$Flux DAO White Paper

$Flux DAO Core Team

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$Flux DAO Tokenomics

Total Supply — 99.72 Billion $Flux

Project Supply — 29.8 Billion $Flux

LP Tokens — 1.1 Billion Flux LP Tokens

Liquidity Pool — 22.26 Billion $Flux (as of 03/04/2025)

Deflationary through the Burn-to-Vote mechanism

$Flux DAO Governance

Percentage of Supply Considered for Voting = Total Supply - Project Supply - Liquidity Pool Supply

As of 03/04/2025 the vote will be based on 47.66 Billion $Flux

With the metrics above, a holder with 1 Billion $Flux has a voting power of 2.098% (1/47.66)

 $Flux Token will be used to vote on chain through the Burn-to-Vote mechanism.The first proposal the community will vote on will be to set the amount of $Flux to burn as the ongoing voting fee. First burn will consists of 1 $Flux and the members need to add in the burn memo their choice (1, 2, 3, or 4)

For a proposal to pass, it needs to receive minimum of 60% of the votes

$Flux DAO Arcade — Beta

The Beta phase of $Flux DAO Arcade will be going live by March 9, 2025. Beta participants will be playing the games for a period of 3 to 5 weeks. The HTML games will be rolled out 1 by 1 to obtain highest quality of data per game basis to continue their enhancement. Beta players will be rewarded for playing the game and providing their feed back and constructive criticisms.

1 — Participants:

• Telegram Community

• Zoo Discord — VIPs, Pass Holders, & Normal Zoo Community Members

• A & B's Group in Colombia

2 — Beta Reward Multipliers:

- $Flux Holder Tiers

Tier Level	FLUX Holdings		Boosted Arcade Multiplier Beta
	From	To	
1	0	82,500,000	1.05
2	82,500,001	165,000,000	1.20
3	165,000,001	330,000,000	1.40
4	330,000,001	825,000,000	1.65
5	825,000,001	More	2.00

- $Flux LP Contributors Tiers

Tier Level	FLUX LP Tokens		Boosted Arcade Multiplier Beta
	From	To	
1	0	16,500,000	1.15
2	16,500,001	33,000,000	1.40
3	33,000,001	49,500,000	1.70
4	49,500,001	66,000,000	2.05
5	66,000,001	More	2.50

- Zoo Discord Tiers

Zoo Discord		
Tier	Status	Boosted Arcade Multiplier Beta
1	Member	1.20
2	Pass Holder	1.5
3	Pass Burnt (VIP)	2

- NFTs

NFT Holders			
Tier	From	To	Boosted Arcade Multiplier
1	1	3	1.05
2	4	7	1.20
3	8	13	1.40
4	14	20	1.65
5	21	More	2.00
Exclusive NFT Boosters			
NFT	Boosted Arcade Multiplier	NFT	Boosted Arcade Multiplier
Neon	1.22	Superior	1.22
Joker	1.13	Solidify	1.22
Shadow	1.13	LFG	1.22
Cotton Candy	1.13	Sinister	1.22
Pastel	1.13	Fierce	1.22
Dusty	1.12	Rocket Ride	1.17
		Moon Landing	1.13
Bridging Time Lines GTs Master	1.22	Sup	1.10
		Shocked	1.07

- A & B's Group Multiplier (Set number depending on number of users)

  Lets assume a player has the following tiers:

  3 Flux Holder (0.40), Tier 3 NFT Holder (0.70) and Tier 3 Zoo Discord (1.00).

  The total multiplier will be of 2.1 during the entirety of the beta period

  Multipliers will be manually calculated during the Beta period. The admins of the arcade will provide the snap shot dates and will inform the players once the update for that period has taken place.

There will be multipliers given by the admins of the arcade to those participants that provide critical feedback during the beta period through our standardized survey. The more feed back you provide, the higher the chances of receiving the boosters and even Governance airdrops!

Data Base Logic - Multipliers

Constant & Base	Variable A	Variable B	Variable C	Variable D	Total Tokens Earned with Multipliers
Tokens Earned Per Submit	Flux Holding	Flux LP Token Holding	NFT Holder	Zoo Discord	Multiplied Rewards
100	Tier 3	Tier 3	Tier 3	Tier 3	350

To automate and calculate the multipliers, we will be needing to create the following algorithmic formula:

The tokens submitted are going to be the constant to be multiplied with each variable by the given tier level multiplier and will be the base to add on all the extra tokens earned

The formula will be an "if" for each variable. Variable A for instance has 6 different tier options. The possible outcomes are 6

	Variable A	Variable B	Variable C	Variable D	
Tier 0	100 x 0	100 x 0	100 x 0	100 x 0	
Tier 1	100 x .05	100 x .15	100 x .05	100 x .20	
Tier 2	100 x .20	100 x .40	100 x .20	100 x .50	
Tier 3	100 x .40	100 x .70	100 x .40	100 x 1	
Tier 4	100 x .65	100 x 1.05	100 x .65		
Tier 5	100 x 1	100 x 1.50	100 x 1		

In the example above, we see the player earned 100 tokens and has tier 3 across all 4 beta categories (variables)

Tokens Earned	Variable A	Variable B	Variable C	Variable D	Total
100	40	70	40	100	350

In the database, each variable is an individual column. Variables A, B, & C have 6 possible outcomes. Variable D has 4 possible outcomes. The idea is for us to turn on the tiers first manually on the back end for each individual player and eventually delegating bots to scan wallets and automatically update that infomartion

In our CMS, we should see the table at the top of the page with the logic, operations, and results of the example 3 rows above

3 — Beta Rewards:

• Flux NFTs (First come first serve basis)

• Flux Governance Tokens

• Arcade Reward Multipliers

• Raffles

Close Beta Arcade Rewards

	Reward	Arcade Token Value	Category	Reward Type	
1	0.121 Reward Multiplier	12,120	Reward Multiplier	1 time claimable	
2	0.589 Reward Multiplier	58,900	Reward Multiplier	1 time claimable	
3	Genesis NFT	150,000	NFT	First come first serve	
4	Genesis NFT	150,000	NFT	First come first serve	
5	Genesis NFT	150,000	NFT	First come first serve	
6	Genesis NFT	150,000	NFT	First come first serve	
7	Bridging Time Lines GT	121,000	NFT	First come first serve	
8	Bridging Time Lines GT	121,000	NFT	First come first serve	
9	Bridging Time Lines GT	121,000	NFT	First come first serve	
10	Uncommon LP Collection	222,000	NFT	First come first serve	
11	Uncommon LP Collection	222,000	NFT	First come first serve	
12	Rare LP Collection	380,000	NFT	First come first serve	
13	10,000,000 Flux	75,000	Governance/Voting	3 times	
14	20,000,000 Flux	112,000	Governance/Voting	3 times	
15	50,000,000 Flux	212,000	Governance/Voting	3 times	
16	LP Token Arcade Booster (10 XRP split both ways 50/50 FLUX/XRP)	1,210	Raffle entry	Unlimited	

Reward exchanges will be done through a discord help ticket on a first come first serve basis during the Beta.

4 — Advertisement Banners for 3 weeks from launch of Game

• Vertical banners on both sides next to the game (35 XRP per banner, 2 banners)

• Horizontal above the game (25 XRP, 1 Banner)

• 6 Games totaling 12 vertical and 6 horizontal banners

5 — Open Source Concept

Taking advantage of the overall launch of the arcade in its beta stage, we are looking to test out the "Open Source" Arcade concept which consists of of inserting games of other projects for Flux DAO members and arcade players to play and earn air drops form those communities. Testing out the concept in depth during the Beta stages allows us to build at the correct business model and requirements moving forward to onboard communities. "Open source" in our case refers to the ability for projects to create a game for their community, send it to us, and we would then add it to our arcade for all players to have the possibility to play it. Reduces the need for projects to have to host their own fully functioning arcade, the marketing to bring the players in, and other intricacies required to have a fully compliant arcade.

• Doc (AIGent)

• T589 (AIGent)

• Up to 3 More tokens

After the Beta period is complete, our goal is to improve the Arcade and create an enhanced version to include:

• Automation of Multipliers

• Addition of new games to be unlocked with Arcade Tokens

• Inclusion of advertisements from Adsense or similar platforms

• Execution of critical items derived by survey findings

After the automation of multiplies is implemented, we will begin to implement mass marketing campaigns in the forms of

• X Spaces

• X Community Campaigns

• Paid ads on X (Target Audiences from specific countries)

• Other

$Flux DAO Arcade — Python

The second version of the arcade will include :

Re-development of the games in Python

Native iOS and Android Apps

Wallet Connectivity

More features

$Flux DAO — $FLUXOPOLY

Development of 100% original game. Virtual game will be release for iOS and Android with in-game purchases. Physical game will be distributed in channels such as Etsy, Amazon, and Walmart marketplace!

$Flux DAO Utilities

• Arcade Multipliers

• Airdrops

• NFTs (LP Contribution airdrop *Executed*)

• AMM Farming (upcoming)

• 12.1% FLUX rebate after 10 day hodl from 11/19/2024 to 12/01/2024 11:59 pm est (E*nded)*