



TOKENOMICS



\$SOAK STRUCTURE

TOKEN	SUPPLY	UTILITY	BURN MECHANISM
\$SOAK (Governance & Premium Utility Token)	Fixed Supply: 100M (Hard Cap)	<ul style="list-style-type: none">- Buy in-game currency (\$DROPS) at a discount -- Purchase exclusive NFTs (skins, cosmetics, weapons) -- Stake to unlock premium perks -- Access NFT battle pass tier -- Voting power (game direction, events) -- Tournament rewards for top players	 20% of all \$SOAK spent is permanently burned.
\$DROPS (In-Game Soft Currency, Dynamic Supply)	Soft Cap: 10B (Controlled Inflation)	<ul style="list-style-type: none">- Buy loot boxes, upgrades, power-ups -- Pay for revives, extra missions, entry fees -- Transaction fees on in-game marketplace	 10% of DROPS spent on premium items is burned



Precise Economics for In-Game Currency (\$DROPS) 1.

ACTION	DROPS EARNED	DAILY LIMIT
Winning Battles (PvE/PvP)	100-500 DROPS	Soft cap per day to prevent farming
Completing Daily Missions	500-1,500 DROPS	Hard cap per day
Watching Ads	100-200 DROPS per ad	Max 5 ads per day
Battle Pass Progression	5,000-10,000 DROPS per tier	Premium Pass earns 2x more
Selling Loot Box Items (Common Skins, Power-Ups)	Dynamic (market-driven)	No Limit



Precise Tokenomics for In-Game Currency (\$DROPS) 2.

How DROPS is Spent (Demand Mechanics)

SPENDING ACTION	DROPS COST	BURN RATE
Loot Boxes (Basic)	5,000 DROPS	10% Burn
Loot Boxes (Premium)	10,000 DROPS	10% Burn
Weapon/Soaker Upgrades	3,000-15,000 DROPS	10% Burn
Power-Ups & Boosts	2,500-7,500 DROPS	10% Burn
Cosmetic Skins (Non-NFT)	20,000-100,000 DROPS	10% Burn
Revives (Mid-Battle)	3,500 DROPS	10% Burn
Battle Pass Unlock	50,000 DROPS (or \$SOAK equivalent)	No Burn
Premium Tournaments Entry Fee	100,000 DROPS (or \$SOAK equivalent)	10% Burn



\$ DROPS: CONTROLLED INFLATION

DROPS supply is dynamic but controlled by burn mechanisms (10% of premium purchases is burned).

More DROPS is spent than **earned**, ensuring continuous demand.

