

# Enig Play Whitepaper



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# 1. Introduction

## 1.1 Overview

Enig Play represents a groundbreaking advancement in integrating blockchain technology with the gaming industry. Our goal is to establish a decentralized ecosystem where cryptocurrency, gaming, and community-driven governance coexist harmoniously. Central to this ecosystem is **ENIG**, a cryptocurrency designed to drive the ShowDown game, a competitive fighting game that harnesses blockchain technology to enhance player experiences, ensure true ownership of in-game assets, and create a vast, interconnected gaming universe.

## 1.2 Vision

We aim to create a decentralized gaming ecosystem that empowers both players and developers, equipping them with the tools and resources to innovate, play, and earn within a fair and transparent environment.

## 1.3 Mission

Enig Play's mission is to merge the potential of blockchain technology with the expanding gaming world to deliver a seamless and immersive experience where gaming and digital assets come together in a vibrant, community-driven platform.

# 2. Technical Details and Specifications

## 2.1 Blockchain Specifications

- **Algorithm:** Ghostrider
- **Block Time:** 120 seconds
- **Mining:** CPU
- **Consensus Mechanism:** Hybrid Proof of Work (PoW) & Smartnodes
- **Collateral:** 900,000 ENIG

## 2.2 Tokenomics

- **Total Supply:** 21 billion ENIG
- **Initial Distribution:**
  - **Pre-Mining:** 0.7% of total supply (147,000,000 ENIG)
  - **Reserves:** 0.7% of total supply (147,000,000 ENIG)
  - **Team Allocation:** 0.1% of total supply (21,000,000 ENIG)
- **Block Rewards:** 5,000 ENIG per block





- **Miners: 35%**
- **Smartnodes: 55%**
- **Development & Marketing: 15%**

## 2.3 Pre-Mining and Reserves Vesting Schedule

### 1. Pre-Mining (0.7% of Total Supply)

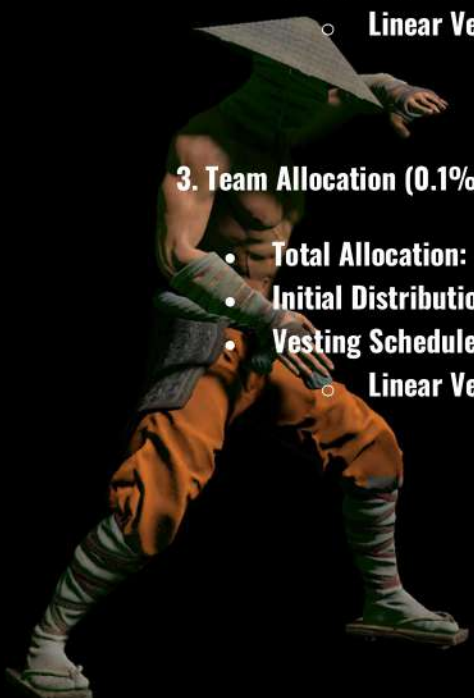
- **Total Allocation:** 147,000,000 ENIG
- **Initial Distribution (Month 0):** 25% (36,750,000 ENIG) for strategic investors, marketing, and launch costs.
- **Remaining for Vesting:** 110,250,000 ENIG
- **Vesting Schedule:**
  - **Q3 2024:** 25% (27,562,500 ENIG) for reserve development and marketing adjustments.
  - **Q4 2024:** 25% (27,562,500 ENIG) for ongoing development and marketing.
  - **Q1 2025:** 25% (27,562,500 ENIG) for operational costs and further development.
  - **Q2 2025:** 25% (27,562,500 ENIG) reserved for future needs or strategy adaptation.

### 2. Reserve (0.7% of Total Supply)

- **Total Allocation:** 147,000,000 ENIG
- **Distribution:**
  - **Years 1-2:** 50% (73,500,000 ENIG) for initial operations and development.
  - **Years 3-4:** 50% (73,500,000 ENIG) held for future needs or strategic adjustments.
- **Vesting Schedule:**
  - **Linear Vesting:** Even distribution over 2 years (18,375,000 ENIG per quarter).

### 3. Team Allocation (0.1% of Total Supply)

- **Total Allocation:** 21,000,000 ENIG
- **Initial Distribution (Q4) :** 25% (5,250,000 ENIG)
- **Vesting Schedule:**
  - **Linear Vesting:** Even distribution over 2 years starting Q1 2025 (684,782 ENIG per month).



## 3. Game Development: **SHOWDOWN**

### 3.1 Game Mechanics

- **Combat System:** Each character in ShowDown features unique moves and special combos, offering a diverse and strategic gameplay experience.
- **Story Mode:** Explore the backstories and motivations of each character through immersive storytelling.
- **Tournament Mode:** Compete in tournaments to become the ultimate fighter and earn significant rewards.
- **Multiplayer Mode:** Engage in online battles with other players in competitive matches.

### 3.2 Characters and Backgrounds

#### Takeshi Yamamoto - Samurai of the Forgotten Clan (Japan)

Takeshi is the last samurai of a nearly extinct clan. After his clan was slaughtered by Azura Inferno, Takeshi seeks revenge and aims to thwart Devil's sinister plans. He wields a legendary sword imbued with mystical powers.

#### Li Wei - Master of Celestial Fist (China)

Li Wei is a Shaolin monk who has mastered the ancient martial art of the Celestial Fist. Following the destruction of his temple by Azura Inferno, he joins the tournament to safeguard the world from destruction.

#### Hiroshi Saito - Shadow Assassin (Japan)

Hiroshi is a renowned ninja assassin known for his speed and stealth. He enters the tournament to track down Azura Inferno, who kidnapped his sister. Hiroshi employs deadly ninja weapons and techniques in his battles.

#### Bamboo - The Wooden Panda (China)

Bamboo is a wooden panda brought to life by nature's forces. An expert in jujitsu, he possesses incredible strength despite his wooden form. Bamboo joins the tournament to defend the forest and its inhabitants from Devil's threat.

#### Kenta Nakamura - Iron Fist Elder (Japan)

Kenta is an elderly man with a muscular build and extraordinary strength. As a legendary karate master, Kenta participates in the tournament to restore honor and peace by stopping Azura Inferno.

### 3.3 Maps and Locations

- **Apocalyptic World Stage** - An abandoned city, ravaged by chaos.
- **Under World** - A mountainous region with flowing lava, symbolizing a world on the brink of destruction.





## 4. Roadmap and Timeline

### 2024 Q3: Laying the Foundation

#### Finalizing ENIG Cryptocurrency Design

- Complete the design and technical specifications for ENIG, including the Proof of Work (PoW) algorithm, Smartnode functionality, and development fee structure.
- Develop and test the initial blockchain infrastructure to ensure security and scalability.

#### ENIG Pre-Mining and Distribution

- Begin the pre-mining process to generate initial ENIG coins.
- Distribute coins through strategic partnerships, community airdrops, and early adopter incentives.

#### Whitepaper and Marketing Campaign

- Publish a comprehensive whitepaper detailing the ENIG ecosystem, its use cases, and long-term vision.
- Launch a targeted marketing campaign to build awareness and attract early adopters within the gaming and blockchain communities.

#### Community Building

- Establish online communities on platforms like Discord, Telegram, and Twitter to engage with early supporters and provide updates.
- Host AMAs (Ask Me Anything) sessions to answer questions and gather feedback.

#### Launch of ENIG Cryptocurrency

- Officially launch ENIG on major cryptocurrency exchanges to enable trading and broader access.
- Activate smartnodes and incentivize node operators to strengthen the network.

### 2024 Q4: Expanding the Ecosystem

#### ShowDown Game Development

- Start full-scale development of ShowDown, focusing on core gameplay mechanics and character design.
- Release early gameplay footage and teasers to generate excitement and community interest.

#### Networking for Multiplayer ShowDown

- Develop and integrate multiplayer networking capabilities for ShowDown, ensuring a smooth and competitive online experience.

### **Partnerships and Collaborations**

- Forge strategic partnerships with gaming studios, blockchain platforms, and influencers to expand the Enig Play ecosystem.
- Explore opportunities for cross-platform integration and additional use cases for ENIG coins.

## **2025 Q1: Bringing ShowDown to Life**

### **Alpha Testing for ShowDown**

- Conduct closed alpha testing with selected players to gather feedback on gameplay, balancing, and networking functionality.
- Implement improvements and optimizations based on player feedback.

### **ENIG Marketplace Testing**

- Test the ENIG-powered in-game marketplace, allowing players to buy, sell, and trade assets.
- Ensure secure transactions and true ownership of in-game assets through blockchain integration.

### **Expansion of ENIG Utilities**

- Introduce additional utilities for ENIG within the Enig Play ecosystem, including staking, governance, and special event participation.
- Develop and release new content for ShowDown, including characters, arenas, and game modes.

## **2025 Q2: Full Launch and Global Expansion**

### **ShowDown Full Release**

- Officially release ShowDown to the global market, complete with all game modes, characters, and blockchain features.
- Launch a worldwide marketing campaign to drive downloads and player engagement.

### **Global Tournaments and Events**

- Organize and host global ShowDown tournaments, offering significant ENIG rewards and exclusive in-game prizes.
- Partner with esports organizations to bring ShowDown to competitive gaming stages.

### **Ongoing Ecosystem Development**



- Continue to expand the Enig Play ecosystem with new games, features, and blockchain applications.
- Regularly update and improve ShowDown based on player feedback and emerging trends.

### Community and Governance

- Empower the Enig Play community by introducing governance features, allowing ENIG holders to vote on key decisions and future developments.
- Foster a vibrant, engaged community that actively participates in the growth of the Enig Play ecosystem.

## 5. Economic Strategy

### 5.1 ENIG Utility

ENIG will serve as the primary currency within ShowDown, enabling players to:

- Purchase exclusive in-game items.
- Upgrade their characters.
- Enter special tournaments with significant rewards.

### 5.2 Monetization Strategy

Monetization efforts will include in-game advertising and sponsorships during tournaments, starting in 2025. These will provide additional revenue streams while maintaining a player-focused experience.

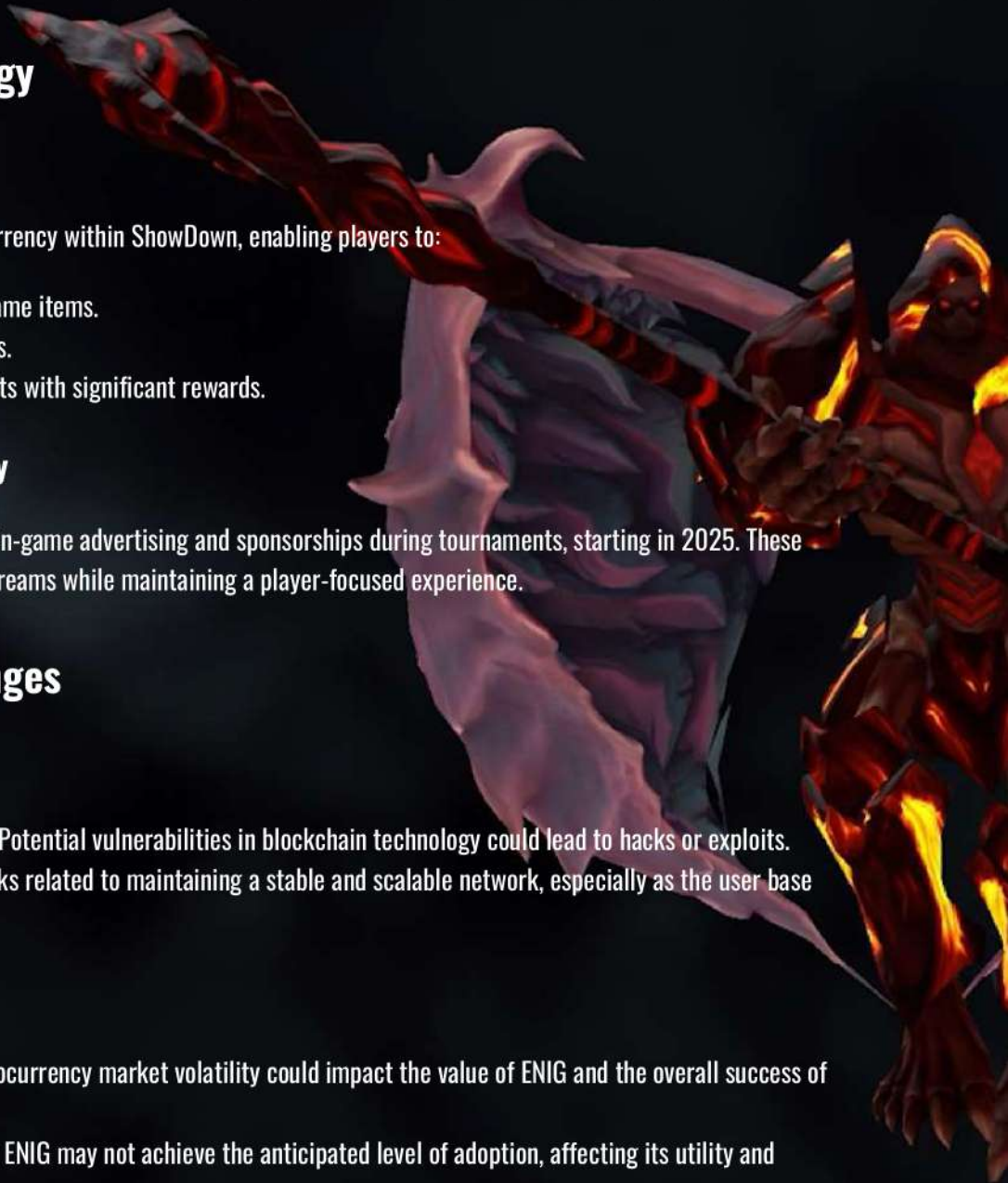
## 6. Risk and Challenges

### 6.1 Technological Risks

- **Blockchain Security:** Potential vulnerabilities in blockchain technology could lead to hacks or exploits.
- **Network Stability:** Risks related to maintaining a stable and scalable network, especially as the user base grows.

### 6.2 Market Risks

- **Price Volatility:** Cryptocurrency market volatility could impact the value of ENIG and the overall success of the ecosystem.
- **Adoption:** The risk that ENIG may not achieve the anticipated level of adoption, affecting its utility and demand.





## 7. Community and Adoption

### 7.1 Community Growth and User Education Strategy

Building and maintaining a strong community is essential for ENIG's success. Our community growth strategy will include various approaches to ensure widespread adoption, effective education, and active user participation.

- **Community Platforms:** Develop online communities through platforms like Discord, Telegram, and Twitter, where users can interact, share knowledge, and engage with the project.
- **Educational Resources:** Create comprehensive guides, tutorials, and FAQs to educate users about ENIG, ShowDown, and blockchain technology.
- **Engagement Initiatives:** Host regular events, AMAs, and webinars to keep the community engaged and informed about updates and developments.

### 7.2 Real-World Use Cases

ENIG is designed to have utility beyond the Enig Play ecosystem. Potential use cases include:

- **Payments on Other Platforms:** Partnering with other platforms to accept ENIG as a form of payment for goods and services.
- **Collaborations:** Exploring partnerships with other blockchain projects to enhance ENIG's functionality and integration.
- **Industry Adoption:** Advocating for the adoption of ENIG in various industries, including entertainment, retail, and digital services.

## 8. Conclusion In a Nutshell

Enig Play is set to revolutionize gaming with ShowDown, a blockchain-powered game that's more than just fun it's a gateway to real-world rewards. Backed by a solid roadmap, top-notch tech, and a passionate community, we're on a mission to merge gaming and crypto.

**Join the Revolution:** Ready to level up your gaming experience and financial future? Join the Enig Play community and be part of the future of gaming. Together, let's build a world where players truly own their gaming experiences