at TGE, vesting linearly in 4 months
IDO	5%	4.500.000	25% at TGE, vesting linearly over 3 months
Liquidity	10%	9.000.000	Locked for 6 months then vesting linearly over 12 months
Airdrop	5%	4.500.000	Vesting linear over 4 months
Marketing	10%	9.000.000	1 months cliffs, vest linearly in 12 months
Staking Rewards	15%	13.500.000	Minting based on smart-contract
In-game Rewards	10%	9.000.000	Lock until Official game release, vesting linearly over 24 months
Reserves	5%	4.500.000	Locked for 6 months then vesting linearly over 12 months
Dev	7%	6.300.000	Locked for 6 months then vesting linearly over 12 months
Partner & Advisor	3%	2.700.000	Locked for 6 months then vesting linearly over 12 months

ROADMAP

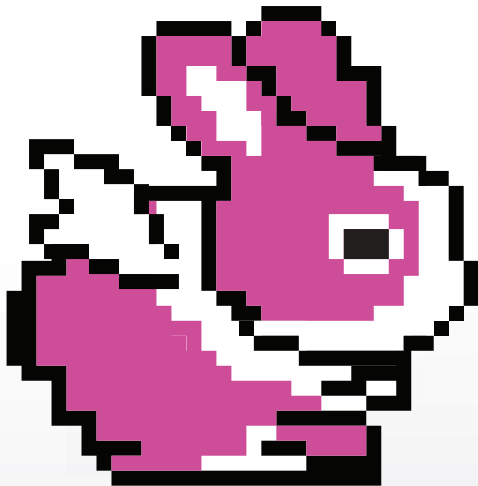
Q3 2021:

- Game ideas and concepts
- Game graphic design
- Website launch, community building
- Partner & Marketing
- Alpha version of the game
- Introducing TAP Governance Token



Q4 2021:

- Smart Contract Audit
- Liquidity Mining Launch
- Official Game release
- Introducing CHIP Play-to-earn token
- Introducing Staking Pool: TAP for Revenue Share
- NFT Marketplace Launch
- Allowing other NFTs to participate in the game



Q1 2022:

- Introducing Staking NFTs for Revenue Share
- Mobile version (iOS and Android)
- PvP Mode Launch
- Multichain deployment
- Tapme Tournaments and Championships

